

Seiken Densetsu 3 (Import) Single Character Challenge FAQ

by Haste

Updated to v5.5 on Aug 23, 2007

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|| S e i k e n D e n s e t s u I I I - LEGEND OF THE HOLY SWORD ||
||=====| The Single Character Challenge |=====||
|| You can always find the latest Created by Twilight ||
|| version of this at GameFAQs <twlllght@hotmail.com> ||
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-All of my FAQs can be found here-

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-> http://www.gamefaqs.com/features/recognition/9847.html <-
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Version History:

v1.0 -30/07/01

50 KB Hey everyone. First version, released earlier than expected. This FAQ pretty much has the rules, and the basics you'll need to know to get started. The only section that isn't totally finished (and won't be for a while) is The class reviews section. I've only covered Duran's Final Classes thus far, and I'll only add the other ones in when I have time. This is just an earlier version so people can get started, ok?

v2.0a -07/08/01

65 KB Whew. The SCC has taken off better than expected and thank you to everyone who has supported it. Anyway, I'm sorry this update is late, but I got tied up in family stuff on Sunday.

-I've added all Kevin's Light Final Classes, so all those people who have wanted to play as the God Hand can look there.

-I spellchecked the FAQ and I've fixed a few typos.

-Changed the copyright to what I'm going to be using for all of my FAQs from here on out. I may change it again sometime, but probably not.

-Added a new tip.

-Added some other stuff.

-Noticed a huge flaw in the format of the guide. I made the max amount of characters 69, instead of 79. But the FAQ is too big to change it now, so it'll have to stay as it is.

-Finally, kudos to Jaime for creating the first SCC topic! Thanks a lot, I'll try to post more often, ok?

Next update I'll finish off Kevin's FCs, soon hopefully. I hope to get this FAQ done and then move on, but I won't rush it. I'll see you all next update!

v2.0b -11/08/01

76 KB Alright, I promised to finish off Kev's FCs soon, and I have. I've done some other stuff too (well not much, but anyway).

-As I said, Kevin's FCs are all finished. Two characters down, four to go. <Groans>

-I added a new tip to Kev's Light FCs

-I made a mistake last time. Instead of spellchecking THIS FAQ I spellchecked another (my bad). I've done it this time though and noticed some pretty basic mistakes. Heh, some of them made me sound like a dumbass (spelling latest latest, for example)

-Collected some more info for when Hawk's reviews come (thanks a lot, Meeple!)

-Added some people to the Hall of Fame. Congrats to Meeple, Jaime and PoKeExPeRt!

-Done some other stuff that is so minimal it's too small to be listed here

So, this isn't a really big update, all that will be coming next (probably) but this was just to finish off Kevin's FCs. Now will you damn people let me finish my Sparkster FAQ? Hahaha, j/k guys, y'know I'm kidding. Right? RIGHT?! Heh, anyway, see you all l8r.

v3.0 -19/08/01

117 KB Whew. This is a monster update, and it's rather early too. Here's what I've done.

- All of Angela's FCs are covered! Yahoooo!
- Charlie's Light FCs are done as well. Go me!
- I've fixed a few more typos.
- I've added a few generic Hawk tips (ok, it's one, so what?). Thanks to Meeple for it!
- I changed "Grand Deviner" to "Grand Divina" after noticing the typo and not wanting ThundaSnake to rip me to pieces. Bwhahahahahahaha! All your Angela are belong to us! J/k, buddy...
::Runs like hell:: ;)
- I've been reading the SCC topic and scanning it for any more tips and whatnot. I added a new general tip for Bill and Ben. Full credit is given to Maximum J and Armisael for the information. Added another general tip concerning a certain status alignment. Kudos to GoodLuckDie for the info.
- I've added a brief addition to the Lord's information. If you must know, it is about the Oath Shield not protecting against Petrify and Instant Death. Again, the credit goes to my bud GoodLuckDie.
- I've added something to main rule #7. Check it out.
- I've changed the way I set out advantages and disadvantages to point form. Although to you it may seem like a waste of time, I've been known as a "perfectionist" or in other words, I'm fussy. :) At least I can now keep my sanity.
- I've changed the Hall of Fame a bit. IMO, it looks cooler than before! And if you don't think so, I don't care. ;)
- I've added three more dudes to the Hall of Fame, too. Congrats JSH357, Unlocke and Veib!
- I've changed the order of Kevin's Dark FCs around. Dunno if anyone noticed, but last time I screwed it up. :)
- I've submitted my third FAQ. It's a FAQ/Walkthrough for Sparkster - Rocket Knight Adventures 2 if anyone is interested. Let's hope it gets posted, hmmm?
- I've done some other misc. stuff.
- I've gotten very sleeply and so I think I'll go to sleep.

Wow. Told you it was huge. When this FAQ is completed it's gonna be massive. :) It's already bigger than my Duran FAQ. Anyway, I'm going to sleep. I'm rather tired and I'm also watching my motivation sail out the window, so if anyone sees me on the boards, please, a little praise won't go awry. Anyway, see everyone later.

v4.0 -09/09/01

169 KB This is the last update for a while (4-5 months). Everything is pretty much complete, but I'll release the Final version in 4 months, as this allows people enough time to get on to the Hall of Fame. Here's what I've done.

- Every character's FCs are covered! Woohoo!
- I've added a generic tip for each of the characters.
- I've added Zable Fahr's level, compliments of (who else?)

MeepleLard.

- Got an interesting e-mail from Meeple, and I have added another another rule.
- More typos have been fixed.
- GoodLuckDie has confirmed the fact that you have to be at a higher level than enemies for Turn Undead to work. Cool and helpful guy, isn't he?
- Many more people were added to the Hall of Fame. Congrats to all!
- The copyright was changed a litte.
- I removed the shameless self-promotion thing and replaced it with a link to my contributor page.
- Some other misc. info was changed / added.

In a few months time, I'll release the Final version of this FAQ, and that way EVERYONE will have enough time to get on the Hall of Fame. So until then, I'll be seeing you.

v5.0 -07/01/02

An 'in-between' update, so to speak. I'm only updating the Hall of Fame. All the major stuff will come next version.

v5.5 -07/01/02

Forgot something. Sorry bout the dual update, Jeff.

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>>- 1. Introduction _____/

Hey there. I'm Twilight, and you Seiken Densetsu 3 people may know me as the author of the Guide to Duran. Anyway, while I was looking at Final Fantasy Tactics FAQs, I found one that interested me. It is called the Straight Character Challenge FAQ (or something like that) and contains information on a player-designed "Challenge". The specific challenge was that you had to play through Final Fantasy Tactics using only 1 Job and that Job's abilities (if you don't know much about FFT, don't worry, it's not important). This increased the difficulty of the game and forced the player to use Jobs and abilities they may not have regarded so highly. FFT is a very easy game (to most people) and the Straight Character Challenge provided a new, difficult and exciting experience.

The effect of this "Challenge" was immense. On the Final Fantasy Tactics message board at GameFAQs topics were created solely to the Straight Character Challenge; discussing it and talking about different strategies. The earlier ones maxed out in a week. Today

the Straight Character Challenge is still going strong; indeed, even I am currently going through it with a group of Knights. The author of the Challenge is a person known as MunkiBleedsGreen, who has had a huge impact on the FFT message board community at GameFAQs. His Challenge spawned other ones for the game. This, my friends, is one of them, except it is for Seiken Denetsu 3.

After playing through Final Fantasy Tactics with Munki's Challenge, an idea hit me. I contemplated creating one for Seiken Denetsu 3. But what would the "challenge" be? I thought about it and came up with a great one: use only one character for the WHOLE game. I thought about it more and more and, surprisingly, I found the idea to be workable.

So, thanks to Munki and the whole FFT message board community at GameFAQs, I'm going to try to make a Challenge for one of my favourite games of all time. I do not expect this to be as big a hit as Munki's, but I hope that it will appeal to a few of the veterans that have beaten this game with every single party to date. Of course, I wouldn't object to it appealing to more people but I realize I may be fighting a losing battle. Maybe...

Now you are probably thinking how the hell playing alone is possible. Generally speaking, it isn't. But I have created a few rules that enhance the effect that you are playing solo. If you are interested, read on.

Sorry for rambling ladies and gentlemen, but I felt I had to give you a bit of background on the project. So here it is... I present to you the Single Character Challenge for Seiken Denetsu 3.

>>- 2. The basics of the Challenge _____/

Alright, this is where I'll post the Rules and Regulations, along with a few more bits of info.

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|| The basics          ||
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If you haven't realised by now, the object of this Challenge is to complete the game using only one character. The other two characters don't count; they are mainly just there to die. Of course, using only one character changes the entire game radically. When choosing the characters class, you now have to think about how they will best survive on their own, without the aid of two other characters.

Of course, playing alone in Seiken Denetsu 3 is not possible. However, I have devised a set of rules that should create the effect of playing alone with a solo character.

The basic premise is that, by neglecting a character's Vitality and refusing to give said character better equipment, they should die in a few hits and be no help whatsoever.

Of course, since whenever you leave a screen any dead party members are revived with 1 HP they won't be killed permanently. But a single hit will kill them again.

There are a few rules, each to be read and remembered.

I know some of you are probably thinking of flaming me for creating something like this, because part of the fun of Seiken Denetsu 3 is creating different parties, right? Well I'm not forcing you to complete the Challenge; you are perfectly free to play Seiken Denetsu 3 normally. Hell, I don't recommend you try to complete this if you aren't too experienced. But I mainly created this for the veterans who have completed this game with most parties and are looking for something a little different, and for those people who keep asking the question "What character do you think could beat the game alone?"

Now that I've stated that, please try not to flame me. I'll just delete your e-mail if you do that, and probably block it. If you have something halfway decent to say, I'll listen. My e-mail is twlllght@hotmail.com, or you can look near the bottom of this FAQ for other ways to contact me. You may want to check out my e-mail information, too.

Also, don't even think about Multiplayer in this Challenge. It just is not possible due to the Rules and Regulations.

The only other Challenge for Seiken Denetsu 3 I am aware of is the No Class Change Game, where you play through the game without Class Changing. While playing through the game without Class Changing will be difficult, I don't think it would be a lot of fun, because most characters learn NO spells in their first class (Carlie and Angela do, but still...) At least in my Challenge you are able to get a bit of variety, depending on who you choose.

I truly hope you try my Challenge. Remember to read the rules.

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|| Rules and Regulations ||
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Main rules (these ones must always be obeyed)

1. You may have any party of characters you choose, although two of those characters will not be active most of the time. The two other characters will just be there to die and they won't play any important role at all.
2. This isn't compulsory but it is handy: the Hero should be the character you have chosen to beat the game with. As I said, it is quite handy but not necessary.
3. Interaction with your other characters during battle is strictly NOT ALLOWED! This means that they may not heal you, you may not heal them and so on. This also means no casting spells on each other.

Also, and this has to be stated again to clear confusion:
NO HEALING EACH OTHER! That's right, HEALING EACH OTHER IS NOT ALLOWED!

4. You may interact normally with the character you have chosen to beat the game as (you may heal yourself, for example) but only with THAT character. This just has to be stated to clear confusion.

5. NO REVIVING! This means no using Angel's Grails. AT ALL!

6. You may never, ever, use another character's Item Ring or Magic Ring. You are not meant to be using them, so don't do it.

7. You must always be controlling your character (the one you have chosen to beat the game with). The CPU should not. The only time you are allowed to switch characters is on the Ghost Ship, when one of your party members becomes the ghost.

8. If the character you are using to beat the game with dies, GAME OVER!!!

9. There are going to be sometimes when something will happen to your character (like he/she is put to sleep) and you may be forced to use one of your other ones (depending on who is alive, of course). If this happens, STAND STILL and do nothing! If the character you have chosen to beat the game as dies, it's Game Over.

10. You'll want to keep your other character's stats down to a minimum. To do this, you are not allowed to equip them with better equipment and if they level up, you MUST increase their Luck. When their Luck gets maxed out, you MUST increase their Spirit.

11. The only character that is allowed to Class Change is the one you have chosen to complete the game with. The other two are not.

12. No using class change items of other characters. If they are for your character (for example you can still use Gold Wolf Souls if you're playing as Kevin) then you can still use them, however.

13. And finally, no using any cheats of any kind whatsoever.

Minor rules (you don't have to use these rules, only if you want to)

1. Depending on who you picked, you may find the first few bosses to be impossible to defeat (Full Metal Hugger, Jewel Eater, the earlier ones). So first...

1. Level up
2. Buy tons of items (healing items, whatever you can get)
3. Level up some more
4. Buy multiple Throwing items and repeatedly use them (cheap, but effective).
5. Level up some more.

If you still can't kill the boss (I can't imagine Carlie taking out Full Metal Hugger on her own) then suspend the Main rules and just play normally until you get a bit further into the game. But then the Main rules come back into play! This means you have to equip them with their old equipment if you changed it, too.

Note: After you get access to Byzel (and the Black Market) this rule MUST come out of play! It can come out earlier, but Byzel is the deadline. So you are free to use it until you get access to Byzel!

This mainly applies to players who have picked Carlie, or Angela or maybe even Hawk. It also applies to newbies (but why are they taking this Challenge in the first place?). Veterans, I seriously ask you not to use this rule, because you're probably damn good enough to

beat the earlier bosses alone.

I am trying to create the effect that taking this Challenge involves playing solo. This accounts for the strict rules.

>>- 3. General tips _____/

Tips, tricks and generally useful knowledge may be found here.

\Fullscreen Techs Are Your Best Friend\

Yes, these are now even more important, since you are going to be lacking support from other party members. Two of the best are the Eruption Sword, learnt by Duran's Duelist class and Split Image Slice which is learnt by Hawk's Nightblade class. And if you manage to get your hands on some items that cast Aura Wave or are using the God Hand or Wanderer, don't forget to use Aura Wave to your advantage.

\Singletarget Spells Are Now Just As Good As Multitarget Ones\

Some of them, anyway. Generally, the singletarget spells that work on YOU are just as good as multitarget ones. Why? Because now you only have to worry about ONE character. While this out-balances some situations, like for example, why would you now take the Swordmaster over the Duelist, the Swordmaster still has Moon and Leaf Saber. And remember, in this Challenge singletarget Moon and Leaf Saber are just as good as multitarget Moon and Leaf Saber.

\If You Can't Beat 'em, Run For Your Damn Life\

Remember this at all times. Sometimes, a well placed shot will take you out, so don't forget to run. (Hint - I always found those stupid birds on Bucca to be extremely hard to kill. Watch out!).

\Take Whatever Advantages You Can\

This is important! In the SCC, don't screw around with enemies, kill them as fast as you can! If a normal attack will take them out don't bother charging a spell. In this Challenge you have no room for error, especially if that error could have been avoided.

\Class Changing\

Do this ASAP! You will generally always need the stat boost and new spells and Techs that Class Changes will bring. And...

\Remember To Always Learn Your New Spells\

That may sound stupid, but I find it damn irritating to level up Hawk and forget to increase his Agility.

\Item-ize\

In other words, select items that can substitute for the support of the two party members you lack. This was important before, but it is even more important in the Single Character Challenge. And...

\Don't Hoard Items!\

Heh. I know this may also sound stupid, but there are some players that will just NOT use any items, because they don't want to lose them (mainly if they are unbuyable ones). You HAVE to use items in this Challenge or you WILL die.

\Honey Drinks Are Just As Good As Poto Oils\

Yes, and they are actually better. This doesn't apply strictly to

Honey Drinks and Poto Oils, but to a range of items, since you only have ONE character to worry about.

\Spamming Magic Doesn't Work Anymore\

Yes, it's true. Since you are limited to a single character you can't spam magic. While this may come to some of you as a bitter disappointment, I think that you'll feel better in the end if you don't turn every fight into a magic spamming competition.

\Just Because You Can't Spam Magic Doesn't Mean Enemies Can't\

dinit 5 learnt this the hard way when he went up against Full Metal Hugger. This can be very dangerous against some of the stronger bosses (having lava implanted up your ass with the Darkshine Knight's Eruption Sword comes to mind, and then he spams it into a Vacuum Sword).

\Level Up... Like Mad\

You should do this a lot. I'm pretty sure your character will get more experience in the SCC if you win fights with both your other party members dead, so it shouldn't be too hard.

Note: Not too madly though (cough cough Jaime cough cough), or else there won't be any challenge left.

\Bill and Ben\

These guys are hard (or annoying) enough to get their own tips. Anyway, for the record, I'm pretty sure they don't have a weakness (great, you're thinking). Next, stay away from Level 2 or 3 Techs and attack magic. Finally, Scales are your friends, but even more so are stat-down items. Their Jutsus will counter your Scales, which really sucks. Don't tick them off too much, because should they go nuts you'll have to put up with Shadow Dives and Shurikens. Ouch. Add in Thunder Jutsu and you're probably screwed.

\Petrify\

You'll learn to run from enemies that can petrify you. One good shot of it and you're screwed. So, against these sort of monsters, PROCEED CAREFULLY! If you can't do this, you're better off running. Multiple Shurikens will also work if you're playing as one of Hawk's Dark FCs. Any other spells will probably take too long to cast. Multiple Throwing items are also good, but it can get tedious.

\Zable Fahr and Death Spell\

From MeepleLard:

Zable Fahr's Level is 46, so when you fight it, be level 47, so You won't be killed by Death Spell. We all know that Death Spell means Game Over in an SCC if it works.

Finally, someone has discovered Zable-boy's level! No, not me. Meeple did, credit him.

\You're Playing Solo, My Friend, So Choose Your Class Wisely\

The most important tip of all. You now must balance out the Pros and Cons of a class differently, not to what would contribute to the group best but what would help your character survive alone.

>>- 4. The character reviews _____/

This is where I will analyse each character's strengths and

weaknesses when playing alone.

Note: I'm not going to list what each character learns in what class and stuff. If you want that info, go look in another FAQ.

