

# Tactics Ogre: The Knight of Lodis FAQ/Walkthrough

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Tactics Ogre: The Knight of Lodis Walkthrough - Version 1.10

Before I begin, a few notes:

This Walkthrough will not contain the storyline for the game. Why?

1. There are other guides that already have the storyline typed out.
2. This makes the guide storyline spoiler free except for boss names.
3. I'm lazy.

Items that say one-of-a-kind with an \* next to them means they can also be gotten through versus mode.

All items that say one-of-a-kind without an \* cannot be acquired through any other means short of trading.

This FAQ will not include information for Quest Mode or Verus Mode. Or Emblem info....there are other FAQs around if you need info on them.

After the Opening scenes:

Mission 1: Lutra Islands

Winning Condition: Defeat the Leader

Leader/Class: Stan/Bandit (drops Francisca)

Enemies: 2 Soldiers (M), 1 Soldier (F)

Union: Mercenary

Bonus Money: 0 Goth

Guests: Rictor, Orson, Lara, Justin

†This is your first battle, and you only control Alphonse. The guests will do most of the work, just attack the enemies to gain experience. Rictor has Heal so there is no way you can lose. Just focus on one enemy at a time. The guests will attack randomly, so the battle could really end at any time. If you're near Stan, then attack him, he's worth more experience.

Mission 2: Port Scabellum

Winning Condition: Defeat the Leader

Leader/Class: Mullin/Wizard (F) (drops Thunder Flare)

Enemies: 2 Soldiers (M), 1 Soldier (F)

Union: White Fang Troops

Bonus Money: 0 Goth

Guests: Ivanna, Rictor, Orson

†This battle is a snap as well. Rictor and Orson will show up at the beginning of turn 3 and save the day. It's impossible to lose, both Rictor and Ivanna have Heal. Again, just focus on attacking enemies for experience. The leader wields magic and will hide behind buildings to attack from afar. Let the guests take care of her.

Mission 3: Vespa Hill

Winning Condition: Defeat the Leader

Leader/Class: Cressida/Archer (F) (drops Great Bow)

Enemies: 2 Bandits, 2 Soldiers (M), 2 Soldiers (F)

Union: White Fang Troops

Bonus Money: 500 Goth

Guests: Ivanna

Recommended Level: 3

‡Here you go, your first real battle. Most of the enemies are equipped with bows, some with a sword (or axe) and a bow. Try to focus on one enemy at a time, and swarm them.

‡This is a good opportunity to get a requirement for Deneb. One of the male soldiers has a Long Sword. Lower his HP and use Deneb to persuade him. This will get her the Vixen's Whisper emblem and a free Long Sword.

‡Cressida will snipe you from the top of the hill. Kill all the enemies first and then kill her. A lone Archer is very easy to beat.

‡Have your troops stay together. Gang up on one enemy at a time, attacking him or her from all sides if possible. This strategy can be applied for EVERY battle. Learn and remember it.

Join Up!

Ivanna

Knight (F)

If you leave Vespa and select it again, you will encounter Glycinia. See the Glycinia Guide for more info.

Join Up!

Glycinia

Fairy

Mission 4: Formido Fortress

Winning Condition: Defeat the Leader

Leader/Class: Grimal/Knight (M) (drops Chain Mail)

Enemies: 3 Soldiers (M), 1 Archer (M), 1 Archer (F), 1 Wizard (M), 1 Cleric (F)

Bonus Money: 1500 Goth

Union: White Fang Troops

‡This battle can be quite hard if you haven't trained properly.

‡The Soldiers will reach you first. Take 1 or 2 of them out before focusing on the Wizard and Cleric. Then the Archers, and then mop up the remaining Soldier(s)

‡The Wizard will drop Crag Crush and the Cleric will drop Cleanse.

‡Grimal is equipped with Chain Mail, so your attacks won't do much. Magic works best against him. Just be persistent and you'll wear him down.

Mission 5: Lake Ardea

Winning Condition: Defeat All Enemies

Enemies: 3 Hawkman, 2 Griffins, 2 Faeries

Union: None

Bonus Money: 500 Goth

Guests: Cybil

‡All your enemies are flying which will prolong the battle. You have them outnumbered though, so that gives you an advantage.

‡Don't move from the main island. Wait for the enemies to come to you. Take out the Hawkmen first, then the Griffins, and then hunt down the Faeries.

‡Cybil will be quite powerful with her spells and will be a big help.

Mission 6: Cape Urodela

Winning Condition: Defeat the Leader

Leader/Class: Sitri/Ninja (M) (drops Matsukaze)

Enemies, 3 Ninjas (M), 2 Ninjas (F), 1 Witch

Union: White Fang Troops

Bonus Money: 500 Goth

Guests: Cybil

‡This is an annoying battle. Both Sitri and the Witch have spells that can put you to sleep, which will prolong the battle.

‡One of the female Ninjas has a very rare item called the Necklace of Resist.

She will drop it when she dies, but feel free to persuade her if you need an extra member.

‡One of the male Ninjas drops an Altar of Resurrection.

‡The Witch has a Spell Robe, which is a wonderful robe for this point in the game. You'll have to persuade her to get it. Hopefully someone has the Arbitration emblem or you're going to have a tough time.

Cybil will ask you a question here.

Choose A and you will be on A Path and be able to get Shiven, Cybil, and the Teleport Spell. Path A is the storyline that actually happens in the Ogre Battle Universe.

Choose B and you will be on B Path and be able to get Orson, Rictor, and the Time Flux Spell. B Path also has harder battles at Sufrir, Arena, Haena, Crypt, and Charadrius.

A Path Guide:

Mission 7A: Bison Swamp

Winning Condition: Defeat All Enemies

Enemies: 3 Hawkman, 2 Faeries, 2 Blue Dragons

Union: None

Bonus Money: 100 Goth

‡One of the Blue Dragons has a set of Dragon Eyes of which there are only two of in the entire game. He'll drop it if you kill him.

Join Up!

Shiven

Ninja (M)

If you leave Bison and select it again, you will encounter Glycinia. See the Glycinia Guide for more info.

Join Up!

Glycinia

Fairy

Mission 8A: Arena Coast

Winning Condition: Protect the Mermaid

Leader/Class: Damiel/Cleric (M) (drops Robe of the Wise)

Enemies: Cassani (Knight (M), Lendanto (Bandit), 1 Knight (M), 1 Bandit, 2 Archers (M)

Union: Order of the Sacred Flame

Bonus Money: 1000 Goth

Guests: Minerva

‡This is a fairly easy battle. Just heal Minerva if her HP gets low.

‡Lendanto drops an Armllet of Agility, which you'll want to pick up.

