

Tactics Ogre: The Knight of Lodis FAQ/Walkthrough

by FireLizard

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FAQ/Walkthrough

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Japanese: タクティクスオウガ外伝 ローデイスの騎士
Tactics Ogre Gaiden: The Knight of Lodis

English: Tactics Ogre: The Knight of Lodis

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----- 1. Introduction -----
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This is a FAQ/Walkthrough of Tactics Ogre: The Knight of Lodis.

It will run you through the basics of the game, and also give you a complete walkthrough through it.

This is NOT a story guide. I will not be explaining how the story goes between battles. I will explain each battle, and simply go on to the next. There's no point in me telling you the story because the game does a pretty good job of that.

There are also some databases down below of classes and emblems.

Enjoy!

Updated versions are available at GameFAQs.

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----- 2. Version History -----
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Version 1.00: First complete version. (November 11, 2004)

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----- 3. Game Basics -----
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3a. Controls
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A: Confirm choices, scroll through text, selecting things
B: Cancel choices, cancel selections, scroll through text
L: Shortcut button
R: Displays menu
D-Pad: Yeah, well, moving around
Start: Save during battle
Select: Displays Help messages

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3b. Battle Basics
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During battle, your army and the enemy army will go through "phases." In the player phase, you can move your units around.

To move one of your units, select him/her. The spaces around him/her should be highlighted. They indicate the range that he/she (I'm trying hard not to use sexist language...) can move to. Select the space where you want your unit to move and he/she will move to that space. Once you reach the space, you can have your units perform actions. He/she can use a close range attack, a ranged attack/spell/special talent, or use items. Once your character is done with his/her action, his/her turn is over. Alternatively, you can forcibly end the unit's turn by choosing him/her to wait.

Once you move all your units around, your phase is over (or you can forcibly end your phase by selecting End Phase from the Menu bar). Next will be the enemy phase, and the enemy will have its turn of performing actions. Then it will be your phase again, and so on until the battle ends.

A battle can end in a number of ways. The simplest is to fulfill the objective of the battle and win. An objective can be to defeat the enemy leader, defeat all enemies, defend a certain unit, etc.

Alternatively, you lose if all your units are defeated. Also, if your leader, Alphonse, dies, you lose automatically.

Some tips to make battles more efficient are to attack from behind, heal often, kill ALL the enemies, and to persuade if killing will take too long.

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3c. Elements
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Elements play a major role in this game. Every unit, friend or foe, in the game, is associated to one of 6 elements: Fire, Water, Wind, Earth, Virtue, and Bane.

During battle, in the topright of the screen you'll notice a description of the land that the cursor is resting on. You'll see that each type of land affects the elements in different ways. Grass, for example, provides a + bonus to Wind while it gives a - disadvantage to Earth. Wind elemented units fighting on grass, therefore, will get boosts to their offense, defense, hit rate, and evasion, while an Earth element will get deductions.

So always watch what element your unit is, and what kind of landscape he/she is setting foot on to fight more effectively.

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3d. Movement
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How far your characters can move depends on their Agility rating and their equipment. Although each class has a default movement rating, it can be greatly stretched or diminished depending on Agility and equipment.

Generally, high Agility gives more movement.

Also, equipping things will bring the unit's movement rating down. However, certain pieces of equipment are heavier than others. For example, a full suit of armor will weigh down a character much more than a robe, so equipping the armor will reduce his/her movement more than the robe will.

You will often have to sacrifice defense for movement, and vice versa. Think about which is more important to you, and adjust based on your taste.

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3e. Landscapes
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Landscapes affect more things than just the elements. They also give movement penalties.

For example, wading through water is a lot more difficult than walking on a paved road. Therefore, you can move less through water than on the road.

All units that walk are affected by movement penalties. Units that have flying and warping abilities need not worry about it.

Also, water is a bit different. In addition to slowing down your unit a ton, units in water get reduced attack and defense. The exception to this are units that can swim, which aren't affected by water at all.

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3f. Mental Gauge

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Under your character portrait in battle, you'll see a gauge with a number from -2 to +2. That is the character's mental gauge. It is normally at 0, but certain effects will lower or raise that number. For example, some units have the Fear effect, which lowers the Mental Gauge number of enemies around it. Still other units have the cheer factor which raises the Gauge of allies around it.

When a unit's Mental Gauge is below 0, its attack and defense capabilities will be lowered. Likewise, if the Gauge is above 0, attack and defense will be boosted.

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3g. Preferred Weapons

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Some classes have preferred weapons. For example, a Knight's preferred weapons are Swords and Thrusting Swords.

Units will do extra damage with their preferred weapons.

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3h. Persuading

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If you don't want to bother killing an enemy, you could try persuading it. Each character has a Persuade option in their menu. Using it, you can try to persuade an adjacent enemy. Persuaded enemies will be guest units until the end of the battle, and after the battle you can choose to recruit them as controllable units.

Often the chance of succeeding is abysmal. So try the following tips:

Lower the target's HP as much as you can

Certain classes can persuade other classes more easily

Get the Arbitration emblem

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----- 4. Characters -----

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Here's a character list.

1. Alphonse Loether アルフォンス・レーエル

A knight of the Lodis Empire. He is sent to Ovis along with Rictor.

Recruit: He's your main character.

Class: Soldier

Element: Varying

Alignment: Varying

Stats: Pretty much a melee fighter. You'll want to keep him in a class that has good defense because if he dies, it's over. His stats are all above average, however, so he has good potential no matter what class you put him in. Knight seems to be the standard, and that's not a bad choice at all. Alphonse is your leader, so like all other enemy leaders, he has the ability to nullify negative status effects.

2. Eleanor Oliato エレノア・オリアト

A girl living at the church in Solea. She rescues Alphonse when he washes up on shore.

Recruit: Automatically after beating Ch 1.

Class: Soldier

Element: Water

Alignment: N

Stats: Generally an all-around character, she'll do fine as either a melee or magical fighter. When her INT reaches 170, she'll obtain a move called Star Tiara, which is pretty powerful, so many like to use her as a spellcaster. I personally often make her a Knight.

3. Rictor Lasanti レクトール・ラスナンティ

A commander of the group sent to Ovis, and Alphonse's friend.

Recruit: Route B, after beating Castle Ostorea

Class: High Priest

Element: Earth

Alignment: L

Stats: In a good way, Rictor's stats are well rounded, putting it badly, they are mediocre. He's only got average stats for a melee fighter, and yet he's only got average stats for a spellcaster. Well, he can use all the Virtue element spells. Meh.

4. Cybil Alinda シビュラ・アリンダ

A mysterious sorceress that rescues Alphonse from sure doom.

Recruit: Route A, after beating Castle Ostorea

Class: Sorceress

Element: Wind

Alignment: N

Stats: A spellcaster that can use all the spells except the Virtue ones. She's great if you like magicians, but I actually don't, so I never use her much.

5. Ivanna Batraal イナンナ・バトラール

Once a member of the White Fang Knights, she left due to suspicions.

Recruit: Automatically after battle in Vespa Hills

Class: Knight

Element: Earth

Alignment: L

Stats: A Knight, but since she joins at a low level, you can pretty much change her into whatever you want. She's a valuable healer early in the game, so take advantage of that.

6. Orson Lamies オーソンヌ・ラミー

One of Rictor's most loyal guards.

Recruit: Route B, first battle

Class: Archer

Element: Wind

Alignment: L

Stats: He's an Archer, and Archers aren't as great as they were in the original Tactics Ogre. Put him in a different class, or bench him.

7. Shiven Verde シウエン・ベルデ

Cybil's most loyal servant.

Recruit: Route A, after first battle at Bison

Class: Ninja

Element: Fire

Alignment: C

Stats: Ninjas are great, and Shiven is one. What's more, he brings along the Kagaribi with him. You can start using him immediately and he'll remain useful throughout the game.

8. Aerial アエリアル

A mermaid warrior living in Rana.

Recruit: After beating her at Rana, she'll offer to join if Minverva wasn't killed in the previous battle at Alena.

Class: Mermaid

Element: Wind

Alignment: N

Stats: Mermaids are great in water, but there actually aren't that many maps with water to make use of her in. Mermaids sort of suck on land because their stats aren't very impressive, so I usually bench her.

9. Glycinia グリーシナ

A lost fairy who left the forest to look for her younger sister.

Recruit: Various opportunities arise during your quest. She comes with different equipment each time, so choose based on that.

Class: Fairy

Element: Wind

Alignment: L

Stats: Typical Fairy stats, but once you recruit Lubina, they can use an immensely powerful combo attack, boosting their usefulness a lot. Also, their healing moves are good to have.

10. Lubina ルビーナ

Glycinia's younger sister. She left home out of boredom.

Recruit: Gracula Volcano. Move Glycinia next to the Gremlin named Lubinnia and she'll join.

Class: Fairy

Element: Water

Alignment: N

Stats: See Glycinia.

11. Euphaire ユフイール

A shaman and Elrik's daughter. Elrik called the spirit of his dead wife, but it took over Euphaire's body.

Recruit: Beat the Birute Village map and she'll join.

Class: Shaman

Element: Fire

Alignment: C

Stats: A capable magician, plus she comes with the Salamander spell. She's definitely worth obtaining.

12. Elrik エルリック

Euphaire's father, and a necromancer. He called the spirit of... Uh, yeah, just see above :p

Recruit: Beat the Belleza Fort map and he'll join.

Class: Summoner

Element: Water

Alignment: C

Stats: He has Warlock-like stats, but he's a bit stronger in magic than Warlocks, making him relatively useful. And of course, he comes with the Fenrir spell.

13. Lobelia ロベリア

An Angel Knight that descended to the lower world.

Recruit: Chapter 3, go to Ardea and she'll offer to join only if Saia isn't in your team.

Class: Angel Knight

Element: Virtue

Alignment: L

Stats: Typical Angel Knight stats, but she seems to a bit faster than most others. Give her a Needle of Light or a powerful bow and she'll serve to be a great asset.

14. Saia ザイアン

A Demon that ascended to the lower world.

Recruit: Chapter 3, after beating Rimmon in Rebanada, go back and you'll find Saia. Defeat him and he'll offer to join.

Class: Lesser Daemon

Element: Bane

Alignment: C

Stats: He has Soldier-like stats, which makes him kinda weak. Lobelia is way better to recruit. Still, Saia is the only character whose specialty is axes, so he can be of some help if you equip him the Blood Cleaver or something. If you reject him, he'll give you a Ring of the Dead, and I'd prefer that over a mediocre fighter.

15. Deneb デネブ

Deneb is back.

Recruit: In Chapter 3, Recruit a female unit and name her "Deneb." Next, change her into a witch and you'll have Deneb.

Class: "Witch"

Element: Varying

Alignment: N or C

Stats: This is a vastly improved version of the witch, with higher stats and the ability to cast summoning spells. She's a great unit to have.

----- 5. Walkthrough -----
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CHAPTER 1

As the game begins, you'll encounter a fortune teller, and she'll ask you a bunch of questions. Your answers will affect Alphonse's stats.

Here is what each response will do:

Q1. "Bear which burden?"

- a) Resolve: 0, Fire
- b) Truth: -1, Wind
- c) Sacrifice: +1, Earth
- d) Affection: -1, Water

Q2. "Walk which path?"

- a) Belief: -1, N, Miracle
- b) Freedom: 0, N, Arbitration
- c) Wealth: 0, L, Embodiment of Desires
- d) Longevity: +1, C, Fist Fight

Q3. "Design which plan?"

- a) Strife: +1, Wind
- b) Wisdom: +1, Water
- c) Hatred: -1, Fire
- d) Prosperity: 0, Earth

Q4. "Swear which oath?"

- a) Purity: -1, L
- b) Revenge: +1, C
- c) Victory: +1, N
- d) Fuition: 0, C

Q5. "Share which vision?"

- a) Sadness: 0, N
- b) Mercy: -1, L
- c) Bliss: -1, C
- d) Terror: +1, L

Q6. "Shape which future?"

- a) Glory: +1, Fire
- b) Peace: 0, Water
- c) Change: 0, Wind
- d) Control: -1, Earth

Now, count up the total of the points you gained and match them below.

Alphonse's stats, your initial allies, and your initial items will change.

Alphonse's alignment and element will be the ones you chose most in your answers.

Also, depending on your answer to Q2, Alphonse's initial Emblem will be determined.

Total 6 to 4

Stats: HP+10 STR+10 AGI+4

Allies: Ninja, Archer

Items: Longsword x1, Healing Leaf x20, Healing Seed x2, Resurrection Altar x3

Total 3 to 1

Stats: HP+4 MP+6 STR+4 INT+4 AGI+6

Allies: Wizard, Archer

Items: Healing Leaf x20, Magic Leaf x2, Resurrection Altar x3

Total 0 to -3

Stats: HP+4 MP+4 STR+6 INT+6 AGI+4

Allies: Ninja, Cleric

Items: Francisca x1, Healing Leaf x10, Magic Leaf x4, Resurrection Altar x3

Total -4 to -6

Stats: MP+10 INT+10 AGI+4

Allies: Wizard, Cleric

Items: Healing Leaf x10, Magic Leaf x6, Resurrection Altar x3

Okay, now that we're set, let's get on with the game.

After the opening cutscene, your first mission will ensue.

===== MISSION 1: Lutra Islands =====

Objective: Kill Leader

Enemies

Leader: Bandit

Soldier(M) x2

Soldier(F) x1

Guests

Rictor, Orson, Leila, Justin

This is basically a tutorial, and the only character you can control is Alphonse. Your allies will give you tips, so listen to them. The objective here is to get used to the battle system. Move around and attack random targets. You'll get more EXP if you attack the boss, so hit him when you can. If someone just barely finishes off an enemy, move right in for the kill to gain more EXP. If you're lucky, you might be able to finish off the boss as well.

Trophies

Francisca x1

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After the battle ends, there will be a cutscene, and Alphonse will get thrown into the ocean.

When you awaken, you will be at Solea, and you'll see Eleanor for the first time. After the cutscene, you will meet Ivanna, and together you will head for Port Scabellum.

You'll be on the World Map for the first time now. Hit R to bring up the menu,

and save your game. Now head for your next destination.

===== MISSION 2: Port Scabellum =====

Objective: Kill Leader

Enemies

Leader: Mullin(Wizard)
Soldier(M) x2
Soldier(F) x1

Guests

Ivanna, Rictor, Orson

Pretty much another tutorial. Ivanna will tell you about the element system. When the battle begins, try to make your way toward the center of the map, and start attacking. Don't worry about taking damage because Ivanna will heal you if your HP becomes low.

