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VI. VERSION HISTORY

[A U T H O R ' S N O T E S]

| Hello dear readers, and welcome again to yet another faq for one of |
| my all time favorite titles. Since I played the game in the |
| Playstation many years back, VP never lost its magic and the |
| excitement in playing the game is still there. I am sure other VP |
| fans will agree as well. |
|

| I have two versions of this faq; one is an illustrated PDF guide*, |
| complete with screenshots and the second is the one you have right |
| now, this is for most readers that needs instant help. |

| This is a guide while playing in HARD mode. If you just grabbed the |
| game and a new player in VP, I suggest playing in NORMAL or EASY |
| modes. Aside from that, I will be both covering endings A & B in |
| this guide. Only some dungeons are changed in Hard Mode. You can |
| still use this guide when playing Normal mode but you need to |
| traverse the dungeons not found in this faq by yourself. |
| SPOILERS will be avoided from this guide, unlike the PDF version |
| (it can't be avoided.) |

| Any feedback from you guys is very much appreciated. If you have |
| corrections or suggestions tell me so; remember that I am doing this |
| for FREE and I am investing my time and effort to make this guide as |
| helpful as possible. |

| I can't assure you that I can answer all your questions, but in the |
| best of my ability I will. Thank you for grabbing this faq and |
| enjoy. |

| - Paul 'Vhayste' Michael |

*<http://faqs.ign.com/objects/788/788783.html>

=====
[C O P Y R I G H T]
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Expect a prompt response whenever possible.

- About the Game - Overview ----- \\ABT001

Ragnarok, or the end of the world is coming near. The war between the Gods and the forces of darkness is at its peak. Your mission as a Valkyrie on Midgard is to recruit chosen souls of slain warriors and mages, to fight against the dark legions. There are 8 chapters in the story, with 24 periods each (most chapters have 28 periods in hard mode). At the end of each chapter, Freya will evaluate your performance. Also note that the more satisfied Freya is, the more Materialize points you'll get and the better items you'll be awarded. This can be done by sending Einherjars that meets the minimum requirements as requested by Freya.

There are no shops here like a traditional RPG or the need to visit each town. Everything you do consume periods; Spirit Concentration, visiting dungeons, visiting towns (recruiting characters) Since time is limited, exploring is limited as well.

Items must be purchased in the world map or in save points. The currency in the game is called MP (Materialize Points) which is awarded by Freya during Sacred Phases. These are also limited as well; though there are handy Convert to MP option in the Items Menu, you may find yourself in trouble if just buy items/equipment without thinking.

- About the Game - Einjerhars ----- \\ ABT002

Einjerhars are the chosen souls of fallen mortals to fight alongside with the gods. Recruiting these would-be heroes for the impending battle is your main goal. Each of the characters you will be getting have their own stories; which are not related to the main plot. For some, these can be considered as sidequests. But in the game, it is a requirement.

You can send up to two Einjerhars each chapter. You need to make sure that they have the necessary hero value and other skills/ traits as well. In this guide you will find Freya's requirements each chapter.

+++ HERO VALUE AND TRAITS +++

Hero value determines an Einjerhar's character. Most of them start with negative values, which can be increased by leveling them up (+2 Hero Value/ Level). Aside from that, players can also increase their Einjerhars' hero value by allotting Capacity Points (CP) to positive traits of the character.

| TIP: Characters with too many negative traits and very low Hero |
| Value? No worries, equip them with an accessory called Amber of |
| Happiness. This is available in the very start of the game and can |
| be equipped in any of the last three POS equipment slots. |
| |
| Now, try putting CP on those negative traits, watch their Hero |
| Value skyrocket! |

-----'
Freya sometimes requires traits that are not listed in the Traits menu of the character. Some of these are being a 'Negotiator', 'Can Swim', 'Brave'. In these cases, you need to equip the character you'll send with specific accessories that will give them those abilities. In this case, a Negotiator needs to have Angel's Lips equipped, Pearl of Karula will enable a character to swim and to be Brave, the Flame Bandanna is needed.

If you want to conserve much valued CP, you just buy tomes when Freya requires a character with Demon/ Monster/ Undead Knowledge. These traits can be acquired by leveling them as status skills.

+++ TRAINING EINHERJARS +++

As mentioned in the topic above, characters gain +2 hero value for each level up they get. So five levels (+10 Hero Value) is really a great help if you want to meet the required hero value without maximizing/ investing CP to the characters' traits.

In normal mode, the characters' levels are fixed when you get them. This means their CP is at full when you get them (999 pts), most of it are excised/ wasted. In hard mode however, all characters starts at level 1, which means you can maximize their growth.

There are two important accessories you should consider when leveling up your characters are the Emerald Necklace (+100 CP after level up) and the Bracelet of Zoe (+300HP after level up). These two are invaluable. Both of these can be acquired as early as Chapter 2 or 3.

Acquired event experiences when exploring dungeons and opening artifacts are stored in what the game calls an 'EXP Orb'. This option can be accessed from the Party menu. Collected event experiences here can be distributed to your low level characters.

+++ SENDING EINHERJARS +++

Sending Einherjars will permanently take them off from your party. However, you may need to change party members often if you want to maximize their skills and train them. Also, your characters can also 'die' once sent to Asgard. This happens if you sent them with no/ inadequate equipment, very few skills and at a very low level. You need to be very careful when sending somebody. When you send heroes exceeding Freya's minimum requirements (or sending two each chapter) expect really great items from Odin. This is good if you are just playing the game as is; for those who want Ending A, they may need to consider this.

Sending heroes to Asgard also increases Valkyrie's Seal Value. This is really important to take note if you are aiming to get the A ending. (Best Ending). Details how to get there will be discussed in the main walkthrough. Also, getting the path to Ending A will complete your movie gallery.

Valkyrie profile introduces a unique battle system. Each party member is assigned to a button. Depending on the equipped weapon, characters can attack up to three times, where each attack adds energy to the combo gauge below the battle screen

Not only that; when the combo gauge reaches 100%, attacking characters will get the chance to perform a special attack. Each character has their own special attacks. Freya and Valkyrie calls their special attacks "Divine Assault", other warriors call theirs "Finishing Strike" for the mages, its either a "Great Magic" or the chants for a powerful version of their spell.

Each special attack adds a certain amount of energy in the combo gauge; you can link up to four special arts to inflict devastating damage to an enemy, so long as the gauge reaches 100% after each special attack.

After performing special attacks and spells, your characters will have what the game calls as 'Charge Time' (CT). There is the number of turns needed before the character/ mage can use special attacks or cast spells respectively.

.-----.
| TIP: In tight boss battles, reducing the CT is very, very important. |
| These can be done by either using a consumable called 'Charge Break' |
| (Reduces CT at a cost of some DME) or attack the target while it |
| lays flat in the ground to drop CT orbs. Equipping your characters |
| With Fairy Rings, Fairy Earrings, Haste Ring and Haste Earrings will |
| reduce CT significantly every turn. |
'-----'

Experience Crystals can be dropped by enemies when you perform a combo while they are in mid-air. Treasure chests can be dropped by enemies when attacked either in mid-air or while on the ground. But the most effective way of forcing them to drop is by landing heavy blows after the basic combo.

There are four types of skills. Remember that fighters, archers and mages may have different Skills under certain categories.

A. Reaction Skills (e.g First Aid, Cure Condition, Guts)

Reaction skills are triggered by certain situations. For example, Cure Condition is automatically triggered when a party member is inflicted with a negative status. Depending on the skill level, the success rate of curing an abnormal status is higher, not to mention that more status abnormalities can be cured as well.

B. Support Skills (e.g Splash, Combo Counter, Reverie)

Support skills, obviously provides additional effects to attacks.

C. Attack Skills (e.g Wait Reaction, Slanting Rain, Charge)

Attack skills enhance the character's offensive capabilities. They can be considered as offensive support skills.

D. Status Skills (e.g. Fight, Survival, Attack Power)

These are the skills you will be leveling up often. They increase the status of your characters permanently. This is very crucial specially when you are planning to train a low-level character.

The required CP increases when the skills also increase in level. LV8 is the maximum level. Also note that Reaction, Support and Attack Skills must be SET UP before they are activated. Status skills are automatically activated once you allot CP in them.

Skills can also be used to allow all characters learn additional skills.

- About the Game - Items and Equipment -----\\ABT005

Equipments and weapons are essential to survive VP's hostile world. Learning equipment attributes will allow you to choose the best without wasting too much MP.

WEAPONS

1. Attack = Attack value of the weapon
2. 1_X/O = Determines the number of attacks the weapon has.
The numbers indicates the type of attack(s) the equipped character can perform. (Check their Ability list)
3. Attack Thrust = Determines the consistency of damage dealt to the opponent. A weapon with a low attack thrust deals random damage (including 1 or 0)
4. Hit Thrust = Determines the capability of the weapon to guard crush enemies. Also determines the hit rate.

- 5a. <elemental> / Death = any enemies weak to the specified element will be killed instantly.
- 5b. <elemental> / DMG+X% = deals additional damage to enemies weak to the weapon's element

BODY ARMORS

-
1. Reduce Damage = Defense Rating of the Armor/ Helm/ Greaves or Guard
 2. Defend Thrust = Also considered as the block rate of equipment.
Guards have high defend thrusts.
 3. Special effects = <element>/ DMG-50% = Reduces damage dealt from the specific element.

+++ BREAKABLE WEAPONS/ ITEMS +++

Some weapons have a chance of breaking. These weapons are usually powerful than the unbreakable ones. Once broken, they are lost forever to be careful when using them.

All 'Slayer' weapons are breakable. They deal massive damage to specific enemies. USE THEM ONLY DURING BOSS BATTLES and when the situation calls forth. (E.g Dragon Zombies, Dragon Warrior and Manticores blocking the way) They are very rare so avoid using them as normal weapons. These weapons will save your life.

Element and Ether scepters allow your mages to perform devastating great magics, however they have a high break rate. If you're having problems defeating a boss, you can equip this.

Items such as Angel Curio and other Charms break after being activated.

+++ TRANSMUTATION +++

Transmuting is basically converting an item to another one. Spellbooks can be transmuted to another spell. (example: Fire Storm = Fire Lance, Heal = Normalize). These can be done with Skill Books as well. Valkyrie starts with Transmutation Level 1. As it levels up, better items can be transmuted. Her transmutation level can be raised up to LV3 - max.

Transmutation levels only increase when equipping either a Creation Gem or Creation Jewel.

| TIP: Transmute Golden Eggs or the Holy Grail (!) to a Bracelet of |
| Zoe. Note that equipping two BoZ's will not increase the HP by 600 |
after leveling up.

+++ CONVERTING ITEMS TO MP +++

When short in MP and you still need to buy something important, you can convert some items in your inventory to MP. Note that artifacts have the highest converted cost.

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Chapter 0 - ARTOLIAN MOUNTAIN RUINS':-----: ' WLK001|
-----/' '\-----'

1. Eye of Heaven
2. Iron-Barred Key
3. Vegetable Seed, Book of Everlasting Life
4. Vegetable Seed
5. Angel Curio, Savory, Quartz Gem, Nightshade
6. Element Scepter
7. Foxglove, Fire Lance
8. Treasure Search*, Angel Curio
9. Lapis Lazuli

This dungeon is straightforward and basically your starting point. Freya will give you instructions along the way. Here you can familiarize yourself with the controls and the overall system.

- Continue to the right, past the first route to the rear. Enter the 2nd room to the rear. Get item (1).
- Continue to the right, upstairs. Continue left again, then enter the room to the rear. Find item (2).
- Backtrack to the first room to the rear that you passed a while ago. Examine the iron gate. After it opens, head downstairs.

| Here you will need to practice your jumping and crystal shooting |
| skills. Remember that you can do a lot of things with your crystals |
so feel free to experiment with them.

- Take note of Freya's tutorials. After grabbing the items (3), head to the bottom right. Exit to the next screen.
- Slash the pillar here to unblock the path above. You will gain 500 event experience. Now head to the down to the lower left of the map and find a path leading to the front.
- Head to the left, then take the path to the rear. In this room, beware of two enemies that will fall from the left. Defeat them and create crystal footholds until you reach the top of this towering room. YOU should find chests (5)
- Exit the room, then go to the right this time. YOU should find a large room with spikes at the bottom, and a floating platform. Defeat the enemy first then ride the platform.

In order to reach the item in the upper ledge, create a full crystal (shoot two crystals in the same place) and as you pass by, shoot it again to create a shimmering foothold. Jump on it and grab the item. Be careful though, it is rigged with a large explosive.

You may need to do this more than once in order to get the item. It is

CHAPTER 1

| NOTE: You can visit dungeons or recruit characters in any order you |
| like. Spiritual Concentration consumes 2 periods, but REMEMBER that |
| when you do a SC and Valkyrie didn't detect any new dungeons or |
| Characters, no periods will be deducted. So, it is alright to do all |
| the spiritual concentrations as you start the chapter. (As long as |
| you can remember the places) |
| |
| Also if you're after Ending A (Best Ending) do not visit Weeping |
| Lily Meadow and Gerabellum yet. Keep that in mind. |
| |
| If you ever acquire "Broken" items (e.g. Broken Blade, Armor, Sword) |
| Do not transmute or sell them. Save them for later. You will thank |
yourself later on by doing so.

Periods: 24
Dungeons: 2
Characters: 2

TASKS:

1. Spiritual Concentration - Locate Solde Catacombs (-2)
2. Spiritual Concentration - Locate Cave of Oblivion (-2)
3. Spiritual Concentration - Locate Belenus/ Lassen (-2)
4. Spiritual Concentration - Locate Llewelyn/ Crell Monferigne (-2)

Consumed: 8/24

Towns/ Characters:

1. Visit Artolia, obtain Dragon Slayer inside Arngrim's house. (-1)
2. Visit Lassen, recruit Belenus (-1)
3. Enter Lassen again once more, and go inside Belenu's house. Receive Pressed Flower. (-1)
4. Visit Crell Monfereigne. Recruit Llewelyn. (-1)
5. Enter Crell Monfereigne again, head straight to the right to reach the Forest. Obtain Goddess Pendant. (-1)

Consumed: 13/24

Dungeons:

1. Enter Solde Catacombs. (-2)
2. Enter Cave of Oblivion ** (-2)

**Enemies in the Cave of Oblivion in Hard Mode are extremely powerful for your current level at this moment. Just ignore this for the meantime and just come back for it later.

