

# Jeanne D'Arc FAQ/Walkthrough

by Chaotic\_Fusion

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\*\* Jeanne D'Arc \*\*

\*\* Game Walkthrough and FAQ \*\*

\*\* Written By Troy Mossman (Dark Mirage/Chaotic\_Fusion) \*\*

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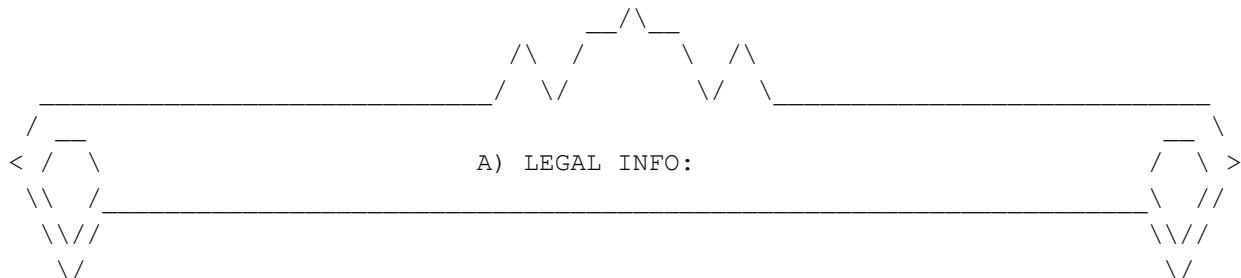
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## B) INTRODUCTION:

Hey guys, welcome to my Jeanne D'arc walkthrough for the PSP! I recently bought the game and fell in love with it instantly. Level 5 did an amazing job recreating (with historical accuracy even) the story of Joan of arc, only to fill it with Orcs, goats with lances, and Power Ranger bracelets. It's been a while since we've seen this calibur of SRPG on a handheld!

Keep in mind that as you go through the game I will be expecting you to always take the time to level up a couple times between stages. Check the shops constantly for new armor and weapon upgrades as well. If something really significant should be purchased I'll let you know, but otherwise it's your descretion... My personal team through the majority of the game was Jeanne, Liane, Colet, Rufus, Marcel, Bartolomeo, and Richard or Guilles.

As always, I hope you find the walkthrough enjoyable and concise. Please feel free to correct me of any innaccuracies or mistakes I might have made, but don't expect a quick reply often :P. I'm working on this guide constantly, but I do have work and school so updates will be off and on. Keep checking back for more info though. I like to keep these things short, so let's get onto the game!

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## C) GAME WALKTHROUGH:

-----WARNING!-----

Before we begin the walkthrough you should know I've laden it with tons of story development, hence there are lots of spoilers. The reason I've chosen to do this is because I see lots of walkthroughs all the time with little to no actual story information when some people are generally interested in how the story of the game develops. While some people may not wish to have all this information divulged, I'm one of those types who likes to know what's going to happen before it does. So this guide is for all those out there who like to plan ahead. People who don't wish to have everything spoiled can simply check each levels Strategy section, which I've tried to keep mostly spoiler free.

Just letting you know ;)

\*\*\*\*\*

## Chapter 1

\*\*\*\*\*

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### S1. A Voice from Heaven

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(BEFORE WE START, note that at one point in the game it will become CRUCIAL to have Liane on your parties team. I would suggest keeping her on your team for good until you are past the part where she is required to play. So like her or not, you're going to have to make due.)

Jeanne D'arc opens with a cool little anime intro telling us about a great evil that threatened the land ages ago and was beat off by 5 heroes wearing really spiffy jewlery. We then see a young Prince Henry VI and one of the heroes as his overseer. Bedford is worried the war with France will not bode well for Henry, so he decides to unleash the evil he put away in hopes that it will destroy the French. The Duke's old friend tries to stop him but is unsuccessful. The evil thingie then takes over Henry. That can't be good...

Cut to Jeanne in the village of Domremy. The town is having a celebration, and Jeanne and her friend Liane are enjoying themselves (but not in that way, jeez). Jeanne's father forgot to leave an offering at the church so he sends Jeanne to quickly leave it there for him. Once at the church, an English officer shows up on a horse and dies. He leaves behind a giant pink frog, and an enchanted bracelet that chooses Jeanne as its new owner. A couple Orcs have tracked the officer down, and once they find Jeanne they decide to kill her. Time to fight!

-----  
Level Description  
-----

Battlefield: Domremy Forest

Turn Count: 10

Goal: Annihilate all enemies

Falure: Jeanne falls

-----  
Enemies  
-----

Orc x2	Orc Knight
.....	.....
Lv.1	Lv.1
ELm: None	Elm: None
HP: 30	HP:45

-----  
Strategy  
-----

Just run up to the Orcs and attack. Heal with a herb if you need too. That's about it. This is just a tutorial stage after all.

\*\*\*\*\*  
S2. The destruction of Domremy  
\*\*\*\*\*

Hmm, crap. Looks like Jeanne's town was destroyed by the British and their demon soldiers. Jeanne is pretty angry. Having little time to break out the buns and weiners, Jeanne, Liane, and Roger are about to skip town when a British soldier shows up with some Orcs. Roger does the macho thing and protects Liane, and Jeanne begins to hear voices again. Rather than leave Roger to die, Jeanne goes to help him out.

-----  
Level Description  
-----

Battlefield: Domremy

Turn Count: 10

Goal: Defeat all enemies

Falure: Jeanne dies

-----  
Enemies  
-----

Orc x2	Orc Knight	E.Officer
.....	.....	.....
Lv.4	Lv.5	Lv.6
ELm: Sol	Elm: Sol	Elm: None
HP: 39	HP:55	HP: 110

-----  
Strategy  
-----

Start by having Roger attack the closest Orc on its left hand side. This keeps Roger from being swarmed off the bat. Move Liane and Jeanne as close to the enemies as you can on you first turn. After the enemies move, split into two teams. Roger and Liane can tackle the side of the well with the Orc Knight. Jeanne can do the other side entirely on her own. As soon as Jeanne is attacked (about the beginning of turn 3) she'll undergo her first transformation. I was able to take out the entire column of Orcs on the side of the well in one turn because of Godspeed. If you're not so lucky don't worry. Just keep pressing that side with Jeanne and take out the english officer. On your 4th turn Jeanne can perform her Flash attack and take out the officer in one hit. As for Roger and Liane, try keep Roger up front and use Liane to heal. She can only take ONE hit from the orc kight, so be very careful.

Overall an easy level.

\*\*\*\*\*

### S3. Saving NeufChateau

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After the last battle, Jeanne, Roger, and Liane decide to head for Vocoluers. Once they get there, Jeanne tries to rally the French captain to battle by giving him a lovely pole dance in the war room. Well, I wish anyway. Instead, she tells him about the voice in her head. He shoves her off. Suddenly a guard breaks into the room and announces that NeufChateau is under attack with no defense to speak of. Jeanne and Co. ride off to save the village. Upon arriving, two villagers are under attack. After a small scene you gain two new companions and the battle begins.

-----  
Level Description  
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Battlefield: NeufChateau

Turn Count: 15

Goal: Defeat all enemies

Falure: Jeanne dies

-----  
Enemies  
-----

Lizardman x3	Orc Knight x2	E.Officer	Orc x2
.....	.....	.....	.....
Lv.6	Lv.7	Lv.8	Lv.6
ELm: Luna	Elm: Sol	Elm: None	Elm: Sol
HP:60	HP:74	HP: 120	HP: 60

-----  
Strategy  
-----

Another straight forward battle. Just make sure your team sticks together to get the unifed defense bonus. Simply work your way up the stairs and to the top of the town. You shouldn't have any problems. Just heal with Liane when needed. And be mindful of the elements now. Bertrand oughta do good damage against those Lizard men and Dark Elves, but don't let them get near your Sol element characters. Personally I never give any of my characters element stones because it gives them a weakness. Besides, none of the hardest monsters have an element anyways. If I want to exploit an elemental weakness, I'll use magic. It's just something to think about.

\*\*\*\*\*

### S4. The Crimson Warrior

\*\*\*\*\*

After the Battle, you'll find you were too late in trying to save the villagers. The mans daughter dies and he commits suicide (although I'm not sure

how because that is a very small drop). In any case, Jeanne is depressed because her power is not enough to save France at the moment. Jean and Bertrand cheer her up and decide to take her to see someone who is interested in listening to her.

The companions are on their way through the forest when they come across a very odd looking French noble. Some English officers and monsters are harassing him. Jeanne decides they'd better help him out before the monsters ruin his perfectly good haridoo and mascara.

-----  
Level Description  
-----

Battlefield: Forest of Fraude

Turn Count: 12

Goal: Defeat the English Officer

Falure: the nobleman falls in battle

-----  
Enemies  
-----

Orc x2	Orc Knight x3	E.Officer	Mage
.....	.....	.....	.....
Lv.8	Lv.8	Lv.8	Lv.8
ELm: Sol	Elm: Sol	Elm: None	Elm: Sol
HP: 50	HP: 77	HP: 130	HP: 50

Bovimoth x2  
.....  
Lv.8  
Elm: Stella  
HP: 93

-----  
Strategy  
-----

Don't worry about the noble. He'll dodge most if not all attacks coming his way. He won't be able to hold out forever though. Basically just split your troops in half. Jeanne and Roger can make their way up to the noble. Liane, Jean, and Bertrand can cross the river and handle the Officer as well as the Mage and such. Just watch our HP and heal when neccessary. Once that Officer is dead you've won the level. Not too difficult if you're leveled properly.

\*\*\*\*\*  
S5. The Road to Chinon  
\*\*\*\*\*

After the fight you will be properly introduced to Gilles. He'll take you to see his Noble buddy who is dying. The dying noble wants you to save his life with your bracelet, but realizes that's impossible. He tells you he believes you will save France and he hopes you do so before he dies. Everyone bunkers



down for the night and in the morning Jeanne and friends ride off to Chinon.

Passing through the road to Chinon, Colet will become pissed off at the general injustice of having to serve a woman and a child. He runs ahead only to be stopped by the English officer Talbot. Talbot is basically going to be your nemesis for a fair chunk of the game. In any case, Jeanne decides they don't have time to mess with Talbot and his cronies so she tells everyone to charge ahead.

-----  
Level Description  
-----

Battlefield:

Turn Count: 12

Goal: Guide all allies to the road at the maps north edge

Failure: A single ally falls in battle

-----  
Enemies  
-----

Talbot	Lizardman x4	Dark Elf x2	Bovimoth x2
.....	.....	.....	.....
Lv.11	Lv.11	Lv.10	Lv.11
ELm: None	Elm: Luna	Elm: Luna	Elm: Sol
HP: 180	HP: 64	HP: 73	HP: 104

-----  
Strategy  
-----

Hopefully your characters are in the LV.12-14 range like mine were. The easiest way to conquer this level is to rush the big bridge right in front of where you start. If you have Bertrand, or someone with a Stella property, you'll simply destroy the two lizard men and the Dark Elf on top of the rocks. Then just press forward past the Bovimoth to Talbot. The monsters on the other side of the ridge will take a few turns to catch up, so you have a choice. You can either all run towards the end of the road and end the level quickly, or you can gang beat Talbot and kill him for some extra cash. Note he won't actually be dead :P. Aside from Talbot, nothing here should present too much challenge if you prepare properly.

\*\*\*\*\*  
S6. The Armlets Chosen  
\*\*\*\*\*

After the last battle Colet will begin to appreciate Jeanne more as a commander. Talbot will also take you more seriously and prepares a new attack. Just as you're passing through the Aeolian Hill, he'll drop a sneak attack on your team. A couple turns in Gilles shows up and does his Power Ranger thing. Time to kick ass and chew bubble gum.

-----  
Level Description

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Battlefield: Aeolian Hill

Turn Count: 9

Goal: Defeat Talbot

Falure: Jeanne falls in battle

-----  
Enemies  
-----

Talbot	Orc Knight x2	Dark Elf x2	Bovimoth x2
.....	.....	.....	.....
Lv.13	Lv.12-13	Lv.12	Lv.11-12
ELm: None	Elm: Sol	Elm: Luna	Elm: Sol
HP: 185	HP: 97-99	HP: 82	HP: 104-108

Mage	Gazelliath
.....	.....
Lv.12	Lv.13
Elem: Sol	Elem: Stella
HP: 61	HP: 125

-----  
Strategy  
-----

I hope you've been leveling outside of battle to make these encounters easier. Amass your chosen team and just head directly for Talbot. Try to save Jeanne's transformation until you get near to him or know you can pull off Godspeed to reach him. As long as you huddle together but press forward relentlessly, you won't even need to deal with the monsters on the other side of the windmill. When Gilles shows up it'll be slaughter. Talbot will go down like a bag of bricks and run away again. Beaten by a girl twice... :P Who are we kidding? Jeanne kicks ass.

As a side note, it looks as if we have a complicated love SQUARE (oooo!) involving Liane>Roger>Jeanne>Gilles. Although really I think Gilles and Jeanne are just buddies. Roger certainly doesn't think so though...

\*\*\*\*\*  
Chapter 2  
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\*\*\*\*\*  
S7. The Maiden Battle  
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Jeanne and co. will arrive at the doors of Orleans. Jeanne will do her usual "EVERYBODY RUN FORWARD AND DIE FOR ME!" speech and two new companions will show up. After introductions are made, our measly group will attempt to invade an entire fortress on their own. I hope history holds up...

-----  
Level Description

-----  
Battlefield: Orleans

Turn Count: 12

Goal: Guide Jeanne to the gates of Orleans

Falure: Jeanne falls in battle

-----  
Enemies  
-----

Lizard Guardianx2	Orc Knight x3	Swordfighter x3	Priestess x2
.....	.....	.....	.....
Lv.13	Lv.13-14	Lv.14	Lv.14
ELm: Luna	ELm: Sol	ELm: Sol	ELm: Luna
HP: 105-109	HP: 101-105	HP: 123-125	HP: 63
Wizard	Gazelliath x2		
.....	.....		
Lv.14	Lv.13-14		
Elem: Luna	Elem: Stella		
HP: 70	HP: 124-130		

-----  
Strategy  
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Once again we have a level where you simply have to run for it. The cool thing about this level is that all you need to do is get Jeanne to the doors and you win. So what are you waiting for? Don't take characters like Colet or Marcel who will die in just a hit or two. Move Jeanne and Co. across the river bed as fast as you can. Once Jeanne can transform, do it. Just do whatever it takes for you to get across that river. Once you're past that, it should be a breeze to march into those doors. The swordfighters guarding it should be at the riverbed by the time you get across, so they probably won't be blocking the way by the time you get near them. Just remember that you have little time and are pretty well outnumbered, so reaching those doors is the priority over everything.

\*\*\*\*\*  
S8. Savior's Proof  
\*\*\*\*\*

After breaking down the doors of Orleans, the people of the city cheer Jeanne and her friends for setting them free. Sadly, the war council still seems to see Jeanne as a crazy woman who should be making their dinner. Jeanne goes to sleep before the next battle, but is awoken by Rufus. Aparently the nameless French noble guy decided to go fight without Jeanne. Jeanne arrives at the battlefield only to find No Name French guy royally screwing things up. It's ok though. He thankfully takes an arrow to the heart and Jeanne takes command.