Mission 9A: Rana Sea

Winning Condition: Defeat the Leader

Leader/Class: Aerial/Mermaid (drops 2000 Goth)

Enemies: 3 Mermaids, 2 Faeries, 2 Octopi

Union: Ovis Mermaid

Bonus Money: 200 Goth

‡This battle will take place mostly in water, which can be tough. Ninjas are a big help here.

‡One of the Faeries has a rare Cassowary Feather, which she'll drop when killed.

‡Take out the Octopi first, then the Mermaids, and then the Faeries.

‡Lullaby can be quite annoying. It misses a lot, but the animation takes forever.

‡Think of Aerial as a regular mermaid with a better spear and slightly better

armor.

Join Up!

Aerial

Mermaid

Mission 10A: Solea Beach

Winning Condition: Protect Eleanor

Leader/Class: Karcist/Dragoon (drops Fafnir)

Enemies: 2 Archers (F), 1 Red Dragon, 1 Blue Dragon, 1 Earth Dragon, 1 Thunder Dragon

Union: White Fang Troops

Bonus Money: 1000 Goth

Guests: Eleanor

‡Heal Eleanor if her HP gets low.

‡One of the Archers has the one-of-a-kind Sherwood Hat, which she'll drop when killed. In addition, both of the Archers have a Dragon Gem. You'll have to persuade them to get them.

‡The Blue Dragon has the game's second set of Dragon Eyes. Again, he'll drop it when killed. The Earth Dragon drops an Altar of Resurrection.

‡Swarm the Dragons one at a time. They will take many hits before going down. Take out the Archers next.

‡The boss is heavily armored and has a very powerful weapon. Magic works best against him as physical attacks won't do much.

Mission 11A: Aquila Volcano

Winning Condition: Defeat All Enemies

Enemies: 2 Hawkmen, 2 Gremlins, 1 Cerberus, 2 Red Dragons

Union: None

Bonus Money: 200 Goth

Guests: Eleanor

‡One of the Hawkmen has a Thunder Shield. You'll have to persuade him to get it.

‡One of the Red Dragons will drop a Mirror of the Gods.

‡This is a good opportunity to persuade a Gremlin if you want one. It will be hard without the Arbitration emblem though.

‡The Cerberus and Dragons are quite strong. The Dragons breath attacks and the Cerberus's Mesmerize are pretty powerful. Once they are dead, take out the Hawkmen. Save the Gremlins for last.

‡Be sure to protect Eleanor.

Join Up!

Eleanor

Soldier (F)

If you leave Aquila and select it again, you will encounter Glycinia. See the Glycinia Guide for more info.

Join Up!

Glycinia

Fairy

Mission 12A: Gryllus Forest

Winning Condition: Defeat All Enemies

Enemies: 2 Undead Soldiers (M), 2 Undead Soldiers (F), 2 Undead Wizards (M), 2 Ghosts

Union: None

Bonus Money: 100 Goth

‡On your first turn give your Cleric a Magic Seed and move your melee troops forward. Next turn use Exorcism on two undead - they should be bunched together so that the spell can hit two at a time. Suspend before trying. Reload if you

don't exorcize both of them. Repeat this process every turn.

‡Attack some of the undead with your melee fighters and spells. Once at least 2 of them are crumpled and waiting to revive, use Faith to exorcise them. Repeat this process when needed to end the battle.

‡If you don't do it quick enough, then reinforcements will come out from the edge of the forest, prolonging the battle. Be fast!

#### Mission 13A: Blete Ruins

Winning Condition: Defeat Leader

Leader/Class: Euphaire/Shaman (drops Salamander)

Enemies: 1 Warlock, 2 Undead Knights (M), 1 Undead Knight (F), 2 Undead Wizards (F), 1 Dragon Zombie

Union: Blete Defenders

Bonus Money: 0 Goth

‡Another Exorcism and Faith bonanza.

‡Persuade the Warlock. He is equipped with Fluid Magic, which you can't buy yet.

‡Euphaire is very powerful. Expect to get beaten up with her Salamander summon spell. She will hurt herself with her Energy Transfer so expect to kill her in 1 or 2 hits.

Join Up!

Euphaire

Shaman

#### Mission 14A: Vespa Hill

Winning Condition: Defeat the Leader

Leader/Class: Surgat/Beast Tamer (drops Beast Whip)

Enemies: 3 Cerberus, 2 Griffins, 2 Cockatrices

Union: Mercenary

Bonus Money: 500 Goth

‡Expect a very long battle. The beasts have a gargantuan amount of HP. To end the battle easier, persuade a few of them.

‡One of the Cerberus will drop Wisdom Fruit

If you leave Vespa and select it again, you will encounter Glycinia. See the Glycinia Guide for more info.

Join Up!

Glycinia

Fairy

#### Mission 15A: Fort Belleza

Winning Condition: Defeat the Leader

Leader/Class: Elrik/Summoner (drops Fenrir)

Enemies: Ollen (Valkyrie), 3 Ninjas (F), 1 Valkyrie, 2 Witches

Union: Blete Survivors

Bonus Money: 0 Goth

‡Your spellcasters will get hammered by the bow-wielding Ninja. Be sure to protect and heal them.

‡One of the Ninjas has a pair of Warp Shoes, which she'll drop when you kill her.

‡Both of the Witches have Pointy Hats and Spell Robes which are good for your spellcasters. They will drop one of each. Persuade them for extra copies.

‡Send a fast character to take out the Witch that has Fluid Magic. Then take out the Ninjas, then Valkyries, and finally the other Witch.

‡Elrik's summon isn't as powerful as Euphaire's but it's still a killer. Be careful.

Join Up!

Elrik

Summoner

Mission 16A: Naja Forest

Winning Condition: Defeat the Leader

Leader/Class: Grevis/Siren (drops Gnome)

Enemies: 2 Knights (F), 1 Soldier (F), 2 Wizards (F), 1 Cleric (F), 1 Witch

Union: Order of the Sacred Flame

Bonus Money: 500 Goth

‡One of the Knights will drop an Earth Shield

‡Both Knights have Plate Mail and one has an Iron Helm. You can't buy them till after the next mission, so try to persuade the Knights for them.

‡The Witch and one of the Wizards have Pointy Hats which you'll have to persuade them for.

‡The Witch has Water Garb, which she'll drop

‡The Wizards have an Earth Wand and an Ice Wand, which they'll drop when killed.

‡Grevis will pound you with Gnome, so be careful.

‡The Knights will charge you so take them out one at a time. Get the Cleric and Witch next. Then the Wizards. The damage the Soldier does is not much, so you can save her for late.

Mission 17A: Sotavento Villlage

Winning Condition: Defeat the Leader

Leader/Class: Nichart/Esquire (drops 1000 Goth)

Enemies: 3 Valkyries, 2 Knights (M), 1 Priest (M), 1 Witch

Union: White Fang Troops

Bonus Money: 1000 Goth

‡The Priest has the one-of-a-kind Resurrection spell which he'll drop when killed.