\Duran\

Playing as the swordsman in the SCC is interesting to say the least. You'll be forced to learn and work around his long recovery, and analyse his commonly overlooked strengths. His advantages in this Challenge will be his long swing, shields, Sabers and Heal Light, not to mention his powerful Techs. And speaking of Techs, he gets a new advantage relating to them: since he is alone, he'll get to hit enemies all the time and his Tech Bar will build AT LEAST 3x as fast as normal. However, playing solo means NO ranged magic or skills, so you'll have to be right next to enemies to cause damage. And even I must acknowledge his recovery time is slow. But, despite what others think, I think Duran is fun to play as, and rather cool.

Generic Duran tips:

Twilight:

If you get access to Sabers, it is better to use them with Cross Slash for boss battles. This way you won't get countered by something nasty (cough cough Hell Cross cough cough), and you'll still do decent damage.

\Angela\

Going through the SCC with Angela will teach players the true advantages and disadvantages of attack magic in Seiken Densetsu 3. Angela gains no new advantage's from going solo, but rather her old ones are strengthened. As Angela in the SCC, you'll learn to appreciate her spells, and loathe her Attack power. Her magic is great, but you will have to decide about which you'd like more: a girl that can clear screens of normal enemies easily with multitarget spells, or a girl that can rip bosses up with powerful singletarget spells. Like Carlie, Angela really can't take a beating, and lacks protection and support from the heavy hitters. You'll also learn to NEVER rely on her Attack power, just her magic.

Generic Angela tips:

Twilight:

I've stated this before, but I thought I'd state it here too. Spamming magic doesn't work anymore. You can't revolve your strategies around it in the SCC, so don't even think about it.

\Hawk\

Going through the SCC as Hawk will require the player to mix it up with attacks and magic. The biggest thing Hawk has going for him is his variety and skills, and by those skills he will live or die. And if you choose to turn into a Wanderer, Hawk gets all those nice skills to use on himself, and himself only. However, lacking any direct means to heal HP and having a rather low Vitality is a rather bad combination. And don't forget, you can't rely on your other party members anymore. His Techs are good, but only two of them are Fullscreen, and playing alone, FST's are very helpful. Hawk is a very well balanced character, fun to play as, and you'll soon learn that none of his skills are "useless".

Generic Hawk tips:

From MeepleLard:

Using Back Slash makes the Battles go much faster, and if Sabers are Equipped through Claws (IE papa poto claw casts Saint Saber), then its even better.

Twilight:

I found an interesting something in Meeple's Hawk FAQ the other day, and here it is. All of Hawk's spells that do damage (with the exception of the ones the Wanderer gets) are all based on his Agility. This means that the higher his Agility is = the more damage these spells do. Also, casting Speed Up (or using a Bird's Scale) does not raise Agility, merely his Evade Rate and Hit Rate. To make them stronger, use Mind Up or a Sahagin's Scale. Again, full credit is given to Meeple and his FAQ for the info.

\Lise\

Taking Lise through the SCC will result in a balanced game (but still damn challenging) thanks to her balanced stats, stat spells and powerful summons. She can make up the lost support of two other party members fine with her stat spells, and her summons are powerful enough for magic backup. You'll find yourself bringing it all together in tough fights, and you'll probably find yourself enjoying it, too. Similar to Hawk, playing as Lise will teach you to pick what times are better for magic and which are better for attacking. Although she doesn't specialize in anything much and you may think she doesn't have many good points in this Challenge, she doesn't have many bad ones, either; she's very well balanced.

Generic Lise tips:

Twilight:

For those of you who don't know, all summons rely on your Spirit stat. The higher this is, the more damage you will do with your summons. This also includes Lise's.

\Kevin\

Sending Kevin through the SCC will force player's to increase his less developed stats and work around his lack of spells. And, surprisingly, he gets a new advantage when playing solo; he no longer has to worry about healing and protecting others, so he is free to smash the enemy whenever he feels like it. And thanks to his dual-hit, he can get his Tech Bar up fast, and let loose with his devastating specials. In this Challenge, Kevin can take care of himself VERY well, but without two other party members, he'll end up with even less variety than usual. And like Duran, Kevin can't learn ANY ranged skills or spells, so you will have to be close to enemies to do damage. Still a good choice to go through the SCC as.

Generic Kevin tips:

Twilight:

Combine Moon or Leaf Saber with the Ashura Dream Fist for best results. You'll rasp HP or MP twice as fast.

\Carlie\

Using Carlie for the SCC is probably the safest way to go, thanks to her incredibly potent Heal Light which she even learns before Class Changing. If you do decide to use her, Heal Light will become one of your best spells, which she'll be able to cast in a second

(literally). And, unlike Angela, her magic has a lot of variety, and you can either get good support magic or good offence spells. But without the heavy-hitters like Duran to back her up, she has little to no way of dealing decent damage physically, and she can't take a beating. Playing the SCC as Carlie will teach you how to time your spells like a veteran, because you'll soon learn that if enemies reach her while casting, she's in deep doo-doo.

Generic Carlie tips:

Twilight:

Many of Carlie's spells rely on Spirit. Always, always increase it, and it should always be about two points higher than the rest, too.

>>- 4. The class reviews _____/

First of all, there is no way I can complete this anytime soon, so if anyone, anyone at all can send me tips, info, strategies, anything to add to this section it would be damn helpful, and snag you instant credit. Thanks

Yeah, I'm just reviewing Final Classes (FCs) here, because I think those matter the most and should have first priority. You won't really need anything else. Last thing, this section is strictly for the SCC. This means that whatever you read here may or may not apply to regular games of Seiken Densetsu 3, and if you are not taking the Challenge you shouldn't rely on what is typed up here.

Just a few words on the layout.

<Name of class>

If you don't know what this is here for, well...

Advantages:

Basic, simple, the advantages that class has going for it.

Disadvantages:

Simple as well. The disadvantages of that class.

Comments:

Bah. You should know what this is. Just comments and whatnot about that certain class.

Recommended items:

Items I recommend you carrying around, to make up for the support you lose taking the SCC or to complement something about that class.

Note: For the most part, I won't list Honey Drinks or Puipui Grass or any of the Scales. These are helpful for all classes, and you should just have them anyway. Sometimes I will list Scales, but I'll only list the ones that I think are worth mentioning. So just remember to always carry around Honey Drinks, Puipui Grass, Stardust Herbs and a lot of Scales, because they mainly won't be listed as Recommended items.

Best abilities:

The abilities that will prove themselves to be more useful than others in this Challenge, in the order from most useful to least (IMO, anyway). Doesn't strictly have to be a spell, either.

Tips and strategies:

Tips and strategies you should remember and make use of in the SCC. These are pretty unique to each class, and most of them are different. If you're lucky, I might even have thrown in a few tips to remember when fighting a certain boss.

Sorry for all that crap, but it had to be said to stop annoying e-mails coming my way. On to the classes!

|Duran's Final Classes|

<Paladin>

Advantages:

- *Good endurance with shields
- *The Sacred Shield
- *A potent Heal Light
- *Saint Saber
- *Flashing Sword (FST)

Disadvantages:

- *Lowest Attack of Duran's FCs
- *Lacks the Dark FCs' Sabers
- *Only one Final Shield

Comments:

Taking the Paladin as your FC gives you good Attack, Defense, Evade, nice spells and a FST. This all adds up, and Duran can take care of himself pretty nicely in this class. Playing alone as the Paladin, you'll soon learn to work out everything's use and put it to good work, because if you don't, well...you're screwed. Duran's Attack is still damn impressive, but you'll have to balance it out with your spells. But for a lower Attack, you get a more potent Heal Light than the Lord and an awesome FST, plus Saint Saber. Balance is key here, and eventually you'll get your Tech Bar filled up and then everything will die. And that's what you'll probably end up doing; lasting long enough to unleash the Flashing Sword, and then backing it up with Heal Light. This is important to remember, because the Paladin lacks the other FCs insane Attack ratings and thus your normal attacks won't kill anything in one or two hits. Still, this is a fun class to use, as you get a FST, access to shields, a useful Saber and not to mention a very potent Heal Light.

Recommended items:

- >>Drake's Scales: I really recommend taking a few of these along. They help make up for having Duran's lowest Attack power, so you should really stock up, Paladin players.
- >>Bird's Scales: Give this to a Paladin with a shield equipped and it'll seem like you're equipped with the Lord's Adamant Shield. In the end, it doesn't compare though. :)
- >>Gurel Oil: These items cast Aura Wave. As the Paladin, use them whenever you feel a battle slipping.

Best abilities:

- >>Flashing Sword: This will become a very important tactic. For more information, read on.
- >>Heal Light: Your best friend. Stronger than the Lord's, too.
- >>Saint Saber: It's the only Saber you get, and you'll end up learning who to put it to use against.
- >>Equipping the Sacred Shield: As soon as you get some Weapon/Armor seeds try to get this. It gives an Evade boost of 20 and reduces

all Elemental magic damage by 1/3.

Tips and strategies:

- >>Endurance and your Tech: Make the most of your FST. Trade hits with enemies until your Tech Bar is full and then let go with the Flashing Sword. Thanks to Duran's high Vitality and shields you should be able to outlast most, and then your FST will kill everything. Afterwards, you can always recover with Heal Light if you need it. This will probably become a very well used tactic.
- >>Shields: Get one of these babies ASAP! You'll want to get one of each type before your Second Class Change, to protect against various magic. But after you get the Sacred Shield, stick with that instead.
- >>Weapons over armour: 9/10 you'll want to upgrade your weapons instead of armour if you can only upgrade one. This balances out Duran's low Attack power, and since you have access to shields, better armour sometimes won't be necessary. But if you can, upgrade both!
- >>Lightgazer: The God Beast of Light may give you a headache, since Saint Saber won't help you much and he made decide to turn you into a Moogles. Anyway, carry a lot of Puipui Grass into the fight with you or take the Chibikko Hammer and use them right after he does Prisoner (for the Hammer, use it twice). If he casts Saint Saber on you, use Stardust Herbs. Your best bet is to use Flashing Sword, and then when he counters against it heal up with items and/or Heal Light and repeat as needed.
- >>Zable Fahr: Saint Saber will be your best advantage here. Whip it on and then stick with your Level 1 Tech, since Sabers only count on Level 1 Techs and since Zable will counter Level 2 and 3's with something painful. Bringing in a few Honey Drinks isn't a bad idea, because you may not get enough time to cast Heal Light. Just don't provoke it with Level 2 or Level 3 Techs, or else it whip out Hell Cross on your ass.

<Lord>

Advantages:

- *Best endurance in the game
- *Heal Light and Tinkle Rain
- *Two Final Shields
- *Better Attack than the Paladin

Disadvantages:

- *No Sabers
- *No FST
- *Lower Attack than the Dark FCs
- *Tinkle Rain isn't too useful
- *His Heal Light isn't as strong as the Paladin's

Comments:

The Lord has a few weak points in this Challenge, but has many strong points. His endurance is the best in the game, thanks to Duran's high Vitality, TWO Final Shields and Heal Light. The Oath Shield renders Duran immune to most status alignments and the Adamant Shield gives Duran an Evade boost of 25 (others give him a boost of 20). Once you get both of these, it will take everything to bring Duran down. He also gets a new spell, Tinkle Rain, which acts like Puipui Grass, and has a higher Attack than the Paladin. Being immune to nearly everything with the Oath Shield is a huge advantage, and so is being able to have the maximum Evade of 60 with maxed out Agility and the Adamant Shield. Both of these help a lot in the SCC, where

you'll be alone without help. But the Lord isn't perfect, however. Lacking a FST really hurts, and although having a higher attack than the Paladin, it isn't as high as his Dark FCs. Also, his Heal Light doesn't heal as much as the Paladin's. Still, this is a good class to choose in the SCC, as the Lord has the best endurance in the game, and can take care of himself that much easier.

Recommended items:

- >>Drake's Scales: You'll want your Lord to pack in a few of these to make up for the Attack power you lost turning into one of Duran's Light Final Classes.
- >>Papa Poto's Claws/Paladin's Proof: These cast Saint Saber. I'd give them to my Lord so he can at least have a little Saber magic, and if I had to choose one, it would be Saint Saber.
- >>Pakkum Dragon Oil: Useful, since you don't get access to the Sacred Shield. Pakkum Dragon Oil casts Magic Shield, which reduces (Elemental?) magic damage (I think its Elemental magic damage, anyway. Can someone help me out here?).

Best abilities:

- >>Equipping the Oath and Adamant Shield: You'll soon learn to trust these with your life. The key here is knowing when to use which, and that can only be learned by progressing in the game.
- >>Heal Light: If any blows _do_ manage to slip through your shield, this awesome spell will recover the lost HP.
- >>Magic Circle: Although the Lord's Tech isn't Fullscreen, it's still damn powerful. Build up your Tech Bar against the weaker enemies and then use it when the only enemy that's left is a strong one.
- >>Tinkle Rain: Not to useful, but when it is it normally saves your life. Use it sparingly; save your MP for Heal Light.

Tips and strategies:

- >>Endurance is key: This is your biggest advantage against the monsters of Seiken Densetsu 3. If you find yourself getting poisoned or something a lot, equip the Oath Shield. If you find yourself in the stead of very hard hitting monsters, strap on the Adamant Shield. And if things still look tough, you've also got Heal Light. As the Lord, you should be able to outlast ANY enemy in the game, providing you have the right shield equipped.
- >>Snowball, Silence, Paralysis and Instant Death: Watch out for these status alignments, because they are the only four that the Oath Shield doesn't protect against. Instant Death can be evaded if you are at a higher level than the caster, though.
- >>Shields: Like the Paladin, try to collect a good selection of shields during your adventures. And since you don't have access to the Sacred Shield, you'll want to still use these after getting your two Final Shields.
- >>Magic Circle: No FST is one of the Lord's biggest flaws. Magic Circle is good, but it isn't Fullscreen. As such, you'll want to save it for the strongest enemy per screen, to get the most bang for your buck.
- >>Zable Fahr: A tough boss, since you lack any Sabers. So before taking him on, go and hunt some Papa Potos. You're after Papa Poto's Claws, which cast Saint Saber. If you've got some Paladin Proof's, use can use those instead. I don't think the Oath Shield will help you much in this fight, so I recommend switching to the Adamant Shield instead (but I don't think that will help much, either). Anyway, stay away from Magic Circle in this fight; it won't hit all of the heads, Saint Saber doesn't affect it and you

may get countered with Hell Cross. Stick with Cross Slash, and go after one head at a time. Don't forget Scales and Heal Light!

<Duelist>

Advantages:

- *Insane Attack power
- *Eruption Sword (FST)
- *Sabers for support

Disadvantages:

- *No shields
- *No healing

Comments:

So, how does the most powerful fighting class do in the SCC? Well, lets have a look. He gets an awesome Attack rating, the strongest Tech in the game (which happens to be Fullscreen, too) and a good bunch of Sabers to complement them. But he gets no shield (and shields are good) and he is the only of Duran's Final Classes that has no means of healing, whatsoever. In this Challenge where healing is going to be as hard enough as it is, this isn't a good combination. But what the Duelist has going for it is power. Power, power and more power. He's pretty much a high risk, high reward class that can rip anything to bits, providing he isn't ripped to bits first. In the SCC, power is good, and as you start playing the Challenge you'll soon learn something: you can never have enough. His new spell, Dark Saber, won't be used much, because of the lack of Light Element enemies. Playing as the Duelist alone will require you to have a damn good grip on the fighting system in Seiken Densetsu 3 to maximize his true potential, and this whole class is a sort of try before you buy one. Try it out before deciding to use in the SCC.

Recommended items:

- >>Bird's Scales: These are a halfway decent substitute for shields, although in the end, they really don't compare. :)
- >>Bulette's Scales: Since he doesn't have a way to heal, you'll want to keep his lost HP down to a minimum.
- >>Gurel Oil: These items cast Aura Wave. Save them for tough bosses, and use them to weaken them up.

Best abilities:

- >>Eruption Sword: Strongest Tech in the game. If you don't kill everything in 9 hits to fill your Tech Bar then this damn well will. It can really save your neck at times.
- >>Sabers: These babies are great (well, except maybe Dark Saber). They'll increase the Duelist's power even more, and you should always make good use of them. Just remember that Sabers don't affect Level 2 or Level 3 Tech's only Level 1's.
- >>His normal attack: You will just not believe how strong this can be. Although Duran's recovery is slow, his swing is long and can hit multiple enemies at once, so you'll get even more Eruption Swords. It even gets more powerful with Sabers. You'll find yourself using this a lot; it really kicks ass.

Tips and strategies:

- >>Make the most of your power: The Duelist has the highest Attack rating in the game, and even has Duran's highest Agility. Add in Sabers, and you've got a demon. Anyway, NEVER BACK OUT OF A FIGHT!!! This may seem dumb, but if you stick it out you'll win 9 fights out of 10. As I said in the comments, you can rip apart

anything, providing they don't rip you apart first. So hang back, and then go berserk. No one can take a beating from you for long, and damn well remember that.

>>No shields and no healing: You don't get the luxury to either. And since you lack support from two other party members you'll want to really take advantage of Duran's long swing and only move in when you're sure you'll be able to finish the job.⁷

>>Armour over weapons: As the Duelist, upgrading armour should have priority over upgrading weapons, since the Duelist doesn't have any means to heal, doesn't get access to shields and has a huge Attack power to begin with. But if you have enough money to upgrade both, by all means do so!

>>The Elemental Sabers: Make good use of them. If you KNOW that you'll be coming up against some tough enemies with an Elemental weakness, cast the appropriate Saber. It'll help you out in the end, and then you won't have to heal as much. Combine them with your Level 1 Tech for even better damage.

>>Lightgazer and Dark Saber: Since you only get one new spell, and it doesn't have many uses, you may want to save Lightgazer for last, presuming you do the second Class Change while still fighting the God Beasts. At least this way Dark Saber gets a small use, and it'll make the fight against Lightgazer easier.

