

Tactics Ogre: The Knight of Lodis Ghost FAQ

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Updated to v1.5 on Nov 12, 2002

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Sir "O" presents
The Tactics Ogre: Gaiden Ghost FAQ

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-----Version-History-----

October 1, 2002; v.1.0: First version.

November 12, 2002; v.1.5: Editted the FAQ. (I wish I had spell check right about now.) Also added two new chapters and updated a couple of others. Who knows? Maybe someone will actually read it now. (^_^)

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-----Chapter-1-----

Chapter 1: Introduction

This is my first FAQ for nearly two years. My purpose is to introduce you to using an underrated class; a Ghost. Ghosts are extremely mobile and versatile fighters in the world of Tactics Ogre, and although they're by no means invulnerable, they're more than able to give competitors a run for their money in a 2-player game.

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Chapter 2: "Why should I pick a Ghost?"

Heck, if you're more inclined, you might instead ask "Why should I pick a Ghost over a Lich or an Undead Dragon?" Ghosts are best explained as an auxierey class of fighters that are dismissed too quickly by opponents as being vulnerable and expendable. Nothing could be further from the truth. A well-equipped and deployed group of Ghosts could spell doom for a Heavily armored knight or even a famed Lich. Granted, as all classes do, they have their Achilles' Heel, but that shouldn't stop you from taking advantage of what these guys have to offer.

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Chapter 3: "How do I get a Ghost?"

It's actually fairly easy to get a Ghost. There are two main ways: first is to use the "Necromancy" spell to revive one of your fallen warriors. They will return to the field as a Ghost. The second is perhaps the best option. You can persuade a wild Ghost to join you. These are found at Gryllus swamp, which is more or less near the Southeast corner of the map. If you persuade one Ghost, get him to talk another Ghost into joining WITHOUT using him to fight. If you do this, the persuading Ghost will receive an emblem allowing a much higher rate of persuasion. This coupled with the bonus you receive persuading a member of your own class can get you a nearly 75-80% chance of persuading more Ghosts. I recommend getting three Ghosts, no more, no less.

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Chapter 4: Run-down of the Ghost Class - Strengths and Weaknesses

Alright, here's where it gets interesting. This is the continuation of Chapter 2.

*Advantages of a Ghost: *

-Very mobile. Ghosts are small, with an average move range of 7 spaces. That means they can get in, attack, and move out in a matter of two turns with ease. They also float, so water and rough terrain have no effect on them. Best of all, they move via teleportation, so neither height nor obstacles are an issue for them. All of this put together mean that they essentially have free reign of the board.

-The second chance. If a Swordmaster happens to get a lucky shot on Mr. Ghosty (or whatever cheesy name he happens to have ^_^), instead of disappearing from the field, your Ghost simply collapses onto the tile he "died" (lost all HP) on. Given time, he'll pop right back up, fresh as a daisy. And with a certain spell (explained down the road) he doesn't even need to wait!

-No fear/bravery factor. A lot of people don't pay attention to it anyway, but Ghosts don't react to the landscape in any way. You know the meter under the character's picture with a number from -2 to 2? It will almost always be zero for a Ghost. Unfortunately, they won't become brave either. The exception is if you're next to a person with an emblem (I believe it's Exorcist, but I'm not sure) that automatically sets your ghost to a -2. I'm not sure of Relix's Emblem gives a Ghost a +2 when obtained, because I haven't received it for my Ghosts.

-Ignorance of defense power. This is where it gets good. Most of the Spells a Ghost receives (Brain Sap and Enfeeble, particularly) completely ignore both Defense and even MAGIC Defense. What does this translate to in gaming terms? It means that the same Enfeeble spell that steals 70 HP from a Wizard will also steal 70 HP from a Knight and especially notable, even 70 HP from the armored tank that is a Lich. Last boost giving you a hard time? bring a Ghost in with Longinolis[sp?], break its barrier, then have your three Ghosts keep Enfeebling it. The three of them alone can do about 210 damage per turn at level 40 (and it keeps increasing from there) while remaining relatively safe from his reprisals.