1. Attack Power
2. Short Bow
3. Avoid
4. Fire Lance
5. Broad Sword, Eye of Heaven
6. Element Scepter
7. Magic Power, Frigid Damsel

The only and simple puzzle in the dungeon you need to solve is all about destroying statues and moving stone slabs. You will find them in pairs. Just destroy the statue and move the slabs to the statues' position. You will gain 1000 event experience for each.

- From your starting position, jump to the hole. Immediately find item (1). Defeat the Dragon Servant blocking the way and head left.
- Grab item (2) from the ledge and continue to the next screen
- Enter first room up. Destroy the guardian statue and move the huge stone slab there. Exit the room after that.
- Head to the next screen to the left. Now, enter the room in the under the ledge. Do the same thing as well. Exit, then on the main room, grab the item in the leftmost part of the ledge. Slide under to reach the next room to the front.
- There should be another statue and slab here. Just do the same thing and go the next screen to the right. Grab the item (4) and make your way to the top right, and yet another path to the front.
- In this room, you should see the last statue. Destroy it to open the large iron door and 10000 event experience. Grab the items (5) in both ledges and continue right to the next screen.

Clear the enemies in the area, grab the item (6) in the far right and save. Equip Valkyrie with a bow, or the shortbow you have acquired earlier. If you have trained Llewelyn, this could make the battle a lot easier. If not, it is just fine as well.

Enter the door to the rear. You will be engaged in a boss battle.

+++++

BOSS:

Drow Shaman HP: 1000 each	Ramaphiticus	HP: 4000
Weakness: None	Weakness: None	
Exp: 350	Exp: 2660	

Strategy:

There will be two Drow Shamans in the rear and a tough Ramaphiticus

guarding the front. These Shamans can annoyingly eat up your DMEs with those long range, damaging magic attacks.

With Valkyrie equipped with a bow and another archer in the party, you can get rid of the Drow Shamans in the rear. Just concentrate your attacks on them, including Jelanda's magic. Once the Drow Shamans are gone, then the ape is dead meat.

Artifacts:

Emerald Necklace* = 600 exp
Secret of Damascus = 600 exp
Crown of Felmar = 600 exp

Obtain 10000 exp after opening all artifacts.

You MUST take this artifact. Ignore the other two since they seem to be pretty useless.

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| You decide which artifacts you want to keep or not. I will just |  
| suggest the artifacts worth keeping. |  
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Before you exit, grab the chests in those two pillars. They contain Magic Pow and Frigid Damsel, respectively. Exit the dungeon by climbing the ladder to the left.

Now you can do whatever you want. As mentioned earlier, you can try entering the Cave of Oblivion. All the other extra stuff are also included in the introduction of this chapter, like getting the Dragon Slayer from Arngrim's house etc. Just don't forget to send Belenus or Llewelyn or both of them to Asgard before entering the Sacred Phase with Freya. Once all the periods are spent, you will enter the Sacred Phase.

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| SACRED PHASE 1-2 |  
| |  
| Sacred phases vary on how well you did during the last chapter. I |  
| will just mention the requirements as Freya requested. |  
| |  
| Hero Value: 50 / Warrior |  
| Skills: Tactics, Leadership, Identify |  
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CHAPTER 2

Periods: 28
Dungeons: 3
Characters: 3

TASKS:

1. Spiritual Concentration - Locate Lawfer/ Artolia (-2)

2. Spiritual Concentration - Locate Nethov Swamp (-2)
3. Spiritual Concentration - Locate Jun/ Hai-Lan (-2)
4. Spiritual Concentration - Locate Salerno Academy (-2)
5. Spiritual Concentration - Locate Nanami/ Hai-Lan (-2)
6. Spiritual Concentration - Locate Cave of Oblivion (-2)

Consumed: 12/28

Towns/ Characters:

1. Visit Artolia, recruit Lawfer (-1)
2. Visit Hai-Lan, recruit Jun (-1)
3. Visit Hai-Lan, recruit Nanami (-1)
4. Visit Hai-Lan after recruiting Nanami, go to the temple to obtain Dragonbane* - (1)

Consumed: 16/28

Dungeons:

1. Enter Nethov Swamp (-2)
2. Enter Salerno Academy (-2)
3. Enter Cave of Oblivion (-2)**

Consumed: 20/28

* Dragonbane is a great wand for mages until you get the Unicorn Horn later.

**Optional

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Chapter 2 - SALERNO ACADEMY ':-----: 'WLK003 |
-----/'                                     '\-----'

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This is one of the dungeons exclusive only in Hard Mode. The puzzle here is intermediate and there are a few items only.

1. Slanting Rain
2. Eye of Heaven
3. Icicle Edge
4. Element Scepter
5. Flame Jewel (!!!)

- From the entrance, head to the room to the right. There will a save point there. Save if you want. The journal containing the clues for the puzzle is located here as well.

- To start off, go down for two screens, then left to find a large room filled with large red flowers. Defeat the enemy there and jump in the mud to obtain the we'll just call the 'red odor'

- Now go up for one screen, then right, then down again. Slash the vine and get the item from the chest (1).

- Continue to the right, inside the room with the yellow capsule and some enemies. Jump over the table and examine the capsule to obtain some acid.
- Exit out from the room and go down. Before approaching the Red Vine to the left, grab the Eye of Heaven in the far right of the screen to the right.
- Approach the Red Vine. Since you have the 'red odor' on, it will die. Use the acid on where the vine once was. Just press X over the previous position of the vine. You will obtain 11000 worth of event experience.
- Now enter the room to the left. The is filled with a cloud of 'yellow' odor. Defeat the enemies if you want. Exit the room and take the route up.
- Kill the Yellow Vine by walking past it and examine the human female corpse to obtain 'blue odor'. Now run all the way back to the room with the acid and get another vial of it.
- Exit the room and this time, go up. Approach the Blue Vine to kill it and use some acid as well. Grab the item in the far right of the path.
- Now go back to the room where the 'yellow odor' was. Backtrack past the Blue Vine, then take the path up. Go past the Yellow Vine and voila! You just finished this part of the puzzle.

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.-----'.
| TIP: During the vine killing process, try not to stray away too much|
| and enter different rooms/screens other than the paths in between  |
| the vines. For some reason, some of them will grow back even if you |
| used acid on them already. (Especially the red vine)                |
'-----'

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- In this part of the path past the yellow vine, DO NOT TAKE THE PATH DOWN. If you did, you will find yourself back in the area before the Acid Room and you need to do the whole puzzle again.
- Enter the room to the left, past the Yellow Vine and defeat the enemies to get the Element Scepter. Now exit, then head up.
- Enter the room to the left and grab the ++FLAME JEWEL++ from the chest. Get the 'red odor' on you too. Head to the left this time.
- Do not walk past the fountain since it will just wash the odor off. Instead, use the vines to climb to the roof and reach the other end to the left.
- After reaching the other end of the vine, save and prepare for the next boss battle.

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BOSS:  Harpy      HP: 12000
       Weakness: Fire/ Poison
       Exp: 7000

```

Strategy:

At the start of the battle, Harpy will cast Reflect Sorcery to itself. This will reflect all magic attacks to the caster. It will only stay up for 3 turns so you can just have your mage provide support or heal. Harpy has also high AVD rate which will enable her to evade most of the attacks thrown at her. Equipping Valkyrie with a bow will make this battle easier.

Artifacts:

Holy Grail* = 1100 event exp

Faim Fenn = 1100 event exp

Tiara of the Holy Empress**= 1100 event exp

Obtain 30000 exp after opening all artifacts.

I suggest grabbing the Holy Grail and the Tiara. Both are useful in the early part of the game.

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Chapter 2 - NETHOV SWAMP  ':-----: 'WLK004 |
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1. Shadow Servant
2. Shadow Servant (Green chest, hidden in the far right)
3. Holy Crystal
4. Flare Baselard, Cure Condition, Quartz Gem, Daemon Slayer
5. Charge
6. Holy Crystal, Wait Reaction, Eye of Heaven, Element Scepter

- From your starting position, go left a bit and go to the path that leads up.
- Continue to the rightmost side of the swamp and grab item (1). Go left this time.
- Defeat enemies along the way and grab the item(2) above, hidden to the right. Take the path up from the upper ground. Grab the item (3) and exit.
- There are no items further left but if you want to clear the map and defeat the enemies for experience, then go there. Once done, backtrack to your starting point and go to the left. Take the path down.
- Head to the left, then down again. Save at the save point, and continue to the right. Take the first path leading down.
- Now there are four items(4) hidden in the mud. They are actually grouped by pairs. After getting them, go back up and head to the right. In the next screen, attack the rotten tree trunk. You will get 5000 event experience by doing so.
- Cross the swamp using the fallen tree as a bridge. Grab the item (5) in the right side of the screen. Take the path up.

- Head to the left, just beware of two enemies that may surprise you. Defeat them and get the hidden items (6) in the other side. Exit and take the route down.
- Just save before the bossfight. Make sure you equip Valkyrie or any of your warriors with a Dragon Slayer.

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BOSS:

Dragon Zombie HP: 13400
 Weakness: Fire, Lightning, Holy
 Exp: 4200

Strategy:

This boss is a giveaway battle if you have the Dragon Slayer. Just hit it with magic first to open its guard and give it a slash or two from the blade. Battle finished.

It is possible to defeat it without using the Dragon Slayer. Magic attacks are most effective, but hey, that weapon is created for this purpose. Why not use it, eh?

Artifacts:

Bark of the Dryad* = 1100 exp
 Inscribed Fragment = 1100 exp

Obtain 20000 exp after opening all artifacts.

* You must take this artifact. This will prove very important in the later chapter.

+++++

Now you still have a good number of periods left. Do whatever you want; revisiting dungeons to earn extra exp and train the Einjerhars you will send. Just make sure you have them equipped with just normal equipments. Their starting equipment is just fine. Just make sure you leveled up their required skills before sending them. Once ready, just spend all the periods to initiate the Sacred Phase.

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.------.
| SACRED PHASE 2-3 |
|                 |
| Hero Value: 65 / Archer |
| Skills: Find Trap, Survival |
'-----'

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CHAPTER 3

Periods: 28
 Dungeons: 3

Characters: 2

TASKS:

1. Spiritual Concentration - Locate Kashell/ Camille Village (-2)
2. Spiritual Concentration - Locate Janus/ Crell Monfereigne (-2)
3. Spiritual Concentration - Locate Clockwork Mansion (-2)
4. Spiritual Concentration - Locate Cave of Oblivion (-2)

Consumed: 8/28

Towns/ Characters:

1. Visit Camille Village, recruit Kashell (-1)
2. Visit Camille Village, after recruiting Kashell, obtain Vainslayer and entrance to the optional dungeon, Oddrock Caves (-1)
3. Visit Crell Monfereigne, recruit Janus (-1)
4. Visit Crell Monfereigne, after recruiting Janus. Obtain Raven Slayer from Janus' house (-1)

Consumed: 12/28

Dungeons:

1. Enter Clockwork Mansion (-2)
2. Enter Brahms' Castle (-2)!!!
3. Enter Cave of Oblivion (-2)**

Consumed: 14/28

!!! - Brahms' castle will be available here. You can enter the castle and collect the treasures. If you are after Ending A, AVOID ENCOUNTERING BRAHMS AT ALL COSTS at this point of the game. Save it for later.

** - Check if you can defeat the enemies here without difficulties. If you can, then clear all the Caves of Oblivion you left a while ago.

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-----\ /-----,
Chapter 3 - ODDROCK CAVES  ':-----: 'WLK005 |
-----/' '\-----
```

1. Bastard Sword (Guarded by Dragon Zombie)
2. Defend
3. Flare Baselard
4. Eye of Heaven, Sap Guard, Dragon Slayer (Guarded by Dragon Zombie)
5. Warhammer, Trick Step

This is a small dungeon but has you can take advantage of some additional items and experience. Collect the items in the first part of the dungeon as indicated in the map. (1-3) Note that this dungeon can be found inside Camille Village, after getting Kashell.

- From the entrance, jump down and go to the right. Defeat the Dragon Zombie and get the item. (1)
- Head to the left, and enter the first room leading up. Grab the skill Defend(2) from the room. Exit out and continue to the right.
- Take the ladder up, just be careful with those freeze beams. Enter the room (Defeat all the enemies for some exp boost) and grab the item. (3)
- Take the path down (front) and continue to the far right. There is a weird pillar that you cannot slash. Now create a crystal on the floor, and make sure that the freeze beam will bounce to the pillar. Just adjust it as necessary. Once frozen, slash it to destroy it. You will gain 6000 event experience. Continue to the right.
- Jump down. Defeat the Dragon Zombie in the bottom left room to get the goodies (4), including a new Dragon Slayer. Get the items also in the bottom right(5). Backtrack up
- Now continue to the left and find the only path that leads down. Here you need to do the same thing but you need to create three crystals and place them strategically for the beam to reflect and hit the pillar to the far left. Just create one or two crystals first, observe the angle of the beam and take note of the positions. It may take a few tries but it is quite easy if you adjust. Now slash the frozen pillar to gain 6000 event exp.
- Continue to the next screen. Go downstairs and do the same. Defeat the Dragon Zombie guarding the path and continue forth.
- The room to the left contains a save point so save if you want. Continue to the right and find another pre-boss save point. Save and make sure to equip any of your warriors with the DAEMON SLAYER. (This is one of the hidden items in CH2: Nethov Swamp)

+++++

BOSS:

Greater Demon HP: 22000
 Weakness: None
 Exp: 9100

Strategy:

This boss is quite strong if you will fight it normally. Its attacks are deadly and can chip away your character's DME by large chunks. It is weak against magic attacks but it has high AVD vs ordinary attacks. It is always recommended to equip your mages with the 'Wait Reaction' skill to help you break the guard of the enemy.

