

# Ogre Battle 64 Neutral Encounter Guide

by Rumo

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Ogre Battle 64 Neutral Encounter Guide

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|Revision History |
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Ver. 0.7

-Added items to defeated neutral encounters list

Ver. 0.6

-Added items to defeated neutral encounter chart

Ver. 0.5

Yay! Finally an update \*watches all  
three of their fans cheer\*

-Updated encounters section to Celesis

-Added and organized quotes

Ver. 0.4

-Updated items section

-Updated quotes section

-Updated encounters section

Ver. 0.3

-Added items section

-Updated quotes section

-Updated encounters to Mount Keryoleth

Ver. 0.2

-Added quotes section

-Updated Encounters to Audvera Heights

-Added Note and Note2

Ver. 0.1

-Created guide

-List of neutral encounters  
from Prologue and Chapter 1

|-----|  
|About this Guide |  
|-----|

This is (obviously) a guide to the neutral encounters in Ogre Battle 64. If you're reading this, you probably know what Ogre Battle 64 is, and how to play it, so I won't explain that (unless otherwise convinced). The purpose of this guide is to inform people all about neutral encounters. I'll try to complete it as soon as possible, and I'd appreciate if no one e-mails me about areas I haven't already explored. I'll try to keep it as spoiler-free as possible, which shouldn't be too hard. But I'm warning you now.

What should be in the next update? Well...

Organize the items and encounters sections

Add more encounters and items

|-----|  
|What's a Neutral Encounter? |  
|-----|

A neutral encounter is an encounter with a character you can possibly recruit. While wandering around on the Mission Map, occasionally one of your moving characters exclaims something to the effect of "A [insert character] encountered !?" The screen then changes to battle mode, where the neutral character appears. You can then interrupt the battle by pushing the interrupt button (X), and select 'Talk'. Now, one of three things can happen. One, the character will join your group. Two, the character will not be persuaded and get a free hit. Or three, the character will flee. As David brought to my attention, to have the greatest chance of recruiting a large character, let your unit hit it a few times. To have the greatest chance of recruiting a small character, try to persuade it without hitting it at all. But be warned, if you kill the neutral character, or all your characters use all their moves, you won't recruit the character. But you will get an item.

Neutral encounters are randomly initiated while on the map, although the

chances of them happening are greater when you are revisiting the area. Neutral encounters don't happen to units that are at strongholds, camping, or aren't moving. Your unit has to be heading towards a destination for them to occur. You can only get in neutral encounters with non-human classes (demi-human, beast, golem, etc). Remember, you CAN'T use your Elem-Pedras in neutral encounters.

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|-----|
|Neutral Encounters |
|-----|
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Note: Mature Dragon means any one of the six second stage dragons (Blue, Black, Earth, Thunder, Platinum, Red). Undead means Skeletons and Ghosts. Note2: Hawkmen, Ravens, and Vultans can be found on the highways of every level. Their level is based on the level of the other encounters there.

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--PROLOGUE--

-----

-Tenne Plains-

| Level | Character    | Location  |
|-------|--------------|-----------|
| ----- | -----        | -----     |
| 2     | Young Dragon | Forest    |
| 2     | Wyrn         | Barrens   |
| 2     | Golem        | Highlands |

-Volmus Mine-

| Level | Character    | Location  |
|-------|--------------|-----------|
| ----- | -----        | -----     |
| 2     | Young Dragon | Forest    |
| 2     | Golem        | Highlands |

-----  
--CHAPTER 1--

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-Crenel Canyon-

| Level | Character | Location  |
|-------|-----------|-----------|
| ----- | -----     | -----     |
| 3     | Hellhound | Barrens   |
| 3     | Griffin   | Highlands |

-Zenobian Border-

| Level | Character    | Location |
|-------|--------------|----------|
| ----- | -----        | -----    |
| ??    | Hellhound    | ??       |
| ??    | Griffin      | ??       |
| ??    | Young Dragon | ??       |