>>Zable Fahr: The only true advantage you'll have in this fight will be your huge Attack and Eruption Sword. Go and hunt some Papa Potos for Papa Poto's Claws or (if you have any) you can use Paladin's Proofs instead (but you probably won't). Anyway, during this fight use Eruption Sword sparingly, since Zable will counter with Hell Cross or something else unpleasant. Just stick with your Level 1 Tech Cross Slash and regular attacks. Saint Saber will really go nice with Cross Slash for this battle, and you may want to hold on to a few Papa Poto's Claws for later fights, too.

<Swordmaster>

Advantages:

- *Access to all Sabers bar two
- *Moon Saber provides decent healing
- *Duran's second highest Attack
- *Vacuum Sword (FST)

Disadvantages:

- *Attack isn't as high as the Duelist's
- *Vacuum Sword isn't as strong as Eruption Sword
- *No shields

Comments:

The King of Sabers... So how does he compare in the SCC, where multitarget Sabers are no longer needed? Do you think that now, in the SCC, where singletarget Sabers are just as good as multitarget ones, he's useless? Well if you do, you should be slapped in the face with a wet fish. Besides getting Duran's second highest Attack, his Elemental Sabers and a damaging FST, he also gets a decent way to heal; Moon Saber. While not being as effective as Heal Light, it can easily get the job done, and that's all that matters. Leaf Saber can also give him an unlimited amount of MP, when used right providing he uses it on the right enemies. Now before you go off and say, "Hot damn, I've gotta be a Swordmaster!" read on, because he is NOT perfect. Sure, while his Attack is better than the Paladin's and the Lord's, it still does not come anywhere near the the Attack of the Duelist. And his FST, while very good in its own right, cannot compare with Eruption Sword and only just ties with Flashing Sword.

And yes, he does get most of the Saber's, bar Dark (which has its uses but generally isn't that good) and Saint (which helps a lot near the end of the game). Still, he's a strong choice for the SCC.

From a request from a little bird, I don't want to end this review on a negative note (class-wise). Moon Saber kicks ASS when combined with the Ragnarok (this kicks ass all alone), and a Drake's Scale. Perhaps I was a little biased in my opinion (pretty much swayed by the "Duelist sucks, Swordmaster ownz" saying that some FAQs carry) so here's a recap:

FACTS:

- * Moon Saber is not as good as Heal Light
- * Moon Saber can provide adequate healing when combined with a Drake's Scale
- * Sabers are very useful
- * He's strong
- * Vacuum Sword is strong enough to kill (just not as strong as the Eruption Sword)
- * No shields

Recommended items:

- >>Bird's Scales: These are a halfway decent substitute for shields, although in the end, they really don't compare. :)
- >>Drake's Scales: These help Moon Saber rasp/heal a lot more effectively.
- >>Papa Poto's Claws/Paladin's Proofs: They cast Saint Saber. Good for the Swordmaster that wants every Saber for every situation.
- >>Demon's Claws/Duelist's Proofs: They cast Dark Saber. Like the above, good for the Swordmaster that wants every Saber for every situation although Dark Saber is mainly for novelty value.

Best abilities:

- >>Moon Saber: The only way the Swordmaster has in the way of healing. It's decent, thanks to Duran's high Attack, and you should always cast it against bosses or in other tough fights.
- >>The Elemental Sabers: As the Swordmaster, you should (generally) always be Saberred (there are exceptions, like against Heath). The Elemental Sabers you learnt as a Gladiator should still be put to good use, for more damage.
- >>Vacuum Sword: Good for clearing weak to mediumly-difficult enemies away. Don't expect it to kill everything 10/10, though, because you will probably be (sorely) disappointed.
- >>Leaf Saber: Good to use in long dungeons once in a while, to regain any MP you lost from casting Sabers.

Tips and strategies:

- >>Saber variety: As the Swordmaster you learn most Sabers in the game. One of your biggest strengths is knowing what Saber is the right one for the job. You have got Duran's biggest amount of variety in your hands; always remember this.
- >>No shields and limited healing: As the Swordmaster, you won't be able to get any shields (crap) and Moon Saber only gives enough HP per strike to be a limited source of healing. Yes, limited. It should by no means be your main source of healing, but only a secondary source to complement your healing items.
- >>Balance: The Swordmaster is a very balanced class, and that's the way it should stay for the most part. When increasing stats, increase them all equally (well, except maybe Spirit and Luck). The Swordmaster doesn't have the power of the Duelist, or the

endurance of the Paladin and Lord, but it's fairly balanced out between the two.

>>God Beasts tips: As the Swordmaster, you have an advantage against EVERY God Beast, bar Lightgazer and Zable Fahr. You probably know about using the four basic Elemental Sabers on the opposite God Beasts, but only a smaller amount of players know about using Moon Saber against Mispolm and Leaf Saber against Dolan. This will give you a small edge but DON'T MUCK IT UP! What I'm saying is, using Leaf Saber against Mispolm will result in him draining your MP instead of you draining his! Don't let this happen, because it could totally screw you over. And since it works like this with Mispolm, I'm guessing it works the same way with Dolan and Moon Saber (emphasis on guessing).

>>Zable Fahr: Generally harder than most. Like usual, head over to the Forest of Illusion and start hunting Papa Potos for Papa Poto's Claws. Since you lack the Duelists' Attack power, the Paladin's natural Saint Saber and the Lord's Heal Light, it may be a bit tougher than usual. You'll probably need the boost from Saint Saber, so stock up on Honey Drinks since you won't be able to use Moon Saber. And I like I've said before, use your FST sparingly, since Zable likes to counter Level 2 and 3 Techs with Hell Cross. Stick with Cross Slash for this battle (like usual) after you've weakened Zable with a few Vacuum Swords.

|Kevin's Final Classes|

<God Hand>

Advantages:

*Aura Wave

*Byakko Shockwave (FST)

*A potent Heal Light

*Good Attack

Disadvantages:

*His Attack is good, but no great

*He might pull off a Stardust Bomb instead of the Byakko Shockwave

Comments:

When I first exposed my "secret project" (which turned into the SCC) many people said "Hey, I'll be the God Hand, cause he has a FST, Heal Light and good Attack!" So, let's see how he measures up, no? Alright, being Kevin means he strong as hell and can take the most punishment in the game. He also gets his trademark dual-hit, and a few nice spells (Pressure Point and Heal Light). He also learns Aura Wave, which you'll use frequently throughout the game. And he has a nice FST. With Pressure Point he can stay strong through the day, and then go berserk during the night, too. All of these factors will really help Kevin in the SCC; he doesn't lose too much support as he has (arguably) one of Hawk and one of Carlie's best spells. He doesn't have to share them, either. But downsides... Well, he lacks Kevin's higher Attack rating, being a Light Light class and all, and you may find yourself relying on Aura Wave + Byakko Shockwave to get you out of many nasty situations. Silence will shut you down if you tend to fall into this pattern, and so will loss of MP. But still, the God Hand is an extremely good choice for the SCC, and he's cool.

Recommended items:

>>Dreamsee Herbs: While the God Hand and Warrior Monk classes will need these items less than Kev's other FCs, they are still good to have on hand.

>>Hand Axes: I've heard of people saying that the God Hand mightn't have time to get Aura Wave off, and that's why I threw these in. If you see a dangerous enemy coming too close and you want to cast a spell, use one of these to knock it away.

Best abilities:

>>Byakko Shockwave: It was an extremely close call between the God Hand's FST or Aura Wave. But this baby will save your ass, many a time. Combine it with Aura Wave and watch enemies get ripped to shreds.

>>Aura Wave: Now, #2 was an extremely close call between Aura Wave or Heal Light. Anyway, you'll find yourself using this lots, and I mean LOTS. Aura Wave + Byakko Shockwave = Chaos. Try it out for yourself.

>>Heal Light: If Kevin ever gets low on HP (which, believe me, does not happen often) then use this to heal him. Simplicity at its best.

>>Pressure Point: Woohooo. Now you no longer have to worry about getting caught out in the sun (just like Vampires =]). This is the reason you don't have to rely on Dreamsee Herbs, see?

Tips and strategies:

>>Aura Wave + Byakko Shockwave: Make good use of this combo.

Unleashing near infinite Byakko Shockwaves may sound fun, and it is, but more importantly it's very damn effective. The only things that can stand in your way are Silence, loss of MP or Kev pulling off a Stardust Bomb instead. Doh! But when in boss fights, using Sabers and...

>>The Ashura Dream Fist: Just cannot be beat. Always, always use this in boss fights with Sabers. It can hit more than once, and since enemies don't counter Level 1 Techs it will probably be your best bet against those bosses that like countering.

>>Your abilities: The God Hand has (IMHO) Kev's best abilities. He can heal, get powered up and can instantly max out his Tech Gauge. Put each to good use, and your chances of survival are much better.

>>Endurance: Like the Paladin and Lord, the God Hand has a great endurance. Why? Because of Heal Light and the highest Vitality in the game. If you can't instantly kill someone, wait, and weaken it before moving in for the kill. The God Hand can outlast most enemies easily; always remember this.

>>Balance: IMO, the God Hand is Kevin's most well balanced class. While not insanely strong, he's no where near weak, and he has some nice spells to boot. While increasing stats, Vitality should have priority, but you should increase all the rest equally (except Luck). Yes, even Spirit; it'll make Heal Light recover even more HPs.

>>Deathjester: First off, ignore him. Just casually walk away from him and charge Aura Wave. Then, use the Byakko Shockwave and note which one got damaged. Then Pressure Point yourself or change into the Golden Wolf and go and kick his ass. Deathjester isn't difficult, but he is extremely annoying and irritating. After you know which one he is, you've gotta be quick, or else he'll change again. If he decides to switch places again, charge up Aura Wave and then Byakko Shockwave him once more.

>>Zable Fahr: Honestly, you shouldn't have too much trouble. Go find some Papa Poto's Claws and use them in the fight. Just something to remember: the Ashura Dream Fist can hit more than once, and is even better when Saberred! You'll probably be better off without the Byakko Shockwave here, but you can use it once or

twice to weaken Zable. Just don't forget about Heal Light, or else you're screwed.

<Warrior Monk>

Advantages:

- *Heal Light
- *Leaf Saber
- *Semi-good attacking

Disadvantages:

- *No FST
- *Kevin's weakest FC (Attack wise)
- *Weaker Heal Light than the God Hand
- *Weakest Wolf form

Comments:

Honestly, I can't recommend the Warrior Monk here. His multitarget Heal Light (MTHL) won't reach its full potential in the SCC, and it is weaker than the God Hand's. He doesn't have a FST and his Attack and Strength are the lowest of Kev's FCs. You'll be rather handicapped with no FST, and having a low Strength doesn't help. So what does he have going for him? Near infinite HP and MP, that's what. Heal Light is still damn good, and in some situations, so is Leaf Saber. But combine the two and they're just plain nasty. One or two hits Leaf Saber and Kevin has enough MP to cast Heal Light. Very useful, as he doesn't have to rely on healing items. You'll also learn to ALWAYS be powered up by Pressure Point or to be as a Werewolf. And you'll also learn not to rely on your Tech, too. Playing solo as the Warrior Monk will involve a deal of healing and other stuff, and it is up to you whether you want to take him or not. Playing the Single Character Challenge as the Warrior Monk will definitely be challenging, and one of the more harder Challenges to pull off.

Recommended items:

- >>Drake's Scales: No ifs or buts; if you want to take the Warrior Monk you'll want to take these. Now, with Pressure Point up, you won't be so weak, after all.
- >>Dreamsee Herbs: As the Warrior Monk, you'll want to be either a Werewolf or have Pressure Point on. AT ALL TIMES!!! Using a Dreamsee Herb once in a while is a lot easier than repeatedly casting a spell, no?

Best abilities:

- >>Heal Light: Easily the Warrior Monk's best ability. You WILL be casting it. A lot.
- >>Pressure Point: This spell can (somewhat) remedy the Warrior Monk's low Attack. Either use this or turn into the Silver Werewolf. It's your choice.
- >>Leaf Saber: While being good in its own right, combine it with Heal Light for the best results ever. Two punches will give you enough MP to be able to cast Heal Light.

Tips and strategies:

- >>Leaf Saber + Heal Light: Another nice ability combo. Throw Leaf Saber on Kevin and within two hits he'll have enough MP for Heal Light. It can't be beat.
- >>Weapons over armour: If you only have enough moolah for one or the other, weapons should have priority. Heal Light will be enough to protect you until you can upgrade your armour, but if you can, buy

both!

- >>The Ashura Dream Fist: Always, always use this in boss fights with Sabers. It can hit more than once, and since your Tech isn't Fullscreen anyway it'll probably always be your best bet.
- >>Strength: Along with Kev's Vitality, I really recommend juicing some points into his Strength, as well. Maybe keep Strength and Vitality a point higher than the rest; that should work.
- >>Whirlwind Kick: Unlike Kev's other FCs, you'll want to use your Level 2 Tech on normal enemies. It's Fullscreen, and against normal enemies it should get the job done fine.
- >>Genbu 100-Kick: Although strong, it's not Fullscreen. Use Whirlwind Kick on normal enemies, but whip out Genbu 100-Kick on bosses.
- >>Dolan: Yay! One point in the game where you'll actually have it easy. Why, you ask? Leaf Saber, that's why! Throw it on ASAP and then go berserk. If he does do Lunatic, use Stardust Herbs without hesitation, because Dolan can deal out pain. Just make sure you have enough MP to recast Leaf Saber, and you should be fine. Lastly, don't forget about Heal Light; Dolan can't take punishment, but he can sure dish it out.
- >>Zable Fahr: Hmm... Drake's Scales, Pressure Point and Papa Poto's Claws should see you through here. Play carefully, and when your MP gets low use Leaf Saber. You should know how to handle Zable now, but there's one different thing: stay away from your Level 2 and 3 Techs. Since your Level 3 Tech isn't Fullscreen, and your Level 2 won't be strong enough here, stick with the Ashura Dream Fist. It's not worth getting countered with Hell Cross or something else nasty, so your best bet is to stay away from them.

<Dervish>

Advantages:

- *Kevin's second highest Attack
- *Suzaku Sky Dance (FST)
- *The Bloody Wolf
- *Moon Saber

Disadvantages:

- *Weaker than the Death Hand in all physical ways
- *Moon Saber doesn't compare to Heal Light
- *Little to no variety
- *Reliance on the night

Comments:

Well, he's a mix of the God Hand and Death Hand, IMO. He's decently strong, has a good FST and a way to heal (Moon Saber). You'll find that these things are rather good, and they are, not to mention his impressive Werewolf transformation. The Bloody Wolf is very strong, not as strong as the Wolf Devil but strong enough, and Kevin can take care of himself well. Thanks to Kevin's dual-hit and high Attack, Moon Saber WILL heal lots of HP. Combine it with Ashura Dream Fist and it'll heal even more. So, you say? Does he have any weak points in the SCC? Of course he does. While he can attack well and can heal too, he doesn't truly excel in either. His Strength, Werewolf transformation and FST aren't as high or strong as the Death Hand's, and although Moon Saber is used for healing, it can't compare with Heal Light. In some ways, his spell isn't good enough to make up for his lower Strength than the Death Hand, because to Kevin, Strength is probably everything. Still, playing as the Dervish offers a good balance, I think, and it will certainly be fun. Don't forget your Dreamsee Herbs!

Recommended items:

- >>Dreamsee Herbs: You don't have Pressure Point, but you do have a damn strong Werewolf transformation. Use a Dreamsee Herb every now and then to let the Bloody Wolf rip things up.
- >>Throwing items: These give the Dervish a little variety, at least. Useful for throwing enemies back before casting Moon Saber.

Best abilities:

- >>The Suzaku Sky Dance: FST. Strong as hell. Turn into the Bloody Wolf and it'll kill even more things.
- >>The Bloody Wolf transformation: I think this Werewolf is Kev's second strongest. I'm not too sure, but anyway, it is powerful, and can tear things to pieces.
- >>Moon Saber: A decent way to heal with Kevin because
 - a. He has the dual-hit thing
 - b. He's strong as hell and can turn into a Bloody Wolf
 - c. He has the Ashura Dream Fist

Tips and strategies:

- >>Fighting at night: Like the Death Hand, you'll always want to be fighting at night for you're powerful Werewolf transformations. So when staying at an Inn, always choose to wake up at night. Pack lots of Dreamsee Herbs for good measure, too.
- >>Your Techs: For normal, standard enemies, I recommend the Suzaku Sky Dance Tech. It can waste normal enemies easy. But in boss fights, use the Ashura Dream Fist + a Drake's Scale + Moon Saber. This is an awesome combination, and it'll save your butt many times in the future.
- >>Fighting and the Bashkar: As the Dervish, you'll want to learn a few tricks of your own to use when fighting. You'll be fighting non-stop with the Dervish, and when you are a Bashkar is the perfect time to hone your skills.
- >>Weapons over armour: While Moon Saber isn't as good as Heal Light, it's good enough with the Dervish. And although his Attack is high, having a boost from the latest weapons does help. So if you only have enough money for one, I'd recommend you take the better weapon. But, as usual, if you can afford it, buy both!
- >>Heath: This guy will be annoying as hell. Moon Saber is crud here. Sabers as a whole are crud here. If you do have some though, throw in a few Demon's Claws. Dark Saber will help a lot, and because you won't have Moon Saber on don't forget your Honey Drinks. I haven't fought Heath in a while so I can only give a few generic tips.
 1. Throw in lots of Puipui Grass and Stardust Herbs. He's gonna end up using Level 3 summons and they'll give you some bad status alignments
 2. Stick with the Ashura Dream Fist
 3. Scales aren't too useful because of his Black Curse spell. Use any stat-lowering items instead.
 4. Hit him hard and fast, because he can and will cast Heal Light on himself.
 5. Raise your Spirit to protect against Holy Ball and Saint Beam.
 6. Pray to everything good and holy that he doesn't decide to spam you with three summons.I hope these help.