Also, this boss is quite agile and can counter your attacks as well. As long as you can break his guard and attack him while he is open, then the better.

Anyways, one slash from the Demon Slayer is enough to get rid of this demon once and for all.

Artifacts:

Golden Fowl* = 1600 exp

Grand Sting** = 1600 exp

Obtain 30000 exp after opening all artifacts.

* You must take this artifact.

** The Grand Sting is one of the legendary Great Swords. Not that it has that much impact in the story but if you want to collect it and still have a high evaluation, keep this artifact. It is also a powerful weapon for either Arngrim or Kashell early on.

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-----\ /-----,  
Chapter 3 - BRAHMS' CASTLE ':-----: 'WLK006 |  
-----/' '\-----
```

1. Unicorn's Horn (!! , Hidden), Moonflax
2. Normalize
3. Vegetable Seed
4. Burgundy Flask
5. Throw
6. Beast Slayer (!!)
7. Combo Counter, Nightshade
8. Flare Baselard
9. Heal
10. Savory, Stone Torch (hidden)
11. Warhammer, Lapis Lazuli, Mithril Ore

Once you enter the castle, the 4-minute timer will start. Remember that opening the map, menu or engaging in a battle will freeze the time.

The items of interest here are the Unicorn's Horn (#1) and the Beast Slayer (#6). It is possible to navigate the whole area within the given time. If the time runs out, the castle will 'vanish' and you will find yourself in the world map again. You can always come back to the castle. Below is the quick guide to get all the items.

- From the entrance, go up twice.
- Go left. Find items (1). The Unicorn Horn is hidden behind those curtains.
- Continue to the right. Enter the room down and get item #2.
- Exit, continue further right, enter room down, get item #4
- exit, continue to the right, enter next room down. Get item #6.
- Go to the next screen to the right. Go upstairs to grab #7.
- Go back downstairs, and go down three times.
- Go to the right, save.
- exit to the left, continue, enter the first room up. Grab #9.
- exit, continue to the farthest left of the map, get # 8.
- backtrack and enter the path up, beside the room with item #9.
- enter the door to the left to get #3 and the room up beside it to get #4. Continue upstairs.
- Continue to the left to find Dragontooth Warrior. Enter both the rear (up) and front (down) rooms to get items # 10 & 11.

```
.-----.  
| The possessed Dragon Warrior in the upper floor is quite powerful |  
| and can take down your characters with one hit. Using a Dragon |  
| Slayer against it will be very effective. Defeat it to gain a good |  
| amount of exp, much like from a mini-boss like it. |  
'-----'
```

- Head to the left and save.

Once you reach the save point and you still have time, wait until the time runs out. Or, if you want to see what happens next, save in the save point and go to Brahms' throne.

DO NOT SAVE AFTER THIS.

If you still want to see the good ending. Wait until time runs out and you will find yourself in the world map. You can now head to the next dungeon if you still haven't cleared it yet.

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-----\ /-----,  
Chapter 3 - CLOCKWORK MANSION ':-----: 'WLK007 |  
-----/ '\-----'
```

1. Guts, Adept Illusion
2. Eye of Heaven

This is a very small and straightforward yet the HARDEST dungeon because of its puzzle. It is the most difficult and annoying puzzle in the game. The incomplete part of the map in the center is the rotating rooms. Without the proper directions, you won't be able to finish this dungeon. Fortunately, you won't need to undergo the frustration I had. Proceed to the starting point of the rotating room and receive a scroll, which is technically the guide of the rotating room.

- From the starting point, go to the right. Continue past the room with stairs and go further to room to the right. Get item #2.
- Now exit out and fall down. Continue to the left and into the large room and get items (1).

Climb up the ladder, go back to the first ladder and continue up to the right. You will receive a scroll.

Follow this direction to get out of the rotating rooms.

```
.-----.  
|Down-Right-Right-Right-Up-Left-Left-Up-Up-Right-Right-Down-Down-Right|  
'-----'
```

```
.-----.  
|NOTE: You need to follow the directions without any detours. Making a|
```

| mistake will complete lose your track (e.g. if you fell to the wrong|
| hole) and you need to start from the beginning. In that case, you |
| need to wait for a floating mask and jump towards it. It will warp |
| you back to the starting point. |
'-----'

After solving the puzzle, you'll get 20000 event experience. Just run towards the save point and save. Again, to make this battle easier, equip a Beast Slayer. If you plan to fight it normally or you don't have the Beast Slayer (which can be found inside Brahm's Castle) then make sure you get at least two of your characters with Freeze Checks and level up their Cure Condition skill to at least level 4. You will learn why later.

+++++

BOSS:

Chimera HP: 20000
Weakness: None
Exp: 12600

Strategy:

This boss is quite strong if you will fight it normally. It will have the first strike in battle and its very first attack is the Three Deck attack as shown above. This attack deals damage, inflicts poison and freezes characters. Having 1-2 party members frozen is a big deal, especially in the middle of a boss fight.

Those characters equipped with Freeze Checks or better yet Poison Checks are the best ones to have high Cure Condition levels. This boss is not particularly hard; its defense is quite low compared to other bosses. As long as you survive its initial Three Deck attack with all your characters intact, you can dispose this boss with just linked Special Attacks. This boss drops a Bracelet of Zoe as well.

Anyways, one slash from the Beast Slayer is enough to defeat this enemy.

Artifacts:

Mirage Robe = 1600 exp
Mirror of Pleiades = 1600 exp

Obtain 50000 exp after opening all artifacts.

I suggest keeping both of them. The Mirage Robe is a great armor for mages until the later chapters while the Mirror of Pleiades is invaluable in providing 50% chance of reflecting enemy magic back to the caster- which greater power.

+++++

At this point you can do whatever you want, clear some unfinished Cave of Oblivion and other stuff. Remember to send your qualified heroes (check skills, hero value and equipment) before going through the Sacred Phase. Once ready, proceed to meet with Freya. If you are after the Good Ending, (Ending A) then TAKE OF THE NIBELUNGEN RING before meeting Freya. It will reduce Valkyrie's Seal Rating and starting evaluation by 2.

| SACRED PHASE 3-4
|
| Hero Value: 80 / Negotiator
Skills: Trick, Demon Int, Hear Noise

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CHAPTER 4

| NOTE: This is the most crucial chapter if you want to set things for
| the good ending. (Ending A) If you haven't done anything major that
| will lower Valkyrie's seal value (visit Gerabellum, Weeping Lily
| Meadows or Meet Brahms) then you are safe. If not, try as much as
| possible to get Valkyrie's seal value down to 38 before the Sacred
| Phase 6-7. During this chapter, you need to take off Valkyrie's
| Nibelungen Ring. You can replace it much some bangles or something.
|
| Read the guidelines below CAREFULLY. Otherwise, skip the chatter and
play the game normally

Periods: 28
Dungeons: 5 (3 are optional)
Characters: 3

TASKS:

1. Spiritual Concentration - Locate Aelia/ Villnore (-2)
2. Spiritual Concentration - Dark Tower of Xervah (-2)
3. Spiritual Concentration - Locate Yumei/ Hai-Lan (-2)
4. Spiritual Concentration - Locate Cave of Thackus (-2)
5. Spiritual Concentration - Locate Cave of Oblivion (-2)
6. Spiritual Concentration - Locate Lorenta/ Flenceburg (-2)

Consumed: 12/28

Towns/ Characters: *

1. Visit Hai-Lan, recruit Yumei (-1)
2. Visit Hai-Lan, after recruiting Yumei, obtain Fragment of Lapis Gem (-1)
3. Visit Villnore, recruit Aelia (-1)
4. Visit Gerabellum to trigger an event. (-15 Seal value, -1 Period)
5. Visit Weeping Lily Meadow (-15 Seal value, -1 Period)
6. Visit Brahms in his castle (-10 Seal value, -2 Periods)
7. Visit Flenceburg, recruit Lorenta, defeat Lezard in his tower. (-15 Seal value, -1 Period)**

Consumed: 20/28

*To help you manage Valkyrie's Seal value, train the characters you want to send by visiting any of the dungeons (Cave of Thackus and Dark Tower of Xervah) and send them BEFORE doing any of the major events. Each character you'll send will raise Valkyrie's Seal Value. (+12) Remember that our main objective to get a good ending is to lower her seal value to the lowest point possible.

** It is recommended to save Lezard's Tower for last. The enemies there are fairly powerful and the area itself is quite large. You will be in trouble when you are under leveled. You can leave the area but remember that the event to battle Lizard will not trigger if you do other major events such as clearing another dungeon or doing any events for the good ending.

Dungeons:

1. Enter Cave of Thackus (-2)
2. Enter Dark Tower of Xervah (-2)
3. Enter Tower of Lezard (immediately accessed after getting Lorenta)

Consumed: 24/28

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-----\ /-----,
Chapter 4 - CAVE OF THACKUS  ':-----: 'WLK008 |
-----/' '\-----'
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1. Eye of Heaven
2. Strike Edge
3. Flare Baselard

- Continue to the left. Defeat the Dragon Survey along the way. Go to the top right once you reach the 3rd screen to the left. Find item (1).
- Further left, you will find a narrow space. Slide under to reach item #2.
- Enter the front, jump on the plant and slash downwards. It will float, lifting you as well. JUMP to the right and save. Examine the sorcerer's body twice to get the Sluice Key. After getting it, head further left then take the path down.
- After the path goes down (front) continue to the right and jump on the water. There will be a secret path to the front. Continue to the left then enter the room UP (to the rear) to find another weapon. (3) Backtrack outside and take the upper left path this time.
- Continue to the left and take the lower path first. Shoot the

floating sphere to make it light. Now backtrack to where the path splits and take the upper path this time. Activate the switch to block the water supply and to drain the water. You can jump to the hole. Continue to the left.

- Save and set your Mage's ability to either Firestorm or Fire Lance. Your warriors can also equip the Flare Baselard to enhance your damage. Continue down the seal and it will burst, engaging you to a boss battle.

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BOSS:

Kraken HP: 24000	Crab Giant (x3) HP: 1000/each
Weakness: Fire	Weakness: Fire
Exp: 16800	Exp:420

Strategy:

Fire storm or Fire Lance is great for this battle. To start off, if your mage has the Firestorm spell, even if it's not equipped, press SELECT to open the battle menu then Magic. Use Firestorm to all the targets. This will surely eliminate all the Crab Giants.

Concentrate on the Kraken. It does have some damaging attacks, including the Tentacle Whip. Just link your special attacks and this boss will end up in a barbeque stick.

Artifacts:

Bracelet of Zoe* = 2100 exp
Coin of Fortune = 2100 exp

Obtain 60000 exp after opening all artifacts.

* At this point, the bracelet may mean little to you. It's up to your whether you will take this or not.

On your way out, talk to the sorcerer again to obtain 500 exp points.

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-----\ /-----,  
Chapter 4 -DARK TOWER OF XERVAH ':-----: 'WLK009 |  
-----/' '\-----'
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1. Eye of Heaven
2. Poison Blow
3. Bastard Sword, Auto-Item, Warhammer
4. Hit
5. Mandrake, Quartz Gem
6. Flame Jewel (!!!), Mage Slayer (!!)
7. Fire Baselard, Holy Relic
8. Savory
9. Invisibility Potion
10. Lightning Bolt (Guarded by Iron Golem)
11. Noise Arrow
12. Invisibility Potion, Poison Blow
13. Vegetable Seed, Lapis Lazuli

- To start off, from the entrance, grab the Eye of Heaven in the top ledge on the second room. The top right door leads to items #2 and #3. Just follow it the path. Backtrack after getting the items.
- The second door leads to the giant heart that you need to attack in order to continue forth. Grab item #4 along the way. Continue to the upper left room to find the heart and attack it. Obtain 12000 Event Exp by doing so.
- Take the bottom path. Continue to the next large room. Grab the items on the ledges. The fire elementals are weak to ice so Icicle Edge is the most effective way to defeat them in groups. In the next room, you will find an opening on the floor that looks like a mouth. Jump on it intentionally, and you will be taken the separate room indicated in the map.
- All 'mouths' lead to this room and where you exit depends on which gray intestine will you step on. Before that, find the Flame Jewel and the Mage Slayer chests hidden behind the large organ to the right. Stand over the intestine in the middle and you will taken back in the upper right ledge of the room where you started.
- Take the bottom right door, past the tooth-like barrier which opens/closes in a regular interval. Just get past it (you will be damaged. no matter how good your timing is) and continue to the next tall room.
- Make your way to the upper left rooms and find item #7 in the top left room. Exit back and fall all the way down to the bottom.
- Head to the left, make sure to AVOID falling from those mouths. In the 2nd room to the left, you will find three sensitive intestine-like pillars. Grab the item(8) in the chest first and jump your way to the other side.

In that room, you need to jump over those organic pillars. Remember that you need to step on them only once as you jump! Any split second delay will send you falling down those mouths. You will be taken again to the room where the Flame Jewel and Mage Slayer are found. To avoid backtracking a distance, jump to the rightmost 'intestine'. You'll exit 2 screens from that room. This may several tries if you're bad at timing your jumps (like me, heh) If you managed to get past, proceed to the next room.

- Find the Iron Golem mini-boss guarding a lesser valued Lightning Bolt in the lower left portion of this room. This is a good way to vent the frustration you had earlier. This boss is not that hard but does contain a good amount of exp so this is worth the trouble. After that, head to the top left room.
- Take the top right room first to find another large heart. Attack it and obtain the same amount of event exp you recieved a while ago. Grab the item (9) as well.
- Now continue down those tall rooms, grabbing items 11,12 and 13 along the way. Once you reach the bottom floor, continue to the right and save. Prepare for a challenging boss battle.