‡One of the Valkyries will drop an Altar of Resurrection.

‡The Witch has Earth Garb, which you'll want to pick up after you kill her.

‡Take care of the Priest as early as possible. Swarm the Knights and then the Valkyries. Kill the Witch whenever.

Mission 18A: Haena Highlands

Winning Condition: Defeat the Leader

Leader/Class: Orson/Archer (M) (drops Thunder Bow)

Enemies: 2 Archers (M), 2 Ninjas (M), 2 Swordmasters, 1 Thunder Dragon

Union: Order of the Sacred Flame

Bonus Money: 700 Goth

‡Orson and the other Archers may kill one of your spellcasters, so monitor their HP carefully.

‡One of the Swordmasters has the one-of-a-kind A Path only Teleport spell which he'll drop when killed.

‡One of the Archers has the one-of-a-kind\* A Path only Forest Boots, so same deal as the Swordmaster.

‡The other Archer has Flame Leather which he'll drop.

‡One of the Ninjas has a rare Yomogi-u katana which he'll drop when killed.

‡The other Ninja has Thunder Chain, which he'll drop, in case you're interested.

‡The Dragon should be killed early so you don't get paralyzed by Thunder Breath. Send a flyer and a warper to kill the Archers one at a time. Kill the Swordmasters next and save the Ninjas for last. Orson alone is no threat.

If you leave Haena and select it again you will encounter Glycinia. See the Glycinia Guide for more info.

Join Up!

Glycinia

Fairy

Mission 19A: Mount Gracula

Winning Condition: Defeat All Enemies

Enemies: 3 Gremlins, 2 Red Dragons, 2 Cerberus, 1 Cockatrice

Union: None

Bonus Money: 200 Goth

‡Put Glyncia next to the Gremlin named Lubinnya and next turn she'll take off her Gremlin costume and join you as a guest.

‡One of the Gremlins has a Glass Pumpkin which he'll drop.

‡One of the Red Dragons will drop a Mirror of the Gods.

NOTE: You will only have this battle if you have Glycinia. If you come here before getting Glycinia you will instead encounter 8 Gremlins and no Lubina. Going here without Glycinia will result in your permanately forgoing the chance to get Lubina.

Join Up!

Lubina

Fairy

Mission 20A: Ostorea South

Winning Condition: Defeat the Leader

Leader/Class: Nichart/Esquire (drops Osric's Spear)

Enemies: Lethe (Venefica), 2 Duke Knights, 2 Sirens, 1 Priest (F), 1 Witch

Union: White Fang Troops

Bonus Money: 1400 Goth

‡One of the Duke Knights will drop a Firedrake Sword.

‡One of the Sirens has a Caldia fan which she'll drop when killed

‡Both Sirens are equipped with Cloaks of Authority. One will drop theirs and the other you'll have to persuade. Other than these two, the only other way to acquire them is Vs. Mode.

‡The Priest has Divine Radiance of which there are only two of. He also has a Robe of the Wise so I'd persuade him to get it. He'll drop the spell, though.

‡Kill Lethe as soon as possible with summons. Her Thunder Flare is insanelly powerful - Don't bunch your characters together.

‡Take out the Duke Knights next. This will be hard with the Priest running around, so send a flyer or fast character to take care of her.

‡Take out the Sirens next and finally the Witch.

Mission 21A: Ostorea West

Winning Condition: Defeat the Leader

Leader/Class: Margaret/Swordmaster (drops Notos and Atropos)

Enemies: 2 Duke Knights, 2 Archers (M), 2 Hawkman, 1 Warlock

Union: White Fang Troops

Bonus Money: 700 Goth

‡The Duke Knights will drop the Sum Mannus and Saint's Shield which are very rare. Be sure to kill them.

‡One of the Archers drops a rare Grincer Coat.

‡The other Archer has a very powerful Tundra Bow - you'll have to persuade him to get it.

‡The Warlock has a Firedrake Sword, Fire Garb and a Sacred Ring. Persuade him. He'll drop his one-of-a-kind\* Sacred Ring otherwise.

‡Take out the Duke Knights first and summon the hell out of the Archers. Kill the Hawkmen when they charge you and then the Warlock. Stay Away from Margaret - her Atropos is insanelly powerful.

Mission 22A: Throne Room

Winning Condition: Defeat the Leader

Leader/Class: Rictor/High Priest (drops 1000 Goth)

Enemies: Lara (Knight (F), Justin (Knight (M), 2 Duke Knights, 2 Wizards (M), 1 Witch

Union: Order of the Sacred Flame

Bonus Money: 2500 Goth

‡Lara and Justin will drop the Dragon Shield and Dragon Helm. The Helm is one-of-a-kind\*

‡One of the Duke Knights drops a Warp Ring - Make sure you kill him.

‡One of the Wizards has a Robe of the Wise - persuade him to get it.

‡The Witch has the one-of-a-kind Petrifying Cloud Spell - be sure to kill or persuade her.

‡Rictor, Lara, and Justin all have Heal, so this will be a long battle, so kill off Lara and Justin first with a melee swarm and/or summons.

‡Kill the Witch next, her Petrifying Cloud spell can be a pain. Or Teleport your Atropos user in and kill her first turn.

‡The Wizards should go next. The Duke Knights have weak weapons but are heavily armored. Kill them last.

‡Watch out for Rictor's Ignis Fatuus Summon spell. Kill the Witch early to prevent a Fluid Magic upgrade.

#### Mission 23A: Crypt

Winning Condition: Defeat the Leader

Leader/Class: Rictor/High Preist (Evil) (drops Ignis Fatuus)

Enemies: 2 Angel Knights (F), 2 Knights (M), 2 Valkyries, 1 Warlock

Union: Fallen Angel

Bonus Money: 0 Goth

‡This is your only chance to persuade Angel Knights. Get both if possible. If you don't persuade them, one will drop a Needle of Light and the other an Earth Shield.

‡One of the Knights drops a Warp Ring.

‡One of the Valkyries will drop an Earth Javelin.

‡The Warlock has Flame Leather, which you'll have to persuade him for.

‡Kill the Warlock early to prevent Rictor from summoning a lot.

‡Focus on the Knights and then the Angel Knights after the Warlock.

Join Up!

Cybil

Sorceress

Go to Ardea at any time during Chapter 3 and an Angel Knight names Lobelia will offer to join you. If you say no, she'll give you a Seraph's Plume. If you have Saia in your party then she won't ask.

Join Up!

Lobelia

Angel Knight (F)

#### Mission 24A: Rebanda Caverns

Winning Condition: Defeat the Leader

Leader/Class: Rimmon/??? Unknown (drops Goblin Helm)

Enemies: 2 Undead Knights (M), 3 Ghosts, 2 Dragon Zombies

Union: Netherworld

Bonus Money: 200 Goth

‡Don't do a first turn Star Tiara. Persuade the Dragon Zombie that's equipped with a Necklace of Resist first. Persuasion is the only way to get the necklace - it's undead so it leaves no war trophy

‡Once he's on your side, vaporize the undead with Eleanor's Star Tiara if you have it. If not then Exorcism and Faith will work.