-----  
Level Description  
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Battlefield: Bastille of St.Loup

Turn Count: 15

Goal: Defeat All Enemies

Failure: All allies fall in battle

-----  
Enemies  
-----

Sword Master	Swordfighter x3	Bowfighter x3	Lancer x4
.....	.....	.....	.....
Lv.17	Lv. 16	Lv.16	Lv.16-17
ELm: SOL	Elm: Sol	Elm: Luna	Elm: Luna
HP: 126	HP: 138	HP: 96	HP: 86-88

-----  
Strategy  
-----

Unified defense is going to be your savior here, as well as Magic and bow users. Definitely bring along Marcel, Liane (give her destructive magic), and equip your party with damaging magic spells (preferably Luna). Start off by charging the gate. Be careful if anyone is a Luna element because the Lancers will sting. Once you've forced your way past the gateway, it's time to break out the magic and bows. Kill the bowmen on top of the tower first since they're the most annoying. Then once you're done that, you can casually attack the Swordmaster and everyone else still on the top ramparts. They won't be able to reach you as long as you're using Magic or bows, and you stay one block away from the edge of the ramparts. It's cheap, but very effective. I sent Jeanne up there on foot anyways just in case, but you shouldn't need to. As long as you adhere to this strategy you'll have no problems.

\*\*\*\*\*  
S9. The Bloodied Savior  
\*\*\*\*\*

Jeanne will begin her assault on the fortress of The Bastille of the Augustins. The other war commanders disagree with the speed at which she is storming through the war campaign. Roger tells her to slow down, but Jeanne disagrees being stubborn as usual. An arrow in the heart during the assault slows her down quickly enough though. Roger quickly takes her away from the battle while Liane and La Hire huddle around her expecting her to die. Enraged, Roger summons some really bad voodoo to heal Jeanne. Jeanne recovers instantly and gathers everyone up to assault the fortress once again. Roger is too tired and stays behind while Liane waits with him. Looks like the love triangle thing is getting complicated...

-----  
Level Description  
-----

Battlefield: The Bastille of the Augustins

Turn Count: 14

Goal: Defeat Talbot

Falure: All allies fall in battle

-----  
Enemies  
-----

Talbot	Swordfighter x2	Bowfighter x2	Lancer x2
.....	.....	.....	.....
Lv.18	Lv. 17	Lv.18	Lv.17-18
ELm: None	Elm: Sol	Elm: Luna	Elm: Stella
HP: 260	HP: 140	HP: 101	HP: 89-92

Knighted Bladex2	Preistess x2
.....	.....
Lv.17-18	Lv. 17-18
ELm: Sol	Elm: Luna
HP: 149-156	HP: 71-76

-----  
Strategy  
-----

When the battle starts off you'll be treated to a tutorial on Colet's special Donkey Kong ladder skills. Pay heed, but don't bother using them unless you want to beat this level the long way. You basically have two choices here. You can use Colet's ladder abilities to scale the wall, or you can break down the door. My Jeanne was level 23 here, and I just used her, Bertrand and Marcel to break down the door. I was done partway through turn three. Personally I believe this to be the better strategy since you can then just all huddle together and move forward. With your union defense and Jeanne's second gem transformation, you'll rip right through everyone to Talbot. I managed to kill him on turn 5 using this strategy (with a burning aura and Jeanne's Scarlet attack i did 200dmg to him!). IF you're under-leveled or can't wait two simple turns (and if you can't you're silly :P) then just climb the ladder Colet lays down at the beginning and have everyone climb up it and make their way to Talbot that way. Just make sure to kill the bowfighter on your way if you do this. Magic or Marcel will take him out easily enough without you ever needing to go near him. Once Talbot goes down for a third time, the stage will end.

\*\*\*\*\*  
S10. Talbot's scheme  
\*\*\*\*\*

Meanwhile, while you were fighting Liane and Roger have a bit of a chat. It looks as if Roger is pretty jealous of Gilles when it comes to Jeanne's affection. Liane opens up and depressingly tells Roger he's obviously in love with her. Before Roger can reply Gilles comes into the tent and Roger chews him out for leaving Jeanne alone on the battlefield and treating her like some pawn to win a war. Gilles coolly tells him Jeanne is fine and they won the fight. Roger leaves to go see Jeanne.

Meanwhile it would seem Talbot is STILL bloody kicking. He decides to leave the English army to fight in his own way (aka. really dirty). Just while Jeanne and Co. are celebrating their capture of the fort, Talbot pulls a Solid Snake and stealthily sneak attacks them right inside the same fortress.

-----  
Level Description  
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Battlefield: The Bastille of the Augustins

Turn Count: 16

Goal: Defeat all enemies

Falure: Jeanne falls in battle

-----  
Enemies  
-----

Talbot	Swordfighter x3	Archer	Wizard
.....	.....	.....	.....
Lv.21	Lv. 19-20	Lv.18	Lv.20
ELm: None	Elm: Sol	Elm: Luna	Elem: Luna
HP: 280	HP: 152-157	HP: 101	HP: 86

Knighted Blade x3	Preistess
.....	.....
Lv.19-20	Lv. 20
ELm: Sol	Elm: Luna
HP: 168	HP: 85

-----  
Strategy  
-----

Well Damn. This is an awkward mission. Start by placing Marcel on the ramparts near Talbot. Don't be tempted to put him on the tall tower. From here he can very quickly take out the pesky Archer beside Talbot in about two turns. He can also continously chink away at Talbot at the top of the tower while Talbot is powerless to do a thing about it. Hell, Marcel can also prey on every guy around him near the gate. Ain't Marcel awesome? :D. Pair him up with a battle magic user like Liane if you want this battle to go even quicker. They can double team enemies all around them. Just be careful of the lone Wizard. He's the only real guy who can drill into Marcel and Liane. Talbot may also decide to attack them if he's not brought down swiftly.

Aside from that it's really a straight forward battle. Just make your team, and do the usual band together for defense thing. Kill everyone inside the fort and by the time you hit turn 3 the guys outside the wall will break the gate down. Just meet them head on with your unified defensive team. Jeanne's transformation will tear them apart while Marcel can help her pick everyone off from the ramparts. Man, Talbot needs to strategize better... It's getting kind of lame now ;).

\*\*\*\*\*

S11. Breaching the Dark

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(PS. There will be two stages in a row here without a break. If you need to level or buy things, DO IT NOW!)

After the battle Talbot will casually walk out of the fortress with his nose in the air. Jeanne will ask him what it was that France did to make him so angry, but Talbot runs away. Jeanne holds a quick meeting in the tent, but Cuisses interupts and starts eating the teams skill gems. Just when it looks as if Cuisses will be turned into frogs legs, he spits up a combined skill gem. With skills like that, and a tongue as long as he has, I think Cusisses won't ever have problems with the frog ladies.

Afterwards Jeanne and friends make their way to Tourelles, the last fortress. Glasdale greets you, and then the battle begins.

-----  
Level Description  
-----

Battlefield: Tourelles

Turn Count: 16

Goal: Defeat Glasdale

Falure: A single ally falls in battle

-----  
Enemies  
-----

Glasdale	Knighted Blade	Archer	Knighted Lancer
.....	.....	.....	.....
Lv.24	Lv. 22	Lv.22	Lv.22
ELm: None	Elm: Sol	Elm: Luna	Elem: Stella
HP: 220	HP: 180	HP: 116	HP: 120

Gargoyle x2  
.....  
Lv.22  
ELm: Stella  
HP: 164

-----  
Strategy  
-----

This level is not as easy as it may first look. There's a couple enemies on the way to the first set of doors but it's nothing you can't handle. I recommend splitting the team two ways and taking the left and right staircases with three team members each. Once you reach the doors, look out! Two Gargoyles will spawn on the pedestals beside the doors. They're pretty mobile, and if you've been going with mostly Luna element stones so far (I

know I have since all the infantry has mostly been Sol), then you better be careful with your tactics. Once you breach the first set of doors enemy reinforcements will show up on both ends of the middle corridor. Holy crap, the big guns are really rollin out. Fight your way past the second set of doors (no gargoyles this time), and more reinforcements will spawn right beside Glasdale. Told you this was harder than it looks. My only real suggestion is try keep everyone together and keep that unified defense working. Absolutely take time to heal because if anyone dies, it's game over. Don't be afraid to use the first of Jeannes gems if you get in a pinch either. You can always save the second and stronger one for when you get to Glasdale.

\*\*\*\*\*  
S12. For a Free Orleans  
\*\*\*\*\*

Jeanne leads everyone to the top of the fortress ( yes there's more :P) and leaves a dead Glasdale behind. I guess unlike Talbot he doesn't get nine lives. That must suck... Anyhow, at the top of the fortress, who do you meet but our buddy Talbot. After a quick command to kill you, the battle begins.

-----  
Level Description  
-----

Battlefield: Tourelles part duex

Turn Count: 15

Goal: Defeat Talbot

Falure: All allies falls in battle

-----  
Enemies  
-----

Talbot	Knighted Bladex3	Archer x2	Swordfighter x1
.....	.....	.....	.....
Lv.24	Lv. 24	Lv.23	Lv.23
ELm: None	Elm: Sol	Elm: Luna	Elem: Sol
HP: 319	HP: 191	HP: 117	HP: 175

Swordmaster x2	Knighted Lancerx3	Priestess	Wizard
.....	.....	.....	.....
Lv.24	Lv.23	Lv.24	Lv. 24
ELm: Sol	Elem: Stella	Elem: Luna	Elem: Luna
HP: 165	HP: 124	HP: 91	HP: 98

-----  
Strategy  
-----

If anything, you will likely lose this battle because you run out of turns. Otherwise this is not nearly as tough as the last battle. Get your team together and make your way up the path to the left of the giant pedestal in



the middle of the stage. The enemies behind you shouldn't catch up to you too quickly. At the top of the stairs you'll have some resistance. Break them down a bit and then use Jeanne's first gem transformation. She'll reap 'em all and Godspeed her way through everyone. Once they're dead just battle as you would normally, and keep up the defense thing like usual. Use the second Gem once you get to Talbot or he begins to make his way over to you and use it to bring him down swiftly. If the preistess is giving you a bad time, try snipe her or take her down with magic. Otherwise it's a pretty straight forward stage. And no bloody reienforcements thankfully!

\*\*\*\*\*  
Chapter 3  
\*\*\*\*\*

Once again, Talbot is still alive after the battle. He and Jeanne have a chat. He leaves her with a cryptic message. It would seem that voice talking to Jeanne may not be what she expects... In any case, Talbot does the usual and runs away. The next day Jeanne and everyone else are being celebrated by the people of France. Jeanne is a bit sad, but Gilles hits on her and she cheers up. Meanwhile Henry VI is a little bit angry over losing so many battles. The Duke of Bedford shows Henry some mysterious furry assassins and Henry cheers up quickly enough.

Another day goes by and Jeanne is determined to have the duaphin crowned the king of France. Georges is NOT happy about this (duh, he is quite obviously evil.). Roger once again freaks out after seeing Georges. After this everyone heads off for Reims, with Georges coming along at the last moment.

Time for choices. You can proceed directly to stage 13, OR, you can visit the Altois Prarie free stage. I would suggest you avoid the free stage for now. The bad guys are all going to be way above everyones level but Jeanne's likely. Even if you are matched at this stage, it's still going to be damn difficult. Just come back in a stage or two and follow along the story for now.

\*\*\*\*\*  
S13. The Battle of Patay  
\*\*\*\*\*

Just as you're strolling along, Talbot shows his face again. He's been expelled from the army, but he still wants you dead. Before you can fight, he's stricken down by something that might as well be a cross between a zebra and a mountain lion. OOooooo, check out his cat girl friend. Anyways, it seems our zebra lion Blaze knows La Hire. The three animals summon Bartolomeo to come and finish you off while they go do other stuff.

-----  
Level Description  
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Battlefield: Patay

Turn Count: 20

Goal: Defeat all enemies

Falure: Jeanne falls in battle

-----  
Enemies  
-----

Bartolomeo	Knighted Bladex2	Archer x2	Wizard x2
.....	.....	.....	.....
Lv.26	Lv. 26	Lv.26	Lv.26
ELm: Stella	Elm: Sol	Elm: Luna	Elem: Luna
HP: 267	HP: 204	HP: 126	HP: 102

Knighted Lancerx2	Troll x2	Qrow x4	Orc King x4
.....	.....	.....	.....
Lv.26	Lv.26	Lv.26	Lv.26
Elem: Stella	Elem: Luna	Elem: Luna	Elem: Sol
HP: 138	HP: 280	HP: 120	HP: 210

-----  
Strategy  
-----

Set up your team and take your first turn. Once that's over, a new party member will join your ranks. Welcome Beatrix the elf lady. She's handy with a bow, and not too bad with magic. At the end of turn 3, a bunch of monsters will spawn right in the middle of the battlefield. I hope you've taken out a chunk of the forces by this point, because these guys are rough. By turn 5 once AGAIN reinforcements come. The only good advice I can give is get rid of the mages and archers as fast as possible or they'll pick away at the team. Also, keep characters like Marcel and Liane well away from immediate attack or they are the first people the mob will target. Utilize the same strategy with Jeanne transforming on the 3rd turn and again near the 6th. For the flying Qrows you'll want to use Marcells arrows, or some magic. Otherwise the Qrows will be a pain in the ass to hit. I used the ruins right above the starting position for cover and lured most of the enemies to me from there, otherwise it was too easy to get mobbed. Everything else is up to you and how you manage your team.

\*\*\*\*\*  
S14. Brother Richard  
\*\*\*\*\*

Ok now things get weird. Turns out Beatrix is betrothed to Bartolomeo ( I guess she lika da fur :P). She convinces him he's being dumb, and both Bart and his future bride become permanent team members. After the battle everyone is asleep and Roger is having nightmares. Liane pulls Jeanne aside to talk to her about Roger's recent lack of socialzation, but Gilles interrupts. Jeanne leaves with Gilles, and Liane gets really pissed at Jeanne.

Our team marches on to the city of Troyes, which apparently does not like the dauphin and would rather not see him crowned. Like usual, Georges makes a jerk of himself and demands Troyes burned. Jeanne says she won't kill her own people and is stumped on what to do. A new character, Richard, comes outside and tells Jeanne to come back at night. When you do, you realize that you've been tricked, and Slinker orders the townspeople and Richard to kill you.

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Level Description

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Battlefield: Troyes

Turn Count: 12

Goal: Defeat Slinker

Falure: All allies fall in battle

-----

Enemies

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Slinker	Bovimoth x2	Gazelliathx2	Wizard x2
.....	.....	.....	.....
Lv.29	Lv. 29	Lv.28	Lv.26
ELm: Stella	Elm: Stella	Elm: Stella	Elem: Luna
HP: 215	HP: 176	HP: 197	HP: 102

Ceratoth	Militiaman x2	Militiaman x4	Orc King x3
.....	.....	.....	.....
Lv.28	Lv.28	Lv.28	Lv.28
Elem: Stella	Elem: Stella	Elem: Sol	Elem: Sol
HP: 213	HP: 130	HP: 130	HP: 224

-----

Strategy

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As soon as the battle begins, Jeanne will have a tiff with Richard. It's ok though, because then Richard transforms into a cross between Raiden and the Pope. He then runs up to Slinker, thwacks him, and joins your team. The best thing you can do here is box Slinker in. If the enemies from outside reach you, it'll become cluttered real quick. Slinker will likely corner himself in the town. Do everything you can to get over to him quick and whack him with Jeanne's transformation. He goes down real easy, but his magic hurts a lot. If there are damaged enemies around him he'll concentrate on keeping them alive over attacking you though. What you can do is hit them once to weaken them so Slinker becomes distracted. It shouldn't be too hard a level since the militia men are fairly weak. Just make Slinker your priority and you'll make it through.

\*\*\*\*\*  
 S15. Chalons and the Ruse  
 \*\*\*\*\*

Slinker will run away and the Mayor will surrender to Jeanne. Jeanne is angry she had to fight her own people, but Richard says she should also be mad for fighting the British. It turns out the British royal family is descended from exiles of France. Jeanne is essentially fighting her own people either way, and the war is nothing more than a family feud. She's reminded of Talbot's words about the absurd world.