-STATUS EFFECTS ARE NULL AND VOID! I just had to capitalize this part, because it's one of the biggest advantages of using a Ghost. This is the class that will make a Witch cry. Ghosts can't be Poisoned, Paralyzed, put to Sleep, Petrified, Confused, or Charmed. Stat altering spells (POW up, SPD

down, etc.) still work, however.

-Perfect teammate for an Angel Knight. When an Angel Knight uses his/her "Poignant Melody" skill on a Ghost, he'll not only recover a large chunk of HP, but he'll also be loaded for bear with a generous MP donation. Set an Angel Knight up in the back ranks on defensive, let the Ghosts rush in with their Nightmares, Enfeebles, and Brain Saps. By the time someone manages to get through to the Angel Knight, he'll be considerably weakened, unable to use strong magic, and possibly asleep from the Nightmare spell. All the Angel Knight has to do then is a little clean-up work.

-Relatively versatile with equipment. While your strongest sword probably isn't in the best hands with a Ghost, they don't suffer all that horribly with heavy equipment. And since their move range is pretty large to begin with, give 'em a set of semi-useful swords and give them strong armor, and they'll do just great blocking enemy attacks or taking damage from the attacks that DO get through.

Disadvantages of a Ghost:

-Not powerful. As I said, while it's intelligent to give them decent swords, your best weapons will be useless in a Ghost's hands. They mostly use weapons just to parry or to have something to fight with while they're waiting for their SP meters to charge up. Even when you get enough SP for their "meat and potatoes" spells (Brain Sap and Enfeeble), they'll only do about 1/4 a lifebar damage on a equal-level character. That's why it's important for your set of three Ghosts to stick together. Hitting 70 HP worth of damage with an Enfeeble attack on a character with 400 HP isn't much of a threat. Band the 3 Ghosts together using the same spell, however, and now he's lost slightly over half his lifebar and he doesn't know which of the three ghosts to hit when his turn comes around.

-No heal spells or HP-recovering items. Being undead, they can't recover HP by conventional means.

-THE ACHILLES' HEEL. I had to cap this one as well, because it's very important. Ghosts are extremely vulnerable against a fighter with the Exorcism spell. The classes that, because of this spell, will give a Ghost trouble are Clerics, Priests, High Priests, and Angel Knights. This spell will completely wipe a Ghost off the field, often with a high percentile chance of hitting. Oh, well. You can't have it all... The plus side of this is that if there's only one character able to use this spell and no one with "Fluid Magic" nearby (something you MUST check on), you can usually keep them in check with the Brain Sap spell.

-They use SP. Sorry, no Magic Seeds or Fluid Magic spells to speed up their SP recovery. Of course, that's why there's Brain Sap and the Angel Knights' Poignant Melody.

-----Chapter-5-----

Chapter 5: "Who works well with a Ghost?" - Choosing Teammates

Ghosts actually work well with just about anyone, but these in particular:

-Angel Knights. As explained above, these two compliment each other extremely well. Set them up together, and it'll be one hard time taking them down.

-Liches. After all, they're tough as nails and can use the Black Magic

spells Ghosts can't. Plus, they have Fluid Magic, which helps out the...

-Priest and High Priest. Truth be told, these classes will have little to do with Ghosts, but they're the perfect Yin the the Ghosts' Yang, and they'll help out the living end of the party easily.

-Hero as a Swordsman. Make this your class for the hero, and give him Atropos (the HP-draining spell for use with Swords), and equip him with a Sword from a fallen comrade (there's an item that turns a party member into a powerful sword). Then while he's slashing away, doing 300+ damage a pop and being healed by the Priests who are supplemented by the Lich[es], your Ghosts pals can be on the total opposite end of the field doing their thing with their Angel Knight buddy.

-Fairy. Not my first choice, but they ARE one of the few classes that can more or less keep up with a Ghost's move range and they get the extremely useful "Fairy Embrace," which allows you a second move for a character in a single turn.

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Chapter 6: Set-up, Strategy, and Technique

First, here's how to set up a good "Ghostly Trio." (Yes, I feel bad about the Casper reference.)