Still, you are outnumbered, and beating those enemies 2 on 4 would be hard. No worries though. After 2 turns, Rictor and Orson arrive to save the day. Now it becomes just like the first battle, so leave it up to your allies and look to finish off enemies to gain EXP.

Trophies

Thunder Flare x1
Stone of Swiftness x1
Healing Leaf x1
Short Bow x1

=====
Cutscene. Rictor gives you your next objective, and he gives you 3500 Goth to use for whatever you want.

Now you'll be back on the World Map. Your Menu options have expanded, and now you can configure your party, use shops, and train. If you check out your team, you'll see that you have some new units: 2 Soldiers, and the units that were determined in the beginning questions. Still, it's not enough, so it's probably best to use the money Rictor gave you on recruiting some allies.

Bring up the Menu and select Shop. Now it's time to find some new allies to put in your team. Don't bother with humans, you've got enough of them already. The best choice in my opinion would be either a Dragon or a Hawkman. Well, Dragons are actually pretty useless at early levels, so probably a Hawkman is the best choice. Anyway, recruit what you wish, or if you don't want to recruit anything, then you can use the money on equipment.

Also, you might want to build up your characters to Lv 4 or 5, and change their class if possible.

Head for Vespa Hills.

===== MISSION 3: Vespa Hills =====

Objective: Kill Leader

Enemies

Leader: Cressida(Archer)
Soldier(M) x2
Soldier(F) x2
Bandit x2

Guests

Ivanna

This is your first real battle, as in you have control of all of your units except guest units. You're on your own now.

Ivanna will heal you as necessary, so you don't have to worry about your HP.

The Bandits and male Soldiers will probably clash with you first, so prepare for them. They'll come charging right at you, plus they're pretty durable, so fighting them head on might be tough. Therefore, a good strategy is to persuade the Soldiers to turn them to your side, and then kill off the Bandits. This makes things much easier.

Once the Bandits are done with, focus on the pesky bow-users and the boss. Bow-users are annoying because they keep just enough distance so as you can't reach them in 1 turn. Use Ninjas and Hawkmen with high movement to zero in on the female Soldiers to take them out. Alternatively, you can trap them and persuade them to obtain more allies free of cost.

Now for the boss. The boss is surprisingly powerful, and she is irritating as she keeps sniping you at a safe distance. Again, use Ninjas and Hawkmen to trap her in a corner of the map, and then wait for your other, heavier units like Alphonse to catch up. The boss is helpless against close range combat, so killing her is easy once you get close enough.

Trophies

Great Bow x1
Healing Leaf x2
Crown of Intellect x1
Stone of Swiftness x1
Sword Emblem x1
Cup of Life x1

=====
After the battle, there will be a cutscene, and Ivanna will join you.

If you go back to Vespa Hills, you will run into the first Glycinia Battle. See 6. Sidequests for more information.

Formido Fortress is next.

===== MISSION 4: Formido Fortress =====

Objective: Kill Leader

Enemies

Leader: Grimal(Knight)
Soldier(M) x3
Archer(M) x1
Archer(F) x1
Cleric(F) x1
Wizard(M) x1

The enemy has the advantage of being on higher ground, which means the Archers are going to be a pain in the beginning.

Anyway, the Soldiers and the boss are the first to start heading down to meet you. The Soldiers are easily taken care of, but the problem is the boss. You generally want to leave the boss for the last because you'll miss the trophies of the enemies you missed if you kill the boss early. Simply ignore the boss

for now, and if he starts to look like he might die, it's a good idea to actually heal him so he won't.

Make your way to the top, fighting the Soldiers on the way. You probably won't be able to kill the Soldiers in the time it takes to get up there, so the top of the fort will be a real mess. If an enemy Soldier steps on the very edge of the parapet, bash him with a Shield to send him toppling over the side, dealing critical damage AND preventing him from coming back up for a long time.

Once you get to the top, send a Ninja or Hawkman to take out the Cleric. Healers are always an annoyance, and should be dealt with first.

Finish off the Soldiers; they should be pretty worn out by the time you get to the top and kill the Cleric. Your next targets are the Archers and the Wizard.

The Wizard probably should be killed first because he's easily killed in close range, and his spells are pretty devastating once the damage starts piling on. Send some units with lots of HP, and have some ranged attackers back them up. Trap the Wizard and beat him to pulp.

Now for the Archers. The Archers will stay on top of the fort because bows are useless if you're on lower ground. Therefore, the Archers will be in close range, making them rather easy to kill. Dispose of them however you wish.

Next, kill the Boss. If he's been constantly attacking you and getting counterattacked in the process, his HP should be fairly low. Even if it isn't, ganging up on the boss by trapping him with melee units and hitting him with spells by Wizards or Ninjas will make short work of him.

Trophies

- Chainmail x1
- Healing Leaf x1
- Cup of Life x1
- Sword Emblem x1
- Stone of Swiftness x1
- Crown of Intellect x1
- Crag Crush x1
- Cleanse x1
- Numida Chronology (New Quest Mode Map)

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Cutscene. Alphonse gets captured and is thrown into the dungeon until Cybil frees him, granted that he will assist her in finding a sacred spear.

Alphonse doesn't really have a choice; it's take it or die.

So now your next destination is Urodela Cape.

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MISSION 5: Ardea Lake
Objective: Kill all enemies

Enemies

- Hawkman x3
- Fairy x2
- Griffon x2

Guests

- Cybil

Water, water, everywhere, and all the boards did shrink,

Water, water, everywhere, nor any drop to drink...

Um, yeah...anyway.

This map is covered with water. Your units will have a hell of a time crossing it to get to the enemy, but the enemy units have no problem whatsoever because they can all fly. The Fairies don't even get the water stat penalty because they're floating.

Cybil will be helping out greatly here with her spells.

Leave some untis behind at the starting point, and send the others towards the nearest island. There, wait for the enemy to advance. The Hawkmen and Griffons will charge you, and if you have the land areas secured, the enemy will have no choice but to land in the water. Their strength will diminish if they attack from the water, making them easy to kill as long as you stay on the land and prevent them from coming onto shore.

Now, the Fairies. Extremely annoying indeed. They have crazy movement, and their evasion rates are very high. The only way to kill them is to gang up on them one at a time. Cybil will also pitch in, hitting them with Thunder Flare. When you finally manage to catch up with one of the Fairies, attack it from behind, otherwise your attacks will not hit at all. Even from behind, you'll only have a 60% or less chance of hitting. Although they dodge a lot, if you do land a hit, it'll probably knock off most of their HP. Perserverence. Yes.

Trophies

Sword Emblem x1
Crown of Intellect x1
Sorcerer's Cup x1
Cup of Life x1
Stone of Swiftnes x1
Savage Bugle x1
Healing Leaf x1

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Good! The next map is much easier.

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MISSION 6: Cape Urodela
Objective: Kill Leader

Enemies

Leader: Sitri(Ninja)
Ninja(M) x3
Ninja(F) x2
Witch x1

Guests

Cybil

Almost all of your enemies are Ninjas, so their movement could be a problem. Also, they won't just advance toward you. They will charge you, but they'll hit you with Shurikens on the way, making the damage pile up.

Actually, before going for the Ninjas, try to get the Witch. A couple of well equipped Ninjas or Hawkmen should do the trick. If you leave her too long, her MP will become charged, allowing her to cast status nasties on you. Also, Witches have high AGI, so she's suprisingly hard to hit. Ninjas should be able to take her out without trouble.

The male Ninjas will have reached your front lines by now. While Ninjas are fast and block attacks a lot, when they take damage, they take a lot of it. Gang up on each Ninja 2 on 1 with your melee units, and they should go down fairly easily.

The Ninjas equipped with bows are more of a problem. They'll be moving all over the map, keeping a safe distance. Try to trap them in a corner and they won't be able to do anything.

The boss is the same story as the close range Ninjas, but he is carrying a much stronger sword. Like most bosses, gang up on him and he shouldn't be too tough to kill. Actually, make sure you make short work of him because too many hits from that sword are dangerous.

Trophies

- Matsukaze x1
- Healing Seed x1
- Magic Seed x1
- Resurrection Altar x1
- Cup of Life x1
- Sword Emblem x1
- Necklace of Resistance x1

=====
Cutscene. Rictor and Orson appear, and Rictor seems shocked to find Alphonse alive. He tries to get Alphonse to go with him, but Alphonse is suspicious and declines the offer, choosing to stay with Cybil.

The next cutscene is dilemma time. You'll be given one of two choices:

A: "I've no better ideas."

B: "It doesn't seem right."

Choose the first option to play the A route. Choose the latter to play the B route.

When you get back to the world map, equip the Matsukaze on one of your Ninjas. You're headed for Rana Sea, but depending on which route you chose, the path will be different.

So, which route did you choose?

===== MISSION 7A: Bison Swamps =====

Objective: Kill all enemies

Enemies

- Hawkman x3
- Blue Dragon x2
- Fairy x2

More water. Try to stay out of it.

The Hawkmen will be the first to reach you; the Dragons are much slower. Send some spellcasters after the Dragons, and have the rest of your team gang up on the Hawkmen to make short work of them.

The Dragons are incredibly durable, especially with the terrain bonus they're getting. Thankfully, their movement is pretty limited, so chip away at them from a distance. Powerful melee units such as Knights can also be used to keep them busy while your Ninjas and spellcasters hit them with magic. While Dragons are extremely durable against melee attacks, they are that much

vulnerable to magic.

The Fairies will be a pain again, so send Ninjas after them. Frankly, Ninjas are the only ones that can cope with the Fairies' high AGI and evasion. Now with the Matsukaze equipped, the Fairies will go down in no time.

Shiven joins you after the battle. He's another great Ninja and he brings the Kagaribi sword with him. Sweet.

Trophies

Healing Seed x1
Antidote x1
Tower Shield x1
Dragon Eyes x1
Sword Emblem x1
Crown of Intellect x1
Coral Harp x1

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MISSION 7B: Sufrir Ruins

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Objective: Kill all enemies

Enemies

Gremlin x3
Earth Dragon x2
Thunder Dragon x2

Guests

Orson

Get the Dragons first before they start assaulting you with breath attacks. Thunder Breath is especially irritating because it paralyzes targets. Send your melee units to take the damage while you have your spellcasters hit the Dragons with magic.

The Gremlins will fly up to high positions and snipe you, so your melee units on foot won't be able to reach them. Send fliers after them and they'll be no problem.

Orson joins you after the battle.

Trophies

Stone of Swiftness x2
Sorcerer's Cup x1
Sword Emblem x1
Crown of Intellect x1
Cup of Life x1
Mirror of the Gods x1

Proceed towards Arena Coast.

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MISSION 8A: Arena Coast

=====

Objective: Defend Minerva

Enemies

Leader: Damiel (Cleric)
Cassini (Knight)
Lendanto (Bandit)
Knight (M) x1

Bandit x1
Archer(M) x2

Guests

Minerva

You must protect Minerva, in other words, kill the leader without letting Minerva die.

Defending Minerva isn't all that hard because she'll head for the water, which means safety for a mermaid. You might heal her occasionally, but other than that, you can leave her alone.

Anyway, this map is again covered in water. However, your enemies are mostly weak in water as well, so you don't have to worry.

Just send your units right into the water and start making your way to the opposite shore. The enemy will also dive in and start moving toward you, but rather than fight in the water, get up onto the shore and then start attacking.

Since the boss is a cleric, this battle may take a long time because you have to leave the healer to the end, while you would normally dispose of the healer first. As soon as you can, trap the boss in a corner so he can't move around casting Heal Plus on everybody.

The Bandits are easiest because their stats are rather low compared to other units. Kill them off first.

Next, pick off the Knights one at a time. Knights as always are very durable, so a spellcaster should attack them while melee units keep them busy.

Archers should be becoming less and less of a problem. Chase them with Ninjas to trap them and have your melee units finish them off.

Now, go after the boss. A cleric on his own is a piece of cake, so just pound him into the ground as he deserves it.

Trophies

Robe of the Wise x1
Armlet of Agility x1
Tome of Discipline x1
Crown of Intellect x1
Cup of Life x1
Stone of Swiftness x1
Sword Emblem x1

=====

===== MISSION 8B: Arena Coast =====

Objective: Kill Leader

Enemies

Leader: Minerva (Mermaid)
Mermaid x3
Hawkman x2
Octopus x2

In Route B, you're out to kill Minerva.

The Hawkmen as usual will come rushing in first, to pick them off while they're still flailing in the water. Blasting them with spells and arrows from the

shore should take care of them.

The Mermaids will act somewhat randomly. While some may come charging in swinging their spears, others will keep their distance and wait for their SP to charge up and cast Lullaby to put your units to sleep. However, it seems that even the ones that come charging at you will back off and cast Lullaby once their SP fills up.

Either way, lure the Mermaids onto the shore and kill them there.

Octopi are insane in the water, so you'll have to lure them onto shore as well. Blast them with spells once they're on dry land.

Minerva will linger around the back at first, keeping her distance. When most of her allies are dead, however, she'll start approaching you. She actually isn't that much tougher than the other Mermaids, but she tends to stay in the water and will only rarely come out once her SP is depleted. When she does come up onto shore, surround her and she'll go down quite easily.

You have the option of not killing Minerva. She'll surrender if you bring her HP to below 20. Of course, if her HP is reduced to 0, she'll die. Whether she lives or dies affects the next battle, and if she dies, you won't get an ally that you'll otherwise get if she were alive.

Trophies

- Water Ring x1
- Ice Shield x1
- Cure Seed x1
- Sword Emblem x1
- Crown of Intellect x1
- Cup of Life x1
- Stone of Swiftness x1
- Urn of Chaos x1

=====
Now you've reached your destination, Rana Sea.

===== MISSION 9A: Rana Sea =====

*Note: This is also the map for Route B if you didn't kill Minerva.

Objective: Kill Leader

Enemies

- Leader: Aerial (Mermaid)
- Mermaid x3
- Fairy x2
- Octopus x2

More wonderful water to deal with. This time, however, your enemies love it. This will be a tough fight.

Fliers and Ninjas are a must-have in this battle. Hawkmen of course, and Vrtras are great to have as well. My team for this mission consisted of Alphonse, 2 Vrtras, 2 Hawkmen, 2 Ninjas, and a Cleric.

Try to pick off the Fairies first because they will be a nuisance if you leave them to shoot at you.

The Mermaids will reach you next. If at all possible, try to lure them onto the shore where they won't be so scary. If you can't, don't worry. If you

gang up on them with Ninjas, they'll still go down because Mermaids don't have very impressive stats.