‡Rimmon's stats are incredible. He deals mega damage and has lots of defense. Bombard him with summons for an easy kill, though.

#### Mission Beta: Rebanda Caverns (Mission Alpha is Glycinia's)

Winning Condition: Defeat the Leader

Leader/Class: Saia/Lesser Daemon (drops Earth Dragon Axe)

Enemies: 3 Gorgons, 2 Hawkman, 2 Vrtras

Union: Netherworld

Bonus Money: 200 Goth

‡The Hawkmen drop Earth Leather and a Ring of Flootation. They are rare, so be sure to kill them.

‡Two of the Gorgons will drop a Flame Bow and a Rapture Rose. Again, they are rare so pick them up.

‡One of the Vrtras will drop a Snapdragon - Be sure to kill him.

‡Take out the Gorgons first and save the Hawkmen for last.

Saia will offer to join you but only if Lobelia is not in your party. When he asks, if you say no, then he'll give you a Ring of the Dead.

Join Up!

Saia

Lesser Daemon

Mission 25A: Harmonia Plains

Winning Condition: Defeat Twin Wizards

Leaders: Cirvante/Venefic (drops Fiend's Grip), Lethe/Venefica (drops Sugar Cane)

Enemies: 2 Daemons, 2 Gorgons, 2 Giants

Union: Fallen Angel

Bonus Money: 500 Goth

‡The Daemons will drop the one-of-a-kind Boreas axe and Ring of the Dead which is extremely rare.

‡One of the Gorgons will drop a Sandstorm Bow

‡The Giants will drop a Snapdragon and a Wind Ring.

‡Kill off Cirvante as soon as possible. The battle won't end till both twins are dead so kill the stronger one right away. He has the same summoning ability as a Daemon - he can summon Undead and Gremlins to replace his troops. Kill the Daemons next, then the Gorgons, Giants, and finally Lethe.

Mission 26A: Lake Charadrius

Winning Condition: Defeat the Leader

Leader/Class: Naris/General (drops Bloody Cleaver)

Enemies: 3 Duke Knights, 2 Priests (F), 1 Dragon Tamer, 1 Mushus

Union: White Fang Troops

Bonus Money: 1000 Goth

‡The Duke Knights will drop a Sum Mannus, Freude Helm and Flame Shield.

‡The Dragon Tamer will drop an Amulet

‡The Mushus will drop a Dragon Gem.

‡The Priests both have rare equipment. One of them has Divine Radiance and a Flame Flail. The other has a Wind Ring. Both have a Robe of the Wise - you'll have to persuade them to get these rare items.

‡Take out the Priest with Heal Plus and the Duke Knight with Heal first. Kill the other Duke Knights next and then the Mushus. Then kill the other Priest and finally the Dragon Tamer.

‡Naris has a vicious attack called Hell's Gate which has a chance of an instant kill and putting it's targets to sleep.

If you leave Charadrius now and go to Lutra you will encounter Glycinia. See the Glycinia Guide for more info.

Join Up!

Glycinia

Fairy

Note that if you pick up an item, level up, or persuade an enemy in any of the following battles and beat the final battle they will not save! The only things

that save are the Ambicion Sword (If you win) and an emblem for Alphonse (Relix's Emblem if you win, The Cycle of Life if you lose).

Mission 27A: Angel's Headstone

Winning Condition: Defeat the Leader

Leader/Class: Mycale/Lich

Enemies: 1 Daemon, 2 Undead Knights (M), 1 Undead Wizard (F), 2 Ghosts, 1 Dragon Zombie

Union: Fallen Angel

Bonus Money: 0 Goth

‡Use Eleanor's Star Tiara to vaporize the undead immediately. The Daemon is no threat. Use Original Attacks and Summons on the Lich. He's very strong both offensively and defensively with spells and he's got a lot of physical defense.

Mission 28A: Garden of Memories

Winning Condition: Defeat the Leader

Leader Judecca/Angel Knight (F)

Enemies: 2 Angel Knights (M), 2 Daemons, 2 Warlocks, 1 Giant

Union: Fallen Angel

Bonus Money: 0 Goth

‡One of the Angel Knights will drop Spirit Fruit, a Warlock will drop Healing Essence, and the Giant will drop an Altar of Resurrection. They will be useful for the Final Battle.

‡If you're not interested in the items then go straight for the leader. She's not heavily armored so killing her isn't too hard.

Mission 29A: Hall of Corruption

Winning Condition: Defeat the Leader

Leader/Class: Rahouart/Daemon

Enemies: 1 Dark Angel (M), 1 Dark Angel (F), 2 Gorgons, 2 Swordmasters, 1 Vrtra

Union: Fallen Angel

Bonus Money: 0 Goth

‡The Dark Angels will drop Angel Fruit and Healing Essence which may be useful for the Final Battle. Kill them if you want.

‡Again go for the Leader if you're not interested in items.

Mission: 29A: Hall of Conviction

Winning Condition: Defeat the Leader

Leader: Shaher (drops Ambicion)

Enemies: Cirvante (Dark Angel (M), Lethe (Dark Angel (F), 1 Angel Knight (M), 1 Angel Knight (F), 3 Daemons

Union: Fallen Angel

Bonus Money: 0 Goth

‡Lethe and Cirvante will drop Angel Fruit and Spirit Fruit.

‡Two of the Daemons will drop an Orb and a Revive Stone.

‡One of the Angel Knights will drop Healing Essence.

‡Same deal as the last two battles. Be careful though. Watch out for Shaher's Ice Requiem - it hits everyone for water-based damage and may put people to sleep.

Now you have the chance to organize your troops one last time for the final battle. Note that you will use the same 8 characters that you used in the previous battle. So make sure everyone is alive before you deal the angel the final blow or you'll be short on characters! Be sure to have Longicolnis equipped to a character before entering the battle or YOU CANNOT WIN. You may also want to equip the Ambicion sword you just received. Any Snapdragon Swords you have will be of tremendous usefulness here.

Mission 30A: Nether Region

Winning Condition: Defeat the Leader

Leader/Class: Shaher/Sacred Demon  
Enemies: 2 Dark Stalkers, 2 Hell Gigantes  
Union: Netherworld  
Bonus Money: 0 Goth

This is it, the Final Battle! Make sure you have a Priest with Ressercection, Heal Plus, and Cleanse. I normally use 1 Priest, 3 melee units, a bow-user, 2 people to summon and another person to attack and summon (Elrik). Equip 1 person with Pearl Necklace and 2 with the Dragon Eyes. Be sure your Priest has either one of them. Give everyone else other than Alphonse an Amulet. This protects EVERYONE from being petrified and protects 4/8 of your characters from all status effects. Try to have a store of Healing Essences, Magic Essences, Healing Salves, Magic Salves, Wisdom Fruits, Spirit Fruit, and Angel Fruits.