<Death Hand>

Advantages:

- *Insane Attack rating

- *Kevin's strongest physical class
- *The Wolf Devil, the strongest Werewolf
- *Seiryuu Death Fist (FST)
- *Energy Ball

Disadvantages:

- *No variety
- *Reliance on the night
- *No healing
- *Energy Ball generally sucks

Comments:

The Death Hand is powerful. Ok, extremely powerful. Kevin can easily rip things to bits here, no sweat. And once night falls... well...lets just say you won't have many problems... Kevin also gets an awesome FST, which will kill things, no questions asked. The main reason for taking the Death Hand in the SCC is for his extremely high Attack rating, which goes from extreme to insane as a Werewolf. Fighting regular enemies should be a breeze as the Death Hand, as Kev's dual-hit combined with the Death Hand's Attack will result in easy victories 9/10. But... And yes, there are ALWAYS buts... Kevin sacrifices variety for power. He gets one spell, Energy Ball, and generally the spell sucks. If you want to know what it does, it increases the chances of critical hits. But you have no way of telling when it'll wear off, and battles won't be won or loss because of a critical hit anyway. And you may find the rest of the game rather boring. I mean, battles will either be easy, or very VERY hard. The Death Hand also lacks any means to heal, which isn't good. A class which has its own shares of Pros and Cons in the SCC.

Recommended items:

- >>Dreamsee Herbs: Since you lack Pressure Point, you'll always want to be fighting at night. Remember, the Wolf Devil is the strongest bloody thing you'll ever be able to control, and you'll want to maximize Kevin's true power.
- >>Bulette's Scales: The Death Hand is the only one of Kev's FCs with no means to heal, so you'll want to take these to minimize the damage he takes.
- >>Claws: Taking a few Saber casting Claws is a good idea. Three reasons why:
 - a. His spell (Energy Ball) generally isn't too good
 - b. He doesn't get any Sabers of his own
 - c. The Death Hand can put Sabers to their fullest extent, because of his awesome Attack

Best abilities:

- >>The Wolf Devil transformation: The Wolf Devil is the strongest thing in the game. Always, ALWAYS fight at night. Enemies become a lot easier to kill then.
- >>The Seiryuu Death Fist: This is a great FST. Although it's still good in the day, its true power is unlocked at night. At night, it is even as strong as the almighty Eruption Sword of the Duelist.
- >>The innate ability to kick ass: The Death Hand is unleashed power. Nothing short of bosses or extremely powerful regular enemies will stand in your way for very long.

Tips and strategies:

- >>Fighting at night: This can't be stressed enough. Fighting at night will ensure that all enemies will die sooner, because the

Wolf Devil can rip things to bits. Easily.

>>The Seiryuu Death Fist: This is extremely good for clearing off far away enemies, or just for clearing off enemies period. As for bosses, however, you're better off staying with the Ashura Dream Fist combined with Sabers.

>>Armour over weapons: Like the Duelist (the two are alike, aren't they?) upgrading armour should have priority over weapons. Since you've decided to play as Kevin's only FC that has no means to heal, you'll want to limit the damage you get in the first place. As the Death Hand, you'll probably not need the Attack boost from better weapons, but if you can, upgrade both.

>>Balance out your stats: If you want an easier time, try to balance out your stats. Well, except Spirit and Luck. This way, the Death Hand won't seem so unbalanced. Strength and Vitality should always be a point or so higher than the rest, but make Agility and Intelligence keep up too.

>>Energy Ball: Honestly, there is never really any use for this spell. Battles won't be won or lost depending on a critical hit, and I've heard it only increases the rate by %4 or something. Don't waste time casting it, as that time can be spent for kicking ass instead.

>>Fighting and the Bashkar: While not directly related to the Death Hand, just remember that you'll have to use the Bashkar for a while, and that is the perfect time to hone your fighting skills. As the Death Hand, all you'll be doing most of the time is fighting so you'll want to get good at it ASAP.

>>The basic Death Hand strategy: The most effective strategy when using the Death Hand involves fighting at night, using your Techs well, buying some Saber items and healing when needed. It may seem simple, but it is really effective.

>>Zable Fahr: This is easy. Papa Poto's Claws + the Wolf Devil transformation + the Ashura Dream Fist = Zable's humiliation. As usual, you can pick up Papa Poto's Claws by killing Papa Potos. They cast Saint Saber.

|Angela's Final Classes|

(Note: Sorry if many of Angela's tips and strategies seem the same, but Angela's FCs are all rather similar. Please don't take this as flaming, but I'm just apologizing if some people out there think I'm getting lazy. Which I'm not, BTW).

<Grand Divina>

Advantages:

- *Multitarget Level 2 spells
- *Multitarget Saint Beam
- *Double Spell
- *Angela's highest Strength

Disadvantages:

- *No powerful single-shot spells

Comments:

The obvious advantages for the Grand Divina in the SCC are easy to see: every one of her spells multitarget and Angela's highest Strength. For those of you who don't realise this, it means the power to wipe clear screens of normal enemies with utter ease. And for bosses, she has a full hand of Level 2 spells that will dominate on a boss's weakness. And to back it all up, she has Double Spell, which is good for basically everything. However, no FST really

doesn't help, and you may find yourself facing some enemies whose weaknesses you can't exploit. Her Strength is Angela's best, but it still isn't enough to turn her into a melee force. And even if it was, Angela's Vitality isn't good enough to support it. Usually, though, your spells will do enough damage for your physical attacks to finish off enemies, and Angela's nice spells will make leveling up much easier. I'll get on to this tactic later in the class review. Multitarget Saint Beam might just become you're favorite spell, however. It deals good Light damage to enemies, and it'll help out with most enemies. A strong class for the SCC, and good all-round.

Recommended items:

- >>Sahagin's Scales: Use one of these babies at the start of boss fights and watch the damage fly!
- >>Pumpkin Bombs: If you can't get enough breathing room to cast a spell, use a few of these to knock opponents back. Then a nice Double Spell will usually kill them all. Pumpkin Bombs will also replenish a few MPs, so buy lots of them.
- >>Magic Walnuts: I just about forgot about these... Always carry at least 18; 9 in your Item Ring and 9 in Storage. At least!

Best abilities:

- >>Double Spell: The Grand Divina's "ultimate" spell is very useful for clearing enemies away.
- >>Saint Beam: One of her better spells, IMO. You'll encounter quite a few Undead/Dark enemies and this will help a bunch.
- >>Her other spells: All of the Grand Divina's spells are multitarget. They will all be useful in different situations, and you'll have to remember that.

Tips and strategies:

- >>Leveling up: The Grand Divina can clear a screen of enemies with one multitarget Level 2 spell. This means that, if you choose to master it, you'll be able to gain levels very quickly. Just get to a dungeon with high leveled monsters and go from screen to screen using a multitarget Level 2 spell which that bunch of monsters are weak against. If in doubt, you can use Double Spell. Don't forget a few Walnuts!
- >>Strength and magic = Grand Divina: As the Grand Divina, you'll get Angela's highest Strength. Make use of this! If you can (safely, mind you) take an enemy out with a regular attack, do it! You'll save MP and time, but make sure to proceed with caution. Just don't throw Angela into a full on fight with Dark Lords, Nightblades etc because she will not win.
- >>Throwing items and magic: Some people flame Angela because of the amount of time it takes to cast one of her ultimate spells. But, if you use a Throwing item you'll be able to knock an enemy away so you'll have enough time to get your ultimate spell off. Pumpkin Bombs work best here, cause they replenish some of your MP, too.
- >>Intelligence: Intelligence will be very important to Angela, as many of her spells are affected by it. I'd recommend always keeping Intelligence two or three points higher than most of your other stats. You'll also want to increase her Vitality, Spirit and Strength. Just make them keep up with Intelligence and you should be fine.
- >>Magic tip #1: Learn about your spells! Figure out which enemies are weak to which Element and cane butt like you have never caned butt before! Haha, ok, maybe that was a little over exaggerated.
- >>Magic tip #2: Holy attack magic (Holy Ball, Saint Beam) are

affected by your Spirit stat. So, if you intend on using these spells lots it may be a good idea to boost your Spirit every now and then.

>>Magic tip #3: Conserve MP! If you can (safely) take out an enemy with a normal attack, do it! Magic Walnuts are a must, and if you can get some, so are Pumpkin Bombs!

>>Koren: For some Grand Divina players, this may be the breaking point. Most times, you'll find it near impossible to keep up with him in magic, and you lack any strong one-hitter spells. There are a few tips you can use, though and here they are.

1. Sahagin's Scales and Drake's Scales are a must! Also, I really recommend you go hunt some Goblin Lord's for a Battum's Eye. You can find Goblin Lord's (most frequently) in the Dwarf Tunnel. Battum's Eyes cast Mind Down on an enemy. If you're lucky, you may already have some from your time down there.
2. Also, a way to beat Koren a lot easier is with Matango Oil. Matango Oil casts Reflect Magic/Counter Magic, which will send Koren's Elemental spells back at him. Ancient won't be reflected, however, so watch out for it.
3. As soon as the battle starts, use your items. Then just start charging Double Spell. Your Matango Oil should protect you well enough, but when he lets go with Ancient use a Honey Drink ASAP! Restore any lost MP with Magic Walnuts and continue to cast Double Spell, over and over and over and over until one of you dies. Hopefully, it'll be him.
4. That should be enough to take Koren down. If you want, you could get up and smack him a bit, but only a few times. Also, if you do do this, stick to your Level 1 Tech.

<Arch Mage>

Advantages:

- *Multitarget Level 2 spells that are cheap on the MP,
- *Strong(er) multitarget Saint Beam,
- *Rainbow
- *Angela's highest Spirit

Disadvantages:

- *No powerful single-shot spells
- *Angela's lowest Intelligence
- *Angela's lowest Attack

Comments:

The Arch Mage is pretty much the Grand Divina with two important exceptions; Rainbow and different stats. Instead of getting Double Spell, she gets Rainbow, which does non-Elemental damage. Like the Grand Divina, her strengths in this Challenge are the ability to wipe screens of enemies away at once and her varied spell set. Also like the Grand Divina, she'll be able to level up easily, since her Level 2 spells are potent and don't cost much MP. Rainbow is there if you get hesitant but (probably) her best spell is multitarget Saint Beam. This thing is menacing. Because the Arch Mage gets Angela's highest Spirit it'll do more damage than the Grand Divina's. Add in the facts that it does Light Elemental damage, most enemies are weak against Light Elemental damage and it costs 4MP and you've got yourself a wonderful spell. As for her downsides, well, she has Angela's LOWEST Intelligence, meaning she'll deal less damage with most of her spells. She also has a lower Strength than the Grand Deviner, and has Angela's lowest Attack overall. No FST, either. A popular class, and still a good choice.

Recommended items:

- >>Sahagin's Scales: Use one of these babies at the start of boss fights and watch the damage fly!
- >>Pumpkin Bombs: If you can't get enough breathing room to cast a spell, use a few of these to knock opponents back. Then a nice Rainbow will usually kill them all. Pumpkin Bombs will also replenish a few MPs, so buy lots of them.
- >>Magic Walnuts: Recovers MP... Extremely useful... Always carry at least 18; 9 in your Item Ring and 9 in Storage. At least!

Best abilities:

- >>Multitarget Saint Beam: IMO, the Arch Mage's best spell. Casts faster than Rainbow, costs less, does Light Elemental damage and many enemies are weak against Light Elemental damage. Pump up Angela's Spirit and watch the damage skyrocket.
- >>Rainbow: Although generally not as useful as multitarget Saint Beam, it is still good. Save it for boss fights or fights where you don't feel very confident. Just watch you're MP.
- >>Her other spells: Although they probably won't be used as much, they can still come in handy. Most bosses have some weakness, and your Level 2 spells can exploit this nicely.

Tips and strategies:

- >>Leveling up: Like the Grand Divina, you'll be able to level up pretty quickly as the Arch Mage. Find a nice dungeon with high leveled enemies that have some weakness you can exploit with magic. Then just go through the screens casting the appropriate spell, and there you have it! Also, don't forget to pump up your Spirit for a stronger Saint Beam.
- >>Saint Beam is your best friend: You'll probably find yourself casting Saint Beam the most out of your Level 2 spells. Always, always put it to good use against Dark/Undead enemies, and it's still good against all other types too (except Light). As mentioned many times before, higher Spirit = more damage from Holy spells (Holy Ball and Saint Beam).
- >>Throwing items and magic: Combining these two things will work very well. If it looks like you're going to get mugged by enemies, use a few Throwing items to keep them at bay. Then start charging Rainbow and watch everything go *POOF*.
- >>Intelligence: Intelligence will be very important to Angela, as many of her spells are affected by it. I'd recommend always keeping Intelligence two or three points higher than most of your other stats. As the Arch Mage, Spirit should have second priority. You'll also want to increase her Vitality and Strength. Just make them keep up with Intelligence and you should be fine.
- >>Magic tip #1: Learn about your spells! You know what I mean, right? Dark enemies weak to Light, Fire enemies weak to Water blah blah blah. You can normally tell by looking at an enemy what Element it is. Hint: If it looks mean, evil and dead it's probably a Dark enemy. Get my drift now?
- >>Magic tip #2: Holy attack magic (Holy Ball, Saint Beam) are affected by your Spirit stat. You probably knew this already if you've been reading, but oh well... As the Arch Mage, you have Angela's highest max Spirit, and you should take advantage of this by raising it. Multitarget Saint Beam kicks ass with a high Spirit stat.
- >>Magic tip #3: Conserve MP! If you can (safely) take out an enemy with a normal attack, do it! Magic Walnuts are a must, and if you can get some, so are Pumpkin Bombs! Pumpkin Bombs own j00. Whats j00 mean anyway? Veib and other people say it, so I

thought "what the hell, I'll say it too".:)

>>Koren: For some Arch Mage players, this may be the breaking point. Most times, you'll find it near impossible to keep up with him in magic, and you lack any strong one-hitter spells. There are a few tips you can use, though and here they are.

1. Sahagin's Scales and Drake's Scales are a must! Also, I really recommend you go hunt some Goblin Lord's for a Battum's Eye. You can find Goblin Lord's (most frequently) in the Dwarf Tunnel. Battum's Eyes cast Mind Down on an enemy. If you're lucky, you may already have some from your time down there.
2. Also, a way to beat Koren a lot easier is with Matango Oil. Matango Oil casts Reflect Magic/Counter Magic, which will send Koren's Elemental spells back at him. Ancient won't be reflected, however, so watch out for it.
3. As soon as the battle starts, use your items. Then just start charging Rainbow. Your Matango Oil should protect you well enough, but when he lets go with Ancient use a Honey Drink ASAP! Restore any lost MP with Magic Walnuts and keep on, repeatedly, casting Rainbow.
4. That should be enough to take Koren down. Unlike the Grand Deviner you shouldn't "actively" seek to bop him with your stick. If he does get close though, smack him around the head a bit before he goes away again.

<Magus>

Advantages:

*Ancient

*Level 2 spells

*Angela's highest Intelligence

Disadvantages:

*Ancient takes ages to cast

*Level 2 spells are only singletarget

*MP drains quickly

Comments:

The Magus learns Ancient, one of the strongest spells in the game. She also gets Level 2 spells, which are Angela's strongest because the Magus has the highest Intelligence in the game. Her Level 2 spells are only singletarget, but with her high Intelligence multitarget Level 1 spells should be enough. Ancient is multitarget, and is extremely potent. It will destroy everything, and put the pressure on bosses, too. Ancient is Non-Elemental, which means that no boss has a resistance against. She has many different spells for different situations, and that will help a lot in the SCC. Still, Ancient takes an incredibly long amount of time to cast, and you can't spam magic, remember? If any enemies get to Angie while she's casting it might be lights out. The Magus also eats MP up quickly. Not as quick as the Rune Master but still, it will disappear fast unless rationed. You'll have to learn about each of your different spells as the Magus, because although Ancient is powerful, it's slow and a Level 2 spell might serve just as good. It's up to you whether to pick this class, although it does have a few good abilities.

Recommended items:

>>Sahagin's Scales: Combine these with your already skyrocket Intelligence and watch everything go *POOF*.

>>Pumpkin Bombs: If you can't get enough breathing room to cast a spell, use a few of these to knock opponents back. Then a nice Rainbow will usually kill them all. Pumpkin Bombs will also

replenish a few MPs, so buy lots of them. These are extremely useful to use before casting Ancient.

>>Magic Walnuts: These will help a ton if you decide on using Ancient a bit. Ancient drains MP like nothing else on earth.

Best abilities:

>>Ancient: While this is debatable, if you take the Magus you will be using it. LOTS. Although it takes ages to cast and ages to watch, it will kill things, no sweat. Drains MP like nothing else and is one of the slowest spells in the game, but you chose the Magus so you should be using it.

>>Level 1 spells: Although they only do Level 1 damage, they are the only spells the Magus has that are multitarget (except Ancient). Plus, since the Magus has such a huge Intelligence, they should be able to get the job done.

>>Level 2 spells: They're good, but not multitarget, so they are limited in use. But, if you come up against a boss whose weakness you can exploit, use the appropriate Level 2 spell! Why it probably won't damage as much as Ancient, it'll save a lot of MP and casts faster.

Tips and strategies:

>>Ancient: Your ultimate spell is one of the strongest in the game. It also happens to be Non-Elemental, which means no boss has a resistance against it. I'd recommend it mainly for boss fights or tough normal enemies, as it takes long to cast and drains MP quickly. Combine it with Pumpkin Bombs for best results.

>>Level 2 spells: Use these a lot if you can exploit a boss's weakness. They won't damage as much as your ultimate spell, but they take less time to cast and use less MP. If you use the right Level 2 spell on the right enemy, it will damage it a lot, even if not as much as Ancient would.

>>Leveling up: Unfortunately, you don't get access to multitarget Level 2 spells so leveling up will be harder than if you were one of Angela's Light FCs. Don't use Ancient when leveling up; it takes way too long and makes things way too tedious. Stick with Level 1 spells and if they just WILL NOT kill things quick enough, to buy lots and lots and lots of Sahagin's Scales.

>>Take advantage of Angela's Intelligence (bwhahahaha): What I mean by this is that you get the highest Intelligence in the game. USE IT! When boosting your stats, priority should ALWAYS go to Intelligence. Then Vitality, then Strength and then whatever else you want to raise.