So, what remains? The Octopi. All right, Octopi basically suck, unless they're in water, and this map is covered with it. Which makes the Octopi ridiculously strong and tough. They're practically invincible in the water, so you're going to have to lure them onto shore. When you do manage to get them onto the land, they're not too tough, so cook them. Do NOT try to fight them in the water. It just won't work.

Aerial isn't that tough, but she'll constantly attack from a distance, not allowing counterattack. Get her up on shore, and pound her with strong melee units like your Hawkmen, or, if you have them, upgraded Dragons.

You only have to bring Aerial's HP to below 20 to win.

Trophies

- Healing Seed x1
- Cup of Life x1
- Sorcerer's Cup x1
- Crown of Intellect x1
- Sword Emblem x1
- Stone of Swiftness x1
- Cassowary Feather x1

=====

MISSION 9B: Rana Sea

=====

Objective: Kill Leader

Enemies

- Leader: Aerial (Mermaid)
- Mermaid x3
- Hawkman x2
- Naga x2

This is the map you play if you killed Minerva in the earlier battle.

This is harder than the Route A map. You have Hawkmen instead of Fairies, but, more importantly, the enemy has Nagas. Nagas are the upgraded Dragon class that love water.

The Hawkman are easily disposed of because they can't swim.

The Mermaids will at first hit you with their spears, but when their SP is charged up, they will step back and cast Lullaby. They're much easier to kill out of the water, so lure them out if you can.

The Nagas are going to be a problem. You're not going to have much luck harming them while they're in the water, so bring them up to shore. Upgraded Dragons have great STR, so physical attacks aren't that effective anyway. Use spells on them and attack them with the Fafnir. The Fafnir will occasionally instantly kill a Dragon. Though rare, it's better than nothing.

Trophies

- Sorcerer's Cup x1
- Crown of Intellect x1
- Sword Emblem x1
- Dragon Stone x1

=====

Long cutscenes. You'll be given more information on the sacred spear.

If Minerva is alive, Aerial will offer to join you.

You're headed for Solea Beach to ask Eleanor some questions.

===== MISSION 10: Solea Beach =====

Objective: Defend Eleanor

Enemies

- Leader: Karcist(Dragoon)
- Archer(F) x2
- Red Dragon x1
- Blue Dragon x1
- Earth Dragon x1
- Thunder Dragon x1

Guests

- Eleanor

The Archers must be taken out first. Both of them carry Dragon Stones, which give +1 bonuses to the Dragons' Mental Gauges, adding on the Dragons' already incredible vitality. Since the Archers will chase after Eleanor, she will draw them toward you by fleeing to your side. Take them out when they get close enough.

The Dragons will charge at you. It's probably best to meet them head-on. But don't cluster together; the Dragons' breath attacks will be much more devastating if you do. Chip away at the Dragons until they die.

The boss is very durable and he's carrying a pretty nice sword, making him a little tough. Your weapons won't be damaging him much, so magic is the key. Spells and talents such as Dragon breath and Thunder Arrow will do a number on him. You'll want to send some units with high defense to keep him occupied. Also, if you use Dragons, keep in mind that he MIGHT occasionally launch a one hit kill. However, the chances are slim, so don't be afraid of using Dragons.

Trophies

- Fafnir x1
- Sherwood Hat x1
- Dragon Eyes x1
- Sword Emblem x1
- Cup of Life x1
- Stone of Swiftness x1
- Resurrection Altar x1

=====

Cutscenes. Eleanor will now join you as a guest unit.

We're off to Aquila.

===== MISSION 11: Aquila Volcano =====

Objective: Kill all enemies

Enemies

- Hawkman x2
- Gremlin x2
- Cereberus x1
- Red Dragon x2

Guests

Eleanor

The Hawkmen will come rushing at you right from the start, so pelt them with ranged attacks on the way and finish them off when they reach you.

Although the Gremlins are annoying, the damage they do is negligible, so leave them for now.

Head down, hitting the Dragons and the Cereberus with magic and ranged attacks on the way. When you meet them, chances are the monsters will have their SP charged up, so prepare for Fire Breath and Mesmerize. The Cereberus is less durable than the Dragons, so take it out first. Strong melee units should be sufficient. Chip away patiently at the Dragons.

Once the monsters are dead, send Ninjas and fliers after the Gremlins and hunt them down. This part is easy.

Trophies

- Cure Seed x1
- Sorcerer's Cup x1
- Crown of Intellect x1
- Cup of Life x1
- Sword Emblem x1
- Stone of Swiftness x1
- Mirror of the Gods x1
- Epic of Tinea (New Quest Mode map)

Cutscenes. End of Chapter 1.

 CHAPTER 2

After more cutscenes, you'll be headed towards Sotavento Village. You can now choose to recruit Eleanor as a controllable character.

Off to Vespa.

===== MISSION 12: Vespa Hills =====

Objective: Kill Leader

Enemies

- Leader: Surgat (Beast Teamer)
- Cereberus x3
- Cockatrice x2
- Griffin x2

A healer with the Cleanse spell is a necessity here. It's quite obvious as to why; the Cockatrices will be blasting you with Petro Breath, turning your units to stone.

First off, try to make sure to keep the boss away from the monsters because he provides a +1 Mental Gauge bonus to monsters near him.

Kill the Cockatrices first. Their stats are rather weak, so they aren't that hard to kill with some good melee units.

The Cereberi should be taken on next. Cereberi have decently high stats, so you should concentrate most of your forces on killing them. Cereberi are tough 1 on 1, but if you gang up on them, they'll go down pretty quickly.

The Griffins will rush you until their SP is filled up, and then they'll move away and hit you with Windstorm. Once the Cockatrices and Cereberi are taken care of, chase after the Griffins and hunt them down. They shouldn't be a problem because their stats are pathetic.

The boss isn't that tough, either. He's a Beast Tamer, and that's not the best class out there. He won't be able to do anything if you gang up on him.

Trophies

Beast Whip x1
Wisdom Fruit x1
Cup of Life x1
Sword Emblem x1
Crown of Intellect x1
Stone of Swiftmess x1
Urn of Chaos x1
Tome of Discipline x1

=====
Now, you can either head straight for Sotavento, or you can do some optional quests to gain extra characters.

I suggest that you do the extra quests; they aren't that hard, and the units you can recruit are well worth the effort.

If you decide to do the optional missions, keep reading. If not, skip towards MISSION 16: Naja Forest.

===== MISSION 13: Gryllus Forest =====

Objective: Kill all enemies

Enemies

Ghost (M) x2
Rotten Soldier (M) x2
Rotten Soldier (F) x2
Rotten Wizard (M) x2
- Reinforcements -
Rotten Soldier (M) x1
Rotten Soldier (F) x1
Ghost (M) x2

If your levels are around 20 or so, this battle is a piece of cake because the enemies don't get much higher than Lv 14 or 15. On the other hand, this could be hard if your levels are still on the low end.

Some things to prepare before the battle are a Priest with the Exorcism spell and/or an Angel Knight with the Banish skill. This would help greatly since all of your enemies are undead. If not...well, good luck.

The undead Soldiers have to cross water, so you have a chance to snipe them while they're wading across the river. However, this doesn't prove true with the Ghosts. The Ghosts teleport AND float, so water means nothing to them. The Ghosts will reach you in no time, so you better be prepared.

Hit the Ghosts with magic and kill them. Meanwhile, send some Hawkmen or Vrtras to fly over the river and attack the undead Wizards. The Soldiers

should have reached land by now, so rush them with melee units.

It doesn't sound that hard, and if they weren't undead, it wouldn't be. But since they are, you have to be quick because they'll keep regenerating after they die. Actually, Exorcism isn't just advised. It's necessary. While this map is hard without the spell, with the spell it becomes a joke.

Just keep feeding your Priest Magic Seeds while he/she blasts the enemy with Exorcism. It's easy this way. If you don't have a Priest with the Exorcism spell, I suggest that you go create one.

Also, you don't want to linger around too long because reinforcements will eventually arrive, and more undead to deal with is the last thing you need.

Trophies

None

=====
Move on to Blete Village.

===== MISSION 14: Blete Village =====

Objective: Kill Leader

Enemies

Leader: Euphaire (Shaman)

Warlock x1

Rotten Knight (M) x2

Rotten Knight (F) x1

Rotten Wizard (F) x2

Dragon Zombie x1

Note: Include Elrik to see some extra dialogue.

Again, Exorcism is important in this battle.

This battle is cake with Exorcism. Just keep blasting the undead while other units feed the Priest with Magic Seeds.

If you don't have the Exorcism spell, then prepare for a rough fight. The Knights will come running at you first, so take them out with spells and strong melee units. Send Hawkmen after the Wizards to make short work of them.

As for the Dragon Zombie, facing it head on could be difficult. It has high defense, and its Rotten Breath will lower your attack power. Since it'll take so long to kill it, the other undead that you killed earlier will pop back up while you're trying to defeat the Dragon. I didn't feel up take the effort to kill the Dragon, so I simply persuaded it. It just makes things a lot easier.

The Warlock isn't much to worry about; he doesn't have any offensive capabilities except for his sword, which is wasted because of his low stats. Rush him with melee units and he'll fall.

Euphaire, being a typical magician, isn't that tough to deal with either. With crap defense, a pack of Knights will bring her down handily.

How you deal with the undead is what makes or breaks this battle for you.

Trophies

Salamander x1

Sword Emblem x1

=====
After the battle, Euphaire will offer to join you.

Now, head for the remaining map for the optional quests at this time. Go to Belleza Fort.

===== MISSION 15: Belleza Fort =====

Objective: Kill Leader

Enemies

Leader: Elrik (Summoner)

Olen (Valkyrie)

Ninja (F) x3

Valkyrie x1

Witch x2

Note: Include Euphaire to see some extra dialogue.

Fliers are better to have here because of the steep elevation.

One of the Witches has Fluid Magic, which she will use on Elrik to instantly charge up his MP. Elrik will then start bombarding you with his Fenrir summon. However, computer players generally tend to use summons on large groups, while they are more effective on a single target. Therefore, Fenrir actually isn't that much of a problem.

Still, if he keeps casting it over and over again, the damage will pile on, so it's best to cut off his magic supply. Send some fliers to rush the Witch with Fluid Magic and kill her.

Next, the Ninjas. You won't have to go after them because they'll come to you, except for the one carrying the bow. Send a flier after the bow Ninja and kill off the other two as they come. They'll easily die if you get behind them; although their evasion rates are very high, they sacrifice defense for movement, so a few hits is enough to bring them down.

Kill the Valkyries next. You're just going to have to duke it out with them, there's no easy way to kill them off.

Fly up and take out the remaining Witch, and then focus your attacks on Elrik himself. Like many magicians, Elrik is helpless if gets surrounded by strong melee units.

Trophies

Fenrir x1

Trident x1

Warp Shoes x1

Pointy Hat x1

Plumed Headband x1

Spell Robe x1

Sword Emblem x1

Stone of Swiftness x1

=====
Elrik will join your team after the battle.

Now, head towards Naja Forest and Sotavento.

===== MISSION 16: Naja Forest =====

Objective: Kill Leader

Enemies

Leader: Grevis (Siren)
Knight (F) x2
Wizard (F) x2
Soldier (F) x1
Cleric (F) x1
Witch x1

Grevis will cast the Gnome summon spell, and she has the Witch to charge up her MP for. It would be ideal to kill the Witch first, but that would be difficult because she's stationed way in the back and generally won't come near you. You're going to have deal with the Knights first anyway because they'll be coming at you head on, blocking your path.

Therefore, bring some fliers, preferrably Vrtras. Send them straight toward the Witch, ignoring the Knights and Wizards and such. Meanwhile, have your other units advance forward to meet the Knights.

When your fliers are done killing the Witch, have them take out the Cleric. Once they're done, have them attack the Knights as well. Going full force on the Knights should bring them down fairly quickly because there are only two of them.

The other units aren't that tough to deal with. Wizards as always will fall quickly before melee units, and the Soldier is just a matter of constant hits.

Grevis really can't do much of anything without the Witch around except wait for her MP to fill up. She's easy once her allies are dead, so kill her in whatever way you wish.

Trophies

Gnome x1
Cleanse x1
Earth Shield x1
Water Garb x1
Ice Wand x1
Earth Wand x1
Sword Emblem x1
Stone of Swiftness x1

=====
The next battle at Sotavento is a little difficult, so make sure you're well prepared.

=====
MISSION 17: Sotavento Village
=====

Objective: Kill Leader

Enemies

Leader: Nichart (Esquire)
Valkyrie x2
Knight (M) x3
Priest (M) x1
Witch x1

The first units to go after are the Valkyries. Valkyries provide a +1 Mental Gauge bonus to male units. Since they tend to linger around the Knights and Nichart, they'll be getting a constant +2 bonus to their Mental Gauge, making them a lot tougher than they need to be. Getting rid of the Valkyries is your

first priority.

Nichart, instead of charging in, will at first tend to stay back and hit you with his spell. The damage is negligible, so you can leave Nichart alone until you deal with his buddies.

Once you've either killed or persuaded or done whatever with the Valkyries, send a few towards the back to kill off the Witch and Priest while the rest of your team concentrates on the Knights. While the two spellcasters are easily killed, the Knights can be a problem with their high defense. Also, Knights negate the Fear component, so you can't rely on Vrtras to lower their Mental Gauges.

The best way to kill the Knights is to attack them with Summons. A well-built up Euphaire can work wonders with Salamander and Fenrir. Have her cast a summon on one of the Knights at a time; that way, they'll take more damage at once.

By this time, Nichart will have quit casting spells and will get up close and personal with his spear. Duking it out is the only way here, it's a battle of endurance. Keep him busy with your melee units while Euphaire and other magic users hit him with spells.

When his HP is reduced to 20, Nichart will bail out.

Trophies

Earth Garb x1
Resurrection x1
Altar of Resurrection x1
Sword Emblem x2
Stone of Swiftness x2

=====
Cutscenes. Alphonse releases a rumor that he has the Sacred Spear to find out what Rictor's intentions are.

You're headed for Castle Ostorea, where Rictor resides.

=====
MISSION 18A: Haena Hills
Objective: Kill Leader

Enemies

Leader: Orson (Archer)
Archer (M) x2
Ninja (M) x2
Swordmaster x2
Thunder Dragon x1

The Archers will all be sniping you from the top of the hill, but there's nothing you can do about it at first because of the elevation difference. Instead, focus on the units that come advancing towards you, the Ninjas and the Swordmasters.

The Ninjas are easily taken care of. The Swordmasters are the problem. Swordmasters have high attack power, and they're fast and accurate. Gang up on them with your melee units while having your spellcasters hit them from afar.