Shaher has 4 moves:

Apocalypse: This will deal massive damage to 1 character. Very powerful

Cataclysm: This will deal massive damage to ALL characters other than Shaher, including his allies. Hope and pray he dosen't use it.

Day of Reckoning: Inflicts a random Status Effect (Sleep, Poison, Confusion, Charm, Paralyze, Petrify) on every one of your characters. This is way I mentioned the Pearl Necklace, Dragon Eyes and Amulets. This is why a protected Priest with Cleanse is useful to have. However if one of your characters is gravely injured, heal him and have someone else cure them with Spirit Fruit or another cure item.

Descent: Shaher will summon allies on the edges of the battlefield to replace his fallen troops. He will only use this when he has 2 or less allies. He will bring his minion count back up to 4. He can summon Dark Stalkers (Ninjas), Hell Gigantes (Giants), and Predators (Dragoons).

Note the Shaher also has an attack called Shear. He can use this in addition to another one of his skills.

Shaher's level will top at 37, and his minions at 35. If you train to level 40 or above you will have a significant advantage, but you can beat him as early as level 28. (I've never done that but I've heard others have.) To be safe, try around level 32.

SC  
CC

S=Shaher  
C=Your characters that can be hit by Shear.

YOU MUST HIT SHAHER WITH LONGICOLNIS!!! If you don't do this first, then all other attacks will deal no damage and you will lose in a few turns! Attack him with it from 2 spaces away to avoid Shear.

Strategies:

‡Charm two of his minions. This will cause all of them to waste their turns since the other 2 will always use Spirit Fruit on them.

‡You could also try to kill 2 of his allies every turn. This will cause him to use Descent every turn.

‡Kill the 2 Hell Gigantes and suspend. If he summons Dark Stalkers keep going but if he summons Predators reset. Predators are insanely powerful but 4 Dark Stalkers is pretty easy to deal with.

‡Have your Atropos user use it on him every turn. Put a Priest with Full Heal behind him or her. Use Full Heal every turn to heal the damage from Shear. Have the other characters kill 2 minions so he uses Descent every turn.

‡To avoid Shear have a character attack him with Clotho from 2 spaces away and the Anbicion (you can equip it between the last battle and this one) effect

from the sword from two spaces away. Have everyone else take out minions so he uses Descent every turn.

Note: Not all of these strategies are mine. Various people on message boards came up with some of them.

Congratulations, you've beaten Tactics Ogre: The Knight of Lodis. Hope you enjoyed it as much as I did! Try Quest Mode to hunt for rare items to extend your gaming pleasure!

B Path Guide:

Mission 7B: Sufrir Temple

Winning Condition: Defeat All Enemies

Enemies: 3 Gremlins, 2 Thunder Dragons, 2 Earth Dragons

Union: None

War Funds: 500 Goth

‡One of the Dragons will drop a Mirror of the Gods

Join Up!

Orson

Archer (M)

If you leave Sufrir and select it again, you will encounter Glycinia. See the Glycinia Guide for more info.

Join Up!

Glycinia

Fairy

Mission 8B: Arena Coast

Winning Condition: Defeat the Leader

Leader/Class: Minerva/Mermaid (drops Water Ring)

Enemies: 3 Mermaids, 2 Hawkmen, 2 Octopi

Union: Ovis Mermaid

War Funds: 200 Goth

‡One of the Hawkmen will drop an Ice Shield

‡Kill the Hawkmen first since they'll charge you. Take out the Octopi next and then the Mermaids.

‡If you kill Minerva then Aerial won't join up later. You'll also face a very hard battle next. You need to lower her HP to below 20 to avoid this - if you do she'll flee.

Mission 9B: Rana Sea

Winning Condition: Defeat the Leader

Leader/Class: Aerial/Mermaid (drops 2000 Goth)

Enemies: 3 Mermaids, 2 Faeries/Hawkmen, 2 Octopi/Nagas

Union: Ovis Mermaid

Bonus Money: 200 Goth

‡This battle will take place mostly in water, which can be tough. Ninjas are a big help here.

‡One of the Faeries has a rare Cassowary Feather, which she'll drop when killed.

‡Take out the Octopi first, then the Mermaids, and then the Faeries.

‡Lullaby can be quite annoying. It misses a lot, but the animation takes forever.

‡Think of Aerial as a regular mermaid with a better spear and slightly better armor.

NOTE: If you kill Minerva, you will face the characters behind the / marks

Join Up!

Aerial

## Mermaid

Mission 10B: Solea Beach

Winning Condition: Protect Eleanor

Leader/Class: Karcist/Dragoon (drops Fafnir)

Enemies: 2 Archers (F), 1 Red Dragon, 1 Blue Dragon, 1 Earth Dragon, 1 Thunder Dragon

Union: White Fang Troops

Bonus Money: 1000 Goth

Guests: Eleanor

‡Heal Eleanor if her HP gets low.

‡One of the Archers has the one-of-a-kind Sherwood Hat, which she'll drop when killed. In addition, both of the Archers have a Dragon Gem. You'll have to persuade them to get them.

‡The Blue Dragon has the game's second set of Dragon Eyes. Again, he'll drop it when killed. The Earth Dragon drops an Altar of Resurrection.

‡Swarm the Dragons one at a time. They will take many hits before going down. Take out the Archers next.

‡The boss is heavily armored and has a very powerful weapon. Magic works best against him and physical attacks won't do much.

Mission 11B: Aquila Volcano

Winning Condition: Defeat All Enemies

Enemies: 2 Hawkmen, 2 Gremlins, 1 Cerberus, 2 Red Dragons

Union: None

Bonus Money: 200 Goth

Guests: Eleanor

‡One of the Hawkmen has a Thunder Shield. You'll have to persuade him to get it.

‡One of the Red Dragons will drop a Mirror of the Gods.

‡This is a good opportunity to persuade a Gremlin if you want one. It will be hard without the Arbitration emblem though.

‡The Cerberus and Dragons are quite strong. The Dragons breath attacks and the Cerberus's Mesmerize are pretty powerful. Once they are dead, take out the Hawkmen. Save the Gremlins for last.

‡Be sure to protect Eleanor.

Join Up!

Eleanor

Soldier (F)

If you leave Aquila and select it again, you will encounter Glycinia. See the Glycinia Guide for more info.

Join Up!