Meanwhile Slinker is trying to get Chalons's mayor to submit to his will. The mayor refuses, but Slinker literally beats him into submission. Jeanne finally

arrives but is told to go away by the mayor. A pretty evil looking young man comes by the gate and tells Jeanne it was a trick of some sort. Jeanne cautiously enters the town with her friends and tells Richemont to stay behind just in case. Suddenly everyone is locked in town and the Mayor attacks Jeanne. She kills him thinking he is the imposter. He uh... wasn't. The towns people are pissed and Slinker spurrs them on. They decide to take Jeanne out.

-----  
Level Description  
-----

Battlefield: Chalons

Turn Count: 12

Goal: Guide all allies to the fissures in the city walls

Falure: A single ally falls in battle

-----  
Enemies  
-----

Slinker	Gazelliath x4	Ceratoth	Militiaman x2
.....	.....	.....	.....
Lv.30	Lv.30	Lv.30	Lv. 29
ELm: Stella	Elem: Stella	Elem: Stella	Elem: Stella
HP: 220	HP: 200	HP: 226	HP: 133

Militiaman	Militiaman x2
.....	.....
Lv.30	Lv.30
Elem: Sol	Elem: Luna
HP: 138	HP: 126

-----  
Strategy  
-----

Ok, do NOT dawdle on this mission. If you get boxed in it'll take away turns and you might run out before everyone can reach the walls. The other problem is that no one on your team is allowed to die. With this in mind, you have two choices. Head for the wall chunk near Slinker, or near the Ceratoth. The Ceratoth is easier to deal with and you can reach the wall quicker. But if you go for Slinker he's worth more Exp, money, and he may drop an upgraded spell. Basically only go after Slinker if you can take out the normal enemies pretty quickly. Try to keep together, but move as quick as you can. The militiamen will go down pretty easy, but be wary of the Gizelliath. The rest is up to your own tactical discretion. :P.

\*\*\*\*\*

Chapter 4

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Upon leaving the city Jeanne will be attacked by the busty cat girl. Just as it

looks like Mawra might win, Slinker knocks her unconscious and then falls down himself. The townspeople continue to box everyone in though and eventually begin to fight the team. Jeanne still doesn't want to kill any frenchmen, but When Liane is about to be killed she has no choice. She takes an arrow in the chest for her and falls down a cliff. Jeanne's armllet is then transfered to Liane. Richemont appears and saves the day, but he's a wee bit late. Everyone heads back to the war tent, saddened. Meanwhile Henry is satisfied that Jeanne is dead but disappointed the bracelet is gone. He punishes the three assassins and sends them off to get the bracelet. I'm very glad I don't work for him.

At this point, Liane takes over for Jeanne, trying her best to impersonate her. The dauphin somewhat suspects something is wrong but lets it go. The band of heroes continues their march towards Reims right into a marsh.

\*\*\*\*\*  
S16. A New Pucelle  
\*\*\*\*\*

Liane leads everyone into the marsh. Mawra shows up and promises to kill the dauphin. She sees Liane and is shocked to see "Jeanne" alive. She suspects something to be wrong but doesn't care. The battle begins.

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Level Description  
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Battlefield: The bog of

Turn Count: 17

Goal: Defeat Mawra

Falure: Liane falls in battle

-----  
Enemies  
-----

Mawra	Liz. Guardian x2	Dark Elf x3	Qrow x2
.....	.....	.....	.....
Lv.33	Lv.33	Lv.32	Lv. 32
ELm: Luna	Elem: Luna	Elem: Luna	Elem: Luna
HP: 274	HP: 196	HP: 155	HP: 142

Dark Elf(F) x2	Wyvern
.....	.....
Lv.32	Lv.32
Elem: Luna	Elem: Sol
HP: 111	HP: 265

-----  
Strategy  
-----

There really is no "good" way to go about this fight. You're going to have to cross the giant marsh no matter what you do, and you'll have poor footing the

entire way. So what to do? Band together and just march straight forward. My entire team was above level 30 at this point so they could take a good amount of hits. And you'll need to be able too, believe me. It's a good idea to take out the archers and Wyvern as soon as possible. With the slow movement you'll be sucking arrows up like crazy if you don't do something about it. Hit them with Magic or arrows. If you have Sky Dart it'll help. A couple turns in, Mawra will call out Liane's rouse and Liane will be forced to transform. Make the best of it while you can. Liane's primarily a magic user, so I'd make sure she has some good Lvl.2 battle magic on her to let loose with. Same with Richard since you're forced to use him. Once you've made your way to Mawra, be aware of her high dodge skill. She's REAL easy to take out if you have magic like lightning II though. Just hold together and the battle will come to an easy end.

\*\*\*\*\*  
S17. To Crown a King  
\*\*\*\*\*

After the battle everyone is back inside the resting tent. Liane can't believe she went through the last battle, and Roger praises her. They hug each other just as Gilles walks in. He leaves without saying anything. Roger goes to bed right away and has another dream. This time we see the Duke of Bedford chanting something over him. Roger wakes up and Liane asks him about the dream. Gilles walks in again and calls a meeting. Liane leaves quickly out of embarrassment. Gilles remarks the two seem to be getting pretty close lately and Roger must have had a change of heart. Roger admits he still loves Jeanne, but she's gone now. Gilles basically let's Roger know he doesn't care what he does as long as Liane lives up to Jeanne's words.

The next day the army reaches Reims. Everyone is about to head up to the cathedral when Mawra appears. She's determined to bring down the dauphin. Liane promises to have him reach the cathedral and the battle starts.

-----  
Level Description  
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Battlefield: Reims

Turn Count: 20

Goal: Guide Charles to the cathedrals entrance

Falure: Charles VII falls in battle

-----  
Enemies  
-----

Mawra	Mage	Dark Elf x3	Qrow x4
.....	.....	.....	.....
Lv.32	Lv.32	Lv.31	Lv. 32
ELm: Luna	Elem: Sol	Elem: Luna	Elem: Luna
HP: 300	HP: 115	HP: 149	HP: 142

Bovimoth x2	Knighthed Lancer x2
.....	.....

Lv.32  
Elem: Stella  
HP: 184

Lv.32  
Elem: Stella  
HP: 168

-----  
Strategy  
-----

Damn, the dauphin is a weakling. Doesn't he ever get exercise? The Dauphin will be able to absorb one hit at the very best. Any more and he's a goner. If you're as good as I am (which is hard to live up too :P j/k.) then you can make sure he never is hit once. Every turn the dauphin will move about three spaces forward unless an enemy is blocking the way, or you're taking up too much room. Try to pre-empt where he will move next turn so you can keep him surrounded with your allies. I kept at least three people ahead of him at all times and let a character like Rufus take the back. The people ahead can use magic to take out the Qrows. The Lancers won't hurt much by this point in time. Just make sure the way is constantly clear for the Dauphin, and make any enemy near or ahead of him your priority. I transformed with both Liane, Richard, and Guilles near the cathedral. It made taking out Mawra REAL easy. By about turn 6 reinforcements will appear. The Qrows will be the most bothersome and will show up right in front of the cathedral. Be prepared for this or you might not have time to react and it's good bye dauphin. Also, don't step ahead of the dauphin and block his way too often or Charles will never make it to the cathedral in time. If you're having trouble with the enemies behind the houses, try to hit them with Magic or Sky Dart before they get a chance to move in front of you. With strategy, patience, and properly leveled characters, you will make it though this mission with little hassle.

\*\*\*\*\*  
S18. Viccissitudes  
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(PS: At this point I went back and completed the Altois Prairie. I suggest you do the same if you haven't already. If you beat the level you get a kick ass Lance and Wand.)

Once you reach the cathedral all is well and Charles will be crowned king of France. Roger and Liane are overjoyed with each other but Roger still seems to be thinking of Jeanne... He tells Liane he's going to leave the army because he senses he might change into something evil soon but Liane won't let him. We then see Henry back in London with Mawra and Blaze. Looks like Slinker was killed for his insolence (which is fine by me), and then so is Mawra (cue Star Wars NOOOOOO! Why did they have to kill the good looking one?). All that remains is Blaze. We then see Charles after the coronation and he hopes his mom is happy to see him crowned. Liane meets with him and says they must steal back Paris, which is something Jeanne did not plan. Everyone thinks she's starting to have delusions of grandeur but Georges taunts her into going ahead and conquering Paris with almost no troops (note the Raven by his side? In case you didn't guess the first time we met Georges, he obviously works for Henry :P). Gilles leaves the team at this point for a while while Liane goes on her power quest.

They arrive at the Paris Ramparts and Roger says she's nuts to try conquer France with their measly band and she will even break a possible treaty. Liane casually tells everyone to screw off and the battle starts.

-----

Level Description

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Battlefield: Paris Ramparts

Turn Count: 20

Goal: Defeat all enemies

Falure: Liane falls in battle

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Enemies

-----

Swordmaster x2	Wizard x4	Sniper x2
.....	.....	.....
Lv.33	Lv.33	Lv.33
ELm: Sol	Elem: Luna	Elem: Luna
HP: 216	HP: 115	HP: 164

Knight. Lancerx4	Knighted Blade x5
.....	.....
Lv.33	Lv.33
Elem: Stella	Elem: Sol
HP: 169	HP: 237

-----

Strategy

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This battle is majorly against your favor. Your three companions will sally forth and be mowed down John Deere style. Watch out for the two snipers on both sides of the fighting area. Check their attack range with the O button. As long as you stay out of it they will ignore you, so stay out of it! It doesn't help that they can heal themsevles... Send your tanks/warriors forward and let the mages/archers hang back and suport them. Try attack the Sword master from far away or he'll just counter your attacks. Also kill the wizards ASAP. They have blizzard, and if you let any party members stand diagonally from eachother you'll get blasted. All in all not a pretty fight. Lure the enemies to you if you can. Also be wary when killing that last enemy on screen. A soon as you do, reinforcements show up. More mages and swordfighters spawn near the area where the drawbridge would lower... woopadee doo. Just utilize the same tactic of drawing them near and healing and you should get by with some minor trouble. You can always use Richards and Lianes transformations to effectively slay everyone in one big go if you plan properly. Just play this one safe and you'll make it through alive.

\*\*\*\*\*

Split Path: Rebellion, or Sell-Swords?

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Eventually the battle is won and Liane orders everyone to charge forward. Soldiers try to storm the walls but it's a slaughterhouse. The French very slowly begin to take over the ramparts, and Liane starts to scream Jeanne's name. Apparently it's all a bit too much for her. Roger knocks her unconcious when she refuses to leave and he takes back to safety. The raven we saw before



follows them and reports back to Georges. With the attack on Paris failed, he plans to take Liane out of the picture. In the war tent again, Liane is having a hard time. She believes no one fought hard enough for her and accuses Roger of the defeat.

Back at Chinon, Georges is certainly stirring the pot. Richemont acknowledges that Georges was the one who intimidated her into doing it though. Too bad that Liane decides to hop in and screw everything up by making accusations. The army is disbanded and Liane is given two choices: Stop a rebellion or kill some sell-swords. CHOOSE WISELY, for the game branches here. The rebellion will add the only whip user in the game (Rose) to your party. The sell-swords will add another magic user (Claire) to your party. We already have more magic users than we need, so I completely suggest getting Rose. Either way, I'll give you the walkthrough for both stages.

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*****
Path A: Rose
*****
*****
S19a. Narrow Roads
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If you pick La Charite this is where you'll end up: Looking for rebels in what is probably the most awkward map in the entire game. The upside is that Rose doesn't like to wear much clothing, so the pain is all worth it. Well, Jean and Bertrand certainly think so anyways. You'll arrive in the town and Rose will be running away from her would-be captors. After a few introductions you'll all realize you're after the same thing so Rose will join your party, which finally adds some much needed sex appeal to your team ;). Let's face it, sweaty man armor and poofy dresses aren't going to put your team on the front page of Victorias Secret.

-----  
Level Description  
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Battlefield: La Charite

Turn Count: 15

Goal: Defeat the rebel leader

Falure: All allies fall in battle

-----  
Enemies  
-----

Rebel Leader	Wizard	Necromancer x2	Mage
.....	.....	.....	.....
Lv.36	Lv.34	Lv.36	Lv.34
ELm: Sol	Elem: Luna	Elem: Luna	Elem: Sol
HP: 234	HP: 122	HP: 122	HP: 121

Ceratoh x2	Knighted Blade x4
.....	.....
Lv.34	Lv.35

Elem: Stella  
HP: 242

Elem: Sol  
HP: 244

-----  
Strategy  
-----

Pick your usual team members and group as close as you can to Rose. For the most part you're going to be moving along the roads like one big train. Stick one fighter/tank at the front of the party train and one at the back. This will protect your mages and long range fighters. Follow the lower passage that attaches right to the area where the rebel commander is. Rose will only need to drop one bridge along this route, and it'll keep your party away from the majority of spellcasters and enemies. If you really want to be cheap, just use Marcel and Sky Dart to kill the Necromancer near the commander and then kill the commander in just a few turns with the same skill. Just use potions that raise his strength and mana. otherwise just move along the roads until you reach the leader. It took me about 10 turns to get to him, and that was with minimal fighting, so don't dawdle on this mission.

\*\*\*\*\*  
Path B: Claire  
\*\*\*\*\*  
\*\*\*\*\*  
S19b. The Magician Girl  
\*\*\*\*\*

If you pick St. Pierre-le-Moutier then it's off to the town of wizards and witches. When you arrive everyone will comment on how weird the town is and how they want to explore. Liane get's annoyed and says they HAVE to kill the rebels. After the awkward outburst we find several Knights attacking the villagers. Claire arrives and zaps them with lightning when they question her charming looks (and believe me, she is not as charming as she looks). Once Claire lets slip accidentally how valuable the towns crystals are, the rebels decide to sack the town.

-----  
Level Description  
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Battlefield: St. Pierre-le-Moutier

Turn Count: 15

Goal: Defeat all enemies

Falure: A single crystal is broken

-----  
Enemies  
-----

Liz. Guardian x2	Qrow Knight x2	Dark Elf(F) x2	Necromancer
.....	.....	.....	.....
Lv.34	Lv.34	Lv.34	Lv.35
ELm: Luna	Elem: Luna	Elem: Luna	Elem: Luna
HP: 209	HP: 167	HP: 118	HP: 120

Knighted Blade x3

.....

Lv.34

Elem: Sol

HP: 239

-----

Strategy

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Basically this is all going to come down to how fast you can move your team members to the crystals and how well you pair up your fighters. There's too many to band together, so assemble your team and sort them into four groups. For every side of the giant pillar, drop one or two characters. When the round begins, move as close as you can the crystal nearest that side. The crystals are not very strong and will be mowed down pretty quickly by physical attacks. As soon as your team members are close enough to the enemies they will prioritize attacking you over the crystals which is what you want. From there on you shouldn't have much trouble since the enemy forces are spread as thin as you are. Just be wary of how you control Claire as she's hella weak. I just used her to attack from as far a distance as she could to take out the Qrow near her starting position and that was about it. Just distract the enemies as best you can and the level will go smoothly.

\*\*\*\*\*

S20. The Snare

\*\*\*\*\*

No matter what level you picked, the outcome is the same. Liane will start to talk as if she IS Jeanne now, only hell bent on winning battles in the name of God. Roger will become disgusted at how she talks as if she's winning all these battles all by herself and how she seems to want to fight even more. He leaves the party and Liane becomes distraught. At this point the character specific to the level you picked will walk over, introduce themselves, and join the party permanently. We then see Georges in his room talking about how he has planned to finally kill "Jeanne". In the morning your party gets orders to march on Clairoix.