+++++

BOSS:

Hel Servant (x2) HP: 22000/ each
Weakness: None
Exp: 14000/ each

Strategy:

This pair is already hard as they are. The only way to defeat them is to kill them both at the same time. If you did not, one will revive the other with FULL HP. You wouldn't want that to happen since 1) they have pretty high endurance and damage resistance; 2) their attacks are really damaging; 3) you wouldn't like your ass to be kicked by some floating eyeballs with overgrown worms (yeah, I know they're snakes)

Alright, concentrate on one of them first. Watch out when you're performing your special attacks. Do not overdo it. The lower their HP gets, the better. Do this on both of them. Now once you've damaged them both and you think you can defeat all at the same time, don't perform combination attacks. If you have some attack crystals (Holy Gem, Shadow Gem, etc) have all your warriors use them while your mage casts a magic targeting all units. Hopefully, if you estimated it right, the two of them should go down.

You can also have your mage switch equipments to an Element Scepter for her to cast a devastating great summon.

It doesn't matter whether one of them dies first. What matters is that you kill them both before they get their turn.

Artifacts:

Manual of Resurrection (!!!) - 2100 exp
Holy Sword "Seraphy" - 2100 exp
Spear "Basilisk" - 2100 exp

Obtain 60000 exp after opening all artifacts.

All of those artifacts are worth keeping, except for the spear, unless you are using Aelia in your party. The Manual of Resurrection will be a very good treasure to have. For now it is worthless... but wait until later.

For seasoned VP players, they should know what I am talking about. ;)

+++++

After clearing these dungeons, you can send anybody you want. After sending them, then do the major events to lower Valkyrie's seal value. Without any resting periods, you should still have 4-5 periods remaining to visit Flenceburg, get Lorenta and meet Lezard in his Tower.

1. Book of Everlasting Life (!)
2. Warhammer, Eye of Heaven
3. Splash
4. Nightshade, Frigid Damsel
5. Teachings of Asa
6. Dancing Sword, Lapis Lazuli, Citrine
7. Creation Gem, (!!!) Timer Ring (!!), Ether Scepter

Lezard's Tower is a small maze itself. Remember that the paths don't go in circles. Your main objective is to reach the bottom floor and to activate the two switches. You will obtain 12000 event exp for each. Unfortunately, the paths for those switches are littered with tough and annoying enemies. Have some Tome of Alchemy ready (Transmuted Element Scepter) when the going gets tough.

Lorenta is your mage of choice here, since she has Mystic Cross by default. This is not the best spell but it does more damage than any spell that you may currently have right now.

- Head up the first door, past the save point. Ride the elevator
- Get off on the first floor where it unloads. Go up.
- Head to the left and defeat the Manticore. Use the Beast Slayer to get rid of it easier.
- head all the way to the right and take the path leading down.
- Now walk two screens to the left and go up.
- Go to the right, and defeat another manticore. Defeat it and find item (1) in the far right of the room.
- Backtrack to the elevator and drop off from to the last drop off point. You can clear the area of enemies, just for additional experience boost and map completion.
- After that, head back to the elevator and you will be dropped off in the starting point again. Save.

- Head to the left screen and take the elevator. Get off on its first stop. Grab items (2). Enter the elevator again.
- Get off on the next floor, go down and continue to the left to find item #3. Now continue to the left and defeat the Dragon blocking the path. Defeat it to gain a good amount of exp. Continue to the left and take the door up. Continue to the right afterwards.
- You should find a path leading down (front) in the far right end of the room. Take it.
- Continue going to the left. Ignore the door up (elevator) for the meantime and continue to the far left. Enter the door up.
- Continue heading to the right and take the path that leads down.

- Continue to the left and defeat the Manticore in the far left. Grab the chests (4). You can now backtrack to the elevator I told you to pass by a while ago.

- Get off from the first drop off point and go to the left. Kill the Dragon Zombies along the way. Find item (5) in the far left.
- Go right this time and take the path down (front)

- Defeat the manticore blocking the path. take note of this area because you will need to come back here later to get more goodies.
- Continue to the left and take the door up.

- Continue to the right (you may want to try evading the enemies here for the meantime) and enter the door once you reach it.
- Continue upstairs to the left. Defeat the Manticore blocking the path and enter the room behind it.
- Attack the crystal and it will light up. Obtain 12000 event experience.

- Backtrack to the main path and head left this time. Head up through the door. In the next room, walk upstairs to the left. Take the path that leads down (front)

- Follow the path and go to the left downstairs. Enter the door and continue to the left then down. Defeat the Dragon Zombie and continue to the right. Slash the crystal to activate it as well. Obtain 12000 event experience.

- Now, remember the spot where you defeated a Manticore and I have told you to take note? Go back there and you should find a teleporter.

Take it and follow the path. You should find the most important items in this dungeon. (7) The chests are rigged with freeze traps so stay down when you open them. You will obtain the much awaited Creation Gem in one of those chests. Now, the magic starts. :D

1. Equip the Creation Gem. This will increase Valkyrie's transmutation level to 2.
2. Transmute Manual of Resurrection to get an Orihalcon
3. Transmute Orihalcon to get the Creation Jewel.
4. Equip the Creation Jewel and start transmuting really powerful weapons and equipment. You can even get high level recovery items from ordinary items. Check out the partial list below.

Vegetable Seed	- Noble Elixir
Savory	- Noble Banish
Mithril Ore	- Ring of Learning
Bark of the Dryad	- Dimension Slip
Book of Everlasting Life	- Icicle Sword*
Holy Relic	- Icicle Sword*
Broken Armor	- Glare Sword**
Unicorn Horn	- Unicorn's Horn***
Broken Sword	- Glare Guard****
Broken Spear	- Crimson Edge

*As you noticed, these weapons have high attack power. Icicle Sword can even freeze enemies and cause instant death to enemies weak to ice. Although its attack thrust is only 1, it is not that noticeable.

**Like the Icicle Sword, the Glare Sword has similar effects. It can turn enemies to stone (Much better) and cause instant death to enemies weak to stone.

***This is probably the best rod you can get your mages in normal gameplay. Of course much powerful rods can be found only inside the Seraphic Gate. (Learn more about it later.). Aside from its high magic and resistance bonuses, this will enable your mages to perform devastating great magicks during their special attacks. The best thing about is its UNBREAKABLE.

****Although its Defense thrust is low compared to the guards you can get at this point of the game, this is very effective equipment that can stone attackers that are successfully blocked.

After getting these goodies, it is payback time. If you want, you can defeat all those enemies you kept of avoiding a while ago. OR just slip past them by equipping the Dimension Slip.

In any case, make your way to the teleporter past the save point. Grab the chests there and teleport. Before heading left, grab the chests containing Normalize and Base Metal on the other side of the teleporter. Go left to initiate the next events.

After a brief conversation, you will be engaged in a battle against Lezard.

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BOSS:

Lezard Valeth HP: 10000
Weakness: None
Exp: 28000

Dragon-Tooth Warrior (x2) HP:14000/ each
Weakness: None
Exp: 1750/ each

Strategy:

If you managed to have all the great equipments mentioned a while ago, then battle is a breeze. If not then prepare for a tough battle.

When one of the Dragon-Tooth Warriors dies, its allies became 'possessed' - this increases their stats. Not to mention that Lezard can resurrect those Dragon-Teeths as well. It will seem like a mini-slugfest until you defeat them all.

Just concentrate your attacks one target at a time. Reserving your mage's great magic in the 3rd or 4th time will deal greater damage to take out the two Dragon-Teeths. Remember that after you successfully attack Lezard, even once, he will be in the front for the rest of the battle.

Artifacts:

None

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If you have done things correctly to get Ending A, your Seal Value should be around 41-45. It is safe now, considering that you sent the required Einherjar before doing any major events, including this meeting with Lezard. If you haven't done it yet, remove the Nibelungen Ring before entering the Sacred Phase.

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.------.
| SACRED PHASE 4-5                               |
|                                                 |
| Hero Value: 90 / Warrior                       |
| Skills: Nimble, Can Swim, March              |
|           Attack Power, Resist Damage, Defend |
'------'

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CHAPTER 5

Periods: 28
Dungeons: 3
Characters: 3

TASKS:

1. Spiritual Concentration - Locate Mystina/ Flenceburg (-2)
2. Spiritual Concentration - Locate Lucian/ Gerabellum (-2)
3. Spiritual Concentration - Locate Grey/ Arkdain Ruins (-2)
4. Spiritual Concentration - Locate Arkdain Ruins (-2)
5. Spiritual Concentration - Locate Citadel of Flames (-2)
6. Spiritual Concentration - Locate Cave of Oblivion (-2)

Consumed: 12/28

Towns/ Characters:

1. Visit Flenceburg, recruit Mystina (-1 period, -15 Seal Rating)
2. Visit Flenceburg, after recruiting Mystina, obtain Infinity Rod inside Mystina's Room (-1)
3. Visit Gerabellum, recruit Lucian (-1 period, -20 Seal Rating)**
4. Visit Arkdain Ruins, recruit Grey (-2)***

Consumed: 17/28

Dungeons:

1. Enter Arkdain Ruins (-2)
2. Enter Citadel of Flames (-2)
3. Enter Cave of Oblivion (-2)

Consumed: 23/28

**After getting Lucian, I suggest you train him by clearing a dungeon or two using him. You may send him to Valhalla for this chapter since he perfectly fits the requirements. Remember that it is required to send Lucian to get the good ending!

At this point as well, your Seal Value should be dwindling at around 2-6. Since our target is to maintain 38 Seal Value below to trigger the events for Ending A, it is now safe to send one hero up to Valhalla during chapters 5 and 6 (+24 Seal, +12 for each character sent). If you messed up earlier, you may skip sending someone for one chapter - but that will be costly, in terms of the supposedly good rewards you'll never get, low evaluation and low MP.

***You can recruit Grey even if you haven't cleared the ruins yet.

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Chapter 5 -ARKDAIN RUINS ':-----: 'WLK011 |  
-----/' '\-----'
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1. Raptor's Claw
2. Sap Power
3. Nightshade
4. Resist Magic, Eye of Heaven
5. Stun Check
6. Resist Damage, Ether Scepter, Lapis Lazuli
7. Quartz Gem, Sap Power, Savory
8. Vegetable Seed, Darkness Arrow, Estoc
9. Daemon Slayer (!!), Combo Jewel*
10. Sap Guard, Beast Slayer (!!)
11. Mighty Check (after the bossfight, behind Lyseria's crystal)
12. Stun Magic
13. Ranseur
14. Ether Scepter, Sap Guard
15. Dark (can be transmuted to Reverie when Creation Jewel is equipped)

This dungeon is pretty small. Most of the chests here are trapped with enemies. Also, this is one place where you can farm experience without losing precious periods. After clearing the dungeon, exit through the main gate and enter again. All enemies in the dungeon will be reset.

- Start by getting item (1) in one of the platforms there. Continue to the right.
- Grab item (2) in the next room, but continue first to the right.
- Get item (12) and enter the door to the rear.
- Grab chest (13) in the bottom right. Make your way to the top left.
- In the next room, grab item (14) from one of the platforms. Now

jump down to the bottom floor and take the route down. Grab the lone chest (15) there.

- Backtrack to where item #2 was and take the path down (front)
- Get item (3) in one of the ledges there. Continue to the next room to get item (4) as well
- The next room is empty but leads to a save point. Use it if you want.
- Continue to the next room. Grab the item (5) in one of the ledges there. Ignore that path to the rear, that is located on the bottom floor. Instead, take the top right exit.
- In the next room, take the path that leads up to an lone room. Get the items there (8), exit out and continue to the right.
- Jump down and go to the bottom left exit. Get all the items (6) in this room. After that, backtrack to the room where you found item #5 and take the path leading to the next area from the bottom floor.
- Head right to the next room. The door will be locked. Defeat all enemies within the room to unlock the door. Get the items (7) as well.
- Now getting to the upper platforms is a little tricky. You need to create a full crystal on the ledge, with the save point. Then, shoot it to create a shimmering platform and jump on it quick. This may take several attempts but don't be frustrated. You are almost there.
- Once you reach the upper ledge (be careful not to fall down), continue to the left side first. Grab the items (10) way up, near the ceiling.
- Exit back to the save point and grab the items above as well (9)
- Save and prepare. Then head to the room to the right to initiate a boss battle.

+++++

BOSS:

Reaver Lord (x3) HP: 16000/ each
Weakness: None
Exp: 14000 exp

Strategy:

Their attacks are damaging but they are not that hard to take down. Just use your characters' special attacks; Holy attacks such as Mystic Cross/ Celestial Star work best against these enemies. Cast Celestial Star for best results.

Artifacts:

Star Guard - 2600 exp
Holy Wand "Adventia" - 2600 exp
Robe of Brytain - 2600 exp

Obtain 60000 exp after opening all artifacts.

The artifact worth keeping here is the Robe of Bryttain. Mages don't have that high RDM. This is one of those equipments exclusive for

gages that has high RDM value; a must for any mage.

Believe or not, the Star Guard and the Holy Wand will be given to you by Odin during the next Sacred Phase. So unless you are a collector or item whore, return those two to Odin. Also, you won't be changing the Unicorn's Horn until you get the Wand of Apocalypse in Chapter 8.

Don't forget to grab the Mighty Check behind Lyseria's crystal as well.

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Chapter 5 -CITADEL OF FLAME ':-----: 'WLK012 |  
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1. Eye of Heaven
2. Shadow Servant
3. Soul Slayer (!!; Hidden in the rightmost corner)
4. Estoc, Dark Savior, Ghoul Powder, Stone Torch
5. Ranseur, Flame Jewel

In this dungeon, you will see how the Icicle Sword(s) owns the enemies here. Have your mages learn Icicle Edge/ Frigid Damsel and set them as your active attack spell in the 'Ability' menu.

- To start, head to the right, past the fire rain. You can slide and slash the fire to avoid being hit. The item there contains an Eye of Heaven. If you have any difficulties getting it, just leave it.
- Continue to the far right and get item (2). Jump/ Climb down.
- Be careful of the Beetle Giants here. Find item (3) hidden in the far right corner of this room. Go to the far left and examine the sphere on the pedestal. Activate the switch. Obtain event experience for doing it.
- Climb up and head to the left. Find a new path leading to the rear. Take it to reach the next area.
- Jump down and find an Estoc in the leftmost corner. Now to reach the items located in those hanging platforms above the running river of lava, try creating some crystals, slash them and throw them in the lava.