The spells

These are the four main Ghost spells that will be invaluable to you:

-Cursed Existence: (Cost 25 SP) Only one Ghost should have this. This is an extremely useful spell against a tough opponent able to take down your Ghosts. You see, as explained above, a Ghost, once KO'd, will eventually recover from "death" if given time. With the Cursed Existence spell, there's no need to wait. This spell instantly revives all fallen (not Exorcised) Ghosts from ANYwhere on the field.

-Nightmare: (Cost: 8 SP) This spell is far more useful than it might seem at first glance. This should be the spell used by the two Ghosts not using the Cursed Existence spell. It's a sure-hit spell (100% chance) that does extremely minor damage (usually in the single digits even at levels 40 and up) and has a chance of putting an opponent to sleep. While the damage is usually nothing to root for, it's great if the opponent lucked out from a would-be finish and has 1 or 2 HP left. It's also particularly handy against fighters, beasts, and dragons (not undead dragons) because it has a reasonable chance of putting them to sleep, opening them up for an Enfeeble spell by a fellow ghost. It also has amazing reach.

^Enfeeble:^ (Cost: 15 SP) This is one of the two bread and butter spells of the Ghosts and should be equipped by all three ghosts. This is very easily the most important spell in a Ghost's line-up. Enfeeble is a *defense-ignoring* spell that drains HP from other characters and replenishes those of the Ghost. This is a must for a few reasons. First of all, it takes awhile to get an Angel Knight, and until you do, this is the ONLY way a Ghost has of recovering HP during battle. Second, while it's not mind-boggling in strength, it does ignore defense and magic defense, making it optimal against high-defense characters that are nearly impossible to hurt any other way. It also has very respectable range, though not as much as Nightmare. ONE THING TO NOTE: Although this isn't a missile-type spell, it's not gaurenteed to hit. It is most accurate when used from BEHIND an opponent.

^Brain Sap:^ (Cost: 15 SP) This is the other spell no Ghost should be without. It's not ALWAYS useful (that Fluid Magic is a real bugger), but it'll get you out of a tough jam. This spell works like Enfeeble, only instead of HP, it drains MP from an opponent and transfers it to the Ghost (as SP). This is another great move to have until you're able to get an Angel Knight. Say a Lich just gave himself a Magic Seed and you're down to 15 SP. Suddenly he has the advantage and is likely going to unleash a nasty spell on your hapless Ghosts. Well, by using the Brain Sap spell, you'll not only take away his advantage, but you'll recieve your own, as you'll have the SP reserve to be able to cast Enfeeble for the next few turns. ONE THING TO NOTE: Although this isn't a missile-type spell, it's not gaurenteed to hit. It is most accurate when used from BEHIND an opponent. (Deja vu, right? ^_^) ANOTHER THING TO NOTE: This spell does NOT, I repeat, NOT work against SP-using creatures, so don't try draining an Angel Knight's SP. It won't work.

Spell set-up

Ghost #1:
Enfeeble
Brain Sap
Cursed Existance

This Ghost is your Ghost with the most HP and largest move range. If your two other Ghosts are getting clobbered, this is the one that will save the day. Because of Cursed Existance, the two active Ghosts will be all but unbeatable if the enemy team doesn't have a Priest or what-not handy.

Ghosts #2 & 3:
Nightmare
Enfeeble
Brain Sap

Most of the time, all three Ghosts should be up front, but if the battle gets nasty, set these two up in the ranks and let the third stay out of the battle. That will give these two ample opportunity to keep battling away against a colossus of an opponent while being revived with #1's Cursed Existance spell.

Equipment

While I don't have very many specific suggestions for weapons, I really must recommend AGAINST using staves for Ghosts. They're lighter and some are somewhat strong, but you can't parry (Guard) with them. My recommendation are stabbing swords. The Point of Light is very well used by a Ghost, as is the Dragon Gem Sword (something like that...). I don't recommend axes, spears, or snapdragon swords, as many are too heavy and Ghosts aren't strong enough to wield them and do decent damage. Bows are okay, but usually if you're in the range for a bow to be useful, you'll want to hit a spell instead. Besides, Ghosts do just fine in melee range. If you want to get a shield (and I'll say it again in the armor portion), that's perfectly fine.