Cut to Roger who is having more descriptive nightmares. He wakes up in an inn and heads down stairs where he's met by a man calling him Aldric. Roger won't believe him, but at the mention of the name his head splits. Roger gets piss drunk and hilariously starts to talk like Georges. His buddy then recruits him for some kind of job. As everyone gathers at Clairoix to defend the town, we find out the plan has something to do with raiding the town. Roger doesn't totally comprehend and joins the sellsword party aiding Liane's team. The battle then starts.

-----

Level Description

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Battlefield: Clairoix

Turn Count: 15

Goal: Defeat all enemies

Falure: Enemy breaches the town gates

-----  
Enemies  
-----

Lady Noire x2	Qrow Leader x2	Orc King x4	Troll
.....	.....	.....	.....
Lv.35	Lv.35	Lv.34	Lv.35
ELm: Stella	Elem: Luna	Elem: Sol	Elem: Luna
HP: 183	HP: 191	HP: 263	HP: 384

-----  
Strategy  
-----

Holy crap. Ok, don't be fooled by your "buddies". At the start of turn 2, they betray you and begin attacking your team. With this in mind, do your best to spread the team out effectively since you have no choice. Put a warrior in the middle area closest to the door though. When the level begins, have everyone run to the town doors ASAP. Don't even bother attacking any monsters unless they're on the way. Once turn two starts you'll have extra enemies to take care of suddenly. I hope you've banded together near the drawbridge or you're screwed. Make sure to keep two people in front at all times so that nothing gets by. MAKE THE LADY NOIRES YOUR PRIORITY TO KILL! They can walk right through you and into town (If you're lucky you can acquire their skill gem when they die). Aside from that, there's not much strategy here. The monsters will just try to pound their way through whomever you have in front of the gate (for me it was Bertrand and Liane). They'll even almost completely ignore everyone else, so feel free to pick away at them from behind with the rest of your team. As long as you've killed the Lady Noires and have the gate blocked, this level becomes a cinch.

\*\*\*\*\*  
Chapter 5  
\*\*\*\*\*

That's a little uncool... Your whole team is surrounded by sellswords after the battle. Everyone runs into the town for shelter, but Liane gets shut out by some of the turncoats. Roger runs in to try save her, but he's stabbed by a spear from behind. The screen errily fades out... OOOOooooooo!

And now we're back with the real Jeanne! Hooray! She's floating in some magical water and is woken up by a talking tree named Luther. Odd... Luther is one of the five armet heroes and he's the one who has been talking to you all this time. He needs you to fight in his stead in order to get rid of the darkness the Duke of Bedford has unleashed.

Meanwhile, while Jeanne is getting new powers, your friends in Clairoix are disturbed at Liane's capture. They think Roger is the traitor and they determine Liane has already been sold to the English. We then see Liane in jail and she's about to get some lovin' of the forceful kind. Thankfully Roger crashes the party but guards are mounting at the cell doors...

Back in the swamp, Gilles is hunting down Jeanne using his bracelet (ah, now we know why he left the party). He meets Jeanne and relays all the current events to her. Jeanne is about to run off and save Liane but Luther convinces her that would be a real bad idea. ANOTHER supposedly dead character shows up now.. MAWRA! She's bringing sexy back. Wait... Blaze! Slinker! They're all still

alive! With triple trouble facing them, Jeanne and Gilles prepare themselves for a harsh fight.

\*\*\*\*\*  
S21. Fated to War  
\*\*\*\*\*

After the terrible trio arrives the level begins.

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Level Description  
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Battlefield: Reine-Courenne Wilds

Turn Count: 20

Goal: Defeat the trio of therions

Falure: All allies fall in battle

-----  
Enemies  
-----

Slinker	Blaze	Mawra	Liz. Guardian x2
.....	.....	.....	.....
Lv.36	Lv.36	Lv.36	Lv.35
ELm: Stella	Elem: Sol	Elem: Luna	Elem: Luna
HP: 250	HP: 38 0	HP: 330	HP 206

Liz. Marshal  
.....  
Lv.35  
ELm: Luna  
HP: 219

-----  
Strategy  
-----

Looks like the time away has done miracles for Jean and Gilles levels. Make sure to outfit Jeanne and Gilles with skill gems and equipment before the battle as it's all been unequipped during their time away. If you did the Altois Plains free mission you should have a VERY kick ass lance for Gilles to use here. Jeanne can use the Champions sword obtained from the level 20 rewards. Anyways, the fight... Gilles still takes hits pretty badly so make sure to keep him healed. Your first target will be Mawra, then Blaze, and finally Slinker. Between Mawra and Blaze make sure to take out all the lizard soldiers helping them out. They won't be too hard to kill. Save Jeanne's transformation for Blaze and Gilles transformation for Slinker. Blaze hits hard but just keep up the healing and attacking. Slinker is the worst to deal with. He's holed himself up on good land above all the swamp. You can either hug the stage edges and slowly work you way up to him, or just go straight at him. I would personally just go right for him. Be wary though because he'll cast some good magic at you while you slowly crawl over to him. This is why we saved Gilles transformation. Transform and use Deific Talons to get the drop

(hahahaha! ha... ha.) on Slinker. Sounds like Slinker is dead for good this time. We'll have to wait and find out. Overall, this level's not too bad for only two characters!

\*\*\*\*\*

S22. Hopes Unattained

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Gilles gets a new gem after the fight. Luther tells Jeanne to go and turns into wood... Looks like he really did give Jeanne everything he had. Gilles tells Jeanne they should go, but Jeanne knows the truth about the voice now and is worried no one will follow her. Gilles says they don't follow her because of the voice (Duh, it's obviously because of her figure). The two of them head back to the French war camp.

Back at the camp, Marcel is lamenting to himself when Jeanne suddenly bursts into the tent. After Marcel's hilarious reaction everyone sees Jeanne is back. They rush off to help Liane together. Looks like Roger and Liane are having problems breaking out. The evil inside Roger talks to him finally and it distracts him long enough for Liane to be captured again.

Jeanne and everyone are on their way when Mawra and Blaze show up again minus Slinker. Looks like one really is dead, so lets see if we can make it three.

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Level Description  
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Battlefield: Grandgris Pass

Turn Count: 12

Goal: Defeat Blaze and Mawra

Falure: All allies fall in battle

-----  
Enemies  
-----

Blaze	Mawra	Qrow Leader x2	Ogre
.....	.....	.....	.....
Lv.38	Lv.38	Lv.37	Lv.38
ELm: Sol	Elem: Luna	Elem: Luna	Elem: Luna
HP: 410	HP: 355	HP: 210	HP 476

Skeleton x3	Demon x3	Wyvern x4
.....	.....	.....
Lv.37	Lv.37	Lv. 38
ELm: Stella	Elem: Luna	Elem: Sol
HP: 183	HP: 265	HP: 291

-----  
Strategy  
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Not much to say about this one. It's a very standard level, reinforcements

aside. Just fight your way up the stone path to Mawra and Blaze. Your only real enemy here is time. On turn 5 three demon reinforcements will show up on the middle plateau. Then on turn 6 three Wyverns show up in the same area. Mostly what I did was weaken them down by spreading out all my attacks. Then I transformed using Gilles second gem and Godspeed'd my way through the lot of them. I saved Jeanne's and Richard's transformations for Mawra and Blaze but it's your choice. You shouldn't really need them. Just be aware that Mawra has a healing skill now and will heal Blaze if he gets hurt. Try take her out first if all possible. Keep healed, watch your weaker characetrns if they're in the middle plateu and you'll be alright.

\*\*\*\*\*  
Chapter 6: I don't think we're following history any more...  
\*\*\*\*\*

After the battle the companions leave the two animal warriors to lick their wounds. But wait, La Hire does know Blaze! He remembers him just as he is walking away. Apparently they have some past, but it's not revealed. We learn Therions can't live outside something called the Warden. After this brief exchange it's on to Rouen.

Alas, Jeanne and her friends are too late. Liane is condemned to burn, and Georges watches as they light the fires. Roger goes insane and lets his power out, but he is also too late. All that's left is Liane's burnt remains. Jeanne arrives on the scene to find the same thing, as well as a very disturbed Roger. He blames Jeanne for Liane's death and turns into some gigantic demon. It attacks Jeanne and then pauses and leaves. Richard believes he's now become a Reaper, and will no longer be the same Roger. Roger meanwhile reverts back to normal and gives in to the darkness. Jeanne blames herself for both of their actions. Suddenly, the coolest twist yet happens. That odd purple frog with the haircut that's been following you around? He gets a freaking armllet. Heck, Cuisses can even talk now.

The raven that works for Henry finds Roger but he shoos it off. It returns to Henry and much to his pleasure Roger won't obey him. Looks like he'd rather have the beast off the chain.

Back in the war tent now. Cuisses is explaining his transformation to everyone. It would seem he was a noble and the armllet he was carrying was a family heirloom. The armllet started glowing one day and it transported him to the woods with Luther. Oddly enough, he woke up there as the frog he is now. Luther trained him and told him stories in the forest. Richard calls BS, but decides not to force the full truth from him. Cuisses meanwhile explains Reapers and how their master, Gilvaroth, has returned to our plane of existence. Apparently a large number of French nobles carry the reaper within them, which puts a lot of people in danger. Even worse, Gilvaroth himself is sleeping within King Henry VI! The only way to stop him is with the armllets, of which there are five. Currently you have four and the last one is unaccounted for. Jeanne doesn't care about any of this though. She wants to run off and save Roger. Gilles convinces her to meet with someone first though. Everyone packs up and they head off to see Richemont. Seems he already knows most of your story though. He cuts to the chase and hires you as his private guard whose sole purpose is to hunt and kill the Reapers and save France. He starts by telling you to persuade the Duke of Burgundy to end the civil war in France. Jeanne moodily agrees. Richemont won't let her go out in her old armor lest she be recognized, however, so he arranges for something new. All I have to say is Richemont has good taste. Light armor and a form fitting shirt... Heck, even the main characters agree shes looking good. Even in her smashing new outfit Jeanne is depressed though. Cuisses cheers her up and joins the party.

Looks like it's time to go save France, England, and the world!

Congratulations, we're about two thirds of the way through the game now.

\*\*\*\*\*  
S23. The Black Knight  
\*\*\*\*\*

(PS: BEFORE STARTING THIS LEVEL... I highly recommend you go do the Tower of Alsace sidequest. It'll take you all of 10 minutes to get a new sword for Jeanne and a dagger/special skill for Colet. You know what the ninja turtles say: Lets do it Eh? Let's do it!)

On our heroes way to the good Duke, they must pass through some old ruins. That wouldn't be so bad, except that Roger has been waiting to ambush you there. It looks like on top of his demon powers he's gained a bit of sarcasm and snobbery. While I'm sure that's nothing a good ass kicking wouldn't fix, we don't have time. After his big "I'll kill you Jeanne!" speech, he summons some friends. Time to run for it...

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Level Description  
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Battlefield: Cents-Abris Ruins

Turn Count: 14

Goal: Guide All Allies to the north edge of the map

Falure: A single ally falls in battle

-----  
Enemies  
-----

Roger	Flameflyer x2	Qrow Leader x2	Ogre x3
.....	.....	.....	.....
Lv.39	Lv.38	Lv.39	Lv.39
ELm: None	Elem: Sol	Elem: Luna	Elem: Luna
HP: 388	HP: 346	HP: 206	HP: 477
Lady Noire	Queen Rouge		
.....	.....		
Lv.38	Lv.39		
ELm: Stella	Elem: Stella		
HP: 190	HP: 207		

-----  
Strategy  
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Although the objective here is to run for it, you'll never make it. Sooner or later you WILL need to fight your way out of some squeeze. The whole level is one big cluster...muck. With that in mind, form your forces and march everyone through the right hand entrance. The most imporant people to deal with first are the Lady Noire and the Queen Rogue. Both will attempt to paralyze your



team members, which will really slow you down. If you move to the doorway between the columns fast enough, enemies usually begin to pile up in front of you. This is the perfect time to use a lancer, or to hit the huddled enemies with spells like Flame and Cyclone. If you've given an axe user Compass, this is a good time to make use of it. Using this method I was able to transform and godspeed my way through almost every enemy on the map in one fell swoop. By turn 6 I was merely strolling to the exit, so the mission really shouldn't be as tense as it might seem. As for Roger... He's actually not too hard, but he has a lot of HP. The only thing to worry about is his heaven's gate attack. And I would totally recommend taking him out so you yourself can obtain the Heaven's Gate skill. Just remember: kill the ladies, group the enemies, use multi-hit attacks, transform, and kick some butt. You'll be on your way without a hitch.

(Neil Goldsmith sends this strategy: There is a gap on the east side of the ruins that your party can squeeze through. If you do so, and you're quick, you will only be bothered by a couple Qrows. Perfect for lower level teams or anyone who doesn't want much confrontation!)

Upon reaching the exit, Roger taunts you and disappears. And... that's it. Holy jebus, that must be the shortest story sequence in the game. Nifty.

\*\*\*\*\*  
S24. Dark Démonaic

\*\*\*\*\*  
(Before starting this next level, you may wish to stock up on lots of healing items and attach the Blood Sword skill to Jeanne)

When you enter the Duke's house, he introduces himself and invites you to dinner. Judging by the very empty white eyes of his portrait, and the odd captalization of some of his speech, I would assume this is not a warm invitation. Jeanne, as usual, falls for it anyways and follows the Duke to the dining room. Gilles, as usual, is the smart one and detects this is a trap immediately. Finally, as usual, Gilles is just a hair too late and Jeanne is already trapped in the dining room alone. It turns out the Duke is actually a reaper and Jeanne is on the menu for tonight. Time to Du-du-du-duel!

-----  
Level Description  
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Battlefield: Chateau Burgundy

Turn Count: 17

Goal: Defeat Superbia

Falure: Jeanne falls in battle

-----  
Enemies  
-----

Superbia	Flameflyer x4	Qrow Leader x2	Ogre x4
.....	.....	.....	.....
Lv.39	Lv.39	Lv.39	Lv.39
ELm: None	Elem: Sol	Elem: Luna	Elem: Luna
HP: 1200	HP: 352	HP: 206	HP: 490

-----  
Strategy  
-----

Jeanne will be alone in a room with Superbia while your friends will be outside the door. That... is not a good thing. I think. Wait... ok yeah it's not good. To reach Jeanne you're going to have to work your way around to her and smash the glass window. Just walk up to the doors in the Duke's house and they will open for you. Jeanne, however, is stuck where she is without an exit. There's two ways you can go about this. You can enlist archers with skybolt and a bunch of wizards and just stretch yourself across the locked door. From here you can cast spells on Superbia while Jeanne attacks him with Blood Sword/Heavens Gate and slowly whittles him down on her own. This does work but it can be tricky to pull off. Especially if Superbia moves away from the door's area frequently. The other method is to have Jeanne run around the room, not attacking and just healing while her friends catch up to her. I prefer the later method myself. Just keep forcing your team forward and don't bother to directly attack the enemies. Just let your counters slowly kill them while you move ahead and only stop if they get in your way. You should arrive at Jeanne after about 10-13 turns. This leaves just enough time to kill Superbia with nudge room. Once you're all in the tiny room, just surround Superbia, transform, and roll out! Don't hold anything back because you will be severely time pressed. This level may take a few tries so don't get discouraged if you lose. Just level up, mix some skills, and come back. And be wary of the fact Superbia heals 120 HP every round. Remember: Burning auras are your friend.

\*\*\*\*\*  
S25. Death Bestirred  
\*\*\*\*\*

Once you kill Superbia, the Reaver will revert to the Duke. The Duke will start gagging on the ground and release the darkness inside him. It floats into the air and travels to... King Henry? Huh? Yep, he's sitting on the balcony with his teddy (aww!). He absorbs the reavers power, thanks you, and leaves. Cuisses acts like he seems to know Henry. Hmm... Anyways, the Duke is not feeling so hot. Without the reapers power he'll die, unless... you kill Charles mother.