>>Magic tip #1: Learn about your spells! You know what I mean, right? Dark enemies weak to Light, Fire enemies weak to Water blah blah blah. You can normally tell by looking at an enemy what Element it is. If in doubt, use Ancient since it's Non-Elemental.

>>Magic tip #2: Holy attack magic (Holy Ball, Saint Beam) are affected by your Spirit stat. You probably knew this already if you've been reading, but oh well... This rule doesn't really apply to the Magus, however, as she doesn't get Saint Beam (damn).

>>Magic tip #3: Conserve MP! If you can (safely) take out an enemy with a normal attack, do it! Magic Walnuts are a must, and if you can get some, so are Pumpkin Bombs! Ancient drains 12MP per shot! So stock up!

>>Koren: Ancient, baby! Use it over and over and over and over and over... Keep it up and heal when needed. You'll probably pull the victory off as his spells hopefully won't damage you as much as you damage him. Anyway, here's a few tips.

1. Sahagin's Scales are a must! Also, I really recommend you go

hunt some Goblin Lord's for a Battum's Eye. You can find Goblin Lord's (most frequently) in the Dwarf Tunnel. Battum's Eyes cast Mind Down on an enemy. If you're lucky, you may already have some from your time down there.

2. Also, a way to beat Koren a lot easier is with Matango Oil. Matango Oil casts Reflect Magic/Counter Magic, which will send Koren's Elemental spells back at him. Ancient won't be reflected, however, so watch out for it.
3. As soon as the battle starts, use your items. Then start charging Ancient and repeatedly cast it. Your Matango Oil should protect you well enough, but when he lets go with his Ancient use a Honey Drink ASAP! Restore any lost MP with Magic Walnuts and keep on casting Ancient. It may seem suicidal, and it is, but he'll hopefully give out before you because of the damage you're dishing out. Heal when needed.
4. That should be enough to take Koren down. Never waste time trying to physically knock him, as your whole strategy revolves around time.

<Rune Master>

Advantages:

- *Death Spell
- *Level 3 spells
- *Multitarget Dark Force
- *Angela's highest Vitality

Disadvantages:

- *Level 3 spells are singletarget
- *Death Spell is singletarget
- *No other Level 2 spells
- *Death Spell doesn't work sometimes
- *MP disappears EXTREMELY quickly

Comments:

Ahhh, the Rune Master. Why would anyone even consider taking her, someone asks? Because she gets it easiest with bosses. Her Level 3 spells and Death Spell will make boss fights go a lot quicker, and she even has multitarget Dark Force for normal enemies. In the SCC, without strong attackers, some Angela players may find it next to impossible to decently damage bosses. The Rune Master doesn't have this problem, provided her MP doesn't go straight down the toilet. Death Spell has the potential to do 999 damage to bosses, and her Level 3 spells hurt like hell, too. Did I mention that they give status alignments, as well? However, on the other hand, all of her new spells (not including Dark Force) are all singletarget. Even her ultimate spell! And Death Spell actually has a catch to working; you have to be at a higher level than your enemies!!! Also, her Level 3 spells, while inflicting bad statuses, won't inflict them on bosses. They do work on normal enemies, but they'll normally just kill the enemy in one go, anyway. And using the Rune Master, your MP will (literally) just disappear. I really think it's a good choice, but.

Recommended items:

- >>Sahagin's Scales: These won't affect Death Spell, but they will affect your other spells. I recommend buying a bunch at the Black Market next time you visit!
- >>Pumpkin Bombs: These can knock away enemies, so you can get a strong spell (like a nice multitarget Dark Force) off without being hit too much. They also give you a bit of MP back, too.
- >>Magic Walnuts: YOU NEED THESE! As the Rune Master, your spells

will drain MP the fastest in the game! Stock up on Magic Walnuts or you will be sorry.

Best abilities:

- >>Death Spell: Deals 999 damage to enemies/bosses that are at a lower level than you. Extremely useful against bosses if you level up. 'Nuff said (who's Nuff, BTW?).
- >>Multitarget Dark Force: It was extremely close for 2nd place between multitarget Dark Force and the Level 3 spells, but Dark Force won in the end. Although it isn't normally as good as Death Spell or the Level 3 spells against bosses, it is multitarget and can take down most normal enemies nicely.
- >>The Level 3 spells: If Death Spell isn't working, or you want to cast something a little faster knowing that it'll still hurt, these are good. I'd only use them against bosses, though, or extremely tough normal enemies. They cost less MP to cast than Death Spell, too.

Tips and strategies:

- >>Leveling up: Although leveling up is still important to Angela, now it's even more important as you have to be at a higher level than enemies for Death Spell to work. Although you lack many multitarget spells, remember, you have Dark Force! It works fine against most normal enemies and hits hard, too.
- >>Death Spell: This is your best bet in boss fights, as its ability to deal straight 999 damage per shot is awesome. Remember though, for it to work you MUST be at a higher level than the enemy you cast it on. So always try and gain a few bonus levels now and again. You should read the above tip for more information.
- >>The "super-de-doopa" Level 3 spells: Commonly praised by most FAQs, the Rune Master's Level 3 spells ARE strong. Against normal enemies, they also add status alignments (except Blaze Wall). But they aren't multitarget, so using them against normal enemies is (for the most part) redundant. However, against bosses where Death Spell isn't working, or fights where you know you're going to need a faster spell, they are extremely good.
- >>Multitarget Dark Force and the Level 1 spells: Multitarget Dark Force will probably be your best bet against most normal enemies. For this reason, as the Rune Master you'll probably never really use your Level 1 spells anymore. For this reason, increasing your Spirit is quite redundant (it's my new favourite word =]).
- >>Magic tip #1: Learn about your spells! You know what I mean, right? Dark enemies weak to Light, Fire enemies weak to Water blah blah blah. You can normally tell by looking at an enemy what Element it is. Death Spell can't be resisted (as in the damage lowered) only not work.
- >>Magic tip #2: Holy attack magic (Holy Ball, Saint Beam) are affected by your Spirit stat. Since the Rune Master doesn't learn Saint Beam and has multitarget Dark Force to replace Holy Ball, you shouldn't increase her Spirit as much as Angela's other FCs.
- >>Magic tip #3: Conserve MP! If you can (safely) take out an enemy with a normal attack, do it! Magic Walnuts are a must, and if you can get some, so are Pumpkin Bombs! The Rune Master drains MP because of her Level 3 spells and Death Spell. Even more so than the Magus, and as such, you should actively purchase tons of Magic Walnuts and Pumpkin Bombs.
- >>Koren: As with most bosses, Death Spell is your best bet. I'd say (but this is totally unconfirmed) that you'd have to be at least about level 48. Could someone give me an exact number? Anyway, here's the tips for Koren.

1. Sahagin's Scales are a must! Also, I really recommend you go hunt some Goblin Lord's for a Battum's Eye. You can find Goblin Lord's (most frequently) in the Dwarf Tunnel. Battum's Eyes cast Mind Down on an enemy. If you're lucky, you may already have some from your time down there. While they won't affect Death Spell, they WILL lower the damage his spells do to you.
2. Also, a way to beat Koren a lot easier is with Matango Oil. Matango Oil casts Reflect Magic/Counter Magic, which will send Koren's Elemental spells back at him. Ancient won't be reflected, however, so watch out for it.
3. As soon as the battle starts, use your items. Then test out Death Spell; if it works, keep casting it over and over. If it doesn't, go ahead and try out each of your Level 3 spells. I don't think Koren has a weakness, but he does have a move called Barrier Change, and I have no idea what it does, sorry. That's why I said try out EACH of your Level 3 spells, as Barrier Change might affect how much damage certain Elemental spells damage him. Your Matango Oil should protect you well enough, but when he lets go with Ancient use a Honey Drink ASAP! Restore any lost MP with Magic Walnuts and keep on casting. Death Spell will make short work of the "Wizard of the Red Lotus". Just don't forget to heal with Honey Drinks.
4. See? Told you the Rune Master has it the easiest with bosses, didn't I?

|Carlie's Final Classes|

<Bishop>

Advantages:

*Turn Undead

*Magic Shield

*Sabers

*Carlie's highest Spirit

Disadvantages:

*Turn Undead only affects Undead

*You must also be at a higher level than enemies for it to work

*Carlie's second lowest Attack

Comments:

As the Bishop, Carlie will get the strongest Heal Light and Holy Ball spells in the game because of her extreme Spirit (max = 22). And she also gets two other extremely useful spells: Turn Undead and Magic Shield. In her quest, Undead enemies will be extremely common, and so for 1 MP you can wipe them all out in under a second. Convenient, to say the least. Magic Shield is exactly that: a shield that protects against magic attacks. This one will always find a use. To make up for Carlie's low Attack rating, she gets Saint Saber and still has her Elemental Sabers she learnt as a Priestess. Also (although it counts for nothing in the SCC) she gets multitarget Tinkle Rain. However, Turn Undead only works on Undead enemies, and you have to be at a higher level than enemies for it to work (similar to Death Spell) Also, besides her awesome spell and magic selection, she doesn't have much else going for her; she has Carlie's second lowest Attack and no FST. However, to boost her low Attack she has Sabers, and Carlie doesn't learn any FSTs, so it's not that big a thing. A good class to go with, as she gets many good spells.

Recommended items:

- >>Magic Walnuts: Carlie is the best healer in the game by far. With just one of these things, she'll be capable of recovering thousands of HP. Immensely useful.
- >>Drake's Scales: Since Carlie isn't too good a fighter, but does have Sabers, carrying around a few of these doesn't hurt. With the right Saber and a Drake's Scale, she'll be able to dish out decent damage.
- >>Jars of Ashes: These babies cast Black Curse. Although it is one of the best spells in its own right, it's even better because you'll probably end up with some, anyway. Save 'em for bosses.

Best abilities:

- >>Heal Light: The Bishop's Heal Light is the best in the game. Like Carlie's other classes, it casts in under a second and can restore hundreds of HP in one go.
- >>Turn Undead: If you're playing Carlie or Kevin's quest (which is likely) this will be immensely useful. This spell (for 1 MP, mind you) will obliterate every Undead enemy on screen. Since of the vast amount of Undead creatures in Carlie's quest, it is very useful.
- >>Magic Shield: This spell will always be useful. Every boss has at least one magical attack spell, and Magic Shield will help defend against it.
- >>Saint Saber: More useful than her Elemental Sabers IMO (I know a lot about Sabers) because of the large amount of Undead enemies in her quest.
- >>The Elemental Sabers: Although generally not as useful as Saint Saber, they still have their uses. More the merrier.

Tips and strategies:

- >>I am Carlie, hear me roar!!!: ::Roars:: Dunno why I named this tip what it is, but I'm just trying to spice up the FAQ with a bit o' humour. Anyway, I'm referring to Turn Undead. Always use it! For 1 MP you can instantly clear a screen full of nasty enemies. Only works on Undead enemies, and they have to be at a lower level than you. Use it to level up extremely quick, too.
- >>Sabers: These spells help make up for Carlie's Attack (or lack thereof). Combine it with a Drake's Scale and Carlie will be able to decently go toe-to-toe with the weaker enemies.
- >>Magic Shield: Awesome in any boss fight. Super awesome against the full magic bosses (Koren, etc). Generally, it's just damn good, and can help make up for Carlie's low HP.
- >>Heal Light and Tinkle Rain: With these two spells, and Magic Shield, Carlie is nigh-invincible. Heal Light will become your favourite spell in the history of the world, except when Heath damn well uses it against you.
- >>Little attack magic: As the Bishop, you have little offensive magic. Holy Ball and Turn Undead are your only offensive spells, and Turn Undead only works sometimes and Holy Ball isn't too good in the end game. As such, you'll want to carry around a lot of Statues and Coins, since you don't have the summons of the Dark Side. ::Laughs manically::
- >>Boost your Spirit: As the Bishop, you have the best Spirit in the game, and the higher Spirit = the more HP recovered by Heal Light. So take advantage of it! Boost it whenever you need the bonus to Heal Light or the extra damage from Holy Ball.
- >>Heath: Will kill you. Bwhahahahaha!!! No, gotta be serious... Anyway, for this fight your three best spells are Heal Light, Magic Shield and Tinkle Rain. Heath can seriously dish it out, so Heal Light is good. He also dishes it out with magic, so Magic

Shield is great. But his nastiest spells are his summons, which will seriously hurt you and give you various status alignments. And he also has Black Curse, which...seriously...sucks... Stay away from your Sabers for this battle, because most Sabers (all except Dark) will screw you over. Also, because of Black Curse, Scales are next to useless, as you'll have to keep using Stardust Herbs if you want to survive. Two highly recommended items here are Demon's Claws, which cast Dark Saber and Shade Statues, which cast Dark Force. If you have some, bring in a few Jars of Ashes. Black Curse will really help out here. Basically, you have to hit him hard and fast, because he will cast Heal Light on himself.

<Sage>

Advantages:

- *Multitarget Holy Ball
- *Saint Beam
- *Sabers
- *Higher Agility and Luck than the Bishop

Disadvantages:

- *Multitarget spells that affect you and your party aren't needed
- *Lower Spirit than the Bishop, which Holy Ball and Saint Beam rely on
- *Lowest Attack and Strength of Carlie's FCs
- *Agility and Luck aren't that useful
- *Saint Beam is only singletarget

Comments:

Hmm... The Sage isn't good in the SCC. Not too good at all. Her biggest advantage was multitargeting all of her old spells, but unfortunately most of them affect your party and so aren't needed. She also learns Saint Beam, which will probably be one of her biggest advantages in the SCC. Multitarget Holy Ball can sometimes be useful, too. Her Sabers are still there, and she has a higher Agility and Luck than the Bishop. She has many disadvantages, however. Since multitarget spells that affect or support your party aren't needed in the SCC, she has a limited use with her spells. Her Spirit is lower than the Bishop's, and since Holy Ball, Saint Beam and Heal Light rely on Spirit this sucks. She is the weakest (Attack wise) of Carlie's FCs, and also has the lowest Strength. Agility and Luck are generally not so useful to Carlie, and generally not so useful as a whole (except Agility to Duran and Hawk). So, unfortunately, she's not so good in the SCC. Holy Ball and Saint Beam will become staples to strategy, if indeed you decide to take the Sage. However, I won't recommend it.

Recommended items:

- >>Magic Walnuts: Carlie is the best healer in the game by far. With just one of these things, she'll be capable of recovering thousands of HP. Immensely useful.
- >>Drake's Scales: The Sage has Carlie's lowest Attack. Drake's Scales help remedy the problem. Combine them with Sabers for the best results.
- >>Jars of Ashes: These babies cast Black Curse. Although it is one of the best spells in its own right, it's even better because you'll probably end up with some, anyway. Save 'em for bosses.

Best abilities:

- >>Heal Light: Although weaker than the Bishop's, it's still damn good. It'll probably be your most used spell. Easily gets the #1 spot.

>>Multitarget Holy Ball: Carlie's only multitarget offence spell. It'll be your best bet for most regular enemies.

>>Saint Beam: Although not as useful for regular enemies, it's better than Holy Ball for bosses. Well, most of them, anyway.

>>The Elemental Sabers: Good for making up for the Sage's lousy Attack. I'd save them for bosses, myself, as against regular enemies Holy Ball will probably be better.

Tips and strategies:

>>Spirit: Three of your most important spells rely on Spirit. Heal Light will recover more HP and Holy Ball and Saint Beam will deal more damage. Always increase it, as it should be your top priority.

>>Magic items: I recommend selecting a bunch of Magic items at the Black Market, and collecting Spirit Statues on your travels. Since you lack many spells of your own, it's suggested you build up a good collection.

>>Sabers: Against boss fights where you can exploit weaknesses, you use them! They help make up for the Sage's pathetic Attack, providing you use them right.

>>Heal Light and Tinkle Rain: Make good use of these spells. They will save your ass a lot, especially against the tougher enemies. Just remember you don't get access to Magic Shield, which is a pity.

>>Heath: He'll be even harder than before, without Magic Shield. Go buy lots of Darkness Coins, hunt the Demon enemies for Demon's Claws and collect up lots of Shade Statues. Jars of Ashes are also good, as Black Curse helps A LOT. Heal Light and Tinkle Rain will be your best bet, but stay away from your Elemental Sabers for this fight. Demon's Claws will cast Dark Saber, and Dark is Heath's weakness. Those other items I recommended cast Evil Gate and Dark Force, respectively. Hit hard and fast, and always be ready to heal. Layer on the Black Curses and spam him with your Magic items. When they're all gone, get up close and personal. Scales are rather pointless in this fight, as Heath can also cast Black Curse. Hang in there and you'll win in the end.

<Evil Shaman>

Advantages:

- *Carlie's highest Strength and Attack
- *Demon Breath
- *Great Demon
- *Gremlin
- *AntiMagic

Disadvantages:

- *Carlie's lowest Spirit (ouch)
- *AntiMagic generally isn't too useful
- *No Sabers to complement her Strength

Comments:

The Evil Shaman is a fun class to play around with. She gets some pretty good spells (Demon Breath, Great Demon) and some other spells besides (Gremlin, AntiMagic). Although the spells are good, one of her biggest assests will be her Strength. Getting Carlie's highest Attack, the Evil Shaman will be able to dish it out physically to supplement her magic. This is great! Carlie won't be as vulnerable in this class, as she doesn't have to rely only on magic. However, she also gets Carlie's lowest Spirit, which sucks, AntiMagic generally isn't too useful and she doesn't get any Sabers. While

getting no Sabers might not seem so bad, her physical power won't reach its true potential because of it. Damn. The Evil Shaman is still a good choice in the Single Character Challenge, however, as she gets many good spells. Demon Breath can really hurt magic using enemies, and AntiMagic can be extremely useful in some situations. Her two summons (Great Demon and Gremlin) are Carlie's most powerful ones (I am not completely sure about this, however). Demon Breath everything you can, back it up with a summon or two, and heal.