-Mylesia-

| Level | Character | Location  |
|-------|-----------|-----------|
| ----- | -----     | -----     |
| 5     | Fairie    | Plains    |
| 5     | Gremlin   | Forest    |
| 5     | Wyrn      | Highlands |
| 5     | Golem     | Barrens   |

-Volmus Mine\*-

| Level | Character | Location |
|-------|-----------|----------|
| ----- | -----     | -----    |
| 6     | Gremlin   | Plain    |

|   |        |    |
|---|--------|----|
| 6 | Wyrn   | ?? |
| 6 | Undead | ?? |

-Gunther Piedmont-

| Level | Character    | Location  |
|-------|--------------|-----------|
| ----- | -----        | -----     |
| 7     | Young Dragon | Plain     |
| 7     | Griffin      | Barrens   |
| 7     | Blue Dragon  | Marsh     |
| 7     | Golem        | Highlands |

-Dardunnelles-

| Level | Character      | Location |
|-------|----------------|----------|
| ----- | -----          | -----    |
| 8     | Skeleton       | Forest   |
| 8     | Ghost          | Forest   |
| 8     | Young Dragon   | Barrens  |
| 8     | Thunder Dragon | Barrens  |

-Alba-

| Level | Character    | Location  |
|-------|--------------|-----------|
| ----- | -----        | -----     |
| 8     | Hellhound    | Barrens   |
| 8     | Young Dragon | Highlands |
| 8     | Earth Dragon | Forest    |

-Crenel Canyon\*-

| Level | Character       | Location        |
|-------|-----------------|-----------------|
| ----- | -----           | -----           |
| 9     | Platinum Dragon | Barrens         |
| 9     | Hellhound       | Forest, Barrens |
| 9     | Griffin         | Highlands       |

-Mylesia\*-

| Level | Character    | Location  |
|-------|--------------|-----------|
| ----- | -----        | -----     |
| 11    | Faerie       | Plains    |
| 11    | Gremlin      | Forest    |
| 11    | Wyrn         | Highlands |
| 11    | Black Dragon | Forest    |

-Soathon Highlands-

| Level | Character       | Location  |
|-------|-----------------|-----------|
| ----- | -----           | -----     |
| 11    | Pumpkinhead     | Forest    |
| 11    | Platinum Dragon | Highlands |
| 11    | Hellhound       | Barrens   |

-Sable Lowlands-

| Level | Character   | Location  |
|-------|-------------|-----------|
| ----- | -----       | -----     |
| 12    | Faerie      | Plain     |
| 12    | Blue Dragon | Highlands |
| 12    | Skeleton    | Forest    |
| 12    | Ghost       | Forest    |

-Audvera Heights-

| Level | Character   | Location |
|-------|-------------|----------|
| ----- | -----       | -----    |
| 12    | Stone Golem | Barrens  |

|    |            |           |
|----|------------|-----------|
| 12 | Red Dragon | Highlands |
| 12 | Cockatrice | Forest    |

-Mount Ithaca-

| Level | Character | Location  |
|-------|-----------|-----------|
| ----- | -----     | -----     |
| 13    | Faerie    | Plain     |
| 13    | Gremlin   | Forest    |
| 13    | Griffin   | Highlands |

-Azure Plains-

| Level | Character    | Location  |
|-------|--------------|-----------|
| ----- | -----        | -----     |
| 14    | Earth Dragon | Forest    |
| 14    | Red Dragon   | Highlands |
| 14    | Stone Golem  | Barrens   |

-Mount Keryoleth-

| Level | Character      | Location  |
|-------|----------------|-----------|
| ----- | -----          | -----     |
| 15    | Earth Dragon   | Forest    |
| 15    | Thunder Dragon | Barrens   |
| 15    | Cockatrice     | Highlands |
| 15    | Goblin         | Forest    |

-Wentinus-

-Dardunnelles\*-

| Level | Character    | Location |
|-------|--------------|----------|
| ----- | -----        | -----    |
| 16    | Skeleton     | Forest   |
| 16    | Black Dragon | Barrens  |