One of the Swordmasters is carrying the Teleport spell, and one of the Ninjas is carrying the Yomogiu sword. These two you definitely want to kill or

persuade to get the items.

Send some magicians after the Dragon, and have the rest of your team proceed up the hill to get the Archers. Once you get close enough, the Archers should not be particularly tough.

Orson himself is rather strong. He can pack quite a punch with his powerful bow and high terrain bonus. Just don't let him keep his distance; make sure you can always close in on him and hit him down. Since he's only carrying a bow, Orson won't be able to do much in close range combat. But if you let him keep his distance, he'll be quite a pain indeed.

Trophies

Thunder Bow x1
Yomogiu x1
Forest Boots x1
Flame Leather x1
Thunder Chain x1
Teleport x1
Sorcerer's Cup x1
Crown of Intellect x1

===== MISSION 18B: Haena Hills =====

Objective: Kill Leader

Enemies

Leader: Khodar (Duke Knight)
Duke Knight x3
Dragoon x2
Dragon Tamer x1
Earth Dragon x1

Here you'll be introduced to the Duke Knight class, a very strong enemy-only class. They're extremely durable, and they are formidable opponents with their weapons and ability to cast all spells.

Duke Knights are strong against both weapons and magic, so you're just going to have to chip away at them patiently. There's no easy way to get rid of them. It's likely to end up in a slugfest, so make sure to keep your HP up.

There are also two Dragoons, another powerful class. Just in case, you might want to keep Dragons out of this battle. Hit the Dragoons with summons and other spells while your melee units act as decoys. Don't let them target your magicians or healers because they will do critical damage if they do.

They're easy to forget, but there are also a Dragon Tamer and an Earth Dragon. Take out the Dragon Tamer first; she's a lot weaker, and she adds a +2 bonus to the Dragon's Mental Gauge with the sword she's carrying. Then you can attack the Dragon with ease. Earth Dragons are easier to deal with than the other types because their breath attacks only cause poison, which isn't that bad compared to the other Dragons' attacks.

The boss is a Duke Knight, making him a tough opponent to kill. Slugfest. It's the only way, I'm afraid.

Trophies

Gram x1
Ice Blade x1
Dragon Gem Sword x1

Heavy Armor x1
Dragon Armor x1
Ice Shield x1
Winged Shoes x1
Dragon Eyes x1

=====

You've reached Castle Ostorea.

Make sure you save before you enter. There'll be no saving once you enter the castle, except for in-battle saving.

Also, before entering the castle, you have the option of going back to Rana Sea to collect the Zephyrus Spear, which is very powerful. You can always come back later, however, so if you feel you don't need it just yet, you can just go on towards the castle.

When you enter, you'll be given 2 routes, both of which you have to beat. One is entering from the south end, and the other is entering from the west. It doesn't matter which you start from, but note that you can't use the same units in each. If you start from the south and use Alphonse, then you won't be able to use him in the other map.

Decide how to divide up your team, and attack the castle when you're ready.

===== MISSION 19: Castle Ostorea, South Gate =====
Objective: Kill Leader

Enemies

Leader: Nichart (Esquire)
Lethe (Venefica)
Duke Knight x2
Siren x2
Witch x1
Priest (F) x1

Note: Include Alphonse to see some extra dialogue.

First, send a flier toward the Priest and take it out. Save yourself the trouble of having to deal with healing.

The Sirens and the Witch can be dealt with later; they don't have particularly dangerous spells. The same actually goes with Lethe. All she has is Thunder Flare and Fluid Magic. She'll occasionally use Fluid Magic on the Sirens, sacrificing her own magic for that of lesser power. Therefore, Lethe isn't that much of a threat.

Now, the Duke Knights and Nichart himself are a threat. The Duke Knights are very durable as usual, so you're just to going to have keep chipping away at them until they die. Dragon Breath is pretty useful against them, so use it if you have it.

Next, go ahead and kill Lethe. She's a lot more durable than the average magician, so it might be tougher than you think. If you treat her like an average Knight or Soldier, she won't be a problem. Surround her and kill her off. She'll bail out when you defeat her.

Send a few units to go after the Sirens, and focus your remaining troops on Nichart. You're going to pretty much have to duke it out with Nichart. He tends to target Alphonse and those with low defense, particularly magicians.

Make sure he can't reach your Priests and so on, because if he can, he will go attack them. Make a wall or surround him with your melee units and pound him until he dies. It'll take a while, but as long as you have him outnumbered, you can't lose.

Trophies

Osric's Spear x1
Firedrake Sword x1
Caldia x1
Divine Radiance x1
Cloak of Authority x1
Healing Salve x1
Stone of Swiftess x1

=====
The West Gate is next (or first, if you chose to come here first).

=====
MISSION 20: Castle Ostorea, West Gate
Objective: Kill Leader

Enemies

Leader: Margaret (Swordmaster)
Duke Knight x2
Archer (M) x2
Warlock x1
Hawkman x2

Note: Include Ivanna to see some extra dialogue.

Watch out for your magicians in this map. The Archers on top of the gate have incredible range and can hit you after you advance only a few steps. They won't be able to hit you if you have your units hug the castle wall, however.

The Hawkmen as usual will come flying in at you first, so kill them off.

Next you have to deal with the Duke Knights. They are tough as always, and one of them has a healing spell, making him even more durable. Focus on the one with the healing spell first and take it out. No more healing for them.

The other Duke Knight is just annoying because of his high defense, but not a real threat. Just be patient and kill him off.

Send fliers up to the gate and take out the Archers. Note that one of the Archers has a Tundra Bow, so if you want it, you'll have to persuade him. Now all that remain are the Warlock and Margaret herself.

The Warlock shouldn't much of a problem. He's subpar as both a magician and a swordsman, making him rather easy to deal with. Dispose of him and focus on Margaret.

Now, Margaret is a so-called "Swordmaster," but that's just a name. Her stats will blow your typical Swordmaster out of the water, with much higher vitality and power. She also has the Atropos skill, which is fairly powerful.

However, Atropos is Margaret's strongest weapon and also her greatest weakness. Since using Atropos will inflict self-damage, her HP will keep getting lower and lower without you having to do much of anything. Thus, she actually isn't that hard to kill. Just make sure to keep your HP up to deal with the heavy damage that Atropos does.

Trophies

Notos x1
Sum Manuus x1
Saint's Shield x1
Grincer Coat x1
Sacred Ring x1
Stone of Swiftness x1
Crown of Intellect x1
Healing Salve x1
Atropos

You'll get the Atropos skill book from Margaret. You have to choose NOW who you want to teach it to. Give it to your best sword user, who for me always seems to be Alphonse.

=====

You've broken through!

Now, let's charge the inside.

===== MISSION 21: Castle Ostorea, Throne Room =====

Objective: Kill Leader

Enemies

Leader: Rictor (High Priest)
Justin (Knight)
Leila (Knight)
Duke Knight x2
Witch x1
Wizard (M) x2

Heal Plus is a must-have here.

The Witch will use Fluid Magic to charge up Rictor for his summon spell, Ignis Fatus. Try to take her out as quickly as you can, because not only does she cast Fluid Magic, she also has Petro Cloud. Very dangerous. You can probably take her out before she gets a chance to cast Petro Cloud by sending powerful fliers like Vrtras straight up to her and killing her off.

While you're at it, after you take out the Witch, kill the Wizards as well. They're a joke at close range combat; a few hits from a strong melee fighter and they'll go down.

It'll probably take a few turns to kill off the magicians completely, meaning Rictor will get enough rounds of Ignis Fatus to damage your team severely. That combined with the Knights and Duke Knights bashing you with their swords will pile on the damage quicker than you think.

As for the Knights and Duke Knights, they have the usual annoyingly high defense. You'll just have to chip away at them patiently. You might want to kill the Knights first because they each have the Heal spell, which is a nuisance. Also, if you like using Dragon Breath like I do, you'll want to know that the male Knight has the Dragon Helm equipped, which blocks Dragon Breath entirely. By the way, do you remember who these Knights are? They were guests in the very first battle, but they were still Soldiers back then.

Rictor will eventually run out of MP with the Witch gone, and when he does, he'll resort to hitting you with his sword, which is a joke compared to the spell. He's weak on his own because his defense isn't too impressive, so surround him and kill him. However, don't take too much time because he'll

heal himself when he gets badly wounded. Knock him down quickly and he won't have the chance.

Trophies

Dragon Helm x1
Dragon Shield x1
Water Garb x1
Warp Ring x1
Petro Cloud x1
Sorcerer's Cup x1
Sword Emblem x1

=====

After some cutscenes, you'll be headed down towards the underground crypt.

===== MISSION 22A: Castle Ostorea, Crypt =====

Objective: Kill Leader

Enemies

Leader: Rictor (High Priest)
Angel Knight (F) x2
Valkyrie x2
Knight (M) x2
Warlock x1

First off, the Angel Knights can be persuaded, so I suggest you do so. Angel Knights are great allies, and they are hard to create. You're given two free ones to recruit here, so why not take the offer? Even if you don't like Angel Knights, they happen to be pretty annoying as enemies, so persuading them is an easy way to get rid of them.

Kill the Valkyries first. Their ability to give a +1 bonus to male units' mental gauges is something you could do without, especially while the Knights are so darn durable already.

While your melee units on foot clash with the Knights next, try to take out the Warlock. By the time you reach the Knights, Rictor will have a nice store of MP charged up, so he will blast you with Ignis Fatus if you come close. It might be hard reaching the Warlock because Rictor will be in the way, but sending Vrtras with their Fear effect will lessen Rictor's power somewhat. Get the Warlock in the meantime.

Kill off the Knights, and go for Rictor. Rictor is the same as before, and he isn't too tough at close range.

There's a Ring of the Dead hidden near one of the coffins, so don't miss it.

This isn't a particularly difficult map. The B Route map is considerably harder.

Trophies

Ignis Fatus x1
Earth Javelin x1
Needle of Light x1
Earth Shield x1
Plumed Headband x1
Warp Ring x1
Crown of Intellect x1
Healing Salve x1
Cave Exploration (New Quest Mode map)

===== MISSION 22B: Castle Ostorea, Crypt =====

Objective: Kill Leader

Enemies

- Leader: Naris (General)
- Knight (F) x2
- Duke Knight x4
- Priest (F) x1

4 Duke Knights and 2 Knights. You have 6 melee units with high defense to go up against, so prepare for a long fight. Plus the fact that Naris himself is also a heavy infantry type unit, so you're actually up against 7.

Take out the Priest first. That will speed up things. A little.

Next, locate the Knight with the Heal spell, and kill her. Cutting off the enemy's healing supply will sort of make things go faster.

All you can do with the remaining Knight and Duke Knights is to simply duke it out. A slugfest will most surely result here, so your endurance will be the key. Keep a healer handy, and perhaps 1 spellcaster would help as well. Other than that, however, it's best to use melee units that can withstand a lot of damage from physical attacks. Vrtras are great, as are Dragoons and Knights.

One of the Duke Knights is equipped with a bow, so you can leave him until later because he'll keep his distance, and a bow's damage is negligible anyway.

Once you finally manage to kill off all the Knights and Duke Knights, you can focus on Naris, who will surely have already been attacking you by now. His special attack will cause sleep, and even instant death at times. Having a Priest with the Ressurrection spell might be a good idea. Treat Naris like a typical melee unit with high defense, and you'll be fine. He'll just take longer to kill than typical melee units because his stats are a lot higher, and he has great equipment.

Trophies

- Blood Cleaver x1
- Laevantein x1
- Sword of Tiamat x1
- Reincarnate x1
- Healing Salve x1
- Magic Salve x1
- Tome of Discipline x1
- Sword Emblem x1
- Cave Exploration (New Quest Mode Map)

More cutscenes. You'll be introduced to Shaher here. Looks like your real enemy has shown up now...

End of Chapter 2.

CHAPTER 3

Some more cutscenes. If you're on the A Route, Cybil will now join your team as a controllable character. On the B Route, Rictor will join you. After more

scenes, you'll be back on the world map.

Your next destination is Harmonia Plains, but there are some sidequests you can do before you head there.

First, the non-battle sidequests:

1. Head to Solea Beach. There will be a scene between Alphonse and Eleanor. You'll be given a choice in the dialogue, but whichever you choose, you'll get a decent item.
2. Go to Lake Ardea, and an Angel Knight named Lobelia will offer to join your team. If you decline the offer, she'll give you a Seraph Plume instead. Note that if Saia is already in your team, she won't offer to join at all; she'll just give you the item and leave.
3. If you haven't already, you can go to Rana Sea and obtain the Zephyrus spear.
4. You might want to go through the Glycinnia sidequest if haven't done so already. See 6. Sidequests for more information.

Now, for the sidequest battles. If you don't want to play the sidequests, skip down to MISSION 25.

===== MISSION 23: Rebanada Caverns =====

Objective: Kill Leader

Enemies

- Leader: Rimmon(???)
- Rotten Knight(M) x2
- Ghost(F) x3
- Dragon Zombie x2

Note: Include Elrik to see some extra dialogue.

Exorcism and Banish work wonders here. With these two spells, the undead will be gone in no time.

Note that one of the Dragon Zombies has a Necklace of Resistance equipped, so it will be immune to Exorcism. You're going to have to kill it manually and hope it doesn't regenerate until you kill Rimmon. Therefore, the most effective way to ensure that it won't be a problem is simply to persuade it.

Rimmon is THE most powerful melee enemy you'll ever face. He has the highest physical defense of any enemy, including the final boss. On the other hand, his INT is rather sad, making him susceptible to magic. Still, his magic defense is also well above average; it's just that magic will damage him more than physical attacks. Atropos will is one of the few ways to deal somewhat on-par damage to him, so use it effectively combined with summons.

Trophies

- Goblin Helm x1

=====

Once you defeat Rimmon, you can go back to Rebanada for another sidequest.

===== MISSION 24: Rebanada Caverns =====

Objective: Kill Leader

Enemies

- Leader: Saia(Lesser Daemon)
- Gorgon x3
- Hawkman x2

Note: Include Lobelia to see some dialogue between Lobelia and Saia.

Shields are recommended on this map for obvious reasons: the Gorgons. They have a mass petrification skill called Evil Eye that has infinite range in the direction that the Gorgon is facing. Any units that are facing the Gorgon will be turned to stone unless they have shields equipped.

The Gorgons aren't too tough, except you just have to watch out for Evil Eye. They also won't be using it much anyway because it takes 30 SP to use, and it will take time to charge up. So basically they'll usually be hitting you with their weapons, which don't do much damage due to their mediocre stats. They aren't that difficult to kill.