Upon returning to Richemont, we get a scene with Georges. Looks like he's VERY nervous about Henry eating Reaper souls. I have a feeling Georges is going to have an apple in his mouth very soon. Meanwhile, Jeanne gives Richemont the signed truce from the Duke. Now Richemont wants you to spy on Georges. Apparently the guy was pretty decent before the Ravens started visiting him.

The group heads to Chinon to spy on him. While there, Gilles hints there might yet be a way to save Roger. Before he can finish, they catch Georges fleeing his home. They arrive at the Voldor temple where Georges is meeting Roger. Sounds like Georges made a bad deal and now he's going to pay for it. Roger catches Jeanne spying on them though and attacks her. He's about to kill her when Roger oddly lets her go. George summons some demons to finish the fight off though.

-----  
Level Description  
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Battlefield: Voldor Temple

Turn Count: 14

Goal: Defeat Georges and his Reaper

Falure: Jeanne falls in battle

-----  
Enemies  
-----

Avarita	Orc King x4	Dragon x2	Lich x2
.....	.....	.....	.....
Lv.41	Lv.40	Lv.41	LV. 40
ELm: None	Elem: Sol	Elem: Sol	Elem: Luna
HP: 1414	HP: 307	HP: 1017	HP: ?

Tiamat	Demon x2
.....	.....
LV.60	LV. ?
Elem: Sol	Elem: ?
HP: ?	HP: ?

Note: With the exception of Avarita, the Orc Kings, and a single Dragon, you will only face the rest of the enemies if Georges is able to reach their summoning crystals in time. Tiamat is the very last one he summons, and I REALLY recommend you don't let it get that far unless your team is around levels 55-60.

-----  
Strategy  
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Georges will start summoning enemies from crystals to attack you. Don't let him do this. Make the dash to the middle of the level. You won't make it in time to stop Georges from summoning at least one dragon. There's no excuse for letting him get by you after that though. On turn three throw everything you have at him. Try hit the dragon with Sweep, and area magic while the others take out Georges, but no matter what make Georges the priority. Once Georges goes down, his Reaper is set free. Avarita doesn't heal every turn like Superbia and is pretty weak in comparison. Ignore him and go after the dragon now. Once the dragon and orcs are out of the way, then go after Avarita. I just transformed and surrounded him so he couldn't move. Then I was able to create burning auras around him and take off massive chunks of health (like 350HP) with skills like Heavens Gate and Triple Slash. Keep everyone healed and use auras effectively to bring this level to a short conclusion. Avarita also drops Exp Bonus II, so you may wish to retry the levle until you aquire it. That was a lot easier than the previous fight, huh?

\*\*\*\*\*  
S26. Queen Isabeau  
\*\*\*\*\*

After defeating Georges, you will once again find Henry behind you. Henry

consumes Georges soul. He just can't get enough of that suga... I mean, evil soooooouls! The team leaves to report to Richemont. Meanwhile Charles meets with the Duke of Burgundy and gets the treaty rolling. Charles is pretty mopey though... looks like Jeanne's death and his Mom's indifference are getting to him.

Back at Henry's castle, Bedford is putting together a "party" for our prince. Apparently the location is Reims. Once again in Charles room, we see him talking to the window about his mom more. I don't think the window cares much, and I kinda feel sorry for it. But alas, we learn Charles mom was quite the evil rebel in her day, and The king is unhappy being a king now because he's being pushed around by his people. Suddenly Richemont informs Charles that Henry is going to crown himself at Reims! Richemont enlists Jeanne to stop the coronation at all costs.

Once you arrive at the cathedral, you find out it's mostly a quaint trap. Queen Isabeau arrives and turns into her reaper form. Granny's got bite in those dentures...

-----  
Level Description  
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Battlefield: Reims Cathedral

Turn Count: 18

Goal: Defeat Luxuria

Failure: All allies fall in battle

-----  
Enemies  
-----

Luxuria	Ceratoth x2	Phantom Lord x2	Dark Shamanka x2
.....	.....	.....	.....
Lv.42	Lv.42	Lv.41	Lv.41
ELm: None	Elem: Stella	Elem: Luna	Elem: Sol
HP: 1326	HP: 279	HP: 159	HP: 185

Gazelliath x2  
.....  
Lv.42  
ELm: Stella  
HP: 263

-----  
Strategy  
-----

Before we start, know this: THIS LEVEL CONTAINS A PERMANENTLY MISSABLE GEM FOR JEANNES ARMLET! You can find it behind the altar Luxuria stands in front of. It's on the second farthest block in the back of the cathedral, in the center of the middle circular space. Make that a priority at all costs.

As for the level, there's not much to worry about here. Luxuria won't do

anything until you get close to her. Assemble your team and make your way over to her. Go out of your way to kill the Phantom Lords, or they'll pester you for the whole level. Once you've fought your way to Luxuria, be careful. All that mana she's built up will be released in some pretty powerful spells. Heal up if you need to, but after the first wave you're pretty much safe. She'll burn out all her mana and become practically powerless. Aside from her 133HP recovery every turn, she's a total pushover. Transform and whittle away at her until she dies. Send at least one person to go grab Jeanne's armet gem. You can even attack Luxuria while this is going on and save the killing blow until you have the gem. I'd also suggest killing the Shamanka's quickly so they don't annoy you with spells. Just keep an eye on your teams health and you'll make it out of this level with little effort.

\*\*\*\*\*  
Chapter 7  
\*\*\*\*\*

After her defeat, Isabeau asks you to let her see Charles one last time. She crawls away just a little too slow and Henry zaps her, eating her soul. Jeanne gets a little angry and tries to kill Henry, but he's too powerful. After Jeanne's small outburst, Henry taunts Cuisses over destroying Henry's body. Well, I guess we know who Cuisses REALLY is now huh? Roger appears out of nowhere and tries to kill Henry too, but also fails. Gilles leads everyone to retreat before Henry kills them all. Once they're gone, Bedford incites a ritual to make Henry even MORE powerful (this is not getting any easier is it?)

Back at camp, Cuisses is forced to explain who he really is (Henry VI if you haven't guessed by now :P). He and that knight at the beginning of the game were looking for more armet wielders when they were suddenly attacked. Henry believes everyone wants him dead, and that is the cause of the war. He begs everyone to stop Gilvaroth and show his uncle he's not doing the right thing. Gilvaroth then immediately attacks and conquers Brittany with his demon army. Roger is pacing around a cemetery when his Reaver forces him to go find a stronger body for the two of them.

Back at Richemont's home, the party is told of Gilvaroth's battle. Gilles is kinda upset his home was taken (and I thought he couldn't look any more melancholy with all that eyeshadow...). The team ponders what power they will need to fight Gilvaroth. Henry tells them of a settlement where people survived the Reaver War. It's La Hires birthplace, so he decides to take the team there.

After dinner, Jeanne and Gilles have a heart-felt talk. Apparently Gilles was a big stuck up snob, but Jeanne softened him up. He thanks her and they talk about tomorrows mission and go to bed.

\*\*\*\*\*  
S27. Barging into Paris  
\*\*\*\*\*

La Hire leads the team to the Canal entrance. Once there, they find a cub being assaulted by some English officers. Jeanne steps in, and with her friends they end up killing all three of them. Talk about swift punishment! More therions arrive and things get out of hand. The cub shows Jeanne where they can make their escape though, and the level starts.

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Level Description

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Battlefield: Gillorey Canal

Turn Count: 20

Goal: Guide all Aliies to the boats

Failure: A Single Ally falls in battle

-----  
Enemies  
-----

Ogre x3	Ceratoth x4	Phantom Lord x3	Gazeliath x2
.....	.....	.....	.....
Lv.45	Lv.44	Lv.46	Lv.45
ELm: Luna	Elem: Stella	Elem: Luna	Elem: Stella
HP: 580	HP: 292	HP: 169	HP: 269

Cyclops x3  
.....  
Lv.45  
ELm: Luna  
HP: 654

-----  
Strategy  
-----

Don't let that 20 turn limit fool you. After 10 turns the closest boats (the ones you don't cross a bridge to reach) will leave without you. Then on turn 11 reinforcements show up! Move towards the boats across the bridge fist if you really believe you won't make it to the closer ones in time. But with 7 strong characters, you should have no problem reaching the boats within about 7-9 rounds. Assemble your team and proceed forward. If you have a magic user or bowfighter, try to take out the phantom lords ASAP. As usual, they will become the most annoying enemies by far if you leave them alone. Work your way down to the bridge that connects the two boat docks. Don't cross the bridge, but instead leave a tank in front of it so the enemies can't pass by. This will block their way while the rest of your team shimmies on over to the nearby boat dock. Once everyone has walked by your tank, he can leave and follow behind them. If you want to spare the turns, you can even have a long range fighter or magic user attack the enemies being blocked off by your tank for the extra exp and gems. I started having people on the boats by turn 7, so you should technically have plenty of time to clear out the level. Just proceed with the usual cautions and you'll be fine.

\*\*\*\*\*  
S28. Shade and Light  
\*\*\*\*\*

(PS: You may wish to create an extra save before starting this level. There's another split path coming up right after the fight, although this one doesn't really yeild anything special depending on what you choose.)

After escaping the tunnel system, your team arrives in the Paris warden. Here

we meet one of the Therion elders La Hire knows. He explains the history of the demon war and how Therions used to be on good terms with the humans. Once the therions gave the humans the armllets to end the war though, the humans slowly began to regard the therions as inequal and have been killing them off very slowly. In the middle of the conversation, the entire town is assaulted by a group of English officers and demons. Your team takes up arms to defend the town.

-----  
Level Description  
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Battlefield: Paris Warden

Turn Count: 12

Goal: Defeat all enemies

Failure: All allies fall in battle

-----  
Enemies  
-----

Swordmaster	Ceratoth x3	Qrow Leader x2	Wyvern Lord x2
.....	.....	.....	.....
Lv.45	Lv.44	Lv.44	Lv.45
ELm: Sol	Elem: Stella	Elem: Luna	Elem: Sol
HP: 283	HP: 284	HP: 227	HP: 438

Cyclops x3  
.....  
Lv.45  
ELm: Luna  
HP: 654

-----  
Strategy  
-----

Interesting setup... Start by assembling your stretched out team. Try to pair weaker characters like archers and wizards with strong physical characters so the weaker ones won't take the brunt of the attack force. Once the level started, I began moving all my characters into one area... the one in front of where Jeanne starts the level. It was easier keeping everyone together to get the defense bonus, although you can still easily do this by splitting the team apart. You can even plug the pathways to your characters by moving your tanks in front of the narrow pathways. This will force the enemies to group up so you can assault them with magic and arrows. Keep an eye on your teams positioning though. There are two Wyvern lords here who can cast Flame 2, and it will hurt. I would actually make their defeat a priority over the other monsters if you can. Once they're out of the way, immediately kill the Ceratoths. They can stun your team, and nothing is worse than having a stunned character while transformed. Just be aware your time limit here is short, so keep assualting the enemies as fast as you can while keeping an eye on your health. Don't be afraid to transform and let loose as soon as possible.

Everyone can transform more than once now anyways, and you'll have time to do it a second time if you need too.

\*\*\*\*\*  
Split Path: Elves or Dwarves?  
\*\*\*\*\*

After saving the warden, the Elder reveals the armllets really came from the dwarves and elves. If you want to overthrow Gilvaroth (and i'm guessing we do) you'll need to find one of the races and borrow a special gem of power from them. You'll need to make a choice here. Either go to the forest where the elves reside, or go to the dwarven mines. Neither really has any special impact on the game. Both will reveal Rogers origin and possible fate with little change in dialogue. He'll also have almost exactlty the same conversations with Jeanne no matter which you choose.

That being said, I would go with the elven path over the Dwarven one. The elven path yeilds some backstory on Beatrix and Bartolomeo, and it has better loot (such as Mythrill Armor). It's a little more difficult on stage 30, but that shouldn't shy you away. The Dwarven path has no extra plot attached to it (except explaining to the team things about Roger we the audiance already know) and the drops are pretty weak. But, if you're leaning on speed you can blast through these two levels a lot quicker and easier than the elven ones. The choice is yours.

\*\*\*\*\*  
Path A: Elves  
\*\*\*\*\*  
\*\*\*\*\*  
S29a. Hunted Down  
\*\*\*\*\*  
(PS: You might want to make a separate save before starting the level just incase. You will face two levels here without a single break.)

Jeanne and the team enter the elven woods only to find them deserted. Beatrix enlightens them as to the way of elves and their shyness of outsiders. Now, is it just me or do all elves seem to live in trees? Where do the street elves live? In shrubs? Geez. Elf cliché... Anyways, we learn a bit about Beatrix's back story. Seems she broke an elven law somehow and was banished, so talking to the elf leader won't be very easy. Just as we're on our way to the elders hut, Roger teleports in and summons a bunch of monsters to kill the elder. I guess we should defend him...

-----  
Level Description  
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Battlefield: Alrond Wood

Turn Count: 15

Goal: Defeat all enemies

Failure: Enemy reaches the elders hut

-----



Enemies

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Roger	Demon x2	Ghost x2	Phantom Lord x2
.....	.....	.....	.....
Lv.45	Lv.46	Lv.47	Lv.46
ELm: None	Elem: Luna	Elem: Stella	Elem: Luna
HP: 435	HP: 309	HP: 154	HP: 172

Skeleton x4

.....

Lv.46  
 ELm: Stella  
 HP: 209

-----

Strategy

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Unlike the mines level, you are going to be REALLY badly spread out. Most importantly then, is to place your two best tanks/physical attackers on the two panels closest to the elders hut. Use them to plug the path to the elders home. Don't worry TOO much about having weaker characters alone. Moving towards the elders hut takes priority over everything for the demons, so they will only attack directly if you block their path. Still, the ghosts will be a MAJOR pain in the ass. As soon as you have some magic or skills that always hit, take out the ghosts as fast as you can. Otherwise good luck ever hitting them with normal attacks. As you're doing that, have everyone make way to the elders hut. Your team should be able to swiftly take out the Skeletons and what not as they're making their way to the hut. Once they're finished, start heading back down to finish off the last few enemies and Roger. If Jeanne attacks Roger you'll get small cut-scene. Defeat him and that'll be a wrap.

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S30a. Vying for light

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After the fight, Roger teleports away. Jeanne taunts him from another tree, telling him he must still be human if he won't kill her. Roger is annoyed by this and leaves the area. The elf elder will then come outside and say hey. All the other elves will come out to greet you too. The elder asks Beatrix how she could come back without regret but he let's it slide. Inside his home, the elder recounts the story of Roger to you, and how he was a test subject in a facility at Soldat. He was hired as a sellsword but used to test the ability to release Reapers through human souls. They killed hundreds, but only Rogers soul took to it. He escaped the facility though and the experiments were closed. Right now he's human but soon he won't be. The elder agrees to relenquish his gem to you as you have Luther's armllet. To get it though, you'll need to take it from special shrine. The elder takes you there and turns off the traps. Just as he does though Roger appears and slays him from behind, a trait common among most rogues...