Glycinia

Fairy

Mission 12B: Gryllus Forest

Winning Condition: Defeat All Enemies

Enemies: 2 Undead Soldiers (M), 2 Undead Soldiers (F), 2 Undead Wizards (M), 2 Ghosts

Union: None

Bonus Money: 100 Goth

‡On your first turn give your Cleric a Magic Seed and move your melee troops forward. Next turn use Exorcism on two undead - they should be bunched together so that the spell can hit two at a time. Suspend before trying. Reload if you don't exorcize both of them. Repeat this process every turn.

‡Attack some of the undead with your melee fighters and spells. Once at least 2 of them are crumpled and waiting to revive, use Faith to exorcise them. Repeat this process when needed to end the battle.

‡If you don't do it quick enough, then reinforcements will come out from the edge of the forest, prolonging the battle. Be fast!

Mission 13B: Blete Ruins

Winning Condition: Defeat Leader

Leader/Class: Euphaire/Shaman (drops Salamander)

Enemies: 1 Warlock, 2 Undead Knights (M), 1 Undead Knight (F), 2 Undead Wizards (F), 1 Dragon Zombie

Union: Blete Defenders

Bonus Money: 0 Goth

‡Another Exorcism and Faith bonanza.

‡Persuade the Warlock. He is equipped with Fluid Magic, which you can't buy yet.

‡Euphaire is very powerful. Expect to get beaten up with her Salamander summon spell. She will hurt herself with her Energy Transfer so expect to kill her in 1 or 2 hits.

Join Up!

Euphaire

Shaman

Mission 14B: Vespa Hill

Winning Condition: Defeat the Leader

Leader/Class: Surgat/Beast Tamer (drops Beast Whip)

Enemies: 3 Cerberus, 2 Griffins, 2 Cockatrices

Union: Unknown

Bonus Money: 500 Goth

‡Expect a very long battle. The beasts have a gargantuan amount of HP. To end the battle easier, persuade a few of them.

‡One of the Cerberus will drop Wisdom Fruit

If you leave Vespa and select it again, you will encounter Glycinia. See the Glycinia Guide for more info.

Join Up!

Glycinia

Fairy

Mission 15B: Fort Belleza

Winning Condition: Defeat the Leader

Leader/Class: Elrik/Summoner (drops Fenrir)

Enemies: Ollen (Valkyrie), 3 Ninjas (F), 1 Valkyrie, 2 Witches

Union: Blete Survivors

Bonus Money: 0 Goth

‡Your spellcasters will get hammered by the bow-wielding Ninja. Be sure to protect and heal them.

‡One of the Ninjas has a pair of Warp Shoes, which she'll drop when you kill her.

‡Both of the Witches have Pointy Hats and Spell Robes which are good for your spellcasters. They will drop one of each. Persuade them for extra copies.

‡Send a fast character to take out the Witch that has Fluid Magic. Then take out the Ninjas, then Valkyries, and finally the other Witch.

‡Elrik's summon isn't as powerful as Euphaire's but it's still a killer. Be careful.

Join Up!

Elrik

Summoner

Mission 16B: Naja Forest

Winning Condition: Defeat the Leader

Leader/Class: Grevis/Siren (drops Gnome)

Enemies: 2 Knights (F), 1 Soldier (F), 2 Wizards (F), 1 Cleric (F), 1 Witch

Union: Order of the Sacred Flame

Bonus Money: 500 Goth

‡One of the Knights will drop an Earth Shield

‡Both Knights have Plate Mail and one has an Iron Helm. You can't buy them till after the next mission, so try to persuade the Knights for them.

‡The Witch and one of the Wizards have Pointy Hats which you'll have to persuade them for.

‡The Witch has Water Garb, which she'll drop

‡The Wizards have an Earth Wand and an Ice Wand, which they'll drop when, killed.

‡Grevis will pound you with Gnome, so be careful.

‡The Knights will charge you so take them out one at a time. Get the Cleric and Witch next. Then the Wizards. The damage the Soldier does is not much, so you can save her for late.

Mission 17B: Sotavento Villlage

Winning Condition: Defeat the Leader

Leader Nichart (drops 1000 Goth)

Enemies: 3 Valkyries, 2 Knights (M), 1 Priest (M), 1 Witch

Union: White Fang Troops

Bonus Money: 1000 Goth

‡The Priest has the one-of-a-kind Resurrection spell which he'll drop when killed.

‡One of the Valkyries will drop an Altar of Resurrection.

‡The Witch has Earth Garb, which you'll want to pick up after you kill her.

‡Take care of the Priest as early as possible. Swarm the Knights and then the Valkyries. Kill the Witch whenever.

Mission 18B: Haena Highlands

Winning Condition: Defeat the Leader

Leader/Class: Khodar/Duke Knight (drops Gram)

Enemies: 3 Duke Knights, 2 Dragoons, 1 Dragon Tamer, 1 Earth Dragon

Union: White Fang Troops

War Funds: 1000 Goth

‡This is your only chance to persuade Dragoons if you want them.

‡One of the Duke Knights will drop the one-of-a-kind B Path only Heavy Armor.

‡Another Duke Knight will drop the one-of-a-kind\* B Path only Winged Shoes

‡The last Duke Knight will drop an Ice Shield

‡One of the Dragoons will drop the one-of-a-kind\* B Path only Dragon Armor

‡The second Dragoon will drop an Ice Blade

‡The Dragon Tamer will drop a Dragon Gem Sword

‡Most of the enemies are heavily armored so summons work well here.

‡This is a hard battle. Take out the Dragoons and the Earth Dragon first. Save the Dragon Tamer for last.

‡The Earth Dragon will drop the game's second set of Dragon Eyes

If you leave Haena and select it again you will encounter Glycinia. See the Glycinia Guide for more info.

Join Up!

Glycinia

Fairy

Mission 19B: Mount Gracula

Winning Condition: Defeat All Enemies

Enemies: 3 Gremlins, 2 Red Dragons, 2 Cerberus, 1 Cockatrice

Union: None

Bonus Money: 200 Goth

‡Put Glyncia next to the Gremlin named Lubinnya and next turn she'll take off her Gremlin costume and join you as a guest.

‡One of the Gremlins has a Glass Pumpkin which he'll drop.

‡One of the Red Dragons will drop a Mirror of the Gods.

NOTE: You will only have battle if you have Glycinia. If you come here before getting Glycinia you will instead encounter 8 Gremlins and no Lubina. Going here without Glycinia will result in your permanently forgoing the chance to get Lubina.

Join Up!

Lubina

Fairy

Mission 20B: Ostorea South

Winning Condition: Defeat the Leader

Leader/Class: Nichart/Esquire (drops Osric's Spear)

Enemies: Lethe (Venefica), 2 Duke Knights, 2 Sirens, 1 Priest (F), 1 Witch

Union: White Fang Troops

Bonus Money: 1400 Goth

‡One of the Duke Knights will drop a Firedrake Sword.

‡One of the Sirens has a Caldia fan which she'll drop when killed

‡Both Sirens are equipped with Cloaks of Authority. One will drop theirs and the other you'll have to persuade. Other than these two, the only other way to acquire them is Vs. Mode.