There are 2 Hawkmen, one with a spear and one with a bow. The one with the spear is easy to kill because he comes rushing in without thinking. As for the one with the bow, you might want to wait until you do something about the Vrtras. Bows do negligible damage anyway.

The Vrtras are strong, no doubt about it. Not only are their stats incredibly strong, but they also have the Fear effect which lowers the mental gauges of those around them by 1. I suggest using Knights against them because Knights negate the Fear effect. Dragoons are always nice as well because they just might launch an instant kill attack. Hitting them with magic from afar is also good, if you're more a magician type.

Saia isn't particularly tough. His stats aren't too impressive, and he's weaker than the average Knight or Dragoon. You should be able to bring him down handily.

When the battle finishes, Saia will offer to join you, only if Lobelia isn't already in your team. If you decline the offer, he'll give you a Ring of the Dead(!) and leave. If you ask me, a Ring of the Dead has more value than Saia. I typically choose Lobelia and get the Ring of the Dead from Saia to make a much more useful unit: the LICH!

Trophies

- Earth Dragon Axe x1
- Rapture Rose x1
- Flame Bow x1
- Earth Leather x1
- Ring of Floatation x1
- Snapdragon x1
- Sword Emblem x1
- Stone of Swiftness x1

=====
Now, you've finished the sidequests. Head for Harmonia to get on with the story.

===== MISSION 25: Harmonia Plains =====
Objective: Kill the Twins

Enemies

- Leader: Cirvante (Venefic)
- Leader: Lethe (Venefica)
- Gorgon x2
- Daemon x2
- Giant x2

Gorgon alert! Shields should be equipped here.

The Daemons shouldn't be that much of a problem, so take them out first. They'll charge in at you, making them rather easy to kill. Although they have a Summon Darkness skill that summons undead onto the map as reinforcements, they won't use it very often here. One of the Daemons will drop a Ring of the Dead, so make sure you kill him.

The Giants have hellish HP and STR, making them very durable against physical attacks. However, due to their lack of speed, they'll have trouble hitting things. But if they do land a hit, expect it to hurt. Chipping away at them with magic is a sure way to bring them down. Watch out if they use Titan Crush. While it only has a 50% or so chance to hit, if it does, it will severely injure any unit; a spellcaster especially may suffer fatal damage.

Gorgons aren't a threat as long as you can block their Evil Eye skill. Kill them however you want to. They both have bows equipped, so close range combat will easily finish them off.

Now, for the bosses, Cirvante and Lethe. Lethe doesn't do much offensively. She basically lingers around the back and casts Fluid Magic on Cirvante. She will occasionally cast Thunder Flare, but it's not half as scary as Fiend's Grip, which Cirvante has.

Cirvante will get periodic MP charge-ups from Lethe, allowing him to constantly cast Fiend's Grip, a powerful Bane element spell. It will easily do up to 60 or 70 points of damage, plus it hits multiple targets. However, when his allies start running short, he'll pause for a moment and use Summon Darkness to call on Gorgons and Daemons for reinforcement. That in itself is annoying, but frankly an average Gorgon or Daemon is easier to deal with than Fiend's Grip. So use Cirvante's attack pattern and focus your strength on him when he's busy casting Summon Darkness.

Both Cirvante and Lethe are no ordinary magicians. Of course they have insane INT, but their STR and AGI are also rather high. They are much more durable than the ordinary spellcaster, so be patient. Also, units with low accuracy will have a hell of a time trying to land hits on them because of their high AGI. Skills like Dragon Breath which doesn't rely on accuracy are good attacks to use on them. Try to kill off Lethe first so she won't be able to cast Fluid Magic, and then focus on Cirvante.

When the magicians are killed, they'll change form into what looks like a blackened Angel Knight and fly off.

Trophies

- Sugar Cane x1
- Boreas x1
- Sandstorm Bow x1
- Wind Ring x1
- Ring of the Dead x1
- Fiend's Grip x1
- Snapdragon x1
- Urn of Chaos x1

=====

Getting closer...

Head for Lake Charadrius.

===== MISSION 26A: Lake Charadrius =====

Objective: Kill Leader

Enemies

Leader: Naris (General)
Duke Knight x3
Priest (F) x2
Dragon Tamer x1
Mushus x1

Probably your first priority will be to kill the Mushus to get rid of its +1 mental gauge bonus to ANY units around it. However, there's a Dragon Tamer accompanying it, so you'll have to kill her first to get rid of the mental gauge bonus she gives to the Dragon. The Dragon Tamer is easily killed, but the Mushus, like any other upgraded Dragon, is very durable and take a few hits more than the Dragon Tamer.

There are 2 Priests, but thankfully only one of them has the Heal Plus spell. Instead, one of the Duke Knights has the Heal spell equipped. Kill off the Priest and the Duke Knight to get rid of the healers.

The remaining Priest isn't much of a threat, so you can leave her for now. The Duke Knights as always have high durability and will take patience to kill. Follow the usual tactics, IOW, chip away with close range units and hit them with spells while the melee units keep them busy.

Go ahead and kill the last Priest now. It should be easy.

If he hasn't reached you already, Naris will be assaulting you by now. His Hell's Gate move causes sleep, and sometimes instant death, so keep the Resurrection spell ready just in case. Naris is even more durable than his Duke Knight buddies, so be prepared. Chip away at him with patience.

Trophies

Blood Cleaver x1
Sum Manuus x1
Freude Helm x1
Flame Shield x1
Amulet x1
Dragon Gem x1
Tome of Discipline x1
Crown of Intellect x1

===== MISSION 26B: Lake Charadrius =====

Objective: Kill Leader

Enemies

Leader: Cybil (Sorceress)
Angel Knight (M) x2
Daemon x2
Wizard (F) x1
Witch x1
Vrtra x1

The Angel Knights will reach you first, so kill them or persuade them or whatever. It's not too hard either way. Also, watch out if you have undead in your team. I personally like to have Dragon Zombies in my party, and I got a nasty shock when one of the Angel Knights cast Banish on it and my Dragon Zombie was eradicated for good.

Similarly, the Daemons shouldn't be too hard to take care of either. They'll start casting Summon Darkness if their allies run short, so it's best not to leave them for later. Smack them down early on so they won't be a nuisance later.

Try to get the Witch quickly because she'll use the typical Witch tactics of casting Fluid Magic on a spellcaster type boss. The Witch will charge up Cybil's Thunderbird summon, which is actually pretty frightening considering Cybil's very high INT. Kill off the Witch as quickly as you can.

Use Knights to go up against the Vrtra. As you know, Knights negate the Fear effect, allowing them to suffer no handicap while fighting the Vrtra. The Vrtra is very durable as all upgraded Dragons are, so it'll take a while before it goes down.

The Wizard is nothing to worry about. Just kill it off.

Cybil's Thunderbird summon will deal a hefty amount of damage because her INT is so high. If you kill off the Witch, Cybil's MP will drain out pretty quickly, however. Then all she'll cast is Thunder Flare. Either way, she's not nearly as tough as Cirvante and Lethe without her summon. Cybil suffers "typical magician syndrome" and is weak against physical attacks, so you know how to attack her.

Trophies

- Needle of Light x1
- Euros x1
- Nathalork Mail x1
- Leviathan Mail x1
- Earth Ring x1
- Thunderbird x1
- Time Flux x1
- Sword Emblem x1

=====

After MISSION 26, you'll finally obtain the Sacred Spear, the Longicolnis as an equippable weapon.

Now, off to the final battles!

There won't be any saving (except during battles) once you proceed to the next battle, so if you've forgotten anything or left anything behind, or if you just want to train your characters some more, recruit more allies, etc, do it now.

When you're ready, proceed towards the last battles.

===== MISSION 27: Angel's Headstone =====

Objective: Kill Leader

Enemies

- Leader: Mycale(Lich)
- Rotten Knight(M) x2
- Rotten Wizard(F) x1
- Ghost(M) x2
- Daemon x1
- Dragon Zombie x1

If Eleanor has learned Star Tiara, this map is a joke. Star Tiara does holy damage to all enemies on the map and eradicates any undead. One catch though:

you can only use it once per map.

You might be tempted to use it right from the start, but remember that there's a Daemon with Summon Darkness. Even if you get rid of all the undead now, the Daemon will just bring in more. Therefore, go up and kill the Daemon first before attempting annihilation of the undead.

Once the Daemon is gone, unleash Star Tiara and watch those undead fade away one after another. You might miss a few, but those you can just pick off later with Exorcism or Banish.

The boss is a bit of a problem. He has Fiend's Grip, but more annoying than his offense is his defense. Liches have hellishly high natural defense, so you should treat it like a strong melee unit. Surround it and beat it down with patience.

Trophies

Urn of Chaos x1

=====
The path splits off into 2 routes here, and you have to beat both of them.

It doesn't matter which you choose first, but whichever units you use in the first battle are unusable in the second.

===== MISSION 28: Garden of Memories =====

Objective: Kill Leader

Enemies

Leader: Judecca (Angel Knight)

Angel Knight (M) x2

Daemon x2

Warlock x2

Giant x1

Note: Include Lobelia to see some extra dialogue.

The Angel Knights will reach you first, but since one has a bow and the other has a sword, only one will come up for close range combat. Kill it off as it reaches you; no point in letting it run loose and be a nuisance later.

Probably the Daemons should be dealt with next. Since they again have the Summon Darkness spell, leaving them for later will just result in them calling for backup. Send some Vrtras to pick them off early on.

Proceed up and attack the Warlocks and the Giant. The Giant just takes a lot of hits and isn't too difficult because he can't hit anything. Warlocks are easy to kill as usual; just go right up to them and kill them in close range combat.

Send some fliers to go after the remaining Angel Knight. Some well placed hits should bring it down fairly quickly.

The boss is a bit tougher than the other Angel Knights, but not much. Since she's not carrying a shield and has a robe instead of armor, her defense is weak. Powerful melee units should be able to bring her down without much difficulty.

Trophies

Amulet x1

Cure Essence x1
Spirit Fruit x1
Resurrection Altar x1
Sword Emblem x1
Cup of Life x1
Sorcerer's Cup x1

===== MISSION 29: Hall of Corruption =====
Objective: Kill Leader

Enemies

Leader: Rahouart (Daemon)
Dark Angel (F) x1
Dark Angel (M) x1
Swordmaster x2
Gorgon x2
Vrtra x1

Note: Include Lobelia to see some extra dialogue.

Gorgons. Shields up now.

The Dark Angels will mostly likely reach you first, with the Swordmasters not far behind. Dark Angels are a bit tougher than Angel Knights, with more STR as opposed to less AGI. Still, since they aren't wearing heavy armor or carrying shields because it would slow them down, their defense remains weak. Go right up to them and beat them down. They'll occasionally cast spells, but they are weak.

The Swordmasters have high evasion, but that's about it. They're not fast enough to block an attack from behind, so get behind them and kill them off.

Use Knights against the Vrtra while spellcasters hit it from afar, where its Fear effect doesn't reach. It'll take a while, but it's the safest way.

The Gorgons aren't much to worry about as long as you have shields. They have weak stats and low movement, so they're taken out easily.

The boss isn't much to worry about. He's only a Daemon, and Daemons aren't too tough. However, you'll want to kill him off quickly because he'll start casting Summon Darkness to call Gorgons and Ghosts and stuff, which we don't need to deal with.

Trophies

Angel's Fruit x1
Spirit Fruit x1
Cure Essence x1
Crown of Intellect x2
Stone of Swiftness x1
Sword Emblem x1

Now, prepare for the final battle. There are two more battles, but keep in mind that you cannot change members between them. So the members you choose for the next battle will be the ones you'll be using for the battle after that.

My suggestion is to bring at least 1 Priest, and units that are fast and/or durable. Also, bring the characters that have all the special moves (Atropos, Lachesis, Clotho) with you. You probably won't be needing many spellcasters.

Also, bring along a Ghost with the Enfeeble spell equipped (trust me, you'll be glad you brought it along).

When you've chosen your units, proceed to the final battles!

===== MISSION 31: Hall of Conviction =====
Objective: Kill Leader

Enemies

Leader: Shaher (Fallen Angel)
Lethe (Dark Angel)
Cirvante (Dark Angel)
Angel Knight (F) x1
Angel Knight (M) x1
Daemon x3

Note: Include Eleanor, Cybil, Rictor, Shiven, Ivanna, and/or Lobelia to see some extra dialogue.

Finally, you face Shaher himself.

Defeat the Daemons first. Three Daemons casting Summon Darkness is ridiculous, so save yourself the trouble and get rid of them as soon as you can.

The Angel Knights are rather easy to kill because they, like many others, sacrifice defense for movement. Plus they'll come charging in at you, making them easy targets. Kill them off handily.

Lethe and Cirvante might be a problem. Lethe is carrying the Fiend's Grip spell. However, since their INT and AGI are far lower than they were when they were in their spellcaster class, frankly they aren't too great as magicians. Rather, their weapon attacks will be more of a problem. One has a bow and the other will be hitting you with a sword. Still, like Angel Knights, they don't have decent defensive equipment, so they'll take a surprisingly large amount of damage from a simple weapon hit. If you are able to gang up on them, they could be defeated before they get a chance to cast their spells. However, if they do, watch out. Fiend's Grip IS still a powerful spell, and it would be better if you didn't have to deal with it.

Shaher has 3 moves. One is the Ambicion sword skill, which does decent damage. However, its range is rather limited, so it isn't much of a problem. His second move is much more dangerous: Ice Requiem. It does water based damage to ALL of your allies, plus the damage is considerably high. Keep your Priest's MP charged up because you'll need a lot of rounds of Heal Plus. Shaher's last move is Descent, which will summon Daemons, Dark Angels, and Angel Knights onto the map. He'll use it more often when his allies run low.

Shaher is surprisingly agile and durable, so it's going to take a lot of hits to bring him down. Make good use of your Atropos, Clotho, and Lachesis moves to deal good damage. Just make sure you keep your HP up, and you should be all right.

Before you make the final blow on Shaher, make sure your party is close to fully healed. You'll go directly into the next fight with no healing.

Trophies

Ambicion x1
Angel's Fruit x1
Spirit Fruit x1
Orb x1

Revive Stone x1
Cure Essence x1
Crown of Intellect x1

=====
The last battle awaits.

=====
LAST MISSION: Netherworld
=====

Objective: Kill Leader

Enemies

Leader: Shaher (Sacred Demon)
Dark Stalker x2
Hell Gigantes x2
Predator (May appear as reinforcement)

Shaher at first has a barrier, making him invincible. Hitting him with the sacred spear Longicolnis will break the barrier, making him damageable. If you didn't bring the spear with you, then you'll lose automatically after a few turns.