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Level Description

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Battlefield: The Reliquary

Turn Count: 12

Goal: Defeat all enemies

Failure: All allies fall in battle

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Enemies  
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Roger	Dark Elf x3	Orc King x2	Liz. Marshal x2
.....	.....	.....	.....
Lv.47	Lv.46	Lv.47	Lv.45
ELm: None	Elem: Luna	Elem: Sol	Elem: Luna
HP: 450	HP: 147	HP: 351	HP: 267

Flameflyer x3	Wyvern Lord x2
.....	.....
Lv.46	Lv.46
ELm: Sol	Elem: Sol
HP: 394	HP: 439

-----  
Strategy  
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Damn, now THAT is an army. Assemble your team like usual and get ready for a tide of enemies to make their way towards you. Move everyone forward but keep your mages and archers behind a little. Forming a solid wall, when the enemies charge forward you should be able to hold nicely. Thankfully the Wyvern Lords will stay back. The archers will probably do minimal damage (if any) to everyone but your magic casters so be careful of that. Once the first wave of enemies has been softened, transform and take them out. I was able to kill EVERYONE on turn three using just Gilles transformation, with the exception of Roger and the Wyvern lords. Once the bulk of the enemies is gone, sally forth and try to take down Roger. Be VERY careful of the Wyvern Lords. They'll cast Flame II probably and then several rounds of Fireball II. This will hurt. A lot. Make sure to heal if you need to and then do whatever it takes to kill them quickly. Don't worry if you lose one or two team members because it's likely inevitable if he gets ganged up on by Roger and the Wyverns. Except for the last pinch there you should be able to make it out pretty well since all the enemies are old, with the exception of the Wyvern Lords. Again, Auras and transformations are your friends.

After the battle Roger weakens for a moment and asks Jeanne's forgiveness. He then steals the gem once the Reaper gains hold. Everyone huddles around the elder after. Beatrix tells him he can't die but the Elder says she shouldn't feel bad for the fool who kicked her out of the village. He apologizes to Beatrix and Bartolmeo for blindly following such a ridiculous law. After this he tells Jeanne to save Roger before it's too late. Rogers reaper, it turns out, just happens to be one of the strongest in existence. The only thing holding it in is Roger's unnaturally strong soul. The team leaves and heads for the Vantoix canyon.

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Path B: Dwarves

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\*\*\*\*\*

S29b. The Dwarves Test

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(PS: If you choose the mines, save before starting the level. There's two consecutive battles here without a break, so be prepared.)

You'll arrive at the Dwarves home in the mines. No one's really sure how to introduce themselves to the dwarves, so Bertrand swipes the letter from Jeanne and tells them he'll be fine doing it himself. Jean has the utmost confidence in Bertrand... kinda. Bertrand opens with a wonderfully hairy line, upon which things quickly become a disaster. The Dwarves arm themselves and prepare to fight you for their home turf. Well, if we gotta settle things THAT way...

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Level Description  
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Battlefield: Gwygone Mines

Turn Count:

Goal: Defeat all enemies

Failure: All allies fall in battle

-----  
Enemies  
-----

Dwarf x4	Elder Dwarf x6
.....	.....
Lv.44	Lv.46
ELm: Stella	Elem: Kuna
HP: 265	HP: 371

-----  
Strategy  
-----

Argh! I just love how your team is always perfectly assembled in the cinemas but you're suddenly all split up once the level begins! Dammnit... Assemble as best you can. Try to keep weaker characters away from pairs of dwarves and closer to the normal dwarves, not the stronger elder dwarves. Once the level begins, do your best to all reach the center for a group offensive. The dwarves won't actually prove to be much of a problem, but the elder dwarves pack a bit of punch. Whatever you do, make sure all your character use their first turn to run past the dwarves in front of the way to the center. If you don't, they will purposely move in front of you on their first turn and block the way, cutting off all your mobility and trapping you. Transform as early as possible and watch everyone's health. The stronger characters will probably be able to take out a dwarf or two before reaching the center area. so that's a bonus. Keep moving, healing, and attacking, and you'll survive with little trouble, despite your at first hectic positioning.

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S30b. Vying for Light  
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After defeating the dwarves, the Dwarf elder is kinda disappointed he lost to a bunch of theives. Thankfully one of the dwarf villagers sets him straight about your presence in their caves. The elder orders your team be given the key to the mines where the Gem is kept. Before he can give it to you, Roger appears and steals the key (Man he has good timing!). Jeanne and everyone else chases Roger to the shrine. The Dwarves seem to know Roger though, although they refer to him as Aldric. They know all about the experiments done on him too.. hmm...

Inside the labyrinth, Jeanne is chasing Roger. A stalacatite (or stalagmite? Webster says... Stalacatite! hah, I knew it) is about to fall on Jeanne when Roger pushes her out of the way just in time. Jeanne chides Roger, telling him he must still be human deep down. Roger says he doesn't care, he just wants the gem and its power now. He summons some monsters to kill you while he makes for the gem.

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Level Description  
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Battlefield: Ybert Labyrinth

Turn Count: 50

Goal: Defeat Roger

Failure: All allies fall in battle

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Enemies  
-----

Roger	Ceratoth x4	Qrow Leader	Wyvern Lord
.....	.....	.....	.....
Lv.45	Lv.45	Lv.46	Lv.45
ELm: None	Elem: Stella	Elem: Luna	Elem: Sol
HP: 434	HP: 297	HP: 231	HP: 438

Orc King x3	Dragon
.....	.....
Lv.47	Lv.45
ELm: Sol	Elem: Sol
HP: 352	HP: 1095

-----  
Strategy  
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Ok, this level is far more bark than bite. You can finish it in less than 6 turns and never even bother with the labyrinth. Here's how: Bring along a Skydart user, and two wizards with an area attack spell and a level 2 attack spell. Start the level normally by killing the Ceratoths. When they're dead, have your sky dart user begin attacking Roger. Then line up the mages so they

can cast spells at Roger through the walls. After a few hits Roger will go down and the level will end. Told you it was simple.

After the fight, you'll talk to Roger in front of the Gem altar. He falters for a moment and asks Jeanne for her forgiveness. The Reaper then gets a hold and forces Roger to steal the gem. The Downyn shows up and can't believe Roger got the gem first. He then recounts Roger's story to Jeanne. Apparently he was a sellsword at an outpost called Soldat. The English really only hired him to be a test subject for Reaper experiments of which the dwarves were forced to help with. The experimenters turned out to be Reapers themselves, and they turned hundreds of humans into vegetables with their experiments. Roger was the first successful fusion of human and Reaper but he escaped the lab before the English could use him. Roger has little time left before the Reaper consumes his soul though. Jeanne will have to save him quickly. Everyone heads for the Vantoix canyon.

\*\*\*\*\*  
S31. Face to Face  
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Ok, so no matter which path you've taken you will now chase Roger to Vantoix Canyon. Once you arrive, Jeanne will tell Roger to stop before he's totally consumed by Gilvaroth. The reaper tells Jeanne Roger is dead, but Roger is suddenly struck down by some strange looking soldiers... the Duke of Bedford's personal guard. They steal the gem and surround Jeanne and her friends.

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Level Description  
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Battlefield: Vantoix Canyon

Turn Count: 12

Goal: Defeat defeat all enemies

Failure: All allies fall in battle

-----  
Enemies  
-----

Bedford	Shadow Knight x9
.....	.....
Lv.49	Lv.48
ELm: None	Elem: None
HP: 431	HP: 386

-----  
Strategy  
-----

Looks as if Roger will be joining you as an ally on this mission. You'll start off surrounded and stranded on a rope bridge. Assemble your team like usual, but I would suggest splitting your forces in half. Put your strongest attacker and one mage/archer with Jeanne, and plug the other end of the bridge with two

more melee characters. The rest (mages or archers) can sit in the middle safely. Once the fight begins, make your foremost priority taking down Bedford. The shadow knights are actually very average in their attack ability, and the only thing you need to worry about when it comes to them is their numbers and slightly higher than normal dodge rate. Bedford, meanwhile, hosts a number of nasty spells, recovers 86 HP per turn, and has a pretty good dodge rate. In other words, your first turn is going to be the only one where he won't be a major nuisance. If you can, try to take him out by the third turn at the latest, or you'll just let his mana build up to power his better skills. Once Bedford is gone, you can worry about the armors more. Try to attack them from behind and setup auras as much as you can. They're not overly powerful, but the Soul Sword can get really annoying if you group your characters up for extra defense. Just transform with everyone on your third turn and you should do fine.

\*\*\*\*\*  
Chapter 8  
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After the battle Jeanne will recover the gem Bedford stole. Henry will plead with Bedford, but it's no use. Bedford ignores them and leaves. Roger, pissed as usual lately, leaves immediately. Afterwards everyone is back in camp. Richard and Guilles are worried about the magic armor being mass produced for a reaper army. Jeanne commands the team to march on the English test facility and burn it to the ground, stopping any more armor production or test results like Roger.

\*\*\*\*\*  
S32. Encumbered Powers  
\*\*\*\*\*

Inside the Outpost we see Roger looking around for Bedford. Bedford is nowhere to be found, however. Just as Roger exits the giant and very evil looking room, our friends arrive. Unfortunately Bedford was lying in wait for them... He makes a snappy breakfast joke (what a sense of humor on that guy huh?) and summons a bunch monsters and armors to kill you. Even worse, he activates three pillars that lock your burning auras, transformations, and skills. What kind of bed and breakfast service is this!? Geez. Let's forcefully revoke his business license.

-----  
Level Description  
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Battlefield: Soldat Outpost

Turn Count: 20

Goal: Defeat All enemies

Failure: All allies fall in battle

-----  
Enemies  
-----

Shadow Lancer	Ceratoth x2	Cyclops x2	Shadow Knight
.....	.....	.....	.....
Lv.49	Lv.49	Lv.48	Lv.48
Elem: None	Elem: Stella	Elem: Luna	Elem: None
HP: 451	HP: 313	HP: 707	HP: 385

-----  
Strategy  
-----

Well, this completely sucks. Don't worry though, you'll be plenty strong enough to face this level as long as you're around level 50. Just make sure you bring plenty of healing items. One curious thing to note here is that loss of skills and transformations only affects YOU, not your enemies. There's a couple ways you can go about this... If you're strong enough you can split your team in half at the start, and have half the team take out the transform lock on the right and the other half take the aura lock on the left. If not, then just take the majority of your team up beside the transformation lock. You'll need that more than your auras. Don't even bother working your way close to it though. Just hit it with an arrow. One hit should destroy the lock and you'll get your transformations back. Whatever you decide to do, be very careful dealing with the enemies if you brought mages along. They'll be effectively useless until you destroy the skill pillar. Once you climb the stairs and work your way around the lava pool, you should get your archer to take out the skill lock. Now that you're back at full strength, transform and Wipe out all the remaining enemies.

\*\*\*\*\*  
S33. Release  
\*\*\*\*\*

We meet up with Roger and Bedford after the fight. Roger can't understand why he's too weak to defeat Bedford. Bedford taunts him and Roger gives it one last go. Bedford is too strong though, and knocks him unconscious. Jeanne and everyone else gather around Roger, wondering if he's alright. He must not be feeling too bad though, because he suddenly turns into his reaper form Ira. Before anyone can act, the armllets all shine at once and Jeanne is in a black void filled with sheep... Does this mean Roger has an unusual love of sheep? Well not totally. And besides, we all know if anyone had a thing for sheep it would be Beatrix. Instead you'll realize you're in a field at Domremy, and Roger is recounting a memory of sheep herding. Jeanne seems a little sad while she watches. Once the vision is over, Jeanne is standing next to Gilles and Richard on a giant chained stone cube thing. No one else is around and Richard and Gilles can't find them. Jeanne spots Roger suddenly, but when she approaches him he vanishes and Phantom Orcs take his place.

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Level Description  
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Battlefield: A Captive Heart

Turn Count: 20

Goal: Defeat All enemies

Failure: All allies fall in battle

-----  
 Enemies  
 -----

Phantom orc x3	Roger	Dark Skeleton x3	Liane
.....	.....	.....	.....
Lv.46	Lv.48	Lv.46	Lv. 48
Elem: Sol	Elem: None	Elem: Stella	Elem: None
HP: 330	HP: 457	HP: 280	HP: 220

Hellpriest x3	Phantom Knight x?	Darkest Demon x2	Ira
.....	.....	.....	.....
Lv.46	Lv.46	Lv.46	Lv. 48
Elem: Luna	Elem: Sol	Elem: None	Elem: None
HP: 250	HP: 300	HP: 350	HP: 1434

-----  
 Strategy  
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(Note: Equip the Pierce skill on Gilles before the fight.)

Well, I hope you've been using Richard and Gilles plenty, because you're stuck with them now. If you need a little extra punch, make sure to complete the Altois Praire free stage for a great staff and spear they can use. Anyways, you're going to be facing 6 consecutive battles here, so be prepared for a long battle. Also, your HP refills, MP reverts to normal, you get your gems back after every fight and dead characters are revived, so don't be afraid to use your transformations or take some risks. Also, it's probably wise to skip the first turn of every battle so you initiate the first attack. You'll start off fighting three phantom orcs which shouldn't present a problem. Just keep Richard away and use Gilles and Jeanne to attack. There will be a story scene and you'll fight Roger and some skeletons. If you can bunch up the skeletons and use something like Cyclone or Gilles spear, they should go down quickly enough. Beware though as all the enemies in this fight have Heavens Gate and Triple slash, so you'll probably need to heal or transform at some point. Another story scene will take place and Liane will join your ranks as a guest fighter. She's very weak, but don't worry if she dies. There's no penalty. For the fight against the fake Liane and her cronies, you have two choices... You can quickly kill Liane since she'll heal the Priests and then go after them, or you can quickly assault the preists and kill them so they don't have time to attack with magic, and leave Liane for last since she's terribly weak anyways. Another story scene, and then you'll fight Phantom knights. A Phantom Knight will spawn continuously every round, so to win you're going to have to kill at least two of them every turn. This isn't as hard as it sounds as long as you make good use of GodSpeed and Auras. More story after this fight and then it's a battle against two dark demons. One will be invulnerable to everything but physical skills, and the other will be immune to all but magic and Pierce. The one weak to skills will go down with no trouble if you use Triple Slash, Heavens Gate, and whatever Gilles and Jeanes transformations might have. As for the other... I hope you have some good magic skills on Richard. Let him gain mana for about 4 turns so he an cast spells relentlessly since these guys have HP regen and it'll make things tough if Richard needs to take a turn to get more mana. If you've been doing free stages Richard will have his final transformation. I'd use it since the magic attack is has can cause a good deal of damage against the demon. Finally you will now face off against Ira. Ira's AI seems to attack all the characters in consecutive order of weakness. So he



will try kill Liane first, then Richard, then Gilles, then Jeanne. Use this to your advantage. Try have Richard keep Liane healed while Jeanne and Gilles Ira consantly. This will keep everyone safe, and you can take time to heal them and setup auras and so on. If Liane succumbs, have Richard keep himself in good condition so Ira will ignore Jeanne and Gilles. It's a very easy battle if you exploit Ira's AI this way. Whew, that completes what is easily the longest battle in the entire game. And we don't even get a major reward for it!

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#### S34. The Fifth Hero

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(PS: Alright, this is the final leg of the game. Once you begin the next level, it will be three consecutive stages without a break. In preparation, I suggest you do these things:

- Get all the main characters you use to levels 60-65. Especially because you can use 9 people in the final battle. Soldat Outpost currently has the highest level monsters to fight and is probably your best leveling bet.
- complete all the free stages.
- win the first 10 rounds of the colosseum to get Cuisses last gem.
- Make sure Roger is level 55 minimum, no matter what. You're forced to use him one level before the final stage.
- Bind or farm a lot of Hp Recovery II's and attach them to your main team. You can obtain HP Recovery II's from the Cyclopes in Gilleroy Canal. If you're patient, you can collect a lot and make HP Recovery III's.
- Bring a ton of strong healing items (like 40 or so).
- Farm for Two Rounds gems, or at least one. Not totally necessary but it helps.
- Create or farm some Cyclone II gems. 2-3 should suffice.

Once you've done all that, you should be ready to take on the games three stage finale.)