‡The Priest has the one-of-a-kind Divine Radiance spell. He also has a Robe of the Wise so I'd persuade him to get it. He'll drop the spell, though.

‡Kill Lethe as soon as possible with summons. Her Thunder Flare is insanely powerful - Don't bunch your characters together.

‡Take out the Duke Knights next. This will be hard with the Priest running around, so send a flyer or fast character to take care of her.

‡Take out the Sirens next and finally the Witch.

Mission 21B: Ostorea West

Winning Condition: Defeat the Leader

Leader/Class: Margaret/Swordmaster (drops Notos and Atropos)

Enemies: 2 Duke Knights, 2 Archers (M), 2 Hawkman, 1 Warlock

Union: White Fang Troops

Bonus Money: 700 Goth

‡The Duke Knights will drop the Sum Mannus and Saint's Shield which are very rare. Be sure to kill them.

‡One of the Archers drops a rare Grincer Coat.

‡The other Archer has a very powerful Tundra Bow - you'll have to persuade him to get it.

‡The Warlock has a Firedrake Sword, Fire Garb and a Sacred Ring. Persuade him. He'll drop his Sacred Ring otherwise.

‡Take out the Duke Knights first and summon the hell out of the Archers. Kill the Hawkmen when they charge you and then the Warlock. Stay Away from Margaret - her Atropos is insanely powerful.

Mission 22B: Throne Room

Winning Condition: Defeat the Leader

Leader: Rictor (drops 1000 Goth)

Enemies: Lara, Justin, 2 Duke Knights, 2 Wizards (M), 1 Witch

Union: Order of the Sacred Flame

Bonus Money: 2500 Goth

‡Lara and Justin will drop the Dragon Shield and Dragon Helm. The Helm is on-of-a-kind.\*

‡One of the Duke Knights drops a Warp Ring - Make sure you kill him.

‡One of the Wizards has a Robe of the Wise - persuade him to get it.

‡The Witch has the one-of-a-kind Petrifying Cloud Spell - be sure to kill or persuade her.

‡Rictor, Lara, and Justin all have Heal, so this will be a long battle, so kill off Lara and Justin first with a melee swarm and/or summons.

‡Kill the Witch next, her Petrifying Cloud spell can be a pain. Or Teleport your Atropos user in and kill her first turn.

‡The Wizards should go next. The Duke Knights have weak weapons but are heavily armored. Kill them last.

‡Watch out for Rictor's Ignis Fatuus Summon spell. Kill the Witch early to prevent a Fluid Magic upgrade.

Mission 23B: Crypt

Winning Condition: Defeat the Leader

Leader: Naris (drops Bloody Cleaver)

Enemies: 4 Duke Knights, 2 Knights (M), 1 Priest (F)

Union: White Fang Troops

War Funds: 0 Goth

‡One of the Duke Knights will drop the one-of-a-kind\* B Path only Laevatieen.

‡Another Duke Knight will drop the one-of-a-kind\* B Path only Sword of Tiamat.

‡The Priest will drop a rare Reincarnation expendable.

‡This is probably the toughest battle in the entire game hands down. Every enemy other than the Priest is heavily armored. Summons are a big help here.

‡Take out the Priest and the Knight that has Heal first. Take out the three direct attacking Duke Knights next and then the second Knight. Save the Bow-wielding Duke Knight for last.

‡Naris has a vicious attack called Hell's Gate which has a chance of an instant kill and putting it's targets to sleep.

Join Up!

Rictor

High Priest

Go to Ardea at any time during Chapter 4 and an Angel Knight names Lobelia will offer to join you. If you say no, she'll give you a Seraph's Plume. If you have Saia in your party then she won't ask.

Join Up!

Lobelia

Angel Knight (F)

Mission 24B: Rebanda Caverns

Winning Condition: Defeat the Leader

Leader: Rimmon (drops Goblin Helm)

Enemies: 2 Undead Knights (M), 3 Ghosts, 2 Dragon Zombies

Union: Netherworld

Bonus Money: 200 Goth

‡Don't do a first turn Star Tiara. Persuade the Dragon Zombie that's equipped with a Necklace of Resist first. Persuasion is the only way to get the necklace - it's undead so it leaves no war trophy

‡Once he's on your side, vaporize the undead with Eleanor's Star Tiara if you have it. If not then Exorcism and Faith will work.

‡Rimmon's stats are incredible. He deals mega damage and has lots of defense. Bombard him with summons for an easy kill, though

Mission Beta: Rebanda Caverns (Mission Alpha is Glycinia's battle)

Winning Condition: Defeat the Leader

Leader: Saia (drops Earth Dragon Axe)

Enemies: 3 Gorgons, 2 Hawkman, 2 Vrtras

Union: Netherworld

Bonus Money: 200 Goth

‡The Hawkmen drop Earth Leather and a Ring of Flootation. They are rare, so be sure to kill them.

‡Two of the Gorgons will drop a Flame Bow and a Rapture Rose. Again, they are rare so pick them up.

‡One of the Vrtras will drop a Snapdragon - Be sure to kill him.

‡Take out the Gorgons first and save the Hawkmen for last.

Saia will offer to join you but only if Lobelia is not in your party. When he asks, if you say no, then he'll give you a Ring of the Dead.

Join Up!

Saia

Lesser Daemon

Mission 25B: Harmonia Plains

Winning Condition: Defeat Twin Wizards

Leaders/Class: Cirvante/Venefic (drops Fiend's Grip), Lethe/Venefica (drops Sugar Cane)

Enemies: 2 Daemons, 2 Gorgons, 2 Giants

Union: Fallen Angel

Bonus Money: 500 Goth

‡The Daemons will drop the one-of-a-kind Boreas axe and Ring of the Dead which is extremely rare.

‡One of the Gorgons will drop a Sandstorm Bow

‡The Giants will drop a Snapdragon and a Wind Ring.

‡Kill off Cirvante as soon as possible. The battle won't end till both twins are dead so kill the stronger one right away. He has the same summoning ability as a Daemon - he can summon Undead and Gremlins to replace his troops. Kill the Daemons next, then the Gorgons, Giants, and finally Lethe.

Mission 26B: Lake Charadrius

Winning Condition: Defeat the Leader

Leader/Class: Cybil/Sorceress (drops Thunderbird)

Enemies: 2 Angel Knights (M), 2 Daemons, 1 Wizard (F), 1 Witch, 1 Vrtra

Union: Fallen Angel

War Funds: 1000 Goth

‡This is your only chance to persuade Angel Knights. Get both if possible. If you don't persuade them, one will drop a Needle of Light and the other Nathalork Mail.

‡One of the Daemons will drop a one-of-a-kind B Path only Euros hammer.

‡The second Daemon will drop Leviathan Mail.