Use them as footholds as you try to get the items. There are 3 items to get. Once you get to the first platform, create a crystal there and slash it. Grab the shard and throw it/ release it.
That will give you a safe ground for the next platform. Repeat the process for the other items. Exit the area from the door in the far right.
- Follow the path to the left, then down the ladder until you reach a large room.
- In this large room, one of the eight Flame Jewels can be found; it is a bit tricky to access, unless you know the easy way. But first,

activate the switch to open the path. To do this, go to the upper right corner of the map. Use crystals as footholds.

Now to get to the Flame Jewel, you need to make your way to the middle platform. Now jump and shoot crystals so that they attach to the sides of the next platform. Backtrack again and jump on the footholds you created.

To get to the Flame Jewel, create some footholds beside the platform where it is located, just to be safe. You need to jump as precisely as you could since you could hit the low ceiling of the platform and make it short. Once you get the Jewel, head to the center of the area.

- The next path is in the middle of the platform. By normal means, you won't be able to reach it easily. The easiest way to get to the other side is to face to the right, create a full crystal (shoot twice) and shoot it again so that it will "explode" into shimmering light. You will be thrown backwards, exactly to the exit. Head up.

You will obtain 40000 event exp by doing all these successfully.

- In the next room. defeat the two enemies first then save. Take the only path leading to the rear.
- Grab the pot to the left and slowly walk past the low lying wall. Just bring the pot to the other side. On your way, you will step on the switch, activating the fire rain.

You just need to 'catch' those fire balls using the pot. After catching a certain number of fireballs, the pot will break and you will be engaged in a boss battle. An easy one.

+++++

BOSS:

Fire Elemental HP:36000
Weakness: Ice
EXP: 31500

Strategy:

This boss is one of the giveaway battles if you know its weakness. The Icicle Sword makes short work on this guy, not to mention that one hit is enough to kill him - and you have more than one Icicle Sword (you should). If you don't have the Icicle Sword, Frigid Damsel and Icicle Edge spells are good bets too. Just 'shake' him with ground attacks to have him drop CT orbs, needed to lower your mage's wait time.

Artifacts:

Eternal Lamp** - 2600 exp
Infernas - 2600 exp
Holy Water of Mithra - 2600 exp

Obtain 120000 exp after opening all artifacts.

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In all those artifacts, the Eternal Lamp is the most important. It prevents freezing by just having it in your inventory. No need to

equip whatsoever. (This will be very useful when fighting against one of the last bosses in Ending A).

The Infernas is a good great sword but still, the Icicle/ Glare Swords you have are the best for now. But if you are after the good ending, KEEP IT. You will be using it against one of the last bosses in Ending A).

The Holy Water of Mithra is one of those items you would like in your inventory in case of emergencies; just like the Tome of Alchemy. So you can keep this one as well.

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| TRIVIA: Mithra is the first mage in Alicia/ Silmeria's party in the |  
| PS2 prequel of the game, Valkyrie Profile Silmeria. You can get the |  
| Holy Water from him once you release his soul and return as a living |  
| human. |  
| |  
| Also, if you watched the FMV when meeting with Brahms, you will see |  
| Silmeria trapped inside a crystal. More of those interconnecting |  
| stories can be found in the VP Silmeria. |  
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With all the dungeons conquered, you now have at least 7 periods left. Do whatever you want like training a bit or clear some/ all of the Cave of Oblivions. Just remember that before the chapter ends, send someone to Freya. I would send Lucian at this point. To enable a character you will send to swim, equip him/her with a Pearl of Karula.

In all the Einherjars, Lucian is the most special. You will see a short event with him and Lenneth.

After sending him up, your Seal Value will increase a bit, may around 18. It is still safe to send another einherjar in the next chapter. When ready, consume all the periods in any way you want and the chapter ends.

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| SACRED PHASE 5-6 |  
| | |  
| Hero Value: 100 / Sorceress |  
| Skills: Brave, Monster Int, Hit |  
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CHAPTER 6

Periods: 28
Dungeons: 3
Characters: 3

TASKS:

1. Spiritual Concentration - Locate Jayle/ Crell Monfereigne (-2)
2. Spiritual Concentration - Locate Shiho/ Hai-Lan (-2)
3. Spiritual Concentration - Locate Badrach/ Villnore (-2)

4. Spiritual Concentration - Locate Shrunken Shrine (-2)
5. Spiritual Concentration - Locate Lost City of Dipan (-2)
6. Spiritual Concentration - Locate Cave of Oblivion (-2)

Consumed: 12/28

Towns/ Characters:

1. Visit Crell Monfereigne, recruit Jayle (-1)
2. Visit Hai-Lan, recruit Shiho (-1)
3. Visit Villnore, recruit Badrach (-1)

Consumed: 15/28

Dungeons:

1. Enter Lost City of Dipan (-2)
2. Enter Shrunken Shrine (-2)
3. Enter Cave of Oblivion (-2)

Consumed: 19-21/28

No special notes in this chapter. If you followed the instructions on getting the A ending in the previous chapters, then it is safe to send one more Einherjar.

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Chapter 6 -LOST CITY OF DIPAN ':-----: 'WLK013 |
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1. Eye of Heaven
2. Dark Savior
3. Ranseur
4. Triple Distress
5. Neckless Doll
6. Burgundy Flask
7. Invoke Feather
8. Estoc, Reflect Sorcery (Hidden from view)
9. Ether Scepter, Nightshade
10. Mystic Cross, Concentration, Ruins Fate

You will be immediately thrown into a boss battle once you enter this stage so be prepared. After a short conversation, you will face...

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BOSS:

Barbarossa HP:62700
Weakness: none
Exp: 14000

Strategy:

Barbarossa's Malice Grudge attack deals damage and inflicts different status effects, most common would be cursed. To make this battle easier, you can have all characters with Guts setup, then two in Auto-Item (Union Plume 100%) and two in Cure Condition (Level 6-8). His melee attacks are damaging as well. At this point you can actually defeat him by linking 3-4 special attacks, including a great magic. You will need to fight him twice.

Artifacts: None

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- Continue to the right then head downstairs. In the next room, continue to the right first, then to the left. Enter the time machine in the leftmost part of this path.
- After a brief conversation, you will be taken back in time. Just read through the conversations. Once you have free control once again, you can check out the very first house near the castle's entrance.
- Go upstairs and enter the room. Talk to the old lady there to learn about the secret room inside the castle.
- Exit and run all the way to the secret room. To get there, you need head upstairs. in the 2nd screen from the exit.
- Continue to the right and just follow the path. The room you want to check is located in the top floor, to the leftmost side. Once you reach the secret room, examine the bookshelf to open a hidden path.

You will obtain Barbarossa's crown after a short conversation with Malabeth. After a short scene, an FMV and a conversation Valkyrie will be taken back to her time. After talking to Barbarossa, he will calm down and his spirit will be free. Now its time to clean house.

- Now the palace is officially littered with enemies. The most dangerous enemies would be the Evil Eyes. They are not that threatening when they are alone. But be cautious when they come in pairs or worse, threes. Just like the Hel Servants in Dark Tower of Xervah, you need to defeat them all at the same time. A good technique to defeat them is to concentrate your attacks one target at a time, but just good enough to lower its HP. Then, when ready, sweep them clean with high damaging great magics like Celestial Star (Mystic Cross), Meteor Swarm (Shadow Servant) and Gravity Blessing (Prismatic Missile). Oh, each one of them is worth 18000+ exp, so just take them if you can.

TIP: These enemies will restore their fallen allies with full HP. That is a problem if the one it is gonna revive is another of its own kind.

Also, they are immune to Tome of Alchemy so don't waste any on them.

- The paths here are all straightforward so it is impossible to miss anything. I wont bother giving you directions on how to get the items since I am sure you are not reading this guide word by word and while playing the game.

Once you cleared all the floors, you may ask where the bosses are

located. Well, I could have revealed it to you earlier but you may be unprepared yet to face them. Clearing the floors will give you the necessary exp to level up and learn skills.

So in common, where do bosses usually stay? Near SAVEPOINTS. So, proceed there.

- Now, you need to create a full crystal on the floor, then jump and create another one on the wall. If you can, it will be easier to just create a shimmering foothold and jump on it. Slash the painting just above the savepoint to reveal a hidden room. You will obtain 35000 event exp for completing this.

Defeat all the Evil Eyes here and save again. Also, before you enter the boss battle, have your current mage learn Reflect Sorcery. This will help you survive the fight with no scratches. You can equip your Mage Slayer but that is just optional.

Enter the path up in the leftmost part of this room to battle the bosses.

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BOSS:

Walther HP:30000

Weakness: none

Exp: 28000

DallasHP: 18000

Weakness: none

Exp: 700

GyneHP: 18000

Weakness: none

Exp: 700

Strategy:

Immediately cast Reflect Sorcery as soon as you get the chance. Now get rid of Gyne (upper mage) because he can cast Invoke Feather and revive his fallen allies. Now the effect of Reflect Sorcery lasts only for three turns. When you attack them, you may want to attack them while downed on the ground to receive a lot of CT orbs, just to enable you mages to have turn. Fight normally as you could. As long as Reflect Sorcery is active, you can defeat them easily.

Artifacts:

Rust Red Circlet - 3100 exp

Dragoon Tyrant - 3100 exp

Obtain 180000 exp after opening all artifacts.

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The Dragoon Tyrant is a good spear, if you are using Aelia and you haven't gotten the Crimson Edge yet. The Rust Red Circlet is not that important. You may want to pass up with this one. Exit the area and head to your next

destination.

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Chapter 6 -SUNKEN SHRINE ':-----: 'WLK014 |  
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1. Eye of Heaven
2. Sacred Javelin
3. Dark (Reverie)
4. Angel Curio
5. Lapis Lazuli, Prismatic Missile
6. Footman's Axe, Ruin's Fate
7. Charge
8. Flame Jewel (!!!)

In this dungeon, the GLARE weapons and Poison Spells work best against enemies. Make sure you equip at least one of your warriors with a Glare Sword or any weapons that has +Poison DMG attribute. Set Poison Blow as the default spell of your mages. As much as possible, try to successfully cast Petro Disruption (Poison Blow great magic) to take care a group of enemies at once. Please note that there are some annoying Inferior Eyes roaming around the area as well.

- To start off, continue to the right, underwater. Step on the platform. Two Dragonhead Statues will move. You will gain 3000 event exp. Use them as a stepping platform. Continue to the next room. Grab item #1 along the way.
- Ignore the mechanical lever and continue past the water control switch. Pull the stone tablet as far you can to the left.
- Now head back to the mechanical lever and grab on the LEFT BAR. Stay there until the lever goes down TWICE. Obtain 5000 event exp.
- Now go to the control switch, and pull the two sides of the switch. Water will fill up this part of the dungeon. Obtain 5500 Event Exp. Exit the room to the right.
- Swim up to upper right room to get item #2. Now you can't reach item #3 for the meantime. Head to the room where the tablet was and enter the next room. Here you will find a spherical switch that controls the platform overhead. Hit it twice. You will get 3000 Event Exp. After hitting the switch, you should feel the place rumbling. Now exit the room and head back to the water control switch.
- In the water control room, push in the two sides of the switch to drain the water. Now exit to the left, grab the LEFT BAR of the mechanical lever again so that it will lower all the way.
- Now head back to the water control switch and flood the place again. As you exit to the right, you should be able to reach the highest room. You will find item #3 guarded by an Inferior Eye. Defeat it and grab the item. Continue to the right. You should find another water control switch. Push in both sides to drain the water. Exit to the right.

- You should find the platform there and an opening to reach item #4. After grabbing the item, go back to the second water control switch you just passed a while ago. Drain the water again. Now backtrack to the spherical platform switch and hit the sphere twice. So backtrack again to the 2nd water control switch above and drain the water. You should be able to reach the lower door when you exit to the right. Enter it.
- Grab the items and defeat all the enemies to clear the area and make things faster. Now on dry ground, create a crystal, slash it, grab the shard and bring it underwater. Go below the plug release the shard so that it pushes the switch. Exit to the next room.
- In the next room, you should find a Dragonhead the fires Freeze Beams and an orb. If you had cleared Oddrock Caves in the earlier chapter, you should know what to do. After successfully deflecting the beam towards the floating orb, the gate will open. Enter it.
- In the next room, grab the items underwater. To reach the other side, you need to create a shard and ride it as it floats up. Exit to the next room.
- There will be two plugs you need to fill. Do that and the door to the lower left will open. Enter it and immediately jump/swim your way up, before the walls close in on you. Grab Charge in the chest above. Enter the next room and find the Flame Jewel (!!!) lying in the open. Grab and continue along the path.
- In the room just before the exit, lie three orbs you need to hit with the freeze beam. The upper two orbs can be hit without any problems. The bottom orb is the trickiest. Just place the orbs directly above the door and another one just above the door; of course create one to reflect the beam from the left.

The door will open BUT, there are two Inferior Eyes guarding the save point. What a bummer! If you have the Dimension Slip accessory (Transmute Bark of the Dryad using Creation Jewel), equip it and slip past those annoying enemies and save. If you don't then you can't do anything but to fight them or gamble and try to slip past them. Remember that one of those Inferior Eyes has a group of THREE. Very, very dangerous.

Anyways, after saving, you can now face the boss. Change your mage's spell to Mystic Cross/ Shadow Servant/ Prismatic Missile. You will need high damaging spells to end this battle quickly.