Recommended swords:

Point of Light
Abicon (recieved from the second-last boss)

As for armor, there's not too many restrictions, but don't go crazy. I recommend some very light armor or robes (Spell Robes work just fine) and

perhaps some headgear and nothing more. They have no need for boots (being at optimal mobility already) and accessories do little more than weigh them down. Remember, your Ghosts should work on parrying attacks rather than absorbing them, so work on getting your dodge/guard rate up. Often a strong-seeming armor just makes you a damage magnet. Shields shouldn't give you too much trouble, though.

Recommended armor:

Spell robe

Iron Helm

Other things

The only Dragon Summon (attack based on your weapon that damages user) that I might give a Ghost is "Clotho," which is used with spears and stabbing swords. When using a stabbing sword, and this ability, a Ghost will be able to attack the two panels in front of him. Other than that, save these abilities for more hearty fighters.

Vs. classes

Vs. Soldier: If there's a menacing Soldier class character, I've never seen one.

Vs. Swordsman/Dragoon/Knight: This is when the "two up front, one waiting with "Cursed Existance" strategy comes in handy. Have your two active ones wail away, using Nightmare, Brain Sap, and Enfeeble spells and fighting when SP are drained.

Vs. Angel Knight: RUN. Unless they're loaded down, they have a large move range and the Banish attack once sufficiently charged. You can't take their SP (see Brain Sap description), and Cursed Existance won't do a thing if one of your guys gets Eradicated. Let your heavy hitters (not magic users, Banish depletes MP) go to work on him quickly.

Vs. Cleric/Priest/High Priest without Exorcism: Don't sweat it. They heal, and you steal their healed HP. Magic Missile or Devine Radiance might knock you out, but Cursed Existance will just bring them right back into the fray.

Vs. Cleric/Priest/High Priest using Exorcism WITHOUT Fluid Magic support: Start sweating. Unless there's a whole gang of them with Exorcism (not subtle enough placing your Ghosts, perhaps?), this shouldn't be a really big deal, because you have Brain Sap and should be able to hit it before they have enough magic to cast exorcism. Don't let them get near anyone else, however! If they do, a person from their group can give them a Magic Seed (or the like) and they'll be able to cast Exorcism on the next turn.

Vs. Cleric/Priest/High Priest using Exorcism WITH Fluid Magic support: This is your worst nightmare (and I don't mean the spell, either). It only takes one turn for the Fluid Magic user to be able to give the Priest a large dose of MP to use in the same turn to take out one of the Ghosts. Don't go ANYWHERE near them and IMMEDIATELY use you other characters to wipe out the Fluid Magic caster.

Vs. Lich: This is exceptionally easy, believe it or not. The premiere Lich spell, Fiend's Grip, won't do a whole lot of damage to you. Why? Because Ghosts are Bane-type creatures taking a Bane-type spell. Their high defense might give other classes trouble, but as I've said several times already, Enfeeble ignores defense.

Vs. Witch/Warlock: Unless they're helping a Priest with Fluid Magic, these guys are absolutely worthless against ghosts. The vast majority of their spells effect status; and because Ghosts' statuses CAN'T be changed (no Fascination for you, witchy!), these opponents are basically up the creek without a paddle against a Ghost. Just remember that spells like Constrain DO effect Ghosts.

Vs. Deneb (Witch[Heart]): This rarity isn't much more of a threat to Ghosts than a regular Witch, mostly because her specialty ("Temptation") won't work any better than a regular watch's "Fascination" special against a Ghost. Actually, since very few people equip Deneb with Fluid Magic, she might even be LESS of a risk than a regular Witch. The only major difference that a Ghost should be mindful of is that Deneb can use summon spells.

Vs. Wizard/Siren: Nothing worth mentioning here. The Sirens' summon attacks might be tricky to deal with, but the standard Ghost tricks apply.

Vs. Beasts/Elemental Dragons (not undead): Give me a break. I've yet to see an exceptionally powerful Griffon. The Dragons (as well as the Cockatrice) can do some damage on you with their breath attacks, but your status won't be effected in any way.

Vs. Undead Dragon: This is only worthy of noting for two reasons. First their breath attack will effect you (I believe the effect is POW down). Second, they're like Ghosts in that, once felled, they're able to revive in a matter of a couple of turns; and if you're forced into using Cursed Existance, just take note that it will revive these guys, too. However, I wouldn't sweat this too much, their move ranges are far from respectable and, not being Final Fantasy, Enfeeble (Drain) WILL take HP from them.