Do NOT position your units adjacent to Shaher. He will use the ability Shear which damages all units next to him for massive damage AND knocks them away 1 block.

Surround Shaher, leaving a 1-block space. Have your party in two layers.

```
U U . S      S = Shaher
  U . .      . = Empty space
U U U U      U = Your units
  U
```

Have your attackers and healers in the inner layer, protected by another unit guarding his/her back. Have the outer layer be facing outwards to fend off attacks from the Dark Stalkers, Predators, and Hell Gigantes. With the defenders guarding the attackers' backs, the attackers will be able to focus fully on offense.

Shaher has a nasty move called Day of Judgment which inflicts negative status effects on all of your members. It's scary, but those with shields equipped have a chance to block it. Shaher's other attacks include Apocalypse, which hits a single unit for massive damage, and Cataclysm, which damages everything on the map, including enemies.

From afar, hit Shaher with Lachesis, Clotho, and Enfeeble. All right, Clotho and Lachesis I can understand, but why Enfeeble, you ask. Enfeeble is greatly useful here. Enfeeble doesn't just drain HP, it drains 10% OF ITS TARGET'S MAX HP. So each time you use Enfeeble, you'll knock off 10% of Shaher's max HP. Since Shaher has around 700-800 HP, Enfeeble will be doing 70-80 damage with each hit, which is equal to and often more than Lachesis or Clotho will do.

Casting Enfeeble 10 times on Shaher will kill him. If you also add on the damage from Lachesis and Clotho, it'll require less hits.

Also, if you keep killing the Dark Stalkers and Predators, etc, Shaher will cast Descent to summon more. Therefore, if you keep killing the enemies, all Shaher will do is use Descent, so in a way, you can control what he does. Use it effectively.

Good luck, and have fun.

Trophies

None

=====
Congratulations! You've beaten the game!

Sit back and enjoy the ending...is what I'd like to say, but there are multiple endings to this game.

Here's a list of the endings and they're requirements.

- Ending A: A Route ending. Eleanor has to be alive and in the last battle.
- Ending B: B Route ending. Eleanor has to be alive and in the last battle.
- Ending C: Don't include Eleanor in the last battle. But she has to be alive.
- Ending D: You'll go to this ending if Eleanor is dead or if you didn't recruit her in the first place.

Bad Ending: Alphonse dies in the last battle, or you didn't bring the sacred spear Longicolnis with you to the last battle.

Hidden Ending: This is an addition to the A Route ending. However, you must meet the following requirements as well:

- a) Under 26:00 playing time
- b) Under 5 of your members dead
- c) Over 50 kills for Alphonse

Now, sit back and enjoy the ending :p

----- 6. Sidequests -----
#####

Welcome to the Sidequests section!

...Well, for now there's only the Glycinna battle section because the other sidequests are covered in the walkthrough.

=====
GLYCINNIA BATTLES
=====

You'll have a chance to encounter the Fairy, Glycinna, at various points in the game. What you may not know is that her equipment changes each time. Therefore, you might want to recruit her when she's carrying the best equipment in your own standards.

Here's a list of when/where she appears, and what she's carrying.

"When" implies from the time you beat the first map listed until right after you beat the second map listed.

When	Where	Equipment
----	-----	-----
A Vespa Hills - Cape Urodela	Vespa Hills	Short Bow Ice Chain Dragon Gem

B	Cape Urodela - Aquilla Volcano (A Rt)	Bison Swamps	Glass Pumpkin Tundra Bow Hard Leather Cassowary Feather Glass Pumpkin
C	Cape Urodela - Aquilla Volcano (B Rt)	Sufrir Ruins	Dragon Gem Sword Hard Leather Cassowary Feather Glass Pumpkin
D	Aquilla Volcano - Haena Hills	Vespa Hills	Holy Comet Hard Leather Cassowary Feather Glass Pumpkin
E	Haena Hills - Lake Charadrius	Haena Hills	Ripple's Staff Hard Leather Dragon Gem Glass Pumpkin
F	After beating Lake Charadrius	Lutra Islands	Crescente Hard Leather Dragon Gem Glass Pumpkin

Here are the enemies that you have to fight at each map.

- A: Fairy x2, Gremlin x2, Griffin x3
- B: Gremlin x2, Griffin x2, Blue Dragon x3
- C: Gremlin x2, Hawkman x2, Thunder Dragon x3
- D: Fairy x2, Gremlin x2, Earth Dragon x3
- E: Hawkman x2, Cereberus x2, Giant x3
- F: Mermaid x2, Hawkman x2, Octopus x3

Once you recruit Glycinnia and are able to go to Graculla Volcano, you can recruit her sister, Lubina. Go to Graculla Volcano. You'll have to include Glycinna in the battle.

The enemies are: Gremlin x3, Cereberus x2, Red Dragon x2, Cockatrice x1

One of the Gremlins is named Lubinnia, and that's Lubina in disguise. Have Glycinnia station herself next to Lubinnia, and she'll join as a guest. After the battle, Lubina will join your team as a controllable character.

Now, if the two Fairies are in battle and are next to each other, they can use a special move called Magic Bomb. It deals good damage and eradicates any undead. Useful enough, I suppose, but the Angel Knight's Banish does the same thing and an Angel Knight can do it on her own, so I'm not sure if it's worth filling up 2 spaces with Fairies.

----- 7. Classes -----
#####

Here's a class list.

LEGEND

- #. Class Name
- Requirements: Class change requirements
- Movement: Base movment
- Movement Type
- Weapon: Preferred weapon
- Talents: Usable spells and speical abilities
- Resistances

How much damage the unit will take from attacks of each type. 100% means it won't take any extra damage. Something like 110% means it will take 10% more damage from that particular element, while 90% means it will take 10% less damage.

Power Bonuses

Percentage bonuses that the unit will get to its physical and magical attack power. Again, 100% means no bonus, while 105% means it gets a 5% bonus to damage, and 95% would mean that it gets a 5% reduction.

Stat Gains

How well each stat grows when the unit gains a level in this class. The gains will range from 80% to 120% of the given number.

MALE/FEMALE CLASSES

1. Soldier

Requirements: None

Movement: Base move 5
Walking/Wading

Weapon: None

Talents: None

Resistances

Physical: 100%	Earth: 100%
Wind: 100%	Virtue: 100%
Fire: 100%	Bane: 100%
Water: 100%	

Power Bonuses

Physical: 100%
Magical: 55%

Stat Gains

HP: +8	STR +4
MP: +2	INT +4
	AGI +5

2. Ninja

Requirements: STR 36, AGI 37

Movement: Base move 7
Acrobatic/Water walking

Weapon: Katana

Talents: Shuriken
Attack spell x1

Resistances

Physical: 110%	Earth: 100%
Wind: 100%	Virtue: 100%
Fire: 100%	Bane: 100%
Water: 100%	

Power Bonuses

Physical: 100%
Magical: 90%

Stat Gains

HP: +5	STR +4
MP: +3	INT +4
	AGI +7

3. Archer

Requirements: AGI 37

Movement: Base move 6
Walking/Semiaquatic

Weapon: Bow

Talents: None

Resistances

Physical: 110% Earth: 100%
Wind: 100% Virtue: 100%
Fire: 100% Bane: 95%
Water: 100%

Power Bonuses

Physical: 95%
Magical: 55%

Stat Gains

HP: +6 STR +4
MP: +2 INT +3
AGI +6

4. Wizard

Requirements: MP 16, INT 26
ALI N/C

Movement: Base move 4
Trudging/Wading

Weapon: None

Talents: Attack spell x3

Resistances

Physical: 120% Earth: 90%
Wind: 90% Virtue: 100%
Fire: 90% Bane: 90%
Water: 90%

Power Bonuses

Physical: 65%
Magical: 100%

Stat Gains

HP: +5 STR +3
MP: +6 INT +6
AGI +4

5. Cleric

Requirements: MP 18, INT 28
ALI L/N

Movement: Base move 4
Trudging/Wading

Weapon: None

Talents: Virtue spell x3

Resistances

Physical: 120% Earth: 95%
Wind: 95% Virtue: 90%
Fire: 95% Bane: 100%
Water: 95%

Power Bonuses

Physical: 65%
Magical: 100%

Stat Gains

HP: +5 STR +3
MP: +5 INT +7
AGI +4

6. Knight

Requirements: STR 51, AGI 53
ALI L/N

Emblem: Knight's Certificate

Movement: Base move 5
Walking/Wading

Weapon: Sword, Thrusting sword
Talents: Limited Virtue spell x1
Resistances
Physical: 95% Earth: 100%
Wind: 100% Virtue: 90%
Fire: 100% Bane: 105%
Water: 100%
Power Bonuses
Physical: 100%
Magical: 90%
Stat Gains
HP: +7 STR +6
MP: +3 INT +4
AGI +5

7. Priest

Requirements: MP 76, INT 96
ALI L/N
Emblem: Heavenly Spirit
No more than 10 Kills

Movement: Base move 4
Trudging/Wading

Weapon: None
Talents: Most any Virtue spell x3
Resistances

Physical: 120% Earth: 90%
Wind: 90% Virtue: 70%
Fire: 90% Bane: 115%
Water: 90%

Power Bonuses
Physical: 95%
Magical: 55%

Stat Gains
HP: +5 STR +4
MP: +6 INT +6
AGI +4

MALE CLASSES

8. Swordmaster

Requirements: STR 95, AGI 111
Emblem: Book of Initiation

Movement: Base move 6
Walking/Wading

Weapon: Sword, Katana
Talents: Pelting Fury, Swallow's Daze
Support spell x1

Resistances
Physical: 105% Earth: 95%
Wind: 95% Virtue: 85%
Fire: 95% Bane: 100%
Water: 95%

Power Bonuses
Physical: 115%
Magical: 90%

Stat Gains
HP: +6 STR +5
MP: +3 INT +3

9. Dragoon

Requirements: HP 215, STR 109, AGI 94

ALI: N/C

Emblem: Dragon's Scales

Movement: Base move 5

Walking/Wading

Weapon: Sword, Spear

Talents: Missile type attack spell x1

Can occasionally kill a Dragon in a single hit

Resistances

Physical: 95% Earth: 100%

Wind: 100% Virtue: 90%

Fire: 100% Bane: 105%

Water: 100%

Power Bonuses

Physical: 105%

Magical: 55%

Stat Gains

HP: +7 STR +6

MP: +2 INT +3

AGI +5

10. Warlock

Requirements: MP 78, STR 90, INT 76

ALI: L/N

Emblem: The Pen and the Sword

Movement: Base move 4

Walking/Wading

Weapon: Sword

Talents: Barren Soul

Support spell x2

Resistances

Physical: 105% Earth: 95%

Wind: 95% Virtue: 90%

Fire: 95% Bane: 90%

Water: 95%

Power Bonuses

Physical: 100%

Magical: 100%

Stat Gains

HP: +6 STR +5

MP: +5 INT +5

AGI +5

11. Beast Tamer

Requirements: HP 142, STR 34

No beast kills

Movement: Base move 6

Walking/Wading

Weapon: Whip

Talents: +1 Mental Gauge for beasts within 3 spaces

Resistances

Physical: 100% Earth: 100%

Wind: 100% Virtue: 100%

Fire: 100% Bane: 100%

Water: 100%

Power Bonuses

Physical: 100%

Magical: 55%
Stat Gains
HP: +6 STR +5
MP: +2 INT +3
AGI +5

FEMALE CLASSES

12. Valkyrie

Requirements: STR 48, INT 41
ALI: L/N
Emblem: Lancer
Movement: Base move 6
Walking(snow)/Semiaquatic
Weapon: Spear
Talents: Attack spell x2
Resistances
Physical: 100% Earth: 100%
Wind: 100% Virtue: 95%
Fire: 100% Bane: 105%
Water: 100%
Power Bonuses
Physical: 100%
Magical: 100%
Stat Gains
HP: +6 STR +5
MP: +2 INT +5
AGI +5

13. Siren

Requirements: MP 60, INT 60
Emblem: Philosopher's Stone
Movement: Base move 4
Trudging/Wading
Weapon: Fan
Talents: Attack spell x3
Resistances
Physical: 125% Earth: 95%
Wind: 95% Virtue: 90%
Fire: 95% Bane: 90%
Water: 95%
Power Bonuses
Physical: 70%
Magical: 115%
Stat Gains
HP: +5 STR +3
MP: +7 INT +7
AGI +3

14. Witch

Requirements: MP 38, INT 35
ALI: N/C
Emblem: Vixen's Whisper
Movement: Base move 4
Trudging/Wading
Weapon: None
Talents: Fascination
Support spell x2

Resistances

Physical: 120% Earth: 95%
Wind: 95% Virtue: 100%
Fire: 95% Bane: 90%
Water: 95%

Power Bonuses

Physical: 70%
Magical: 115%

Stat Gains

HP: +5 STR +3
MP: +6 INT +4
AGI +6

15. Dragon Tamer

Requirements: HP 140, MP 14
No Dragon kills

Movement: Base move 6
Walking/Semiaquatic

Weapon: Thrusting Sword

Talents: +1 Mental Gauge for Dragons within 3 spaces
Missile type attack spell x1

Resistances

Physical: 100% Earth: 100%
Wind: 100% Virtue: 95%
Fire: 100% Bane: 105%
Water: 100%

Power Bonuses

Physical: 95%
Magical: 90%

Stat Gains

HP: +6 STR +4
MP: +3 INT +4
AGI +5

DEMI-HUMAN CLASSES

16. Hawkman

Movement: Base move 6
Flying/Wading

Weapon: Club

Talents: Thunder Arrow

Resistances

Physical: 100% Earth: 100%
Wind: 100% Virtue: 100%
Fire: 100% Bane: 100%
Water: 100%

Power Bonuses

Physical: 105%
Magical: 90%

Stat Gains

HP: +7 STR +6
SP: +2 INT +3
AGI +5

17. Mermaid

Movement: Base move 4
Trudging(snow)/Aquatic

Weapon: Spear

Talents: Lullaby, Cheer

Resistances

Physical: 105%	Earth: 100%
Wind: 100%	Virtue: 100%
Fire: 110%	Bane: 100%
Water: 90%	

Power Bonuses

Physical: 100%
Magical: 100%

Stat Gains

HP: +6	STR +4
SP: +5	INT +5
	AGI +5

18. Fairy

Movement: Base move 6

Flying/Floating

Weapon: None

Talents: Fairy's Kiss, Fairy's Embrace, Magic Missile

Resistances

Physical: 125%	Earth: 90%
Wind: 90%	Virtue: 90%
Fire: 90%	Bane: 90%
Water: 90%	

Power Bonuses

Physical: 65%
Magical: 100%

Stat Gains

HP: +3	STR +3
SP: +6	INT +4
	AGI +8

19. Giant

Movement: Base move 3

Trudging(snow)/Wading

Weapon: None

Talents: Titan Crush

Resistances

Physical: 80%	Earth: 110%
Wind: 110%	Virtue: 110%
Fire: 110%	Bane: 110%
Water: 110%	