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BOSS:

Wraith HP: 100000
 Weakness: none
 Exp: 70000

Strategy:

This boss has really damaging spells, not to mention he can cast Gravity Blessing every 3rd or 4th turn. It is possible, however, to

CHAPTER 7

Periods: 28
Dungeons: 2
Characters: 2

TASKS:

1. Spiritual Concentration - Locate Suo/ Hai-Lan (-2)
2. Spiritual Concentration - Locate Forest of Spirits (-2)
3. Spiritual Concentration - Locate Cave of Oblivion (-2)
4. Spiritual Concentration - Locate Tombs of Amenti (-2)

Consumed: 08/28

Towns/ Characters:

1. Visit Hai-Lan, recruit Suo (-1)
2. Visit Arkdain Ruins, recruit Lyseria (-2)**

Consumed: 11/28

Dungeons:

1. Enter Forest of Spirits (-2)***
2. Enter Tombs of Amenti (-2)
3. Enter Cave of Oblivion (-2)

Consumed: 15-19/28

**You will need to fight Lyseria in order you recruit her. Don't worry, she is not that strong during the fight against her. If you still don't know, she is the lady inside the large crystal in the boss area of Arkdain Ruins. She is a high-level sorceress, perfectly fit for Freya's request. However, I opt to keep her in my party instead. You can get her before clearing any dungeons.

***You will need to enter the Forest again after repairing the Flame Gem if you wish to battle the real boss. You won't be able to complete the map on your first visit.

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Chapter 7 -FOREST OF SPIRITS ':-----: 'WLK015 |
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1. Eye of Heaven
2. Wassail-Rapier (guarded by Mandragoras)
3. Sacred Javelin
4. Dampen Magic
5. Golden Egg, Lapis Lazuli, Invoke Feather
6. Lucerne Hammer
7. Sap Power, Golden Egg
8. Timer Ring, Dampen Magic, Golden Egg, Reflect Sorcery

9. Mystic Cross

10. Heal, Sylphan Robe (!!)

Once you get in the Forest, you can either continue along the main path and proceed with the mission or stray around and look for the items.

Also, be careful of Mandragoras. These girls-in-a-bulb are pretty deadly at this point of the game. Their Hellish Invitation attack is really damaging. Be careful when facing these; you may want to kill them all in the first attack run. Fire Storm/ Ifrit Caress or Fire Lance/ Calamity Blast will be your saviors against these enemies. This is effective too against those pesky Giant Crabs. Normal attacks do very little or no damage against these oversized crustaceans.

In any case, proceed to the leftmost part of the map. An Elf is waiting for you there. You will learn that you need to collect four materials to complete the Gem. It is also recommended to use Fire-based attacks. Most enemies here are weak to fire.

For each of the materials you obtain, you will get 1600 event exp each. Here are the basic stats of the three mini-bosses you need to face. They are not that hard really but for your info, I will include that as well.

Cockatrice	HP: 50000 Weak vs. Fire 35000 exp
Sivapheticus	HP: 42000 Weak vs. Ice 35000 exp
Venomous Spider	HP: 30000 Weak vs. Holy 350 exp

On your first visit, there is no major boss here. Note that some of the items indicated on the map are hidden well from view, located in top of the branches. Be careful also of enemies falling from trees.

- Once ready, head out to collect the materials. The easiest should be the Polar Drops. From your position, walk to the right and take the first path down. Go to the left, and in the next screen, approach the spring. You will automatically get the Polar Drops.
- After getting the polar drops, continue to the right. Take another path leading down again.
- In this screen, get item (9) to the right. Move to the left, next screen.
- Get past the area littered with enemies and into a deadend.
- Get Heal from chest(10). Jump to the base of the tree and then, jump to the branch to get the hidden Sylphan Robe there.
- Backtrack to where you got item (9) and continue up. Head to the right and get another item (8)
- After getting #8, head up four times until you reach the end of the path. Continue to the left, next screen.
- This area is filled with dangerous Mandragoras. Be careful when

jumping on those branches. Get item (2) in one of those branches.

- Left next screen. Take the very first path leading down. Grab the items(5) hidden on the braches. Continue to the right and face the Giant Spider.

This is a giveaway battle so I won't be listing any strategies to defeat it.

You will obtain the Silver Thread and a bit of event experience.

- Backtrack now and run all the way to the left, past another path leading to the front. Find another spellbook(3) there. Backtrack to the right a bit and take the 2nd path leading down.
- Get item #4. Go down one more screen and right to the large area. The Giant Ape is located in the topmost branch. Make your way there and defeat the mini-boss. Obtain the Golden Candlestick and some event experience as well
- Now get down and head to the left. In the next screen where you came from, continue heading left to find another item(6) and a path that leads up.
- In the next screen, head to the left then take the path down. Get the items (7) and save. Continue to the right to fight the cockatrice. Defeat it to obtain the Charm Feather.
- Now backtrack all the way back to the elves' sanctuary. After a short while, you will be able to get the repaired Flame Gem in the chest. Still you have the chance to keep it or return it. In any case, the decision is yours.
- Now at this point, you may have swept clean the area. So, head to the exit and enter the Forest again.
- Continue to where the Elven Sanctuary once was. You will find a misty maze instead. The correct path to reach the boss is DOWN-LEFT-DOWN.

Continue to the left and you will find another cockatrice waiting.

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BOSS:

Cockatrice HP: 100000
Weakness: Fire
Exp: 35000

Strategy:

This boss is not that hard; much more as a giveaway battle. 1-2 special attacks plus a link 3 Calamity Blast owns this guy pretty much.

Artifacts:

- Arectaris - 3100 exp
- Elven Bow - 3100 exp

Obtain 240000 exp after opening all artifacts.

These two are actually decent weapons - if you don't have the ones transmuted from the Creation Jewel.

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Chapter 7 - TOMBS OF AMENTI ':-:-----: 'WLK016 |  
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1. Eye of Heaven
2. Flame Jewel (!!!)
3. Base Metal
4. Darkness Arrow (hidden behind those boxes to the left)
5. Mithril Plate (!)
6. Stone Check (hidden behind the 3rd urn)
7. Resist Magic (rightmost part of the room with large floating stone head)
8. Ruin's Fate
9. Unicorn's Horn (!!)
10. Lucerne Hammer
11. Iron Ore
12. Mystic Cross
13. Wassail-Rapier
14. Invoke Feather
15. Reflect Sorcery (behind the boxes)
16. Raven Slayer (!)
17. Flame Jewel (!!!)
18. Basilisk Scale
19. Lapis Lazuli
20. Guard Reinforce
21. Raven Slayer (!) (On top of the ledge)
22. Ether Scepter

This dungeon is probably one of the most annoying and frustrating you need to clear yet. It is really large and has a good number of various annoyances that will test your patience. Also note that enemies here are weak to HOLY attacks. So Mystic Cross/ Celestial Star and Sacred Javelin/ Seraphic Law are the attacks of choice here.

- From the start of the dungeon, grab item #1.
- In the next room, to reach item# 2 above the door, you need to run up the stairs, run back down and jump while shooting a crystal. You will need to create a shimmering foothold.
- In the next room tall room, make your way to the upper left. Beware of the firejet traps. When you reach the top left door, defeat the Dullahan for some good exp boost. Obtain the Base Metal behind that enemy.

| TIP: Useless as it may look, Base Metals can be transmuted normally |
| into Ebony Powders. Now equip the Creation Jewel and transmute those |
| Ebony Powders into Material Potions. |
| |
Material Potions add 100 DME to any character PERMANENTLY.

- Jump down and make your way to the location of the Blue Jewel. Be careful of the traps along the way. Grab the jewel and you will obtain 60000 event exp. Now the door will close on you. To open it, you need to put some weight on the pedestal where you took the jewel. To make your life easier, create a full crystal and slash it. The shards will provide enough weight to keep the door open for you. Exit, jump down and go to the right.
- Run past those fiery urns. Find item # 6 past the 3rd urn to the right.
- Jump down, go left until you reach the save point. Save.
- Jump to the top right room. Smash the floating stone head's beard and chin. Slide underneath it and get item #7 in the far right end of the room.
- Backtrack down, take the bottom left door. Two spikes will approach you. Attack the lower one with your sword to stop it. Jump over it and take item #8.
- Now head back, and take the bottom right path and fall down to the bottom of this large room. Enter the doors to the rear.
- Continue to the right. You will see another chest above the door. Grab it to obtain another Unicorn's Horn. Immediately create a second one.

| TIP: You might consider using two mages in your party. One great |
| magic is good for eliminating most enemy parties. How about casting |
| two? |
| |
| Just make sure that the mage you'll put it front has maxed out |
| Defend, Avoid, Resist Damage, Hear Noise, Survival and Fight. |
| Also make sure that she has the strongest armor set you can get at |
| this point of the game. |
| |
| Note: Mages in front will be most likely targeted by enemies. You |
| may also want to change their reaction skill to a defensive one |
such as Adept Illusion or Dancing Swords.

- Continue following the path. Grab item #10 along the way. Take the path up front, then go up, take the top left door.
- In the next room, jump down to the lower left door. You should be in the other side of the large rooms, with a chest on the floating platform. Get it to obtain item #11. Now you can just jump down to the bottom of the large room and backtrack your way to the tall room.

- Instead of going up front, you need to jump to the upper left room.
- In this room with falling spikes, find item #12 behind the broken pillar to the right. Continue running to the left.
- Reach the top left platform. Continue, grab item #13 along the way. Defeat the Dullahan blocking the path as well. Make your way to the large chamber where the red jewel is.
- Grab the red gem to obtain 60000 event experience. Do the same thing you did you open the door in the blue jewel's chamber. Exit out and continue to the left.
- In this next room, two floating stone heads will approach you on both directions. Quickly destroy the beard and chin of the left stone head. You will obtain 35000 event exp for doing so. Slide out to the left.
- Defeat the Dullahan guarding the exit. Enter the door to the rear. Defeat another Dullahan guarding the other end. Head to the right.
- Follow the path while avoiding those fiery urns and looking out for items. When you jump down the tall room to the right, you will find item #15 behind the boxes to the right. Continue to the left.
- Intentionally get hit by one of those floating statues. You will be transported into a closed room. Destroy all the three faces on the wall to open the door. You will obtain 20000 event exp for the first time you do this. Now head back to the rooms with the floating heads. For most players, this is the most frustrating part of the dungeon. For me, it is the fastest.

The Secret: Dimension Slip

If you don't have the Dimension Slip (Bark of the Dryad transmuted by Creation Jewel) then you will have to use all your wits to avoid these strategically placed annoyances, not to mention you need to avoid other traps and look out for enemies as well. Anyways, make your way to the lower left room.

- When you reach that large room, you will find it is littered with different moving platforms, spikes and enemies. Grab items #18 and #19 in the lower rooms. The exit is in the upper left part of the room. Grab the item located above the ledge. Tired? Don't worry, you are almost there.
- Continue following the path. Don't forget to grab the other items, especially the ones located above the ledges. From here on, it is straightforward.
- After you reach the savepoint, continue forth. You will be asked to answer a question. Technically, all choices are the same. But you need to choose "HOMO-SAPIENS". The door to the royal burial chamber will open.
- Grab the Ether Scepter in the far right end of the burial chamber. Now place the two gems you acquired earlier on the pedestal. Wait for a few seconds and you will be thrown in to a boss fight.

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BOSS:

Akhetamen	HP:130000	Undead Slaves (x2)	HP: 19000
Weakness:	Holy	Weakness:	Holy
Exp:	140000	Exp:	1680

Strategy:

If you have managed to stick power leveling one party, then your level should be sufficient enough to defeat this boss. You won't be able to defeat him in one attack run though. First, if you are on the defensive side, you can cast Reflect Sorcery first. The main boss is in the rear so; you need to get rid of those Undead Slaves as well. Once you get them out, concentrate your attacks again him. Remember that two consecutive level 3 or 4 Celestial Stars is enough to inflict heavy damage to this boss.

Also note that once his HP is critical, Akhetamen will heal himself completely. Just make sure you kill him quick and he won't be able to use it.

Artifacts:

Richebourg	- 3600 exp
Mask of the Dead King	- 3600 exp
Ruby Music Box	- 3600 exp
Ambrosia	- 3600 exp
Bracelet of the Basilisk	- 3600 exp.

Obtain 1000000 event exp after opening all artifacts.

Seriously, you spent a good deal of time in this dungeon and you'll get junk artifacts? The Ambrosia will probably be the most important artifact here so get it. Also, the Mask of the Dead King is a good mage equipment as well. The other artifacts are just plain junk.

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Once this helluvah place is done, you can now do whatever you want. Just the same routine, transfer Einherjars, revisit dungeons to level up and clear any Cave of Oblivions you find.

Once ready, consume all your periods to enter the last sacred phase. Actually Freya will inform you that the Dragon Orb has been stolen. This is related to the short scene with Loki and Lucian during Sacred 6-7. Well, this is the final chapter so let us start.

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Periods: 28
Dungeons: 5
Characters: 1

TASKS:

1. Spiritual Concentration - Locate Arianrod Labyrinth (-2)
2. Spiritual Concentration - Locate Palace of the Dragon (-2)
3. Spiritual Concentration - Locate Cave of Oblivion (-2)
4. Spiritual Concentration - Locate Celestial Castle (-2)

Consumed: 08/28

Towns/ Characters:

1. Recruit Gandar (Defeat him the Palace of the Dragon)

Consumed: 8/28

Dungeons:

1. Enter Arianrod Labyrinth (-2)
2. Enter Palace of the Dragon (-2)
3. Enter Cave of Oblivion (-2)
4. Enter Celestial Castle (-2)
5. Enter Weeping Lily Meadow (-1)

Consumed: 17/28

You will need all these dungeons to boost your needed experience for the last battles. You can decide which ones you would like to clear first. Arianrod Labyrinth is the easiest in navigation because you just need to teleport to rooms. But the enemies here are really tough. Celestial Castle is medium in both. Palace of the Dragon has easy enemies but has tough puzzles. Make your choice.

Upgrade your equipment. If you have enough MP to buy the Orihalcon, do so. You can transmute it to GRAM, a very powerful sword until you get the Levantine. You can convert those useless artifacts you have looted. I will start with Arianrod Labyrinth because it contains very good weapons that will make the other dungeons easier.