Vs. Lesser and Greater Demons: See Lich.

Vs. Fairy and Goblin (I believe): These are flip side of the same coin. The thing to note about Fairies is that they can use "Fairy's Embrace" and give a teammate another turn. Goblins look like they have Fairy attacks, but they're actually offensive. These are basically like Ghosts, except they have no defense-ignoring spells (or ANY spells, actually) and once they die, they're dead. Nightmare (with 100% hit rate) is a plus against these pixies.

-----Chapter-7-----

Chapter 7: "Q & A"

So, here we go. This is obviously the question-and-answer portion of the FAQ. (In case you're wondering, I put "Q & A" in quotation marks because several of the "Qs" aren't really "Qs" at all.)

-Q: The people I play against are using a bunch of Priests and Angel Knights now!

-A: You're using your Ghosts TOO much. Variety is the name of the game. Give your Ghosts a breather and send in your heavy hitters for the next few games to make those Priests pay.

-Q: I'm at level 50, but I'm still really overpowered!

-A: Your enemy most likely has an edge on you. See the next Chapter for details.

-Q: Does a Ghost make a good Snapdragon weapon?

-A: No.

-Q: Why not?

-A: Because a Snapdragon weapon's power is half of the attributes of the person it is based from. Ghosts are really weak when it comes down to it (I'm not saying they're underdogs; it's the other things besides strength that give them the edge). I'm not sure if the sword would protect against status changes, but even if it did, I'd recommend against it.

-Q: Can Ghosts use any spells besides the four you talked about?

-A: Not that I know of.

-Q: I think a Ghost should use staves and be reserve characters. Why do you want them to be front-line fighters?

-A: Hey, I'm not saying this is the way they HAVE to be used. I'm saying this is the way *I* use them. I find Ghosts to be wasted in the back of the line and stabbing swords their most effective equipment. If you've got better way, feel free to tell me it or make your own FAQ.

-Q: Where can I contact you?

-A: Since apparently everyone missed it, my address is sirOrionorig@hotmail.com and is listed at both the beginning and end of my FAQ. The aol address DOESN'T WORK.

-----Chapter-8-----

Chapter 8: Level 50+

I bet you thought level 50 was where it ended, didn't you? Although level 50 is the maximum level, there are ways to keep improving yourself. You might notice that every so often in random battles you'll receive an item such as a "Cup of Life." These items will improve your attributes even beyond those of the normal realm of growth. For some reason, I see people pawning these off all the time. Don't get me wrong - when you're between story decisions and strapped for cash in the middle of the game, they're great for a quick buck; but when you have a party that you've beaten the regular game and Quest Mode with and have no need to go to the stores, don't sell these trinkets, because they could make or break you in a two-player game and give you incentive to continue fighting in random battles in a one-player game. Just remember you have other characters besides your Ghosts. Don't pump only one or two characters up (unless you're doing it to Alphonse). Spread the joy! Anyway, these items are...

Cup of Life

Crown of Intellect

Sword Emblem

The Cup of Life is perhaps the most valuable of the three for your #1 Ghost (the one with Cursed Existence, remember?), because it increases your maximum HP by 5!

The Crown of Intellect can be very useful to all three Ghosts, because it increases your intelligence (and thus your magic and magic defense) by 2 points. It might not seem like a lot, remember that these things add up.

The Sword Emblem is the third item; and it increases your strength (and consequently your attack and defense) by 2. Because Ghosts are primarily magic users and have less need for defense since they are so easy to revive, this is probably the least useful of the three items to Ghosts, and should be limited to your "living" party members.

-----Chapter-9-----

Chapter 9: Other Stuff

There's not a whole lot left to add. Please feel free to contact me with
advice and comments anytime. My current working address is
sir0rionorig@hotmail.com (just be sure the first letter of Orion is a zero,
not an "O"). Just make sure that the topic has something to do with Tactics
Ogre and isn't something like "Hi!" Thanks for reading this far into my
strategy guide.

-Sir "O"

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