Power Bonuses

Physical: 100%
Magical: 50%

Stat Gains

HP: +9	STR +8
SP: +3	INT +2
	AGI +4

20. Gremlin

Movement: Base move 6

Flying/Floating

Weapon: None

Talents: Fairy's Kiss, Fairy's Embrace

Resistances

Physical: 115%	Earth: 100%
Wind: 100%	Virtue: 125%
Fire: 100%	Bane: 85%

Water: 100%

Power Bonuses

Physical: 95%

Magical: 95%

Stat Gains

HP: +4 STR +4

SP: +6 INT +4

AGI +7

21. Gorgon

Movement: Base move 4

Trudging/Wading

Weapon: None

Talents: Evil Eye

Resistances

Physical: 110% Earth: 100%

Wind: 100% Virtue: 125%

Fire: 100% Bane: 85%

Water: 100%

Power Bonuses

Physical: 95%

Magical: 95%

Stat Gains

HP: +6 STR +5

SP: +4 INT +6

AGI +4

BEAST CLASSES

22. Griffin

Movement: Base move 4

Flying/Wading

Talents: Wind Storm

Resistances

Physical: 105% Earth: 105%

Wind: 95% Virtue: 105%

Fire: 105% Bane: 105%

Water: 105%

Power Bonuses

Physical: 100%

Magical: 85%

Stat Gains

HP: +8 STR +4

SP: +3 INT +5

AGI +4

23. Cockatrice

Movement: Base move 4

Flying/Wading

Talents: Petro Breath

Resistances

Physical: 100% Earth: 100%

Wind: 100% Virtue: 100%

Fire: 100% Bane: 100%

Water: 100%

Power Bonuses

Physical: 100%

Magical: 85%

Stat Gains
HP: +8 STR +4
SP: +3 INT +4
 AGI +5

24. Octopus

Movement: Base move 3
 Trudging/Aquatic
Talents: Strangling Tentacles
Resistances
Physical: 95% Earth: 100%
Wind: 100% Virtue: 100%
Fire: 110% Bane: 100%
Water: 90%
Power Bonuses
Physical: 100%
Magical: 85%
Stat Gains
HP: +8 STR +6
SP: +1 INT +3
 AGI +3

25. Cereberus

Movement: Base move 4
 Walking/Wading
Talents: Mesmerize
Resistances
Physical: 90% Earth: 100%
Wind: 100% Virtue: 110%
Fire: 100% Bane: 90%
Water: 100%
Power Bonuses
Physical: 100%
Magical: 85%
Stat Gains
HP: +7 STR +6
SP: +3 INT +5
 AGI +5

DRAGON CLASSES

26. Thunder Dragon

Movement: Base move 3
 Trudging/Wading
Talents: Thunder Breath
Resistances
Physical: 95% Earth: 105%
Wind: 75% Virtue: 105%
Fire: 105% Bane: 105%
Water: 105%
Power Bonuses
Physical: 100%
Magical: 85%
Stat Gains
HP: +8 STR +7
SP: +4 INT +4
 AGI +3

27. Red Dragon

Movement: Base move 3

Trudging/Wading

Talents: Fire Breath

Resistances

Physical:	95%	Earth:	105%
Wind:	105%	Virtue:	105%
Fire:	75%	Bane:	105%
Water:	105%		

Power Bonuses

Physical:	100%
Magical:	85%

Stat Gains

HP: +8	STR +7
SP: +4	INT +4
	AGI +3

28. Blue Dragon

Movement: Base move 3

Trudging/Wading

Talents: Ice Breath

Resistances

Physical:	95%	Earth:	105%
Wind:	105%	Virtue:	105%
Fire:	105%	Bane:	105%
Water:	75%		

Power Bonuses

Physical:	100%
Magical:	85%

Stat Gains

HP: +8	STR +7
SP: +4	INT +4
	AGI +3

29. Earth Dragon

Movement: Base move 3

Trudging/Wading

Talents: Poison Breath

Resistances

Physical:	95%	Earth:	75%
Wind:	105%	Virtue:	105%
Fire:	105%	Bane:	105%
Water:	105%		

Power Bonuses

Physical:	100%
Magical:	85%

Stat Gains

HP: +8	STR +7
SP: +4	INT +4
	AGI +3

30. Vrtra

Requirements: HP 259, STR 130, AGI 69

ALI C

Movement: Base move 4

Flying/Wading

Talents: -1 Mental Gauge for all enemies within 3 spaces

Breath attack corresponding to element

Resistances

Physical:	90%	Earth:	95%
Wind:	95%	Virtue:	110%

Fire: 95% Bane: 75%

Water: 95%

Power Bonuses

Physical: 100%

Magical: 90%

Stat Gains

HP: +9 STR +8

SP: +4 INT +5

AGI +4

31. Mushus

Requirements: HP 259, STR 130, AGI 69

ALI L

Movement: Base move 4

Trudging(snow)/Wading

Talents: +1 Mental Gauge for all allies within 3 spaces

Breath attack corresponding to element

Resistances

Physical: 90% Earth: 95%

Wind: 95% Virtue: 75%

Fire: 95% Bane: 110%

Water: 95%

Power Bonuses

Physical: 100%

Magical: 90%

Stat Gains

HP: +9 STR +8

SP: +4 INT +5

AGI +4

32. Naga

Requirements: HP 259, STR 130, AGI 69

ALI N

Movement: Base move 4

Trudging/Aquatic

Talents: Breath attack corresponding to element

Resistances

Physical: 90% Earth: 95%

Wind: 95% Virtue: 95%

Fire: 95% Bane: 95%

Water: 95%

Power Bonuses

Physical: 100%

Magical: 90%

Stat Gains

HP: +9 STR +8

SP: +4 INT +5

AGI +4

UNDEAD/RESURRECTED CLASSES

33. Ghost

Requirements: Cast Necromancy on a dead human unit

Movement: Base move 6

Warping/Floating

Weapon: None

Talents: Bane spell x3

Resistances

Physical: 80% Earth: 110%
Wind: 110% Virtue: 135%
Fire: 110% Bane: 85%
Water: 110%

Power Bonuses

Physical: 90%
Magical: 100%

Stat Gains

HP: +5 STR +4
MP: +5 INT +6
AGI +4

34. Dragon Zombie

Requirements: Cast Necromancy on a dead Dragon

Movement: Base move 3

Trudging/Wading

Talents: None

Resistances

Physical: 95% Earth: 105%
Wind: 105% Virtue: 150%
Fire: 105% Bane: 75%
Water: 105%

Power Bonuses

Physical: 100%
Magical: 85%

Stat Gains

HP: +8 STR +7
SP: +4 INT +4
AGI +3

35. Lich

Requirements: MP 118, INT 134

ALI C

Die with the Ring of the Dead equipped

Movement: Base move 4

Trudging/Wading

Weapon: None

Talents: Any spell except Virtue and summon x3

Resistances

Physical: 30% Earth: 70%
Wind: 70% Virtue: 85%
Fire: 70% Bane: 85%
Water: 70%

Power Bonuses

Physical: 65%
Magical: 120%

Stat Gains

HP: +5 STR +2
MP: +7 INT +7
AGI +5

36. Angel Knight

Requirements: HP 215, MP 66, STR 89, INT 81, AGI 88

ALI L

Emblem: Archangel's Feather

Die

Movement: Base move 6

Flying/Wading

Weapon: Thrusting Sword

Talents: Poignant Melody, Banish

Resistances

Physical: 100% Earth: 100%
Wind: 100% Virtue: 50%
Fire: 100% Bane: 125%
Water: 100%

Power Bonuses

Physical: 105%
Magical: 105%

Stat Gains

HP: +7 STR +5
SP: +3 INT +5
AGI +6

SPECIAL CLASSES

37. High Priest

Movement: Base move 4
Trudging/Wading

Weapon: Thrusting Sword

Talents: Virtue spell x3

Resistances

Physical: 110% Earth: 90%
Wind: 90% Virtue: 70%
Fire: 90% Bane: 115%
Water: 90%

Power Bonuses

Physical: 90%
Magical: 120%

Stat Gains

HP: +6 STR +5
MP: +6 INT +5
AGI +5

38. Sorceress

Movement: Base move 4
Trudging/Wading

Weapon: Fan

Talents: Any spell except Virtue x3

Resistances

Physical: 120% Earth: 95%
Wind: 95% Virtue: 80%
Fire: 95% Bane: 80%
Water: 95%

Power Bonuses

Physical: 80%
Magical: 120%

Stat Gains

HP: +5 STR +4
MP: +7 INT +7
AGI +5

39. Shaman

Movement: Base move 4
Trudging/Wading

Weapon: None

Talents: Energy Transfer
Any spell except Virtue/Bane x2

Resistances

Physical: 120% Earth: 95%
Wind: 95% Virtue: 90%
Fire: 95% Bane: 90%
Water: 95%

Power Bonuses

Physical: 80%
Magical: 115%

Stat Gains

HP: +4 STR +4
MP: +7 INT +7
AGI +5

40. Summoner

Movement: Base move 4
Trudging/Wading

Weapon: None

Talents: Summon Golem
Any spell except Virtue/Bane x2

Resistances

Physical: 105% Earth: 90%
Wind: 90% Virtue: 90%
Fire: 90% Bane: 90%
Water: 90%

Power Bonuses

Physical: 100%
Magical: 100%

Stat Gains

HP: +6 STR +5
MP: +5 INT +6
AGI +5

41. Lesser Daemon

Movement: Base move 5
Walking/Wading

Weapon: Axe

Talents: Bane spell x3

Resistances

Physical: 105% Earth: 95%
Wind: 95% Virtue: 115%
Fire: 95% Bane: 80%
Water: 95%

Power Bonuses

Physical: 105%
Magical: 95%

Stat Gains

HP: +7 STR +5
MP: +4 INT +5
AGI +5

42. Witch (heart)

Movement: Base move 4
Trudging/Wading

Weapon: None

Talents: Temptation
Support/summon spell x2

Resistances

Physical: 115% Earth: 95%
Wind: 95% Virtue: 100%
Fire: 95% Bane: 90%
Water: 95%

Power Bonuses

Physical: 70%

Magical: 120%

Stat Gains

HP: +5 STR +3

MP: +6 INT +6

AGI +6

ENEMY CLASSES

43. Bandit

Movement: Base move 5

Walking/Semiaquatic

Weapon: Axe

Talents: None

Resistances

Physical: 115% Earth: 105%

Wind: 95% Virtue: 105%

Fire: 105% Bane: 95%

Water: 90%

Power Bonuses

Physical: 100%

Magical: 50%

Stat Gains

HP: +6 STR +4

MP: +2 INT +4

AGI +4

44. Duke Knight

Movement: Base move 5

Walking/Wading

Weapon: Sword

Talents: Any spell x3

Resistances

Physical: 95% Earth: 100%

Wind: 100% Virtue: 95%

Fire: 100% Bane: 105%

Water: 100%

Power Bonuses

Physical: 100%

Magical: 90%

Stat Gains

HP: +8 STR +6

MP: +4 INT +5

AGI +4

45. Venefic/Venefica

Movement: Base move 4

Trudging/Wading

Weapon: None

Talents: Summon Darkness (Venefic only)

Any spell x3

Resistances

Physical: 95% Earth: 90%

Wind: 90% Virtue: 80%

Fire: 90% Bane: 80%

Water: 90%

Power Bonuses

Physical: 85%

Magical: 120%

Stat Gains

HP: +6 STR +6

MP: +5 INT +7

AGI +7

46. Esquire

Movement: Base move 6

Walking/Wading

Weapon: Spear

Talents: Attack spell x1

Resistances

Physical: 100% Earth: 95%

Wind: 95% Virtue: 95%

Fire: 95% Bane: 95%

Water: 95%

Power Bonuses

Physical: 100%

Magical: 95%

Stat Gains

HP: +8 STR +7

MP: +4 INT +4

AGI +6

47. Swordmaster (Margaret)

Movement: Base move 6

Walking/Wading

Weapon: Sword

Talents: None

Resistances

Physical: 95% Earth: 95%

Wind: 95% Virtue: 85%

Fire: 95% Bane: 100%

Water: 95%

Power Bonuses

Physical: 110%

Magical: 100%

Stat Gains

HP: +7 STR +7

MP: +6 INT +5

AGI +7

48. General

Movement: Base move 5

Walking/Wading

Weapon: Axe

Talents: Hell's Gate

Resistances

Physical: 80% Earth: 90%

Wind: 90% Virtue: 90%

Fire: 90% Bane: 90%

Water: 90%

Power Bonuses

Physical: 110%

Magical: 100%

Stat Gains

HP: +8 STR +8

MP: +4 INT +4

AGI +6

49. Rotten Soldier

Movement: Base move 5
Walking/Wading

Weapon: None

Talents: None

Resistances

Physical: 100%	Earth: 100%
Wind: 100%	Virtue: 115%
Fire: 100%	Bane: 90%
Water: 100%	

Power Bonuses

Physical: 100%
Magical: 55%

Stat Gains

HP: +5	STR +4
MP: +5	INT +4
	AGI +4

50. Rotten Wizard

Movement: Base move 4
Trudging/Wading

Weapon: None

Talents: Attack spell x3

Resistances

Physical: 120%	Earth: 95%
Wind: 95%	Virtue: 115%
Fire: 95%	Bane: 85%
Water: 95%	

Power Bonuses

Physical: 65%
Magical: 100%

Stat Gains

HP: +3	STR +4
MP: +5	INT +5
	AGI +4

51. Rotten Knight

Movement: Base move 5
Walking/Wading

Weapon: Sword

Talents: None

Resistances

Physical: 95%	Earth: 100%
Wind: 100%	Virtue: 115%
Fire: 100%	Bane: 90%
Water: 100%	

Power Bonuses

Physical: 100%
Magical: 90%

Stat Gains

HP: +5	STR +5
MP: +5	INT +4
	AGI +4

52. Daemon

Movement: Base move 5
Walking (snow) /Wading

Weapon: Axe, Club

Talents: Summon Darkness

Any spell x2

Resistances

Physical: 105%	Earth: 95%
Wind: 95%	Virtue: 115%
Fire: 95%	Bane: 80%
Water: 95%	

Power Bonuses

Physical: 105%
Magical: 95%

Stat Gains

HP: +7 STR +5
MP: +4 INT +5
AGI +5

53. Dark Angel

Movement: Base move 6

Flying/Wading

Weapon: Thrusting Sword

Talents: Any spell x3

Resistances

Physical: 100%	Earth: 100%
Wind: 100%	Virtue: 125%
Fire: 100%	Bane: 50%
Water: 100%	

Power Bonuses

Physical: 105%
Magical: 105%

Stat Gains

HP: +7 STR +6
MP: +5 INT +5
AGI +5

54. Dark Stalker

Movement: Base move 7

Acrobatic/Waterwalking

Weapon: Katana

Talents: None

Resistances

Physical: 130%	Earth: 100%
Wind: 100%	Virtue: 115%
Fire: 100%	Bane: 90%
Water: 100%	

Power Bonuses

Physical: 100%
Magical: 100%

Stat Gains

HP: +5 STR +3
MP: +3 INT +4
AGI +8

55. Predator

Movement: Base move 5

Walking/Wading

Weapon: Sword, Spear

Talents: Chance to kill Dragons in a single hit

Resistances

Physical: 95%	Earth: 100%
Wind: 100%	Virtue: 115%
Fire: 100%	Bane: 90%
Water: 100%	

Power Bonuses
Physical: 110%
Magical: 100%

Stat Gains
HP: +8 STR +7
MP: +1 INT +4
AGI +6

56. Hell Gigantes

Movement: Base move 3
Trudging/Wading

Weapon: None
Talents: None

Resistances
Physical: 80% Earth: 110%
Wind: 110% Virtue: 115%
Fire: 110% Bane: 90%
Water: 110%

Power Bonuses
Physical: 100%
Magical: 100%

Stat Gains
HP: +10 STR +10
SP: +3 INT +3
AGI +2

57. ???