‡The Wizard will drop an Earth Ring.

‡The Witch will drop a one-of-a-kind B Path only Time Flux spell. Be sure to get it.

‡Kill the Witch early so she won't use Fluid Magic. Kill the Vrtra next and then the Daemons and Angel Knights. Save the Wizard for last.

If you leave Charadrius now and go to Lutra you will encounter Glycinia. See the Glycinia Guide for more info.

Note that if you pick up an item, level up, or persuade an enemy in any of the following battles and beat the final battle they will not save! The only things that save are the Anbicion Sword (If you win) and an emblem for Alphonse (Relix's Emblem if you win, The Cycle of Life if you lose).

Mission 27B: Angel's Headstone

Winning Condition: Defeat the Leader

Leader/Class: Mycale/Lich (drops nothing)

Enemies: 1 Daemon, 2 Undead Knights (M), 1 Undead Wizard (F), 2 Ghosts, 1 Dragon Zombie

Union: Fallen Angel

Bonus Money: 0 Goth

‡Use Eleanor's Star Tiara to vaporize the undead immediately. The Daemon is no threat. Use Original Attacks and Summons on the Lich. He's very strong both offensively and defensively with spells and he's got a lot of physical defense.

Mission 28B: Garden of Memories

Winning Condition: Defeat the Leader

Leader Judecca (drops nothing)

Enemies: 2 Angel Knights (M), 2 Daemons, 2 Warlocks, 1 Giant

Union: Fallen Angel

Bonus Money: 0 Goth

‡One of the Angel Knights will drop Spirit Fruit, a Warlock will drop Healing Essence, and the Giant will drop an Altar of Resurrection. They will be useful for the Final Battle.

‡If you're not interested in the items then go straight for the leader. She's not heavily armored so killing her isn't too hard.

Mission 29B: Hall of Corruption

Winning Condition: Defeat the Leader

Leader: Rahouart (drops nothing)

Enemies: 1 Dark Angel (M), 1 Dark Angel (F), 2 Gorgons, 2 Swordmasters, 1 Vrtra

Union: Fallen Angel

Bonus Money: 0 Goth

‡The Dark Angels will drop Angel Fruit and Healing Essence which may be useful for the Final Battle. Kill them if you want.

‡Again go for the Leader if you're not interested in items.

Mission: 29B: Hall of Conviction

Winning Condition: Defeat the Leader

Leader/Class: Shaher/Fallen Angel (drops Anbicion)

Enemies: Cirvante (Dark Angel (M)), Lethe (Dark Angel (F)), 1 Angel Knight (M), 1 Angel Knight (F), 3 Daemons

Union: Fallen Angel

Bonus Money: 0 Goth

‡Lethe and Cirvante will drop Angel Fruit and Spirit Fruit.

‡Two of the Daemons will drop an Orb and a Revive Stone.

‡One of the Angel Knights will drop Healing Essence.

‡Same deal as the last two battles. Be careful though. Watch out for Shaher's Ice Requiem - it hits everyone for water-based damage and may put people to sleep.

Now you have the chance to organize your troops one last time for the final battle. Note that you will use the same 8 characters that you used in the previous battle. So make sure everyone is alive before you deal the angel the final blow or you'll be short characters! Be sure to have Longicolnis equipped to a character before entering the battle or YOU CANNOT WIN. You may also want to equip the Anbicion sword you just received. Any Snapdragon Swords you have will be of tremendous usefulness here.

Mission 30B: Nether Region

Winning Condition: Defeat the Leader

Leader/Class: Shaher/Sacred Demon

Enemies: 2 Dark Stalkers, 2 Hell Gigantes

Union: Netherworld

Bonus Money: 0 Goth

This is it, the Final Battle! Make sure you have a Priest with Resserction, Heal Plus, and Cleanse. I normally use 1 Priest, 3 melee units, a bow-user, 2 people to summon and another person to attack and summon (Elrik). Equip 1

person with Pearl Necklace and 2 with the Dragon Eyes. Be sure your Priest has either one of them. Give everyone else other than Alphonse an Amulet. This protects EVERYONE from being petrified and protects 4/8 of your characters from all status effects. Try to have a store of Healing Essences, Magic Essences, Healing Salves, Magic Salves, Wisdom Fruits, Spirit Fruit, and Angel Fruits.

Shaher has 4 moves:

Apocalypse: This will deal massive damage to 1 character. Very powerful

Cataclysm: This will deal massive damage to ALL characters other than Shaher, including his allies. Hope and pray he doesn't use it.

Day of Reckoning: Inflicts a random Status Effect (Sleep, Poison, Confusion, Charm, Paralyze, Petrify) on every one of your characters. This is why I mentioned the Pearl Necklace, Dragon Eyes and Amulets. This is why a protected Priest with Cleanse is useful to have. However if one of your characters is gravely injured, heal him and have someone else cure them with Spirit Fruit or another cure item.

Descent: Shaher will summon allies on the edges of the battlefield to replace his fallen troops. He will only use this when he has 2 or less allies. He will bring his minion count back up to 4. He can summon Dark Stalkers (Ninjas), Hell Gigantes (Giants), and Predators (Dragoons).

Note the Shaher also has an attack called Shear. He can use this in addition to another one of his skills.

Shaher's level will top at 37, and his minions at 35. If you train to level 40 or above you will have a significant advantage, but you can beat him as early as level 28. (I've never done that but I've heard others have.) To be safe, try around level 32.

SC

CC

S=Shaher

C=Your characters that can be hit by Shear.

YOU MUST HIT SHAHER WITH LONGICOLNIS!!! If you don't do this first, then all other attacks will deal no damage and you will lose in a few turns! Attack him with it from 2 spaces away to avoid Shear.

Strategies:

‡Charm two of his minions. This will cause all of them to waste their turns since the other 2 will always use Spirit Fruit on them.

‡You could also try to kill 2 of his allies every turn. This will cause him to use Descent every turn.

‡Kill the 2 Hell Gigantes and suspend. If he summons Dark Stalkers keep going but if he summons Predators reset. Predators are insanely powerful but 4 Dark Stalkers is pretty easy to deal with.

‡Have your Atropos user use it on him every turn. Put a Priest with Full Heal behind him or her. Use Full Heal every turn to heal the damage from Shear. Have the other characters kill 2 minions so he uses Descent every turn.

‡To avoid Shear have a character attack him with Clotho from 2 spaces away and the Anbicion (you can equip it between the last battle and this one) effect from the sword from two spaces away. Have everyone else take out minions so he uses Descent every turn.

Note: Not all of these strategies are mine. Various people on The tacticsogre.com message boards came up with some of them.

Congratulations, you've beaten Tactics Ogre: The Knight of Lodis. Hope you enjoyed it as much as I did! Try Quest Mode to hunt for rare items to extend your gaming pleasure!

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