With Roger's reaper dead, we see Roger's lifeless body on the ground. Liane bestows her heart upon him and everyone is cast out of his mind. Jeanne wakes up shouting for Liane but Henry tells her Liane has gone and will wait for her in Domremy. The reaper soul then leaves Roger and Gilvaroth takes in the final reaper soul. He leaves and Roger wakes up to a much relieved Jeanne. Meanwhile Gilvaroth has lifted the Paris Castle into the sky and uses it to destroy some nearby villages. Back at the facility, everyone's lost as to how they will take down Gilvaroth now. Thankfully Roger has his wits back and he shows them all a device that can suck the reapers and Gilvaroth out of Henry's body. If only it could suck stains out of clothing. What would Billy Mays and his Oxiclean do then? Jeanne orders everyone to march on the castle.

Once there, the team is surrounded by monsters at the gate. Then, out of nowhere, Talbot arrives! Holy crap... this must be the most defeated and returned character in RPG history. It looks as if he's going to attack you, but he suddenly kills a nearby british soldier! Before anyone can react his therions begin killing the other british soldiers too and Talbot clears a path for you to reach the castle. What a guy... Inside we see Bedford once more, guarding Gilvaroths chamber. In a move that supprises your team, he transforms using his armllet and challenges you to battle.

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Level Description  
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Battlefield: Paris Castle

Turn Count:20

Goal: Defeat Bedford

Failure: All Allies Fall in Battle

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Enemies  
-----

Bedford	Wyvern Lord x2	Cyclops x4	Lich x3
.....	.....	.....	.....
Lv.51	Lv.52	Lv.51	Lv. 50
Elem: None	Elem: Sol	Elem: Luna	Elem: Luna
HP: 559	HP: 478	HP: 761	HP: 228

Shadow Lancer x2  
.....  
Lv.50  
Elem: None  
HP: 464

-----  
Strategy  
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Well if the last level was the longest, then this one is probably one of the most annoying because of the level layout and enemy skills. Assemble your team like usual and make your way to the left doorway. Your goal should be to get to the doorway, and possibly squeak past it with some physical fighter if you can. This way you can assault the Cyclops from more than one direction and set up some auras. Also, anyone who has magic or skills like Take Flight! should stay behind the wall and use them to attack the Lich and Wyvern Lord. Both those enemies will continuously annoy you with long range skills if you don't kill them immediately. By the time you've cleared the way, the Lich beside Bedford will probably have the mana to cast a spell that will hurt your entire party for about 70-100 damage. That really sucks... Heal up and march into the room with more Cyclops and Wyvern lords (Don't bother trying any of the doors. They're locked). Work the same magic here you did in the previous room. Transform if you need to, but use the weaker gems and save the better ones for Bedford. Once the room is cleared, it's on to Bedford and friends... Beware, upon getting close to Bedford. He will unleash Inferno on you, which will probably do about 100dmg per team member. The Lich that hasn't yet casted his area spell will also do so when you get close. They'll only cast these once each, but damn are they annoying. Even worse, the Lancers both know Destroy! which will deal a good amount of damage to multiple units. They REALLY want you dead this time I think. Heal as much as is required and transform when you're ready. Try to take out the Lich's first since they're pretty weak but can attack from a distance and heal their evil buddies. Once they're out of the picture, take care of the lancers, or go right for Bedford. Bedford has a pretty good dodge rate and can heal a 100+ Hp per turn, meaning you're going to need multiple people assaulting him at once. Just keep hitting him with whatever you have until he's down. My Jeanne was at level 62, and I just transformed and used Heavenly Gate on him while Marcel used Meteor Bolt. Bedford went down the

turn after that easily. Once he's out of the picture, the level is yours. So was that an annoying battle of what? :P

\*\*\*\*\*  
S35. The Dark Throne  
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With the long battle won, Bedford lies at the bottom of the stairs, dying. Henry can't comprehend why his uncle would have let things get this bad. Jeanne believes a reaper made him do it, but Bedford reveals he has no reaper within him. He was worried England would collapse and Henry would be assassinated, so he did the only thing he believed would save his country and his nephew. without regret, Bedford asks Jeanne to take care of Henry and dies. While Henry is crying over his uncles death, Bedfords armet begins to glow. It flies over to Roger and attaches itself to him. Looks like we have our fifth hero... Outside, Talbot has managed to break almost all the castles British forces.

Jeanne and everyone else assemble outside the doors to Gilvaroth's chamber. Before they rush in, Roger makes Jeanne promise the will go back to Domremy once the battle is over. Jeanne promises, and with one last hurrah they all break down the doors. Inside Gilvaroth is scheming his take-over of the world. Jeanne defies him and Gilvaroth summons armored knights to kill you.

The final battle begins.

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Level Description  
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Battlefield: The Throne Room

Turn Count: 40

Goal: Defeat Gilvaroth

Failure: Jeanne or Roger falls in battle

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Enemies  
-----

Gilvaroth	Shadow Knight x2	Shadow lancer x2
.....	.....	.....
Lv.52	Lv.53	Lv.54
Elem: None	Elem: None	Elem: None
HP: 1688	HP: 443	HP: 515

-----  
Strategy  
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One might wonder why there's 40 turns to kill so few enemies... Well we'll get to that. In the meantime do your thing and work your way towards Gilvaroth while killing his cronies. SAVE YOUR TRANSFORMATIONS! Don't go near Gilvaroth either or he'll start to debilitate your team with spells like Poison and Lower Movement. He has a Meteor spell, but it has a huge range. Just

don't huddle too closely together in this level and you ought to be safe. Once you've killed his Shadow knights and are close to him, have someone shoot him with an arrow or a spell rather than get near him. Once you do, Roger will use the transfer device to unleash all the reapers Gilvaroth had collected. Well, I guess that's why we have such a high turn limit... All the reapers will have the same level and skills as when you originally fought them, so actually they're not very hard to kill this time. I suggest going after Superbia and Luxuria first since they have spells that affect the whole battlefield, and they still hurt. Just let the reapers come to you and stay away from Gilvaroth. Once they're all dead, it's time to deal with our main enemy. Gilvaroth can now leave his throne and attack you outright. I suggest you let him. Try to lure him into the open and away from any walls so you can surround him with four of your best fighters. You're going to have to be able to hit for well over 300dmg per turn since Gilvaroth recovers about 350 after every round. What I did was have Roger, Jeanne, Bertrand, and Rufus enclose him. Bertrand used his normal attack to make an aura (sometimes stacking two thanks to two turns), and then Jeanne would use Heavenly Gate while transformed since it had 100% accuracy. This dealt over 350dmg easily. Roger would make auras for Rufus, who could deal over 400dmg with Helm Splitter. Then Gilles would attack with his spear, while transformed, from behind one of the characters, and Marcel would use Meteor Bolt to seal the deal. I was doing over 1000dmg per round, and managed to kill Gilvaroth by turn 14. Had all of my characters been level 60, I think I could have done it far quicker. I honestly think this is one of the most efficient ways to kill Gilvaroth, though I'm sure there are others. Once it's all done, pat yourself on the back. But not too hard, because it's not quite over...

\*\*\*\*\*  
S36. Demise  
\*\*\*\*\*

Gilvaroth looks to be defeated. Our heroes use the transfer device to lock Gilvaroth inside one of Jeanne's gems. They succeed, and Cuisses begins to glow. Henry's soul transfers from the frog back into his proper body! No more dining on flies and gems I suppose. Just as everyone begins to celebrate, the gem begins to violently shake in the air and casts Jeanne aside. It turns into a giant cyclone and sucks in our heroes. They're now inside Gilvaroth's home, which I have to say is totally badass. This is it, the final battle. Time to save France, the world, and Gilles' fashion sense.

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Level Description  
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Battlefield: Abaddon

Turn Count: 30

Goal: Defeat Gilvaroth

Failure: all allies fall in battle

-----  
Enemies  
-----

Gilvaroth	Shadow Loom x2	Doom Giver x2	Darkest Demon x4
.....	.....	.....	.....

Lv.60	Lv.55	Lv.55	Lv.50
Elem: None	Elem: None	Elem: None	Elem: None
HP: 3000	HP: 1000	HP: 1000	HP: 370

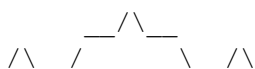
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Strategy  
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This is a hell of a battle. There's a couple ways you can do this, so I'll go over them quickly. The first is to make your way around the area and kill off all three skull towers so they can't use spells on you or heal Gilvaroth. It's possible to do this fairly quickly, but you're going to be under assault a lot of the time and you'll need to heal VERY frequently, so you better have a way of doing so efficiently. Not to mention all of Gilvaroth's attacks hurt groups, so he'll be plucking away at you while you kill the towers. On turn three, Darkest Demons will begin to be summoned, so you'll need to watch those as well. Once everything is dead except Gilvaroth and the Demons he keeps summoning, attack Gilvaroth head on using Cyclone II and every attack at your disposal. He should go down after a number of turns as long as the demons don't continually heal him.

The other method, which allowed me to kill Gilvaroth in six turns, is ignore everything but Gilvaroth. Take along Gilles, Richard, Cusisses, and Jean (if you have been using Jean and he's strong enough...) Give the two mages Cyclone II and give the spear users sweep. Build up your mana or use some mana gems on them. Quickly have all of them assault Gilvaroth immediately. Infact, if you have anyone else who can deal ok magic damage, attach Cyclone II to them and let them attack him too. Use the rest of your team to heal the others or give them mana gems. Have everyone transform ASAP. If you attack him right, Cyclone II will hit him 9 times, and Sweep will hit him 7. His HP will go down like a mofo. The towers won't be able to heal him nearly as fast as you're dishing out damage. Richard alone was doing about 70-80dmg per square. That's about 720dmg. Cusises could do the same, and then there's Gilles Sweep! and anyone else attacking. The towers only heal him for about 500hp altogether. If you do this right, I'm sure you can kill him in under six turns even. This is definitely the strategy I recommend to anyone having difficulty killing Gilvaroth.

\*\*\*\*\*  
The End?  
\*\*\*\*\*

Once Gilvaroth is defeated, it's over. You've killed him for good this time. Sit back and enjoy the ending. After that last battle, you earned it. I won't spoil the ending here, so it's up to you to get there ;). Hope you enjoyed the walkthrough and the game! But wait, don't turn off the system! Once the credits have finished rolling, you'll be prompted to save. Do so, and re-load your save file. You'll now be able to revisit all the levels for new challenges, equipment and skills. The colosseum will now have two more ten level rounds of action for you to take part in, as well as contain the best weapons in the entire game. There's a still a lot to be accomplished in Jeanne D'arc, so get going! You're not a master until you defeat the suprising final enemy in the colosseum...



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D) SECRETS/SIDE-QUESTS:

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D1. POST-GAME SPOILS OF WAR:

#####

These are all the skill gems you can obtain post-game when you fight in a particular field. Each enemy is between levels 50-80, so be prepared for some tough battles!

Forest of Fraude:

-----

Sol +1  
Luna +1  
Stella +1

Chapel in the Woods:

-----

Flash Strike  
Crescent Arc

Gwygone Mines:

-----

War Reverie  
Take Flight!  
Ravage!  
Stun Arrow  
Flame 2

Neufechateau:

-----

Attack +3  
Magic Defense +3  
MP +10

Cents-Abris Ruins:

-----

Accuracy +10  
Mobility +1  
Critical Edge  
Cyclone  
Healing Wind

Chateau Burgundy:

-----

Attack +10  
Magic Attack +5  
Range +1  
Skewer Shot  
Counter

Soir Valley:

-----

Wood Chop  
HP +50  
MP +20  
Magic Attack +5  
Pierce!

St. Pierre-le-Moutier:

-----

Raise Force  
Jezebel's Slave 2  
Raise Mobility  
Magic Rust  
Recovery Shot

La Charite:

-----

Ice Bullet 2  
Venom Edge  
Treasure Hunter  
Treasure Lover  
Shadow Stitch

Langles Tunnel:

-----

(None)

Aeolian Hill:

-----

Fireball  
Ice Bullet  
Beast Slayer  
Mindbreaker  
Leg Strike

Voldor Temple:

-----

FIRST TIME (Tiamat)  
Firedrake Armor  
Sylph Shield  
Gem of Sacrifice (Jeanne)

SECOND AND LATER TIMES  
(Tiamat lvl 80, REALLY)

strong)  
(none)

Orleans:

-----

Spirit Sword  
Impale!  
HP +100  
Magic Defense +3  
Defense +3

Tower of Alsace:

-----

(None)

Bastille of St.Loup:

-----

MP +50  
Defense +5  
Accuracy +5  
Evade +5  
Mobility +1

Bastille of the  
Augustins:

-----

Attack +5  
Evade +5  
Desperation  
Dire Swing  
Sniper

Tourelles:

-----

Peircing power  
Sneak By  
Undead Slayer  
Man-Eater  
Goliath Slayer

Altois Prairie:

-----

(None)

Patay:

-----

Exp Bonus  
Desperation  
MP +100  
HP +150  
Magic Defense +5

Castle Vileaux:

-----

(None)

Troyes:

-----

Heal  
Thunderbolt  
Desperation 2  
Sniper 2  
Healing Perfume

Chalons:

-----

Mighty Roar  
Exp Bonus 2  
HP Recovery  
Poison Arrow  
Strange Dance

Raillemont:

-----

(None)

Bogs of Vermonde:

-----

Follow Me!  
Provoke  
Compass  
Jezebel's Slave  
Two Hits

Alrond Wood:

-----

Meteor  
Revivify  
HP Recovery 2  
Cyclone 2  
Wild Whip

Reims (Chapel):

-----

Gold Shakedown  
Gold Snatcher  
Blood Sword  
Skill Shakedown  
Skill Snatcher

Vantoix Canyon:

-----

Attack +20  
Magic Attack +20  
Piercing Power 2  
Slip Through  
Inferno

Paris Ramparts:	Clairoix:	Cemetety:
-----	-----	-----
Flame	Tempest Sword	(None)
Blizzard	Sweep!	
Jugulaire	Follow Me! 2	
Triple Slash	Bomb	
Heaven's Gate	Destroy!	

Grandgris Pass:	Guillorey Canal:	Paris Warren:
-----	-----	-----
HP +30	Three Hits	Evade +30
MP +30	Aero Dagger	Accuracy +30
Mind Eater	Stun Whip	Angel Tear
Swap	Meteor Bolt	Thor's Hammer
Follow Me! 2	Sky Dart	Sinister Storm

Soldat Outpost:  
-----  
Adroit  
Preemptive  
Healing Wind 2  
Earthquake  
Two Rounds

#####  
D2.COLOSSEUM:  
#####

Welcome to the Colosseum! Hosted by a hilarious MC and home to the most difficult battles in Jeanne D'arc, the colosseum is going to be the most grueling trial you'll face in the whole game.

There are essentially three stages to the colosseum, each of which are 10 rounds in length. You may quit the colosseum after every battle without penalty, but if you choose not to and you die next round, you lose EVERYTHING you just earned and go back to the title screen.

The first stage is during the main game and is available the moment the colosseum appears on your map. The second is available post-game, and the third opens at level 70.

\*\*\*\*\*  
STAGE 1:  
\*\*\*\*\*

Round One:  
-----

Orc x2	Orc Knight
.....	.....
Lv.29	Lv. 28
ELm: Sol	ELm: Sol



HP: 102

HP: 171

Round Two:

-----

Orc x2

Orc Knight x2

Orc King

.....

.....

.....

Lv.30

Lv. 31

Lv.30

ELm: Sol

ELm: Sol

ELm: Sol

HP: 106

HP: 183

HP: 236

Round Three:

-----

Orc King x2

Lizard Guardianx2

Lizard Marshal

.....

.....

.....

Lv.34

Lv. 34

Lv.35

ELm: Sol

ELm: Luna

ELm: Luna

HP: 2264

HP: 204

HP: 224

Round Four:

-----

Qrow Knight x2

Lizard Marshalx2

Qrow Leader

.....