Recommended items:

- >>Magic Walnuts: Carlie is the best healer in the game by far. With just one of these things, she'll be capable of recovering thousands of HP. Immensely useful.
- >>Sahagin's Scales: Since you have Carlie's highest Strength, Drake's Scales won't be needed as much. However, carrying around a few Sahagin's Scales won't hurt, as they can help make up for Carlie's lowest Spirit.
- >>Jars of Ashes: These babies cast Black Curse. Although it is one of the best spells in its own right, it's even better because you'll probably end up with some, anyway. Save 'em for bosses.

Best abilities:

- >>Great Demon: Carlie's strongest summon. Hurts like hell. Cast it on most enemies, then take them on physically.
- >>Heal Light: Lost the number 1 spot because of the Evil Shaman's Spirit. It's still good, however, just not as good as it is normally.
- >>Demon Breath: O_o This is a nice spell, to say the least. Cast it on every magic using enemy / boss you can. Think of it as a magical (and less effective) version of Black Curse.
- >>Her physical Strength: Although it may not seem like much, the Evil Shaman has a very good Attack. According to my buddy Meeple's calculations, it is higher than the Grand Devina's, and ThundaSnake can tell you how strong the Grand Devina actually is.

Tips and strategies:

- >>Spirit: Although you get Carlie's lowest Spirit, your summons rely on it. And so does Heal Light. You'll want to increase it lots, but also juice some points into your Strength and Vitality.
- >>Tonk, tonk, CRACK!: Increasing your Strength should be second your priority. I would then increase Vitality a bit, so Carlie could last a while going melee. Feel the wrath of Bonkle!
- >>Demon Breath: Useful against all magic using bosses (cough cough Heath cough cough). Cast it and then use Great Demon on the same enemy for best results.
- >>Heal Light and Tinkle Rain: Make good use of these spells. They will save your ass a lot, especially against the tougher enemies. Just remember you don't get access to Magic Shield, which is a pity.
- >>AntiMagic: Although it generally won't come in handy, it will have its moments. In some situations, AntiMagic will be one of your best spells. Besides resetting the Tech Gauge it also does some other stuff (like removing Sabers and other things like that). Just don't use it on an enemy who you have used Demon Breath on, as it will remove the effects of it.
- >>Heath: Stay away from him. Just stay out of the Mirage Palace all together. What's that, you say? You want to beat him? Alright, it's your death wish. Anyway, Darkness Coins, Shade Statues and Demon's Claws are highly recommended. First up, cast Demon Breath

and while the animation is being carried out keep jamming the button to get to your Item Ring. Proceed to spam him with your Darkness Coins and Shade Statues. Now use a Demon's Claw and immediately charge Heal Light. Keep taking in all his counters with Heal Light, and then when he stops heal one last time and engage him toe-to-toe. Don't forget to Tinkle Rain yourself after you get hit by one of his summons. Also, don't cast AntiMagic on Heath, as you'll remove the effects of Demon Breath.

<Necromancer>

Advantages:

- *Black Curse
- *Ghost
- *Ghoul
- *Dark Saber

Disadvantages:

- *Lower Strength than the Evil Shaman
- *Weaker summons than the Evil Shaman
- *Dark Saber is generally not to useful

Comments:

Let's be frank. The Necromancer has one of the best spells in the game. Black Curse. It ownz. Lots. What Black Curse does is lower all stats of an enemy down at once. This is so insanely useful it could also be considered cheap. But it's not cheap at all, when you think about it. Anyway, after a few Black Curses (and it layers on!) anything will be a lot easier to kill, be he enemy or boss. After that beauty of a spell we have two decent summons, Ghost and Ghoul. Although not as strong as the Evil Shaman's summons they still do good damage, and do even more after the target has been hit by Black Curse. Moving on, we also have Dark Saber, although regrettably that spell isn't too useful in Carlie's quest. As for the disadvantages of this class, she has a lower Strength than the Evil Shaman, which means less damage dealt with physical attacks. She also has weaker summons than the Evil Shaman (as stated before). And as stated before too, Dark Saber isn't generally useful. As the Necromancer, you'll find Black Curse quickly become a powerful staple to strategy. A good class, with an awesome spell that will help a lot.

Recommended items:

- >>Magic Walnuts: Carlie is the best healer in the game by far. With just one of these things, she'll be capable of recovering thousands of HP. Immensely useful.
- >>Sahagin's Scales: These items will do a lot of things, but the main reason for taking them is to allow your summons to do maximum damage.
- >>Drake's Scales: These are always useful. Throw them on Carlie, cast Dark Saber (only if the enemies don't protect against it), cast Black Curse and go destroy stuff.

Best abilities:

- >>Black Curse: Easily the Necromancer's best spell, Black Curse will become your best friend. Black Curse makes boss battles go much, much quicker.
- >>Heal Light: The first spell you learnt is still one of your best. Recovers heaps of life, Carlie's like a walking bag of Honey Drinks. Use it whenever you think you need it, as it casts in under a second.
- >>Ghost: The stronger of the Necromancer's summons, it will be your

best offensive spell for the game. Weaker than Great Demon, though.

>>Dark Saber: If you aren't playing Carlie or Kevin's quest this spell is a whole lot more useful. Don't bother using it against Dark / Undead enemies, but by all means use it on other ones.

Tips and strategies:

>>Spirit: Your summons rely on Spirit, and so does Heal Light.

Boost it. A lot. But you already knew that, because you've been reading, right? Right?...

>>If it moves, Black Curse it: Well, not strictly everything, but you should ALWAYS Black Curse bosses, Greater Demons, everything that poses a threat to the cute little girl from Wendel. :) And it layers on! This means that you can cast multiple Black Curses on the same enemy and it will be affected by ALL of them.

>>And then Ghost it until it doesn't move anymore: Ghost is a handy dandy spell. It's the Necromancer's strongest summon (although the Necromancer should get Skeleton or something) and as such, is the Necromancer's best offence spell.

>>Dark Saber: Because you get a semi-useful Saber at best, you'll want to squeeze every bit of usefulness out of it. So because of this, fight Lightgazer last. And it also helps against something called Heath...

>>Heal Light and Tinkle Rain: Make good use of these spells. They will save your ass a lot, especially against the tougher enemies. Just remember you don't get access to Magic Shield, which is a pity.

>>Heath: Bwhahaha! Heath will be creamed by the Necromancer. Lucky you. First rule of thumb: Heath ain't so hot after 5 Black Curses. After casting Black Curse 100 billion times on him, Dark Saber yourself. Then it's time to move in for the kill. Heath will be utterly pathetic, and your normal attacks should do extreme damage to him. Bring in those recommended items and use them during the fight, too.

Tips from other players:

From JSH357:

Black Curse is VERY effective (Duh). Battles will be 10 times easier using this. Dark Saber only really helps against Light Gazer. Also, carrying Papa Poto's Claw is good for "Dark" enemies, since it casts Saint Saber. Also, Crawler's Claw casts Leaf Saber, which can help conserve MP.

I found it best to stick with normal attacks, since Carlie is vulnerable while summoning. Plus, enemies will Spam the hell out of you. Also, if you can't win, run. I ran away throughout the whole Beast Kingdom.

To be honest, only a few bosses should give you trouble, assuming you level up.

Zable Fahr- I don't know what level you have to be, but get high enough to resist DeathSpell. Papa Poto Claws are very handy, as are Honey Drinks. After finishing off the first two heads, cast Black Curse on the third one. Then use the Claw. Make sure to remove status decrements with Stardust Herbs, also. (Remember to re-use Papa Poto Claws) Normal attacks should be enough to defeat the boss, but watch out for Hell Cross!

Death Jester- Find his true form, first off. Once you find it, Black Curse it. Death Jester isn't too tough, I just wanted to remind you to Black Curse him. I wasn't sure if he was weak to Wisp, so I didn't bother with Sabers.

Lugar- DO NOT USE HIGH LEVEL TECHS. Use a Crawler's Claw to get Leaf Saber, and maul him with your Flail. You will need to heal pretty fast, so don't use Heal Light. Use Chocolate, Honey Drinks, and Poto Oil.

Other than those, the rest of the tough stuff (God-Beasts, Heath, Masked Mage) can be defeated suprisingly easier than you may expect. The trick is to Level up. (Frameskip helps, so use SNES9x)

|Hawk's Final Classes|

<Wanderer>

Advantages:

*Some extremely useful spells

*Poison Bubble

*Variety

Disadvantages:

*Some extremely useless spells

*The weakest of Hawk's FCs (Attack wise)

*No FST

Comments:

The Wanderer has access to some of the best spells in the game. These spells don't do damage (with the exception of some) but instead boost stats. Some affect enemies and some affect you. However, they all kick ass (except Energy Ball), and the ones that affect you are even better in the SCC, as you don't have to share them with other allies. This is also the most versatile class in the game; he can pull out a spell or two or get up close and start slashing. Wicked. However, as the Wanderer you also get a few useless spells. I'm sorry, but Energy Ball just sucks, plain and simple. Despite what others think, critical hits DO exist, although the rate by which this spell enhances them isn't high enough to warrant it. No one has any proof, though, but by my judgement it doesn't help at all. Also, something that the Wanderer can't make up for with magic is his low Attack. It is the lowest of Hawk's FCs and hampers this class in the SCC immensely. He also doesn't get a FST, which lowers the usefulness of Aura Wave a lot. Still his good spells definitely make up for these bad points, and he is just a bag of fun to play as.

Recommended items:

>>Drake's Scales: Since the Wanderer lacks nothing in the terms of magic, but does get Hawk's lowest Attack, these items rule! Pack in a lot, to make up for the Wanderer's crappy Strength.

>>Specter's Eyes: Combine these with Counter Magic against the God Beasts and the fights will go much quicker.

>>Stat-down items: Sadly you don't get access to Jutsus, so amass a large collection of stat-down items instead! Save them for bosses, though, as you can't buy the things (even the Black Market doesn't have them!).

Best abilities:

>>Poison Bubble: Deals good Leaf damage against an enemy, but more importantly refills your MP! Did I mention it also poisons non-

boss enemies, too?

>>Counter Magic: Reflects attack magic, but not the really powerful ones (Ancient, Hell Cross etc). Insanely useful.

>>Lunatic: Knocks 1/5 of an enemy's max HP off straight away. Only works once, but it works on bosses, which rules!

>>Life Booster: This help makes up for Hawk's low HP. Works wonders when used right.

>>Multitarget Sleep Flower: Put nasty enemies to sleep and then smack them up close.

Tips and strategies:

>>Make good use of your spells: You have the most variety in the game as the Wanderer, and heaps of great spells. Learn the advantages and disadvantages of each one and you'll be unstoppable. Well, nearly. :)

>>Your Techs: Although the Wanderer doesn't get a FST, he still has his fullscreen Level 2 Tech, remember? Because of this, I recommend using Flying Swallow Toss against regular enemies and saving the Dance of Roses for bosses. If you do have Saber items though, use Back Slash instead of Dance of Roses. Also, the Wanderer gets Aura Wave, but sadly has no FST and as such it isn't too useful.

>>Poison Bubble: Always, ALWAYS have enough MP to cast this spell. Its ability to refill your MP (for free) will become your best friend, as you can keep casting and casting and casting...

>>Counter Magic: Against Koren this is the best spell to have on hand. Sit there and laugh as he knocks the piss out of himself. Doesn't reflect Ancient, though. Also, if you use Specter's Eyes on the God Beasts to remove their Elemental attributes and then use this spell, you'll have a much easier time.

>>Lunatic: Always use this on every boss fight right at the start. That's 1/5 of a boss you don't have to kill, see? Remember it only works once, though.

>>Life Booster: Boosts HP, and is great to use against Dolan when he lowers your max HP. Hell, it's just great to use, period.

>>Multitarget Sleep Flower: Against certain "dangerous" enemies, this is one of the Wanderer's best spells. Nightblades and Dark Lords aren't so hot when they're sleeping, that's for sure.

>>Energy Ball: Sucks. Don't bother wasting time, effort and MP casting it.

>>Jagan: Jagan isn't too hard, but that Bloody Wolf and Death Spell are. First up cast Life Booster, Lunatic and if you have a Specter's Eye, Counter Magic. Now cast Poison Bubble a few times to refill your MP (on the Carmilla Queen) and take out Jagan's two sidekicks. Avoid using Poison Bubble or Level 2 and 3 Techs on Jagan, as you don't want to tick him off enough that he counters with Death Spell. Oh, about Death Spell, the only way to avoid it is to level up lots.

<Rogue>

Advantages:

- *Nice Elemental magic
- *Grenade Bomb
- *Great stats
- *Decent Strength

Disadvantages:

- *Traps aren't multitarget
- *No FST

Comments:

As the Rogue, you get many nice spells which deal good Elemental damage. If you learn your Elements you'll be able to severely damage most enemies and bosses. Unlike the Wanderer, the Rogue is there for his attack magic, and his spells don't do special things like the Wanderer's. However, like the Wanderer you also get access to a MP refilling spell; Grenade Bomb. This spell deals more Leaf damage than Poison Breath, doesn't poison and still rasps as much MP. The Rogue also has great stats, and decent Strength. All of this combines to make the Rogue an impressive class (and my second favourite, BTW) that can handle many enemies and tasks without much hassle. Still, he does have a few bad points. First of all, his traps aren't multitarget. Pity, too, and this makes the traps mainly for bosses. And the Rogue doesn't have a FST, either, although Thousand Slice will become devastating later on. You'll have to pick whether you want spells with special effects or strong Elemental magic. If you do take the Rogue, traps such as Silver Dart and Grenade Bomb will become powerful staples to strategy, and you'll probably have lots of fun, too.

Recommended items:

- >>Sahagin's Scales: With these items, you'll be capable of dealing even more damage with your trap attacks. I'd personally save them for boss fights, myself.
- >>Stat-down items: Sadly you don't get access to Jutsus, so amass a large collection of stat-down items instead! Save them for bosses, though, as you can't buy the things (even the Black Market doesn't have them!).

Best abilities:

- >>Grenade Bomb: It was such a close call between Grenade Bomb and Silver Dart that it just isn't funny. Anyway, this spell deals some of the best Leaf damage in the game and steals MP from the enemy in the process.
- >>Silver Dart: Arguably the best offensive Light spell in the game (well, except maybe Saint Saber). It costs 2 MP, takes a second and a bit to cast and can do 500+ damage with raised stats.
- >>Cutter Missile: Why is this placed third, you ask? Because it deals Non-Elemental damage, so no enemy is weak or strong against it. Think of it as a Shuriken type spell that doesn't lower Hit Rate.
- >>Rocket Launcher: An extremely good Fire Elemental spell, that deals nice damage to most enemies, and even more if they are weak to Fire.
- >>Cresent: This spell deals Dark Elemental damage. It generally isn't too useful, but when it is it'll save your ass. Good against Lightgazer and Heath.

Tips and strategies:

- >>Eat your greens, learn your Elements: This is particularly true for the Rogue. You have a great arsenal of Elemental magic in your hands, that deals good damage and is quick to cast, too. However, power is nothing if you don't know what to do with it, so learn your Elements! It isn't hard. Water is good against Fire, Light is good against Dark, blah blah blah.
- >>Your Techs: Although the Rogue doesn't get a FST, he still has his fullscreen Level 2 Tech, remember? Because of this, I recommend using Flying Swallow Toss against regular enemies and saving Thousand Slice for bosses. If you do have Saber items though, use Back Slash instead of Thousand Slice.

>>Grenade Bomb: Very similar to Poison Breath; it deals Leaf damage and rasps MP. Grenade Bomb deals even MORE damage than Poison Breath, but unfortunately doesn't poison enemies. Always have enough MP to cast this spell, as it can keep you using your powerful Elemental magic for ages on end.

>>Silver Dart: This little spell rules. It costs 2 MP, takes about a second to cast, does Light Elemental damage and can deal up to 500 damage normally (even more with raised stats). IMHO, this spell is even better than the awesome Shuriken. Nearly forgot; Spirit does NOT affect the damage dealt with Silver Dart. Agility does.

>>Cutter Missile: If you aren't sure about a certain enemy's Element, Cutter Missile will solve this problem nicely, by dealing good Non-Elemental damage. Like his other spells it doesn't take long to cast, either.

>>Rocket Launcher: Great. This trap does nice Fire damage and even more against enemies weak to Fire. However, it is also a nice spell to just damage enemies, too.

>>Cresent: If you (why, I don't know) insist on playing Kevin or Carlie's quest and find yourself up against Heath, this is your best bet. Deals kewl Dark damage, and decent Dark spells are hard to come by (Dark spells are just hard to come by, period).

>>Jagan: Jagan's weakness is Fire, and he supposedly has a weakness to Light as well. Since I don't know if this is true, I'll just suggest sticking with Rocket Launcher. However, using this can put you at a lot of risk, as if he retaliates with Death Spell (and it works) you're screwed. Using Kerberos' Claws (which cast Flame Saber) and sticking with Back Slash is highly recommended.

<Nightblade>

Advantages:

- *Many different spells
- *Split-Image Slice (FST)
- *Hawk's highest Strength

Disadvantages:

- *A few (generally) useless spells
- *His old Ninja skills aren't as good as the Ninja Master's
- *His old skills aren't multitarget

Comments:

The Nightblade is a very nice class. It has many kewl Ninja spells, which are a mixture of the Wanderer's stat affecting magic and the Rogue's Elemental offence magic. He also gets one of the most devastating FSTs in the game (and Hawk's only Level 3 FST), which hurts a lot. Couple this with Hawk's highest Strength and you've got yourself a fighter that can just walk around destroying things. :)

The Nightblade is pretty much the best fighter/mage type class in the game. However, some of his new spells aren't too useful. Flame Breath is the prime example here. While it deals good damage, the damage is Non-Elemental and as such is compared to spells like Shuriken and Blow Needles, which deal the same amount of damage and add different status alignments. Also, his old Ninja skills aren't as good as they would be with the Ninja Master. The Ninja Master gets multitarget Jutsus (and in effect, multitarget stat-downs) and multitarget Shurikens. Still, this class is definitely a favourite. Playing as the Nightblade will teach you to balance out magic with power, and you'll get lots of fun stuff to play around with.