Remember that if you have successfully initiated events for Ending A, you should leave at least one period to enter Weeping Lily Meadow. If you consumed all your periods this chapter, you will be automatically taken to Joutenheim Palace, even if you have located Weeping Lily Meadow during your Soul Concentration.

I will also suggest forming your final party now. It is better that way since you can concentrate powering up your characters. My final party will be Mystina, Lyseria and Arngrim.

- /' '-----'
1. Eye of Heaven
 8. Magic Blade "Cromrea"
 11. Flame Jewel (!!!)
 13. Eternal Fault
 14. Foul Slayer (!)
 21. Wand of Apocalypse (!!)

You would need to use some basic math to get through this area. I will try to make it clear so that you won't get lost. Again, enemies here are weak to Holy attacks.

The number on the display indicates the floor where you are going to be transported. The sphere beside it is the controller. Each panel has two destinations or numbers.

When there are two panels, just add the numbers on the displays, unless there are some indicators. Remember also that if you entered the room that you don't want by accident, you can't enter the portal again to go back where you came from. The floor that you will be transported depends on the number on the display.

I will give you the exact orders of the floors you will visit to get all the items and find your way to the boss. Note that the enemies here are powerful but they pack a lot of experience so, it is worth defeating them when you find them.

The save point is located on floor 17.
The boss is located inside floor 25.

1 - 10 - 8* - 18 - 16 - 21* - 13* - 12 - 14* - 7 - 6 - 11* - 17 - 25

Once you reach the 25th floor, you will enter a boss battle.

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BOSS:

Dark Lord	HP:210000	Demon "Vallan" (x2)	HP: 70000
Weakness:	Holy	Weakness:	Holy
Exp:	45000	Exp:	10500

Strategy:

The Dark Lord is on the rear and won't attack unless you defeat the two demons in front. Just don't hesitate the cast your great magics to defeat these enemies fast. The main boss is not that hard. Yes, he may have damaging attacks but not enough to give you a hard time. With Wand of the Apocalypse in your hand, your Celestial Star will deal more damage than usual.

Artifacts:

Shadzard	- 4100 exp
Secrets of Zolon	- 4100 exp
Unicorn's Horn	- 4100 exp

Obtain 500000 event exp after opening all artifacts.

You can get the Shazard and the Unicorn's Horn but stay away from that Secrets of Zolon. It is plain trash.

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Chapter 8 -CELESTIAL CASTLE ':-----: 'WLK017 |
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- As you start in this dungeon, enter to the right. There will be stairs leading down and some stairs leading up. The rooms upstairs are a deadend; the correct path is downstairs. Also, in those rooms you can find Ghoul Powder and Eye of Heaven.
- When ready, go downstairs and defeat the Forager guarding the path.
- Immediately find another Flame Jewel as soon as you enter the room. Continue to the right and go down to the front.
- In the next room, the rightmost door up has some enemies. You may defeat them for extra experience; otherwise take the middle door. Go downstairs and you will then emerge to the trickiest part of the dungeon.

Here you need to reach the other side without FALLING OFF. If you fall, you will be outside of the castle and you just lost two periods. And also, enemies will respawn when you make your return trips so be very careful with this part.

Fortunately (insert sarcasm here), these chests are rigged with explosive traps, with the force enough to throw you at a distance. Remember that after opening them, you will only have one second to move away from the explosion. You can grab the chains also.

The items here are not that important so if you find yourself having difficulties collecting them, ignore them and proceed with your mission. The Harpies here pack a lot of experience so you can engage them. You need to pass through two similar screens.

Here are the items you can collect on these two screens.

Vegetable Seed, Wassail Rapier, Shield Critical, Quartz Gem
Reflect Sorcery, Concentration, Lucerne Hammer, Agua Vitae*
Ghoul Powder

*Agua Vitae can be transmuted into an Icicle Guard. Other than that, it has no use.

- Once you reached the other side, just continue following the path until you reach a small garden. Kill all the butterflies to open the path to your left. Obtain 80000 event exp for doing this.
- Do the same thing on the second screen; just be careful of those orbs

firing freeze beams.

- Continue along the path, save and grab the Sword of Silvas from the chest. Follow the path until you reach the stairs heading to the right. Fight your way upstairs and save before the room with the boss. Get ready.

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BOSS:

Genevieve	HP: 188800	Demonic Baron (x2)	HP: 42000
Weakness:	Holy	Weakness:	Holy
Exp:	140000	Exp:	1400

Strategy:

Most of Genevieve's attacks are magic based, which means you can protect your characters by casting Reflect Sorcery. Get rid of the Daemonic Barons in the front to open a path of attack to Genevieve. Pummel her with your linked special attacks.

Artifacts:

Berserker Bow*	- 4100 exp
Harp of Atrasia	- 4100 exp
Armor of Aleph**	- 4100 exp

Obtain 500000 event exp after opening all artifacts.

* This is the most powerful bow you can get at this point.

** This is a great armor. Make sure you keep it.

The Harp is as worthless as the trash you have checked out earlier. But you may consider keeping it for MP conversion purposes.

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Chapter 8 - PALACE OF THE DRAGON ':-----: 'WLK017 |
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1. Eye of Heaven, Wassail-Rapier
2. Lapis Lazuli
3. Lapis Lazuli
4. Quartz Gem, Guard Reinforce
5. Ether Scepter
6. Burgundy Flask
7. Lucerne Hammer, Fire Storm
8. Sacred Javelin

9. Eye of Heaven
10. Frigid Damsel
11. Shield Critical
12. Dragon Slayer
13. Lightning Bolt, Quartz Gem
14. Might Reinforce, Spell Reinforce

This dungeon is divided into two parts, where you will be going back and forth to complete puzzle.

- Go to the rightmost room; examine the painting, "XVI The Tower". Obtain Full Moon Stone and 1600 Event Exp.
- backtrack; enter the open path (not the Sun Door)
- Examine the statue and put the Full Moon Stone.

- Get items #1 and #2. Push the tablet blocking the path up. Enter it.
- Get item #3 to the right. Go to the large room to the right. Take note of the positions of the statues there.

Top - facing left
Right - facing front
Left - facing right
Bottom - facing rear

- enter the lower right door. Defeat the Eternal Chimera. Examine the painting "X Wheel of Fortune" to obtain Eclipse Stone. (1600 Event Exp)
- backtrack to the portal and use Eclipse Stone.

- You will be back in the starting area. Now you can enter the door with the Sun Emblem. Enter it. Grab item# 5 and continue to the large room to the right. You will find the same room with statues. You just need to arrange them as the first room.
- After arranging them properly, you will gain 5000 event exp. The bottom door will open.
- Examine the painting "IV Emperor". Obtain Crescent Moon Stone. (1600EXP)
- Now push tablet to open the path to the room that contains item #7.
- Enter the Sun Door to obtain item #6. Examine the painting of Death to obtain "Darkspot Stone"
- Return to the portal. Use Crescent Moon Stone.

- Go left. You will find some paintings here. These are clues to solve the puzzle later on. If you want to solve the puzzle yourself, I suggest writing down the numbers on each painting.
- head to the leftmost room; defeat the Eternal Chimera guarding it. Examine the painting (VII Chariot) to get the Darkpath Stone.
- backtrack to the portal and use the Darkpath Stone

- here, you need to enter the doors according to the numbers on the paintings you saw a while ago. You need to enter them in ascending order, excluding the zero-you will need to enter it last.
- For your convenience, the solution to the puzzle is as follows:

Paintings' Numbers:	16	13	04	12	10	22	7	0
Order:	6	5	1	4	3	7	2	8

- earn 20000 event exp after solving the puzzle. The door to the left will now open. Enter it and examine the painting "XII Hanged Man" to get the New Moon Stone. You will obtain 1600 event exp.
- Go back to the portal and use the newly acquired New Moon Stone.

- Proceed to the left and operate the machine. Grab item #9 along the way.
- Backtrack to the portal and use the Darkspot Stone you have acquired earlier.

- Grab item #10 from the upper ledges. Now take the bottom door.
- Save and proceed to the right. Grab item #11.
- Follow the guardian statue. Avoid getting hit by it since it will transport you back to a room with a Dullahan. Just in case, defeat it and find a teleporter statue. Use the Darkspot stone and backtrack your steps. To avoid doing it again, just save and reload again.
- Just follow the guardian statue. It will then open a path in the center of the room. Now, on the next room, avoid the guardian statue again to get the treasures here. Now enter the left rear door to continue.
- This could be the most frustrating part of the dungeon. You need to jump over this guardian four times. If you get hit by any chance, you will be transported to that same void area. Timing is very essential here. To make it easier, create a full crystal and wait for the statue to approach. Remember that once the guardian spots you, he will charge at you. You need to time this with your jump.
- After the fourth jump, the statue will slow down and stop on the

left side of the room. Examine it and you will obtain the Blood Red Stone. Now head to the portal and use it.

- In the next room, Save and prepare for a bossfight.

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BOSS:

Gandar HP: 35000
Weakness: None
Exp: 126000

Strategy:

This boss is not that hard; much more as a giveaway battle. Just use your special attacks and this battle should end quick.

Artifacts:

Dragoon Faith - 4100 exp
Scroll of Golem - 4100 exp
Hourglass of the Gods - 4100 exp

Obtain 500000 exp after opening all artifacts.

Keep the Dragoon Faith for sure. The Scroll of the Golem is worthless in every way. But you can keep it for MP conversion.

The Hourglass of the Gods can take you five periods back in the past which can be handy in case you need more time.

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The item in the top of the ledge further left is a great spear for Aelia or Lawfer. To get it, just create some footholds by putting those opened chests on top of each other and some crystal shards as well. Now create a full crystal and shoot it again to break it and step on the shimmering particles slowly descending.

Now that all the dungeons are cleared, you can do whatever you want. You may wish to revisit dungeons again such as Arianrod to earn some extra experience.

| NOTE: If you have taken the path to Ending A, then you should have |
| Weeping Lily Meadow as one of your dungeons. Leave at least a free |
| period to visit the meadows. Remember also that once you enter, you |
| won't be able to come out again so make sure you did everything you |
| want first before entering this area. |
| |
| If you consumed all your periods then you will automatically start |
in Ending B's Joutenheim Palace.

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ENDING A: Asgard Hill ':-----: 'END 001 |
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As you enter the Meadows, the scenes before the final stage will take place. In those scenes, you will need to battle Lenneth's elder sister, Hrist along with Bhrams , Lezard, Mystina and Arngrim. Her stats are as follows:

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BOSS:

Hrist HP: 12000
Weakness: None
Exp: 700

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The battle is easy so you don't have to worry. Just read/watch through all the scenes and you will find yourself in Asgard Hill.

I will just list the boss stats and strategies here since Asgard Hill is really a one path dungeon. Enemies here respawn if you leave the screen, making it possible to train your characters if you are having problems defeating the bosses, especially Bloodbane.

Alright before you start, check out your skills. You will rely mostly in surviving the attacks of the bosses - no matter how leveled up your characters are, their attacks will even exceed your max HP even at full health. If you still haven't figured out yet, the most important skill every character must have is GUTS and AUTO-ITEM. Setting up Auto-Item with 100% of Union Plume will increase your chance of survival against the attacks of the enemies, especially those Great Magicks.

You can put in other items but instead of reviving your characters, they may just heal themselves, wasting the precious turn.

With those said, just make sure you have the strongest equipment you can get. The most damaging attacks you can deal with will be coming from your mages so make sure you have Magic Bangle and Fairy Ring equipped on them. The spell of choice would be Mystic Cross/ Celestial Star or Shadow Servant/ Meteor Swarm.

Alright, prepare for your hardest battles yet. Good luck!

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BOSS:

Bloodbane HP: 222000
Weakness: None
Exp: 140000

Strategy:

This legendary dragon is the first hindrance you need to take down. He has several attacks, all are damaging. Don't bother healing your characters; this boss can easily chip away large chunks of their DME with his attacks. Try to link all four special attacks when you have the chance; you will definitely need them.

Once you're able to bring his HP down to $\frac{1}{4}$, he will be using Gravity Blessing EVERY TURN. Just pray that your characters can hold on after every attack and that they will use Guts when you need it. Just attack him at every chance you can. Having weapons that will allow you to perform multiple attacks is very important here to build your combo gauge.

Artifacts: Demon Sword "Levantine"

The Levantine is the most powerful sword in the main game scenario. Continue further to face the next boss.

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BOSS:

Fenrir HP: 250000
Weakness: Fire
Exp: 175000

Strategy:

If you have the INFERNAS then you have no problems with this battle. It is a great sword artifact that is acquired from the Citadel of Flames. The Infernas has the Fire/Death attribute that will kill ANY enemies weak to fire, just like Fenrir.

If you don't have that weapon but you have kept the ETERNAL LAMP then you are a bit fine. Just use some fire-based attacks, preferably Fire Lance and hit him with your Special Attacks.

If you don't have both, consider equipping your characters with Freeze Checks and use fire-based attacks.

Artifacts: None

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Continue forth and you will face the last boss. Also note that once you reached and used the last save point, Seraphic Gate, an optional dungeon, will be available. This is where your Flame Jewels will be used.

However, it is not related whatsoever to the main game scenario. Thus, even if you powerlevel there, you won't be able to carry those changes

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ENDING B: JOUTENHEIM PALACE ':-----: 'END 002 |
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All your Einherjars can be selected in your party now. If you had been following the events for ending A but for some reason you ended up in Ending B, you will notice that Lucian is not there. (He was killed by Loki, remember?)

Also, like Asgard Hill, enemies here respawn after leaving the screen/room.