-Gules Hill-

| Level | Character   | Location  |
|-------|-------------|-----------|
| ----- | -----       | -----     |
| 16    | Cerberus    | Highlands |
| 16    | Blue Dragon | Forest    |

-Fair Heights-

| Level | Character    | Location  |
|-------|--------------|-----------|
| ----- | -----        | -----     |
| 17    | Red Dragon   | Highlands |
| 17    | Earth Dragon | Forest    |
| 17    | Gremlin      | Forest    |
| 17    | Faerie       | Plain     |

-Vert Plateau-

| Level | Character       | Location        |
|-------|-----------------|-----------------|
| ----- | -----           | -----           |
| 19    | Earth Dragon    | Snowy Forest    |
| 19    | Platinum Dragon | Snowy Highlands |
| 19    | Thunder Dragon  | Snowy Barrens   |

-Capitrium-

| Level | Character       | Location        |
|-------|-----------------|-----------------|
| ----- | -----           | -----           |
| 18    | Black Dragon    | Snowy Barrens   |
| 18    | Platinum Dragon | Snowy Highlands |
| 18    | Ghost           | Snowy Forest    |
| 18    | Skeleton        | Snowy Forest    |

-Celesis-

| Level | Character       | Location        |
|-------|-----------------|-----------------|
| 20    | Platinum Dragon | Snowy Highlands |
| 20    | Thunder Dragon  | Snowy Barrens   |

\* Yep, you have to visit this place again. The old encounters will be gone, these will be in their place.

|-----|  
|Quotes |  
|-----|

This section shows you what your characters say when they encounter something.

Aisha- "...!! A wild [name]?"  
Ankiseth- "What a coincidence... A wild [name]."  
Asnabel- "An enemy!? ... No, a wild [name]!"  
Chaotic Unit- "Right on! A wild [name]!"  
Debonair- "A wild [name]? ... That caught me off-guard."  
Dio- "A wild [name] huh... I can handle this."  
Europea- "A wild [name]... Can we avoid a fight?"  
Katreda- "A wild [name]... Can we avoid the fight?"  
Lawful Unit- "We encountered a wild [name]!"  
Leia- "...!! A wild [name]?"  
Liedel- "A wild [name]? Um... H, How cute..."  
Magnus- "A wild [name]? Here!?"  
Meredia- "How cute! A wild [name]!"  
Neutral Unit- "A wild [name]... What should we do?"  
Paul- "A wild [name]... This is going to be fun."  
Saradin- "A wild [name]... Can we avoid the fight?"  
Sheen- "Cool! A wild [name]!"  
Troi- "Cool... A wild [name]!"  
Vad- "An enemy!? ...No, a wild [name]!"

|-----|  
|Items |  
|-----|

It seems that if you kill a neutral encounter instead of recruiting it or having it run away, you get an item from it. This is a (small) list of what you can get.

Black Dragon - Kerykeion, Heal Seed  
Blue Dragon - Cyanic Claw, Heal Seed  
Cerberus - Flag of Unity, Goblet of Destiny  
Cockatrice - Scroll of Discipline  
Earth Dragon - Axe of Wyrms (get multiples of these!), Heal Seed  
Faerie - Silver Hourglass, Heal Leaf, Heal Seed  
Ghost - Torn Cloth  
Gorgon - Love and Peace (a definite must get!)  
Griffin - Power Fruit  
Hellhound - Heal Seed, Power Fruit  
Platinum Dragon - Heal Seed, Ytival  
Pumpkinhead - Dowsing Rod (worth picking up!)  
Raven - Armet  
Red Dragon - Sword of Firedrake, Heal Seed  
Skeleton - Halt Hammer, Torn Cloth  
Stone Golem - Kite Shield  
Thunder Dragon - Sum Mannus, Heal Seed

Vultan - Hachigane

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|Thanks |  
|-----|

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Canyon  
"David" Rize\_@email.msn.com, for pointing out that you should weaken large  
characters and immediately talk to small characters  
Deranged, for most of the quotes  
"cornelius einstein" hotkid100@hotmail.com, for info on Dardunnelles and  
Mylesia

Want your name here? You can send me quotes or items!

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