Recommended items:

>>Pumpkin Bombs: Since you don't get a MP refilling spell like the Rogue and Wanderer, Pumpkin Bombs to the rescue! They do fairly good Leaf damage (I think they do Leaf damage) and refill your MP just like Poison Breath and Grenade Bomb.

>>Sahagin's Scales: With these nice items, you'll be capable of dealing even more damage with your spells. Save them for bosses.

Best abilities:

>>Thunder Jutsu: In addition to causing good Wind damage, this baby lowers Defense! You'll learn to love this spell as the game goes on. It should go without saying to use it on every boss, too.

>>Deadly Weapon: Very similar to Lunatic, except it also does damage. An extremely cool spell, although it would have been better IMO if they had made it into a knife or something.

>>Blow Needles: While dealing Non-Elemental damage it also Silences non-boss enemies. Why it may not seem super good, it can nullify dangerous pests like Nightblades and Dark Lords.

>>Black Rain: The Nightblade's only multitarget spell. Black Rain deals good Dark damage, but the bad part is that many enemies near the end of the game absorb or are resistant to Dark Elemental damage.

Tips and strategies:

>>Fighting: No other class of Hawk's fights as well as the Nightblade. I suggest boosting your Strength to allow it to keep up with your Agility, and Split-Image Slice can get rid of nasty enemies extremely quickly. Against bosses, however, Back Slash with Sabers cannot be beat.

>>Thunder Jutsu: Always use this at the beginning of boss fights. Unless said boss has a resistance to Wind, you'll deal good damage and lower his Defense. You just will not believe how good this spell is.

>>Deadly Weapon: Another good spell, Deadly Weapon lowers an enemy's max HP by 1/5. Just like Lunatic, except it also does damage, too. Always use this along with Thunder Jutsu right at the beginning of boss fights.

>>Black Rain: The only spell the Nightblade has that is multitarget deals good Dark damage. Cool on normal enemies that don't protect against Darkness, or against Heath or Lightgazer. Also, if you go there after your second Class Change, the Ancient Ruins of Light will be extremely easy.

>>Poison Mist: Sadly, this spell doesn't rasp MP like Poison Breath or Grenade Bomb. However, this spell does poison non-boss enemies, and deals minor Leaf damage.

>>Bigieu: Bring along a couple of Specter's Eyes and Molebear's Claws for this battle. First cast Water Jutsu (Thunder doesn't work here, or so I'm told), Deadly Weapon, and Shuriken. Also use your Scales and a Molebear's Claw. Now Bigieu's weakness is Earth, so keep casting Earth Jutsu and whack her with your Diamond Saberred weapons, too. When she casts Moon Saber, dispell it with a Specter's Eye, as she'll start gaining life quick. Also Look out for Lamia Naga, as it hurts a lot and can often spell doom for Hawk. Because of all of your helpful spells you shouldn't have too much problems, but again, try to stay fairly high on the HP because Lamia Naga can be strong and very painful.

<Ninja Master>

Advantages:

*Multitarget Jutsus

- *Multitarget Shuriken
- *The highest Agility in the game
- *Decent Strength

Disadvantages:

- *Learns no new spells
- *Weaker (physically) than the Nightblade
- *No FST

Comments:

The Ninja Master's obvious advantages come in the multitarget Jutsu set. With these, the Ninja Master can lower the stats of every enemy on screen, and he also has multitarget Shuriken. Multitarget Thunder Jutsu is just plain nasty, and you can also use the other ones to good effect, too. With these Elemental stat-downs, few enemies will be able to stand against him, as he can lower every stat there is, providing the enemy isn't resistant to the Element. His Agility is the best there is, so he has a near perfect Hit Rate and will many attacks, too. His Attack is also decent enough that he can get physical should the occasion arrive. However, he sadly learns no more spells, which means he doesn't have as much variety as his other FCs. The Ninja Master is also weaker physically than the Nightblade, as he has less Strength, but is still Hawk's second strongest class. Also, the Ninja Master doesn't get a FST, which is another disadvantage of the class, although Shadow Dive looks cool and kicks ass. Playing the SCC as the Ninja Master will result in a nice little game, as you have multitarget stat-downs and a good Attack.

Recommended items:

- >>Sahagin's Scales: These will power up your Jutsus and Shuriken, so everything will become a bit easier to kill. Save them for bosses.
- >>Saber items: With the right Saber, a Drake's Scale and Thunder Jutsu, you'll be capable of kicking many bosses in the dirt. Your Attack isn't as high as the Nightblade's, so what better way to increase it?

Best abilities:

- >>Multitarget Shuriken: The 1MP wonder just kicks ass. In under a second you've dealt at least 200+ damage to ALL enemies and lowered their Hit Rate.
- >>Multitarget Thunder Jutsu: Ooooooh, this is one nice spell. Most enemies and bosses don't have any resistance to Wind whatsoever, and Thunder Jutsu will rip them to bits.
- >>Multitarget Water Jutsu: This one's good, too. Simply amazing for taking dangerous physical enemies (Dark Lords, etc) out of the game. Also useful for "small" bosses that attack a lot (the Darkshine Knight, Bill and Ben, etc).
- >>Multitarget Fire Jutsu: Another nice spell. It deals some sweet Fire damage and lowers Magic Effectiveness and (according to Meeple's FAQ) Defense. Kewl spell, and a nice replacement for Rocket Launcher. Now Meeple states that although it doesn't say it has lowered Magic Defense, it has. I haven't checked yet (I'm a bit busy) but he's probably right (he usually is).

Tips and strategies:

- >>Shuriken everything that moves: This spell is very, very good. I mean that. It deals great Non-Elemental damage against ALL enemies, lowers their Hit Rate, costs 1MP and takes under a second to cast. Meeple's dubbed it the 1MP wonder.

>>Thunder Jutsu: This spell is great against most bosses, but now because it is multitarget it is great against most normal enemies, too. Does good Wind damage and lowers Defense.

>>The Jutsus have TWO uses: The biggest mistake I see when people play the Ninja Master is that they use the Jutsus SOLELY as stat-downs. People, the Jutsus are also classed as attack magic, as well as stat-downs. So while using Water Jutsu on Xan Bie to lower his Attack doesn't really work well (he doesn't physically attack a lot, only sometimes) it does do MASSIVE damage. Land Umber is weak to Thunder Jutsu, and it will cause massive damage to him. Remember though, the Jutsus are also double-edged. If an enemy is resistant to an Element of a Jutsu then their stats will not be lowered.

>>Decent Strength, awesome Agility: You have a higher enough Attack rating as the Ninja Master to take care of things up close when the situation calls (Thunder Jutsu the enemies first, however). The second highest of Hawk's classes, actually. However, you also get the best Agility in the game, which means a near perfect hit rate and you'll also dodge many attacks. These both mean Hawk is now a decent fighter, and he has Shuriken to lower his enemies Hit Rate, too.

>>Bigieu: Bring along a couple of Specter's Eyes and Molebear's Claws for this battle. First cast Water Jutsu (Thunder doesn't work here, or so I'm told), to lower her Attack and Shuriken, to lower her Hit Rate. Also use your Scales, and a Molebear's Claw. Now Bigieu's weakness is Earth, so keep casting Earth Jutsu and whack her with your Diamond Saberred weapons, too. When she casts Moon Saber, dispell it with a Specter's Eye, as she'll start gaining life quick. Also watch out for Lamia Naga, as it hurts a lot. Because of all of your helpful spells you shouldn't have too much problems, but again, try to stay fairly high on the HP because Lamia Naga can be strong and very painful.

Tips from other players:

From MeepleLard:

A.In Dark Palace, use MT Water Jutsu A LOT, trust me.

B.Take advantage of the Dual effect that MT Jutsus have.

C.Use Shurikens on bosses a lot that are hard to hit(like Tzenker), since they are casted REALLY fast(faster than Angela's Level 1 spells in her FC's), and do a Crap load of damage for 1 MP

|Lise's Final Classes|

<Vanadis>

Advantages:

*Light Shot Spear (FST)

*Stat-ups

*Freya

*Extremely high Attack

Disadvantages:

*Freya makes enemies give you no EXP

Comments:

The Vanadis is, well, a very good choice in the SCC. Why? For many reasons. First of all, she gets a destructive FST, that'll destroy everything on screen. She also gets singletarget stat-ups

(singletarget stat-ups are just fine in the SCC) that will help a lot right through the game. She also gets Freya, a strong summon that will turn enemies into Shell Hunters. Shell Hunters are extremely weak, but don't give any EXP when you kill them. And the Vanadis also gets an awesome Attack rating, with Lise's highest Strength. These all add up to make the Vanadis a great fighting class that will send even the strongest bosses on a run for their money. And to top it all off... I can't think of any other bad points with this class. So what does that tell you? Also, spells like Power Up will become something that a lot of your strategy revolves around. When combined with the Light Shot Spear Tech... Well, I'll just say things WILL die, I promise you. In the Single Character Challenge, the Vanadis truly shines. It is normally put at a disadvantage against the Star Lancer, thanks to the lack of multitarget stat-ups, but not here.

Recommended items:

- >>Magic Walnuts: I suggest carrying around a few Magic Walnuts so that Lise can keep casting her nifty and helpful stat-up magic.
- >>Stat-down items: If you carry around a few stat-down items you'll be unbeatable. You get stat-up spells and stat-down items. Kewl.
- >>Saber items: The right Saber + Power Up = dead enemies.

Best abilities:

- >>Power Up: With this spell, the Vanadis goes from extra strong to Demi-Duelist. You'll learn to always cast it, rain or shine.
- >>Light Shot Spear: Easily one of the strongest Techs in the game. It's also fullscreen. This Tech rips things to bits. Many little bits...
- >>The other stat-up spells: Although generally not as useful as Power Up, they will each have their moments. If anything, they save you the cost of Scales, right?
- >>Freya: Ok, so Shell Hunters don't give you any EXP. Freya is still good in those desperate situations, when it's do or die.

Tips and strategies:

- >>Power Up!: This is easily the Vanadis' best spell. Against bosses, cast it. Against powerful regular enemies, cast it. See a pattern? With this spell and the Vanadis' already high Attack, you'll see results in no time, as enemies are mercilessly cut down.
- >>Freya: Freya's use is limited to desperate situations or boss fights. Getting no EXP was bad before, but in the SCC it's even worse. However, it's better to live and get no EXP than to die fighting against Wolf Devils etc. As for boss fights... Bosses can't be turned into Shell Hunters, and Freya does do damage. In this sense, it is a strong, Non-Elemental spell that is useful in boss fights where you want to use magic. Ok, maybe I'm REALLY digging for good points, but whatever.
- >>Spirit: Freya (and all other summons) rely on your Spirit stat. The higher it is, the more damage summons will do (hint hint, wink wink).
- >>Scales: Don't bother wasting money buying them. You have spells instead! Don't be lazy and use the damn things!
- >>Strength: The prime advantage of the Vanadis is her Strength. If you aren't going to increase it, you've wasted a lot of potential. It's not like you really need to increase anything else in particular, either.
- >>Jagan: A Kerberos' Claw (which casts Flame Saber) is highly recommended. After using it, cast all of your stat-up spells (it's worth it, and at least he won't counter them). Stay away

from Freya or your Level 2 and 3 Tech's. He'll probably counter with Death Spell. For those of you who don't know: You don't want to be hit by Death Spell. The only way to avoid it is to level up like mad. Just stick with Whirlwind Spear, and keep pounding on him. You may want to quickly eliminate his two sidekicks first, too. Hang in there; Power Up, Flame Saber and your attacks should see you through.

<Star Lancer>

Advantages:

*Stat-ups

*Marduke

*Decent Attack

Disadvantages:

*Lacks the high Attack rating of the Vanadis

*No FST

Comments:

One of the biggest advantages of the Star Lancer are her multitarget stat-ups. However, as you probably know, multitarget stat-ups don't rank higher than singletargets in the SCC. Sad, but true. Anyway, with that said, let's get started. The Star Lancer is a pretty well balanced class. Lise has kewl stat-ups, which help in any fight, anywhere. She also gets to summon Marduke, generally the most useful of Lise's summons, IMO. Dealing good Non-Elemental damage is nice in its own right, but you also get to Silence non-boss enemies. It also looks the best, too. The Star Lancer also gets a pretty decent Attack rating, that goes to great when Power Up is casted. However, she just lacks the plain power of the Vanadis, which sucks. Also, the Star Lancer doesn't get a FST, and FSTs are rather important in the SCC. Marduke will become a very useful spell as the game goes on, as its Silencing effect can save you from many nasty spells, Techs and other things. A favourite of many players (like my friend Lord Zero) that still remains a pretty good choice in the SCC.

Recommended items:

>>Magic Walnuts: I suggest carrying around a few Magic Walnuts so that Lise can keep casting her nifty and helpful stat-up magic.

>>Stat-down items: If you carry around a few stat-down items you'll be unbeatable. You get stat-up spells and stat-down items. Kewl.

>>Saber items: The right Saber + Power Up = dead enemies.

Best abilities:

>>Marduke: This spell ownz regular enemies with ease. If it doesn't wipe them out, then it'll Silence them, too.

>>Power Up: This spell is also great, and should be used whenever you think you have a chance of losing a fight. I also suggest using it in every boss fight. Hell, just use it everywhere, all the time.

>>The other stat-up spells: Although generally not as useful as Power Up, they will each have their moments. If anything, they save you the cost of Scales, right?

Tips and strategies:

>>Marduke: This is one of the most effective (and cool looking) spells in the game. It deals heavy Non-Elemental damage against ALL enemies, but it also Silences them if they aren't a boss! This means no more Split-Image Slices, no more Eruption Swords and no more magic! Also, it isn't the strongest of Lise's summons,

just the most useful.

>>Power Up: Next to Marduke, Power Up is the Star Lancer's best spell, IMHO. It just makes Lise even more powerful. Best used in boss fights, or against tough normal enemies.

>>Your Techs: Ok, you lack a Level 3 FST. However, remember, you have a Level 2 FST. Against normal enemies, it will usually get the job done, so stick with Vacuum Surge Spear for normal enemies and Falling Star for bosses.

>>Spirit: Marduke (and all other summons) rely on your Spirit stat. The higher it is, the more damage summons will do (hint hint, wink wink).

>>Scales: Don't bother wasting money buying them. You have spells instead! Don't be lazy and use the damn things!

>>Bigieu: Bring along a couple of Specter's Eyes and Molebear's Claws for this battle. First cast all of your stat-ups and use a Molebear's Claw. Bigieu's weakness is Earth, so keep whacking her with your Diamond Saber weapon. Using Whirlwind Spear is also recommended. When she casts Moon Saber, dispell it with a Specter's Eye, as she'll start gaining life quick. Also watch out for Lamia Naga, as it hurts a lot. Because of all of your helpful spells you shouldn't have too much problems, but again, try to stay fairly high on the HP because Lamia Naga can be strong and very painful.

<Fenrir Knight>

Advantages:

- *Multitarget stat-downs
- *Lamia Naga
- *Decent Attack (Lise's second highest)

Disadvantages:

- *Lamia Naga causes no status alignments
- *Lamia Naga is VERY unreliable (more on this below)
- *No FST

Comments:

The Fenrir Knight is (undoubtedly) a very strong class. First of all, she learns to multitarget ALL of her stat-downs. Using these spells she can weaken every enemy on screen without getting near them. Protect Down will become your favourite spell of all time, as it can lower the guards of multiple enemies. Next she learns Lamia Naga, but depending on whether you're playing the game or ROM, its damage varies widely. The Fenrir Knight also gets a pretty good Attack. It's Lise's second highest, to be precise. With all of these advantages, she's pretty good. However, Lamia Naga causes no status alignments like her other summons, and it is very unreliable. Unreliable cause on some versions of the game it will do 500 damage, and on others it will do 800. Also, the Fenrir Knight gets no FST, which is a real shame. The Fenrir Knight is (still) a very strong choice in the Single Character Challenge. She has many good spells and other merits that makes the game fun and worth playing, but still retains a lot of challenge.

Recommended items:

>>Magic Walnuts: I suggest carrying around a few Magic Walnuts so that Lise can keep casting her nifty and helpful stat-up magic.

>>Scales: If you stock up on Scales next time you find yourself in Byzel and combine them with your spells, you'll be unbeatable.

You get stat-down spells and stat-up items. Kewl.

>>Saber items: The right Saber + Protect Down = dead enemies.

Best abilities:

- >>Protect Down: What a good spell this is. It is very similar to Thunder Jutsu with two differences: It doesn't do damage and it isn't Wind Elemental. This means that, while not doing damage, it won't be defended by Wind Elemental enemies.
- >>Lamia Naga: A strong summon, that has enough killing power to wipe everything off the screen.
- >>The other stat-down spells: These spells will find a use in certain situations, but generally (IMO) aren't as useful as Protect Down.

Tips and strategies:

- >>Lamia Naga: Although it looks ugly and doesn't add a status alignment, Lamia Naga is strong enough to destroy most normal enemies. And mainly, that's all that counts.
- >>Protect Down: Use this on all boss fights, or on any other fights with difficult enemies. Use it at the start too, so that you get the most use out of it.
- >>Your Techs: Ok, you lack a Level 3 FST. However, remember, you have a Level 2 FST. Against normal enemies, it will usually get the job done, so stick with Flying Heaven Spear for normal enemies and Hundred Flower Dance for bosses.
- >>Spirit: Lamia Naga (and all other summons) rely on your Spirit stat. The higher it is, the more damage summons will do (hint hint, wink wink).
- >>Scales: Since you get stat-down spells instead of stat-up ones, you'll want to buy and amass a decent collection of the various Scales.
- >>Jagan: A Kerberos' Claw (which casts Flame Saber) is highly recommended. After using it, cast Protect Down and Mind Down on Jagan, and also stay away from Lamia Naga or your Level 2 and 3 Tech's. He'll probably counter them with Death Spell. For those of you who don't know: You don't want to be hit by Death Spell. The only way to avoid it is to level up like mad. Just stick with Whirlwind Spear, and keep pounding on him. You may want to quickly eliminate his two sidekicks first, too. Hang in there; Protect Down, Flame Saber and your attacks should see you through.