Movement: Base move 3
Trudging/Wading

Weapon: None
Talents: None

Resistances
Physical: 70% Earth: 90%
Wind: 90% Virtue: 110%
Fire: 90% Bane: 80%
Water: 90%

Power Bonuses
Physical: 100%
Magical: 100%

Stat Gains
HP: +8 STR +9
MP: +4 INT +4
AGI +6

58. Fallen Angel

Movement: Base move 5
Warping/Floating

Weapon: Sword
Talents: Ice Requiem, Descent, Ambicion

Resistances
Physical: 65% Earth: 75%
Wind: 75% Virtue: 85%
Fire: 75% Bane: 85%
Water: 75%

Power Bonuses
Physical: 100%
Magical: 100%

Stat Gains
HP: +9 STR +7
MP: +6 INT +7

59. Sacred Demon

Movement: Base move 11

Warping/Aquatic

Weapon: None

Talents: Shear, Day of Judgment, Apocalypse, Cataclysm, Descent

Resistances

Physical: ? Earth: ?

Wind: ? Virtue: ?

Fire: ? Bane: ?

Water: ?

Power Bonuses

Physical: ?

Magical: ?

Stat Gains

HP: +15 STR +8

MP: +6 INT +7

AGI +6

----- 8. Emblems -----
#####

Confused about the Emblems, how to get them, and what they do?

Well, here's a complete list.

1. Blood Reign

Requirements: Kill 25 enemies

Training: No

Effect: -1 to Mental Gauges of all enemies within 3 spaces

2. Dragon's Scale

Requirements: Kill 5 Dragons

Training: No

Effect: Lowered chance to persuade Dragons

Required for Dragoon class

3. Animal Hunter

Requirements: Kill 5 beasts

Training: No

Effect: Lowered chance to persuade beasts

4. Exorcist

Requirements: Eradicate 5 undead

Training: No

Effect: -1 to Mental Gauges of undead enemies within 3 spaces

5. Self Preservation

Requirements: Kill an enemy in a counterattack

Training: Yes

Effect: Increased damage in counterattacks

6. Berserker

Requirements: Kill an enemy in a single hit

Training: No

Effect: +10 biorhythm

7. Arbitration
Requirements: Persuade 5 enemies
Training: No
Effect: Increased chance at persuasion
8. Vixen's Whisper
Requirements: A female unit persuades a male unit
Training: No
Effect: Required for Witch class
9. Broken Heart
Requirements: A male unit fails to persuade a female unit 5 times
Training: No
Effect: -10 biorhythm
10. Fist Fight
Requirements: Kill an enemy with nothing equipped
Training: Yes
Effect: Increased damage when using fists
11. Heavenly Spirit
Requirements: Use a healing spell 20 times
Training: Yes
Effect: Required for Priest class
12. Don Quixote
Requirements: Get counterattacked and lose over 67% of max HP
Training: Yes
Effect: INT -10
13. Centurion
Requirements: Kill all enemies in a battle with a single character
Training: No
Effect: STR +20
14. Charisma
Requirements: Get over 350 in STR, INT, or AGI
Training: n/a
Effect: +1 to Mental Gauges of all allies within 3 spaces
15. Bullpen Ace
Requirements: Kill 20 enemies in training
Training: Yes
Effect: Increased damage during training
16. Bogus Hero
Requirements: Gain 20 levels in training
Training: Yes
Effect: Unable to land critical hits (negated by Miracle)
17. The Pen and the Sword
Requirements: Use magic and physical attacks to kill 4 enemies each
Training: Yes
Effect: Required for Warlock class
18. Gibe of the Fallen Angel
Requirements: Kill 3 enemies as a Cleric/Priest/High Priest
Training: No
Effect: Alignment moves 1 level toward C

19. Lancer
Requirements: Hit 2 enemies at once with a spear
Training: Yes
Effect: Required for Valkyrie class
20. Philosopher's Stone
Requirements: Kill 2 enemies at once with a spell
Training: Yes
Effect: Required for Siren class
21. War God
Requirements: Do over 200 damage with a single physical attack
Training: Yes
Effect: STR +30, INT -30
22. Knight's Certificate
Requirements: Hit an enemy 15 times, but not from behind
Training: Yes
Effect: Required for Knight class
23. Book of Initiation
Requirements: Evade 3 attacks in a row
Training: Yes
Effect: Required for Swordmaster class
24. Miracle
Requirements: Evade an attack with less than 5% HP left
Training: Yes
Effect: Increased chance of landing a critical hit (negates Bogus Hero)
25. Embodiment of Desires
Requirements: Collect 5 treasures
Training: No
Effect: Better quality hidden treasures
26. Sniper
Requirements: Hit an enemy with a bow 5 times
Training: Yes
Effect: AGI +10
27. Archangel's Feather
Requirements: Get revived with the Resurrection spell
Training: Yes
Effect: Required for Angel Knight class
28. The Cycle of Life
Requirements: Get reincarnated with the Reincarnation scroll
Training: No
Effect: +1 to Mental Gauges of undead allies within 3 spaces
29. Mark of the Elite
Requirements: Win a battle with 2 or less members
Training: No
Effect: Gain 1 level (can only be obtained once)
30. Lucky Soldier
Requirements: Don't get hit in a VS battle
Training: n/a
Effect: Biorhythm bonus

31. Veteran Soldier

Requirements: Win a VS battle
Training: n/a
Effect: STR +15, INT +15, AGI +15

32. Relix's Emblem

Requirements: Male unit becomes all the classes
Training: n/a
Effect: Constant +2 to Mental Gauge

33. Ripple's Emblem

Requirements: Female unit becomes all the classes
Training: n/a
Effect: Constant +2 to Mental Gauge

34. Grozz Nuy's Emblem

Requirements: Dragon becomes all the classes
Training: n/a
Effect: Constant +2 to Mental Gauge

----- 9. Quest Mode -----
#####

Ah, the Quest Mode.

Quest Mode is an extra mode in which you can grab items depending on how well you perform in battle. You choose a certain number of units to fight against an enemy team, and depending on how quickly you can fulfill the victory condition, you get items of varying quality. No experience is gained in Quest Mode maps.

You can unlock new Quest Mode maps when you obtain scrolls during the mainline game.

The same rules apply to most of the maps. Always, always include fliers. Hawkmen, Angel Knights, Vrtras, and Ninjas are the way to go. Also, have bows equipped, so you can start attacking your enemies as quickly as possible.

Here's a rundown of each map. The letters under "Items" indicate the rank of the item. There's a list of items for each rank lower down.

===== Numida Chronology =====

Cost: 0

Enemy Level: 15

Enemy Leader: Calais (Ninja)

Trophies:

DEFEAT LEADER

Turns	Items	Goth
1-3	F x1	1200
4-5	F x1	1000
6-7	F x1	700
8-9	G x1	500
10-11	H x1	400
12-15	H x1	300
16-20	H x1	200

21-25	I x1	100
26-30	J x1	50
30+	J x1	50

DEFEAT ALL ENEMIES

Turns	Items	Goth
1-9	G x2, H x1	1200
10-12	G x2, H x1	1000
13-15	G x1, H x2	700
16-18	H x2, I x1	500
19-21	H x1, I x2	400
22-25	I x2, J x1	300
26-30	I x1, J x2	200
30+	I x1, J x2	150

===== Epic of Tinea =====

Cost: 3000

Enemy Level: 20

Enemy Leader: Khiel (Valkyrie)

Trophies:

DEFEAT LEADER

Turns	Items	Goth
1-3	E x1	5000
4-5	E x1	4500
6-7	E x1	3500
8-9	F x1	3000
10-11	F x1	2500
12-15	G x1	2000
16-20	G x1	1500
21-25	H x1	1000
26-30	H x1	800
30+	I x1	600

DEFEAT ALL ENEMIES

Turns	Items	Goth
1-9	E x2, F x1	5000
10-12	E x2, F x1	4500
13-15	F x2, G x1	3500
16-18	F x2, G x1	3000
19-21	F x1, G x1, H x1	2500
22-25	G x2, H x1	2000
26-30	G x1, H x1, I x1	1500
30+	H x1, I x2	1000

===== Cave Exploration =====

Cost: 6000

Enemy Level: 25

Enemy Leader: Zweig (Warlock)

You'll obtain a Necromancy scroll and the Batraal Chronology after you beat this map.

Trophies:

DEFEAT LEADER

Turns	Items	Goth
1-3	C x1	10000
4-5	C x1	9000
6-7	C x1	7500
8-9	D x1	6000
10-11	D x1	5500
12-15	E x1	5000
16-20	E x1	4000
21-25	F x1	3500
26-30	F x1	3000
30+	G x1	2500

DEFEAT ALL ENEMIES

Turns	Items	Goth
1-9	C x2, D x1	10000
10-12	C x2, D x1	9000
13-15	C x1, D x1, E x1	7500
16-18	D x2, E x1	6000
19-21	D x1, E x1, F x1	5500
22-25	E x2, F x1	5000
26-30	E x1, F x1, G x1	4000
30+	F x1, G x2	3500

=====
===== Batraal Chronology =====

Cost: 15000

Enemy Level: 30

Enemy Leader: Byron (Swordmaster)

You'll obtain the Lachesis skill book and the Tundra Geneology after you beat this map.

Trophies:

DEFEAT LEADER

Turns	Items	Goth
1-3	B x1	22000
4-5	B x1	20000
6-7	B x1	18000
8-9	C x1	15000
10-11	C x1	12000
12-15	C x1	10000
16-20	D x1	9000
21-25	E x1	8000
26-30	E x1	7500
30+	F x1	7000

DEFEAT ALL ENEMIES

Turns	Items	Goth
1-9	B x2, C x1	22000
10-12	B x2, C x1	20000
13-15	B x1, C x1, D x1	18000
16-18	C x2, D x1	15000
19-21	C x1, D x1, E x1	12000
22-25	D x2, E x1	10000
26-30	D x1, E x1, F x1	9000
30+	E x1, F x2	8000

=====

===== Tundra Geneology =====

Cost: 28000

Enemy Level: 35

Enemy Leader: Dionyde (Priest)

You'll obtain the Clotho skill book after you beat this map.

Trophies:

DEFEAT LEADER

Turns	Items	Goth
1-3	A x1	38000
4-5	A x1	34000
6-7	A x1	30000
8-9	B x1	28000
10-11	B x1	26000
12-15	C x1	24000
16-20	C x1	22000
21-25	D x1	20000
26-30	D x1	19000
30+	E x1	18000

DEFEAT ALL ENEMIES

Turns	Items	Goth
1-9	A x2, B x1	38000
10-12	A x2, B x1	34000
13-15	A x1, B x1, C x1	30000
16-18	B x2, C x1	28000
19-21	B x1, C x1, D x1	26000
22-25	C x2, D x1	24000
26-30	C x1, D x1, E x1	22000
30+	D x1, E x2	20000

Item Rank Chart

Rank A

Angel Fruit	Sain't Shield
Orb	Southern Cross
Kerykeion	Brionac
Oracion	Sorcerer's Cup

Rank B

Sacred Stone of Bliss	Freude Helm
Dowsing Rod	Reincarnate
Holy Crown	Balmung
Cup of Life	Sherwood Bow

Rank C

Pure White Dress	Warp Ring
Grincer Coat	Firedrake Sword
Warp Shoes	Yomogiu
Ring of Flight	Yugiri

Rank D

Sword Emblem	Thunder Shield
Crown of Intellect	Earth Shield
Stone of Swiftnes	Flame Shield

Earth Dragon Axe

Ice Shield

Rank E

Prox	Needle of Light
Glass Pumpkin	Flame Flail
Rapture Rose	Hammer of Tears
Peridot Sword	Caldia

Rank F

Peregrine Mail	Volcaetus
Nathalork Mail	Dragon Gem Sword
Phoenix Mail	Flame Bow
Ice Wand	Sandstorm Bow

Rank G

Tundra Bow	Flame Leather
Leviathan Mail	Beast Whip
Brigandine	Hyacinth Fan
Earth Leather	Earth Wand

Rank H

Thunder Chain	Earth Garb
Ice Chain	Wind Wand
Wind Garb	Robe of Abyss
Fire Garb	Fire Wand

Rank I

Water Garb	Water Ring
Wind Ring	Sacrificial Doll
Firedrake Ring	Seraph Plume
Earth Ring	Pointy Hat

Rank J

Ring of Floatation	Magic Essence
Wisdom Fruit	Tome of Discipline
Spirit Fruit	Urn of Chaos
Healing Essence	Pointy Hat

 ----- 10. Credits -----
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CJayC: Obviously...

Gusha no Kyuden 愚者の宮殿: Class data taken from here.
<http://www.gusya.com/>

Ogre Lord オウガロード: Quest Mode information taken from here.
<http://ogrelord.cside.com/>

 ----- 11. Legal -----
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