- Save your game, take the first door leading to the rear. Find a chest containing Mental Reaction.
- Enter the next room to find Freeze Check and Foxglove.
- Now continue to the 2nd screen from your position, find a Foxglove and Eye of Heaven. After getting those, head to the left, past the narrow bridge.
- You will then reach a room with three fires and an empty torch in the bottom floor. Grab the Red Fire and put it on the empty torch. Now grab the Blue Flame and combine it with the Red Flame. You will get the Daisy Fire and 120000 event exp. Back track to the entrance. (this will melt down the blocking ice in the path that leads to Bloodbane)
- Go to the left. Now, if you reach a room with some ice platforms, make your way to the top right door. Follow the path and take the door that leads to the rear. You will find Vegetable Seed and Flare Crystals. Backtrack to where you started and continue to the left.
- Keep going to the left, find a Flare Crystal along the way. Find also an Ether Scepter and Freeze Check in the bottom of the large room with platforms and spikes.
- Continue going to the left to find a Scarlet Edge in the tall room that leads up. Be careful of those falling Icicles. If you want, you can just create some crystal footholds for you to use and go to the top right door.
- Continue along the way until you reach an opening leading to the rear. Head to the left to find an Ether Scepter and Foxglove.
- Continue forth. Save your game and head to the top right door. Jump down and you will enter the battle against Bloodbane.

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BOSS:

Bloodbane HP: 222000
Weakness: None

Strategy:

This legendary dragon is the first hindrance you need to take down. He has several attacks, all are damaging. Don't bother healing your characters; this boss can easily chip away large chunks of their DME with his attacks. Try to link all four special attacks when you have the chance; you will definitely need them.

Once you're able to bring his HP down to ¼, he will be using Gravity Blessing EVERY TURN. Just pray that your characters can hold on after every attack and that they will use Guts when you need it. Just attack him at every chance you can. Having weapons that will allow you to perform multiple attacks is very important here to build your combo gauge.

Artifacts: Demon Sword "Levantine"

The Levantine is the most powerful sword in the main game scenario. Continue further to face the next boss.

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- After grabbing the Levantine, backtrack to the opening of this path and continue right this time. Make sure to grab the items along the way, especially the ones hidden in large, spiky areas.
- Continue going to the right, past the turnpoint where you need to go to the leftmost room. Also along the way, you should spot the great ice block that is blocking the path up.
- Continue to the left, past those Van Shizokus and falling icicles. To make this job easier, equip the Dimension Slip. If you want to farm experience, I will give you a good farming point later. Just continue to the left until you obtain the Fires of Purgatory. (Obtain 120000 event experience)
- Now you must quickly run to where the large ice block is. If you moved fast enough, then the path up should now be open. Continue following it.
- Follow the path. Some of the platform style jumping here can be a bit tedious. Just from here on, it is fully straightforward. On your way to the last savepoint, there is a Mithril Golem standing by the top left door. You can use this to farm extra exp as needed.
- When ready, continue forth and save. Make sure that you make some final checks before continuing. When you're all set, continue to the right, to Surt's Throne Room.

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BOSS:

Surt	HP: 300000	Vanir (x2)	HP: 22000
Weakness:	None	Weakness:	None
Exp:	210000	Exp:	4200

Strategy:

Surt has some damaging attacks but compared to Loki, this guy is child's play. His great magic, Ifrit Caress is not even that threatening. Just use the same tactics you have used against Bloodbane and you should be fine. Get rid of those Vanir first. Note that most of the time, he will be attacking one target at a time.

Also, unlike the battle with Loki, you won't have the Full Nibelgen ability so you will really need to rely on all your characters' efforts, especially your mages. Having two mages in this battle will make it easier - only if you had trained them before this battle.

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After the battle, a dull ending will be presented by Freya and the credits will start rolling.

*****Congratulations for finishing HARD MODE!*****

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The Seraphic Gate is an optional dungeon that can be accessed from the main menu. This is unlocked as soon as you reach the last save point in the game, whether it is in Asgard Hill (Ending A) or in Joutenheim Palace (Ending B). This dungeon has no connection whatsoever from the main game scenario, so whatever you obtain here will not be carried over to the main game when you start or use it against Loki or Surt.

Though you can also access this dungeon when playing Normal Mode, you can only have limited access to the area since you need Flame Jewels to open key areas. These are only acquired in Hard Mode, in which the locations are already mentioned in this guide. Also note that the 'strongest' equipment that you have in the main game and you may be proud of are nothing compared to the ones offered here.

I have recreated the maps since it is composed of four areas and it will be confusing to just edit the map as I did to the other dungeons. To make you lives easier, I suggest equipping the Dimension Slip when you collect items, or just take them off when you are targeting an enemy. Enemies here respawn after you leave the screen and you will have all your Einherjars in you side here. The maps are available in the PDF version of this guide as well.

You can also check out Capheine's excellent map of Seraphic Gate. It is much better than mine (haha, I admit XD)and all areas are covered in one gif file. You can download it @

<<http://www.gamefaqs.com/console/psx/file/199175/32116>>

Note that this map is copyrighted to its author and intended for personal use only. All copyright protection applies to this document as well.

I will just include the boss stats and strats in this section.

1st/ Yellow Area

1. Spell Reinforce, Golden Egg
2. Golden Egg
3. Fire Lance
4. Mighty Check, Gem of Creation
5. Golden Egg
6. Might Reinforce
7. Razor Shaft(!!)*, Eternal Garb (!!)**

*This is the most powerful bow in the game, which enables Valkyrie to use her Full Nibelgen ability.

**The Eternal Garb is the strongest armor in the game.

2nd/ Red Area

1. Golden Egg
2. Poison Blow, Eternal Garb (!!), Golden Egg
3. Sap Guard, Fire Storm, Golden Egg
4. Golden Egg, Eternal Garb (!!)
5. Soul Sword "Kusanagi"**, "Mystic Sage"***
6. Frigid Damsel, Mighty Check, Golden Egg (X2)
7. Scout Orb

** The Kusanagi is the strongest Samurai blade in the game.

*** Statwise, the Mystic sage is the second strongest wand in the game. However, it can perform great magicks unlike the other. You will learn more about it later.

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| Defeat/ Recruit Lezard Valeth \.....SPC002
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BOSS:

Lezard Valeth	HP: 100000	Hell Gaze (x2)	HP: 20000
Weakness:	None	Weakness:	None

Strategy:

This battle could be hard since those Hell Gazes can resurrect their allies in full HP. Applying the same strategy when battling these beasts may help but the problem is Lezard. He is on the rear and he can kill your characters with little effort with his spells.

You may consider casting Reflect Sorcery but the physical attacks of those floating eyeballs are enough to convince you to get rid of them first.

If you both have the Razor Shaft and Mystic Sage with you, then you have better chance of success. Just pour out everything you can. After defeating him, you can now use him. He is the strongest mage you can get, obviously.

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3rd/ Green Area

- 1. Golden Egg
- 2. Shield Critical
- 3. Golden Egg
- 4. Ethereal Divide(!)** , Holy Wand of Telos(!)**
- 5. Golden Egg
- 6. Demon Sword "Nefarious"* , Bloody Duster(!)****
- 7. Icicle Edge
- 8. Golden Egg
- 9. Eternal Garb (!!) , Lightning Bolt
- 10. Golden Egg

* This is the strongest two-handed sword in the game. However, it is a Normal enemy drop in one of the enemies in the white area. Although you can only do one attack per turn, its damage during special attacks is clearly evident.

** This is the strongest spear in the game

*** Statwise, this is the strongest wand in the game. However, it will only allow you to cast normal magic during special attacks. Best used for multi-hit spells such as Prismatic Missile. Also, if you are using a dual mage in your fighting party, this is a must.

**** The only strongest weapon for Brahms.

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BOSS:

Brahms HP: 172000
Weakness: None
Exp: 210000

Strategy:

This will be a lot easier since Brahms has a low HP compared to the past bosses you have faced and also that he attacks only one target at a time. Just attack him normally and after that, he will be yours.

If you have gotten the Bloody Duster, equip it to him immediately. I put him in my party immediately. He will be one of your primary attacker. Or just use anybody you want.

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| Defeat/ Recruit Freya \.....SPC004
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BOSS:

Freya HP: 300000
Weakness: None
Exp: 0

Strategy:

Just like Brahms, Freya can take out characters one at a time. Her attacks are devastating, not to mention her Ether Strike which deals 6-digit damage. Again, just fight her normally, though you won't get any experience points in this battle.

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- To open activate the switch, you may need to fall directly from the room with item #7. You won't be able to do this the first time since you need to attack the glass floors. You need to fall all the way through those openings in the platform.

| Defeat Gabriel Celeste \.....SPC005
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BOSS:

Gabriel Celeste HP: 800000
Weakness: None
Exp: 210000

Strategy:

This is the second to the last major boss you need to defeat. If this is the first time you will battle him, then expect a lot of resistance. His spells and attacks are devastating. He can also cast Cosmic Spear which can deal not less than 5-6 digit damage points. Using your strongest party (I used Freya, Brahms and Lezard, all at around LV30-35) is recommended.

Now, I recommend equipping FAIRY RINGS and MAGIC/POWER BANGLES to enable your characters reduce their CT turn and increase their frequency of Special Attacks. Note that having Freya in your party can greatly affect your timing since the intervals of her attacks has some delay.

I recommend that you rearrange her attacks. Make sure that her Thunder Sword is her first attack and the Ether Burst her second.

Just a tip: Once you reach 100% in the energy gauge, just stop your attacks to initiate your Special Attack mode. If you continued your attacks, especially if Freya is the last attacker, the other characters won't be able to initiate their special attacks. Remember, every damage you can deal is important. If you are using other characters other than the so called 'Power Team' (yeah, I just made that one up) then feel free to use them - so long as their attack ratings exceed 10000.

After defeating Gabriel Celeste, you may not head to the hardest area with lots of very tough enemies.

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Note that all the previous bosses you have fought will be normal enemies here. If you want, you can also stay a bit and collect voice data from them. Remember that all their attributes/weakness is still the same. Same goes with Carnage Beast <Fenrir> that is still weak against Fire/Death weapons such as Infernas. Also, be careful since they are a lot more powerful than they originally were.

You can also fight Hrist here. Not technically her but the voice data are all the same. Note that she can also use her full Nibelgen ability like Valkyrie.

Well enough of that. I was only giving you a little ice breaker before the final (hardest) battle. If you haven't yet, I suggest going all the way back and save. It never hurts making sure you're safe.

Before you face Iseria Queen:

- Get Dainslef and Ether Laser
- Have a lot of Union Plumes
- Set Guts and Auto-Item (100% Union Plume ONLY)
- Set Splash or Reverie (Reverie is more powerful than Splash but

- double may vanish after an effect, compared to Splash which is always active)
- Get your strongest party.

Here, your level doesn't matter. Well, it actually does since it determines the minimum damage you can deal. But this is actually an endurance battle. Full details of the battles will be discussed below.

Get ready...

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| Defeat Iseria Queen          \.....SPC006  
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BOSS:

Iseria Queen HP: 2300000
Weakness: None
Exp: 700000

Strategy:

Let me just make it clear. What you are seeing is not 230 thousand. It is 2.3 Million. Yes. That much. So if you have faced Loki or Surt and it took you a while to defeat them, imagine facing her. Don't worry, you should have a few good weapons in your sleeve.

Now with Iseria Queen's attacks.

For the first part of the battle, she will cast ordinary spells and normal attacks. But they are damaging as hell - which can take out your characters in one hit. Also note that after every 4th turn, she will use COSMIC SPEAR. This is the great magic for Dark Savior. Expect whooping 5-digit damage for your characters.

When that happens, at least one of your characters should use GUTS. In this point, if your characters' Guts level is maxed, they will use it 65%-75% at a time. After the great magic, she can resume with her normal attack pattern and repeat the process again.

In some occasions, she also uses Extension Force which deals 5-digit damage to all party members as well. If one character is left, don't hesitate to use Union Plume to revive your allies -even if Auto-Item is already initiated.

Just remember to link your special attacks and time your combos well. If you are using Freya, then remember what I mentioned earlier. Again, the 3rd or 4th Special Attack deals the most damage.

Once you drain her HP down to half, she will then change form. This is will further increase her stats. She will also use her unstoppable special attack, called Empress Massacre. If Gabriel Celeste was able to use this against you, then you should know how much damage this attack deals. TT

The same pattern applies. Just attack whenever you have the chance. If you can also down her and attack her while on the ground, do so. This will ensure that she will drop a lot of CT orbs that can help you getting your turns to perform special attacks much faster.

Speed is the key here. You will need to survive 4-6 Cosmic Spears and over a million worth of damage before you can defeat her. Should you agree that in these battles, healing is not important? ;)

In the first time you beat her, you will get the strongest accessory in the game, Tri-Emblem. You will also gain 1.5 Mil event exp. Now you can head back to the save point and save.

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| TRIVIA: The Tri-Emblem is most powerful accessory in Star Ocean: |  
| The Second Story for the PS. It is acquired after defeating |  
| Gabriel Celeste. |  
| |  
| Gabriel Celeste and Iseria Queen are all secret bosses in other |  
| Square Enix games such as Star Ocean: Till the End of Time and |  
| Radiata Stories. |  
| |  
| Also, Lenneth is a secret recruitable character in the PS2 game, |  
| Radiata Stories |  
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Now, you need to defeat her nine more times to obtain the most powerful sword in the game. Expect to gain 3-4 levels after each fight. You just need to reload after saving and the dungeon will reset again. Remember that facing Iseria Queen also means facing Gabriel again.

But don't worry, as you progress, Gabriel will slowly look like a poor past time and Iseria Queen is not that hard anymore.

After defeating her you will get the Book of Riddles. These are stupid, worthless manifestos from we-don't-know-who. Well, they are just riddles anyway. Aside from the large exp after the battle, opening the chest will give you 1.5 Mil Event experience as well.

After reading Book of Riddles #8, it will tell you to defeat Iseria Queen again one more time. Now you will get the ANGEL SLAYER after the battle.

Thank you for using this guide!!

CREDITS

Thanks to the game sites that are hosting my faqs/ guides, especially to my 'home' site, IGN.com

To my readers for using my guide. I hope you had found this humble guide

helpful

To my family for supporting me on whatever I do

To our Lord for everything.

Until Next Time... Cheers!

VeRSION HISTORY

v 1.0 - 1:22 PM 7/1/2007 --- Completed final version.

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