<Dragon Master>

Advantages:

- *Singletarget stat-downs
- *Jormungand

Disadvantages:

- *Stat-downs are only singletarget
- *Low Strength
- *No FST

Comments:

Considering the difficulties of the SCC, the challenge of playing with the Dragon Master might be a little too high for some people. I'm not saying the class is bad or anything, but multitarget stat-downs are EXTREMELY useful. Anyway, the Dragon Master's singletarget stat-downs will help a lot, but I suggest you save them for bosses. Protect Down, like usual, will have a lot of value. The Dragon Master also gets Jormungand, a very good summon that hurts a lot and poisons non-boss enemies. Cool bananas. Sadly though, the Dragon Master suffers from the lack of multitarget stat-downs, which really, really sucks. The good part is that stat-downs are mainly used for

bosses, but still... She also gets Lise's lowest Strength, and since Lise is pretty much a fighter, this hurts her character overall. And to top it all off, she doesn't get a FST. It's up to you whether you take the Dragon Master through the Single Character Challenge. Jormungand holds enough power to rip normal enemies to bits, and also poisons them, so they'll be easier to kill, too. A character definitely with challenge.

Recommended items:

- >>Magic Walnuts: I suggest carrying around a few Magic Walnuts so that Lise can keep casting her nifty and helpful stat-up magic.
- >>Scales: If you stock up on Scales next time you find yourself in Byzel and combine them with your spells, you'll be unbeatable. You get stat-down spells and stat-up items. Kewl. Drake's Scales are a good choice, as they can help make up for the Dragon Master's low Strength.
- >>Saber items: The right Saber + Protect Down = dead enemies.

Best abilities:

- >>Jormungand: This is a good spell to use to weaken up foes, as it not only does heavy damage but also poisons non-boss enemies. Poisoned enemies are a lot easier to get rid of.
- >>Protect Down: Although not multitarget, this spell is still extremely good for boss fights. It helps out with the Dragon Master's low Strength, but in reality, it just plain kicks ass.
- >>The other stat-down spells: These spells will find a use in certain situations, but generally (IMO) aren't as useful as Protect Down.

Tips and strategies:

- >>Jormungand: Use this summon on many normal enemies. It's powerful enough to take care of them, and should it not, the poison soon will. Treat it as a strong, multitarget Non-Elemental attack spell and use it as such.
- >>Protect Down: Use this on all boss fights, or on any other fights with difficult enemies. Use it at the start too, so that you get the most use out of it.
- >>Your Techs: Ok, you lack a Level 3 FST. However, remember, you have a Level 2 FST. Against normal enemies, it will usually get the job done, so stick with Flying Heaven Spear for normal enemies and Hundred Flower Dance for bosses.
- >>Spirit: Jormungand (and all other summons) rely on your Spirit stat. The higher it is, the more damage summons will do (hint hint, wink wink).
- >>Scales: Since you get stat-down spells instead of stat-up ones, you'll want to buy and amass a decent collection of the various Scales.
- >>Bigieu: Bring along a couple of Specter's Eyes and Molebear's Claws for this battle. First cast ALL of your stat-downs (it's worth it) and use a Molebear's Claw. Bigieu's weakness is Earth, so keep whacking her with your Diamond Saberred weapon. Using Whirlwind Spear is also recommended. When she casts Moon Saber, dispell it with a Specter's Eye, as she'll start gaining life quick. Also watch out for Lamia Naga, as it hurts a lot. Because of all of your helpful spells you shouldn't have too much problems, but again, try to stay fairly high on the HP because Lamia Naga can be strong and very painful.

Tips from other players:

From MeepleLard:

1. Use Attack Down strong Enemies. In Dark Cave and Palace there are not strong Enemies physically, but there are a few very powerful ones, but they all appear 1 at a time (phew), here they are:

Wolf Devils
Dark Lords
Night Blades

2. Mind Down Greater Demons- I can't stress this enough. With Demon Breath and Powerful Dark Forces, its Important you lower their magic Power. Fortunately, they appear one at a time as well, so the lack of MTSD's won't be a problem.

3. Cast Jormungand- The DM has the best Summon, use it like hell. If a battle seems threatening, start it off with Jormungand from Far away. This way, while the DM is taking on the 1 enemy, the others took a good 300+ damage already, and their HP is still going down due to poison.

4. Use her Level 2 TEch- That's right, level 2. This is an FST, and even though its only level 2, by the time you get it (especially if you casted Jormungand) ready, it'll be enough to wipe out all the enemies on the Screen.

5. For Zable Fahr, take advantage of the Gleipnir and Dragon Knight Chain. Both of those are Lise's Dark Class Change Items, which she will get even after you get the Final Classes, and they have the Same effect as MT Mind Down, and MT Defense Down. This not only Saves time as items are Faster than Spells, but hits both of the heads (all three when they are ressurected) at once, something the Dragon Master Can't do with her summons.

Other notes

From MeepleLard (who else? ^_^):

Opinions about the Dragon Master in an SCC: Despite what you make think, the Dragon Master was actually a decent Choice. Except for a few Tricky Spots here and there, it was not very hard. Using My Strategies, I got through the area with only these being a problem... of course, this a problem for all classes:

1. Zable Fahr's Death Spell (Be level 47 if you want it not to effect you)
2. And Immediate Spam of Split Image Slice (Or another level 3 tech)
3. Shadow Zeros (Fine, they are not a problem for the Rune Master if your level's are high enough, and Maybe the God Hand)

>>- 6. FAQs _____ /

-The first thing I want to know before I start is if it is actually possible to beat the game?

Yes, it is. Although there will be some tough spots and you may get killed a few times, it is ENTIRELY possible to go through the game with a solo character. Your strategies will vary widely, depending on which character and class you choose, but you will win in the end. And it's damn fun, too.

-Wow, this is cool! Do you mind if I share this around to my mates?

No, not at all. Just make sure not to do anything that breaks the copyright, k?

-There is no way that <insert character here> can beat <insert enemy here>. What can I do? Help!!!

The first things I would do would be:

1. Level up
2. Buy tons of items (Scales, healing items, the lot)
3. Find out what Element that enemy/boss is and then go buy 9 Saber items that cast the Elemental Saber that said enemy/boss is weak against and 9 Magic Coin items that cast the Elemental spell that said enemy/boss is weak too.
4. Level up some more
5. Hold off on the Level 2 and 3 Techs during fighting said enemy/boss.
6. Buy multiple Throwing items and repeatedly use them (cheap, but effective).

If you still can't beat 'em, use different strategies. For example, although Duran can take punishment, hold back and use his long swing to your advantage. Use your better judgement and keep cool when things get tough.

-I have beaten thy Challenge. What now?

First of all, send in your name and the character and class you beat the game with. I'll add you to the Hall of Fame, where you will be recognised as a mighty and heroic Seiken Densetsu 3 player (heh). After that, well, you could send me in some strategies you developed for that class you beat it as.

-Just as a rhetorical question, is there anyway to make the game harder than this?

Well... If you're really nuts...go through the Challenge again but only do the first Class Change. This, although difficult, will be rather boring, as you only get a Level 2 Tech and only second Class Change spells.

-I've found some cool info and tips I want to send you. Will you add them?

Yes, of course I will. I'll take any half-baked information you've got, providing it relates to the Challenge.

-Hey, you're the author of the Duran FAQ, aren't you?

Yeah, that's me. :)

Any more you'd like to add? Send them in to my e-mail <twlllght@hotmail.com>.

>>- 7. Hall of Fame _____/

This is the place where you can be recognised in the FAQ for completing the Single Character Challenge.

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/ T H E  H A L L  O F  F A M E  \
|=====|=====|=====|
\ +-----+-----+-----+ /
| | Twilight - Completed Duran, | |
| | Duelist! Go me! Has anyone | |
| | noticed most people here | |
| | have beaten the SCC more | |
| | than me? :) | |
| |-----| |
| | MeepleLard - Completed Hawk, | |
| | Ninja Master, all of Lise's | |
| | Final Classes, and Angela, | |
| | RuneMaster! Sorry 'bout the | |
| | delay, Meep. (Ditto | |
| | GoodLuckDie). | |
| |-----| |
| | Jaime - Completed Hawk, | |
| | Wanderer, and Duran, | |
| | Paladin! Woohoo, go Jaime! | |
| |-----| |
| | PoKeExPeRt - Completed | |
| | Duran, Duelist! Congrats, | |
| | my man! | |
| |-----| |
| | JSH357 - Completed Carlie, | |
| | Necromancer and Lise, | |
| | Vanadis! Awesome playing! | |
| |-----| |
| | Unlocke - Completed every | |
| | one of Hawk's FCs and Ninja, | |
| | Duran, Paladin, Lise, | |
| | Vanadis and Kevin, God Hand! | |
| | Dude, that's 8 SCCs! I'm | |
| | surprised you haven't gone | |
| | insane yet. | |
| |-----| |
| | Veib - Completed Kevin, God | |
| | Hand. Well done, dude! | |
| |-----| |
| | RyuSeiryuu - Completed | |
| | Duran, Paladin! Shot, Guru! | |
| |-----| |
| | GoodLuckDie - Completed | |
| | Duran, Lord, and Duran, | |
| | Swordmaster! MOON SABER | |
| | OWNZ j00! And Koren, and | |
| | the God Beasts, and... :) | |
| |-----| |
| | pengwx - Completed Kevin, | |
| | God Hand, Duran, Duelist, | |
| | Duran, Swordmaster, Hawk | |
| | Wanderer, and Hawk, Rogue! | |
| | Welcome to the Hall of Fame! | |
| |-----| |
| | XNightBladEX - Completed | |
| | Kevin, Monk! Sweet, give | |
| | him a hand, folks! | |
| |-----| |
| | Iron - Completed Duran, | |

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|| Paladin! Nice going, Iron! ||
||-----||
|| AbsoluteZero - Completed ||
|| Kevin, Dervish! Check out ||
|| his Challenge, guys. ||
|| Congrats! ||
||-----||
|| Erli - Completed Kevin, God ||
|| Hand, Kevin, Warrior Monk, ||
|| and Duran, Lord! Thanks for ||
|| taking the Challenge, Erli! ||
||-----||
|| Crimson Death Hand - ||
|| Completed Angela, Arch Mage! ||
|| Congrats man! ||
||-----||
|| Lord Zero - Completed Riesz, ||
|| Star Lancer! Good to see ||
|| back, dude! ||
||-----||
|| BrazillianMagus - Completed ||
|| Duran, Paladin! You made it ||
|| in, dude! ||
||-----||
|| J.T - Completed every ||
|| character's Final Classes! ||
|| 24 Final Classes beaten, 0 ||
|| left! Kick ass! ||
||-----||
|| skadabra65 - Completed Hawk, ||
|| Ninja Master! Thanks for ||
|| tips, man, and congrats for ||
|| beating the SCC! ||
||-----||
|| The Realm of Legends ||
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Congratulations to everyone who has completed the Single Character Challenge!

If you've completed the Challenge (honestly) then e-mail me at twllight@hotmail.com with your name and the character and class you beat the game with. I'll then add your name to the list of legends above.

>>- 8. Contact info _____/

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|| Contact Information ||
||-----||
|| >> My e-mail address is twllight@hotmail.com ||
|| >> My ICQ # is 118986797 ||
|| >> My GameFAQs message board name is Twllight* ||
|| >> And no, I don't have a website (yet) ||
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* I only hang around a few boards. They are the Seiken Densetsu 3 board, the Final Fantasy Tactics board, the FAQ Contributors board

and the Books and Literature board.

::BEFORE SENDING IN E-MAIL, READ THE GUIDELINES BELOW!::

Before sending in information to contribute, it's important to read those guidelines first. Anyway, feel free to send in information, tips, strategies, questions that ARE NOT answered in the FAQ, corrections, whatever. I'll never change or edit your information, but I'll remake the lines to fit in with the format of the document. Also, I'll give credit where credit is due, no matter how small your contribution is.

<:E-mail Information:>

These are the guidelines you MUST follow if you wish to e-mail me. They're just simple rules to save time and clear confusion.

I will respond to and include these types of e-mail:

- * Tips or strategies you may have to contribute
- * Corrections about wrong information in the FAQ

I will respond to but not include these types of e-mail:

- * Comments about the FAQ
- * E-mail asking permission to use this FAQ on your website. Read the Copyright notice for all the details.

I will not respond to but include these types of e-mail:

- * Typo / grammar corrections
- * Questions that are not covered / included in the FAQ

These types of e-mail will be instantly deleted and ignored:

- * Questions that are already answered in the FAQ
- * Questions that do not relate to the FAQ
- * Information that is already included in the FAQ
- * Unconstructive criticism
- * Chain letters
- * Hate / Flame mail
- * Any e-mail that is in ALL CAPS
- * Any e-mail that demands an answer
- * Mail requesting me to send you the latest version of this FAQ.
The latest versions can always be found at GameFAQs
<<http://www.gamefaqs.com>>.

If you keep sending me stupid e-mail just remember I can and probably will block your e-mail address. Sorry to sound harsh, but this has to be stated to save my time as well as yours.

Wish list:

If you can help me with ANY of these you'll get immediate credit, and help make this Challenge FAQ better overall.

Any tips, strategies, whatever on Final Classes

General tips and information

FAQs about the Challenge

More people to add to the Hall of Fame

>>- 9. Credits _____/

This is where I'll thank the people that helped make this Challenge what it is today.

MunkiBleedsGreen:

His Straight Character Challenge was the inspiration behind this FAQ, and for that I thank you. If you are a Final Fantasy Tactics fan, I would recommend you go and look at it. It can be found at GameFAQs <<http://www.gamefaqs.com>>.

GoodLuckDie:

Well, GoodLuckDie sent me a lot of info for my Duran FAQ which I'm using in this FAQ too. He also sent me some cool save thingys so I didn't have to beat the game multiple times over for information and strategies. GoodLuckDie has also informed me about Turn Undead (you know, the bit about being at a higher level than the enemies). Truly a legend. He's also the author of the Classes and Class combinations FAQ that can be found at GameFAQs <<http://www.gamefaqs.com>> which happens to have CORRECT information in it (for your benefit as well as mine). You've got to check it out sometime.

MeepleLard:

For being Meeple. =] His rants are definitely worth reading, and he's one of the coolest peeps on the board. He's also given me a few tips, and is normally my board partner who I talk to for ages on end. Congrats on beating the SCC, dude! Told you he was cool, didn't I?

ThundaSnake:

Thunda's also cool to talk to. He's made some really cool topics in the past, and knows what he's talking about.

<Casts Dark Saber on ThundaSnake>

=]

Jaime:

Created the first SCC topic, and he's taking care of it nicely. Thanks man!

JSH357:

He sent me some cool tips for the Necromancer. Someone rules!

Lord Zero:

Lord Zero is just plain cool to talk to. He's a cool guy. I used his Lise FAQ as a reference for summon information, so credit goes out to him for it.

CJayC:

The webmaster, creator and owner of GameFAQs (no, actually the site owns him, lol =]). Thanks to him for accepting this Challenge FAQ. If, for some strange and deluded reason, do not know what GameFAQs is, go here: <http://www.gamefaqs.com>

The Seiken Densetsu 3 message board community at GameFAQs:

If it wasn't for them, I'd have stopped this FAQ midway. They kept the flames of motivation burning for many long nights and early mornings.

Everyone posting at the current SCC topic:

You're indirectly helping this FAQ, and that's indirectly making the

Challenge bigger, better and more thorough. Thanks for it!

The FAQ Contributors message board community at GameFAQs:
Cool people to talk to, and just...yeah. They're good people. Big thanks to Yee Seng Fu (YSF) cause he has helped me out a lot before and to Sashanan, who gave me some good advice about not tiring myself out when FAQ writing.

Squaresoft:

Kick ass game. Beautiful Graphics. AWESOME Music (which I listen to a lot while doing homework) and a damn fine experience overall.

Anyone else who takes the Single Character Challenge:

Congrats! You deserve it. If you didn't finish, well hey, don't sweat it. You tried, and that's all that really matters.

In the words of Munki:

I salute you all! A winner is you!

>>- 10. Finishing up _____/

In closing, I'd just like to say a few things. The first one is, if you don't like the SCC, don't do it. I know it won't appeal to most, and there is nothing I can and will do to change that. Just don't flame me for trying to please a few people. That's all I ask.

The next is that GoodLuckDie is a legend (read: legend). Oh, and you should look at his FAQ, which is very cool and can be found at GameFAQs. There was something else to... Oh yeah, Final Fantasy Tactics is being re-released sometime soon, so those of you who don't have it, I suggest forking out \$20 and buying it. Then, after beating the game, go look at the Straight Character Challenge FAQ, written by MunkiBleedsGreen. You can also always find a topic dedicated to Munki's Challenge on the Final Fantasy Tactics message board at GameFAQs. If you're serious about the Straight Character Challenge, I suggest you check the topic out, as it contains a compilation of different strategies and tips.

And finally, feel free to send in anything that will help this guide out. Final Class specific stuff is the main thing I want for now, but I'll take what I can get. My e-mail is twlllght@hotmail for those of you that don't know.

The best advice I can give you for this Challenge is to level up. It helped me a lot beating the SCC, so it should help you too.

And...well...I'm pretty sure that's it. I'll probably update this guide sparingly, and it'll probably jump up 10kb each time. Oh, well that's it. Try the SCC out sometime, maybe on a rainy weekend or something.

I'll be seein' you,
Twilight

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This document, created, owned and legal property of...

Jai

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Stuart

Quote of the FAQ:

"Dammit! I want to get strong NOW!!" - Duran, Seiken Densetsu 3

-All of my FAQs can be found here-

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//-----\\
-> http://www.gamefaqs.com/features/recognition/9847.html <-
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† Copyright 2001 Twilight

-END OF FAQ-