.....

.....

Lv.35

Lv. 36

Lv.36

ELm: Luna

ELm: Luna

ELm: Luna

HP: 170

HP: 224

HP: 194

Round Five:

-----

Gargoyle x4

Golem

.....

.....

Lv.38

Lv. 39

ELm: Stella

ELm: None

HP: 288

HP: 383

Round Six:

-----

Bowfighter x2

Archer x2

Sniper x3

.....

.....

.....

Lv.40

Lv. 41

Lv.40

ELm: Luna

ELm: Luna

ELm: Luna

HP: 158

HP: 176

HP: 191

Round Seven:

-----

Ceratoth x2

Bovimoth x2

Gazelliath x2

.....

.....

.....

Lv.43

Lv. 42

Lv.42

ELm: Stella  
HP: 286

Elm: Stella  
HP: 216

Elm: Stella  
HP: 262

Round Eight:

-----

Flameflyer x2

.....  
Lv.44

ELm: Sol  
HP: 377

Wyvern Lord

.....  
Lv. 45

Elm: Sol  
HP: 435

Ogre x2

.....  
Lv.44

Elm: Luna  
HP: 563

Round Nine:

-----

Frost Demon

.....  
Lv.46

ELm: Luna  
HP: 361

Ghost x4

.....  
Lv. 46

Elm: Stella  
HP: 151

Skeleton x4

.....  
Lv.47

Elm: Stella  
HP: 221

Round Ten:

-----

Dragon

.....  
Lv.49

Elm: Sol  
HP: 1172

Lich x1

.....  
Lv. 48

Elm: Luna  
HP: 222

Wizard x2

.....  
Lv.48

Elm: Luna  
HP: 161

Sniper

.....  
Lv.48

ELm: Luna  
HP: 220

REWARDS FOR STAGE 1 COMPLETION:

- War Reverie
- Rune Spear
- Spirit's Helve
- Two Rounds
- Gem of Azure (fuses to Cuisses armlet)

\*\*\*\*\*

STAGE 2:

\*\*\*\*\*

WORK IN PROGRESS!

#####  
D3.REVIVING LIANE:  
#####

Yes it's true, you can resurrect Liane! Once you've completed the game, the second 10 round colosseum mash up will open up. If you manage to fight your way through all 10 rounds, you will receive a charred pendant. Take this pendant to the Cemetary that opened up on your map. Using the pendant, you may now switch out Cuisses for Liane if you wish! I honestly suggest it. Liane has the same stats and armllet as your Cuisses does, but she can equip stronger equipment (such as her unique pendant and female only armor).

#####  
D4.Free Stages:  
#####

\*\*\*\*\*  
FS1. Altois Prarie  
\*\*\*\*\*

This will be your first encounter in the game with dragons. And believe me, as cool as dragons are (DRAGONS!) this is not one of those times. Chances are when the level first opens you won't be strong enough to tackle it. Hold off until all the characters you mainly use are in their low 30's. By then you should be prepared. The best way to beat this stage is to bring along spear users with Sweep, or mages with spells that hit multiple spaces (flame, blizzard, etc.). Slowly lure the dragons to you one at a time. They'll probably be the first to get an attack off on you. Heal if need be. Now get as close as you need to to cast your spells. Center them bang on the dragon so every square touches him. You'll deal cumulative damage to him for every sqaure. This can shave MASSIVE chunks of their health off. If you have a spear user with sweep, position them right infront of the dragon, dead center, and use sweep. You'll basically gorge him. It's better to stay close to the dragons anyways since they're more prone to use TAIL Whip then, which is fairly weak. You can utilize this strategy for the Golems as well. As long as you can manage this you should be able to clear the stage without problems, as well as get some nice EXP points. You'll get a kick ass staff and Lance for beating this stage.

\*\*\*\*\*  
FS2. Tower of Alsace  
\*\*\*\*\*

Before heading off to make our truce, lets take a small detour shall we? Head to the Tower of Alsace which has just opened up on the map. When you get there you find out it's home to a bunch of Qrows. That sucks, and especially because they have the highest dodge rate of all the monsters thus far. Anyways, here's how to beat the level REALLY REALLY easy. Give Colet and Beatrix Sky Dart and pair them up with Colet. Don't move from the starting position and just kill the single Qrow that attacks you. Now just end your turns until you build up enough mana to use Sky Dart on the Qrow Leader. Keep pelting him with it and when he dies the level is over. That simple. I beat him under 10 turns, and you have 40 total to spare. In return for beating the level, you get a smashing new sword for Jeanne to use, an awesome dagger for Colet, and a special skill only Colet can use called Treasure Hunter which reveals the treasure areas on a given map. Hot damn. Not a bad trade off for such a small and easy detour huh?

\*\*\*\*\*

FS3. Raillemont

\*\*\*\*\*

Raillemont can actually be defeated right after the Tower of Alsace. You may wish to hold off for a few levels though. The reason for this is the strength of the enemies within the level. Your main objective here is to defeat the Queen Rouge. Unfortunately for you, you are fighting on rooftops, and they are now missing their bridges. Using Colet you're supposed to lower bridges all over the stage to unite your heroes and attack the Queen. But I have a better idea... Just use Marcel, Beatrix, or both, give them Sky Dart, and finish this stage the same way you completed the Tower of Alsace. Sure it's cheap, but it's effective :P. Your choice

\*\*\*\*\*

FS4. Castle Vilneaux

\*\*\*\*\*

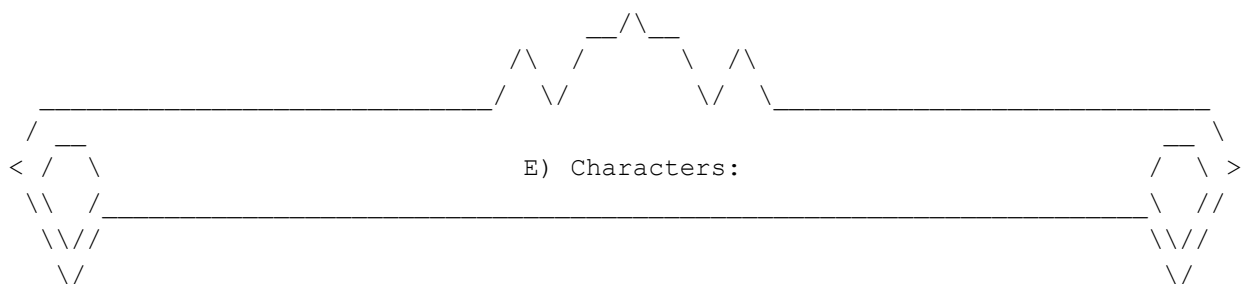
This is probably the most unique free stage in the game. It looks as if our dwarven friend here has been keeping a couple pet dragons. Problem is, he accidently let them out of their cages without adult supervision. Now it's up to you to get them bak in their cages. To prepare, you're going to want to bring a nice number of the best healing potions you can buy. Probably about 20 or so. Next, you'll only require two team members. Pick the two you have with the highest mobility, and attach a mobility +1 to each of them. Now all you need to do is make a break for the inside of the cages. How you do this is your call. You can simply run in, or you can take the stairway entrances on the side of each cage. Split the two team mates in half and have them each enter one cage. Once inside, huddle in the corner farthest away from the gates. The dragons will eventually follow you inside. When they're completely in, make a break for the switch and leave through the stairway as soon as it's activated. That's all there is to it. If you need to heal that's why you brought along those potions. Just make sure you don't kill the dragons! For Winning you get a gem for Roger's armllet.

\*\*\*\*\*

FS5. Langles Tunnel

\*\*\*\*\*

Nothing much to say here. It's a perfectly normal battle against a weak group of enemies. You can look at this is as a kind of break from the action I guess. I actually forget what items you get for winning, but as far as I remember the only good item was a peice of Mythrl armor or something similar.



Jeanne D'arc is filled with a wide cast of original characters. Some were taken straight out of history books, while others were created specifically for this

game's storyline.

Jeanne D'arc is a tactics game and every character at your command fills some strategic notch within the team. The problem is, not all the characters are created equal and not all of them have a use once the main quest has been completed. I've given each character my own opinion based on how much use I was able to find a use for them while experimenting throughout my FAQ. I don't expect everyone to agree with my opinions, but what the heck. So without farther adu, here's the roll call for Jeanne D'arc!

(PS: Ratings are out of 4 stars. 3-4 stars means I highly recommend the character)

\*\*\*\*\*

JEANNE

-----

GENDER: Female

WEAPON: Sword

ARMLET: Yes (Creators Armlet)

GEMS: Light, Life, Sacrafice, Guidance, Miracles

STRATEGIC SYNOPSIS:

Jeanne is the games main character. Really now, what have RPG's taught us up till now? Why, that the main character is ALWAYS the best character in the game. Well here is the game that is the exception. Jeanne is actually pretty average. Being a jack of all trades, Jeanne is extremely well rounded. The problem is that she never excels in any one category. She's not the strongest, she's not the most defensive, and her magic is just on par, but she has above normal statistics in every area. The fact that she can transform and has the largest number of gems in the game is the only thing that keeps her useful. Unfortunately, unlike history, Jeanne cannot take the charge in every battle. It's sort of disappointing, but at least Jeanne becomes the game's best sword fighter once she acquires the games best swords and equipment.

RANK: \*\*\*

\*\*\*\*\*

ROGER (aka. Aldric)

-----

GENDER: Male

WEAPON: Sword

ARMLET: Yes (Usurpers Armlet)

GEMS: Blood, Portent, Darkness

STRATEGIC SYNOPSIS:

Roger is a bit awkward. He never quite reaches the level of strength Bertrand has and he doesn't gain his armllet until the second to last level of the game. Nor does it help he leaves the team for a heavy amount of time and comes back pretty under-leveled (unless you really freakishly

leveled him up before he left and got his level above the one he returns at). In fact, all he really has against Bertrand is his armllet and MP. Otherwise Bertrand is much stronger physically, and in every other area except magic. Thankfully Roger's better MP and Armllet are what put him over Bertrand in the end. Useless in the beginning and not around at all for a third of the game, Roger at least makes a decent comeback eventually... For two levels. Post-game he has little use. What a waste...

RANK: \*\*

\*\*\*\*\*

BERTRAND

-----

GENDER: Male

WEAPON: Sword

ARMLET: None

STRATEGIC SYNOPSIS:

Bertrand is an awkward piece of work. His physical power and defense are nicely above average, making him the strongest untransformed sword user in the game. Early on he will be a wonderful asset for your team, and then his usefulness will steeply decline once you gain Rufus and La Hire. While Bertrand may have high attack power for a sword user, his magic is very weak and his MP low, making use of sword skills a pain. Roger also easily overtakes his strengths once he obtains his armllet. Considering the axe users are vastly superior tanks and tanking is all Bertrand is really good for... I would ditch him after stage 7 unless you're crying for a sword user.

RANK: \*

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LIANE / CUISSSES

-----

GENDER: Female/Male?

WEAPON: Sword

ARMLET: Yes (Paragons Armllet)

GEMS: Argent, Gules, Azure

STRATEGIC SYNOPSIS:

Since Liane and Cuisses share the same stat pool I've linked them together. The only real difference between the two is Liane's ability to equip female based items and her special Charred Necklace post-game. Liane and Cuisses are a strange mix of sword user and magic wielder. Their magic and sword swinging are pretty potent, but their defense and health leave a large amount to be desired. Definitely not upfront fighters, the pair are still extremely useful. Although magic is largely nerfed late in the game, their strong use of healing and area attack magic make them a valuable support mage. Once transformed, their sword skills become insanely powerful. Combined with an above average evade rate this allows

them to make the transition from versatile magic users to frontline warriors. Just be wary of how long that transformation lasts. Their versatility was a key part strategically in almost every battle in the game for myself. Post-game Liane's equipment gives her the edge over Cuisses, so I recommend you make the switch. A very useful team mate overall, but there's definitely a lack of post-game effectiveness.

RANK: \*\*\*

\*\*\*\*\*

JEAN

----

GENDER: Male

WEAPON: Lance

ARMLET: None

STRATEGIC SYNOPSIS:

Jean might be a charming guy off the battlefield, but on it he can be a real menace. Jean's only lance holding rival is Gilles, who actually is a better lance user than Jean in most respects. Stat wise the only differences come down to Jean being WAY more accurate and Gilles having way more magic power. This makes Jean a more solid choice had Gilles not had an armllet. Give Jean Sweep, Destroy! and other lance skills and he can mow down groups of enemies without reserve. Just be aware that Jean takes hits like a baby and should be used for support more than direct fighting. Jean is a useful team member who is unfortunately overshadowed by Gilles. But very late in the game as you can use more team mates and enemies become larger in size, Jean can be an excellent asset.

RANK: \*\*

\*\*\*\*\*

GILLES

-----

GENDER: Male

WEAPON: Lance

ARMLET: Yes (Hellequins Armllet)

GEMS: Mistrals, Levin, Welkin

STRATEGIC SYNOPSIS:

Gilles, the heavily eye shadowed and purple kilt wearing noble. Thankfully his skills are as in vogue as his fashion sense is. Gilles suffers from the same problems Jean does in that he sucks at most head on fighting. Sadly, his accuracy is also far lower than Jean's for some reason. His transformation allows him to make up for this though, and also gives him a much stronger version of Take Flight! for free, allowing him to save an extra skill slot for something else. Just as Jean, Gilles is made for group attacks and indirect fighting. Gilles does leave the party for a small portion of the game, so it's something to keep in mind. Aside from that he's a valuable fighter and should be the first Lancer you consider

using.

RANK: \*\*\*

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MARCEL

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GENDER: Male

WEAPON: Bow

ARMLET: No

#### STRATEGIC SYNOPSIS:

Marcel is among the most valuable team members you will acquire in the game, period. Being one of only two bow users, Marcel makes his mark as the physically stronger of the two. Sky Dart alone will give you an insane tactical advantage in several levels, allowing you to complete them with Marcel alone. His accuracy is pretty high, his attack damage is above average, and his bow allows him to strike from a ridiculous distance. Give him Range +1 and Mobility +1, and Marcel will reek of badass. Even his bow skills are awesome. Toxic arrow deals massive poison damage every round. Once he regains 50mp per turn Meteor Bolt can be cast almost indefinitely, doubling his attack power. Salvo allows him to use a Meteor style attack on a wave of enemies... Marcel kicks ass, end of story. There is a major drawback to his character though, and that is his abysmally weak defenses. Marcel should never be on the frontlines though, so hopefully you never make this an issue. Still, with the right skill gems you can curb this a bit. Even with this drawback, he still rocks. Use Marcel. You won't regret it.

RANK: \*\*\*\*

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BEATRIX

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GENDER: Female

WEAPON: Bow

ARMLET: No

#### STRATEGIC SYNOPSIS:

Beatrix is Marcel's more defensively and magically inclined half. This would probably make her a better bow user than Marcel if not for a couple things. The bow skills are physical skills, so Beatrix's weaker strength means you won't be getting the full punch out of these attacks. And while it's nice that Beatrix has an above average magic ability, you really should not be concentrating on using spells with her. There are plenty of better magic users far better suited to that task (not to mention late in the game most magic sucks). Her HP is also a lot lower than Marcel's,



making her even more vulnerable to attacks. Still, if you need to fight mages then Beatrix will be a helluva lot tougher with than Marcel with her unbelievable magic defense. Considering how rarely magic will pose a problem for you though, this isn't really a glowing trait. On the plus side, Beatrix has slightly better accuracy than Marcel. All this said, Beatrix is still an awesome assist to the team. Marcel may be the better choice overall, but Beatrix can still hold her own.

RANK: \*\*\*

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RUFUS

-----

GENDER: Male

WEAPON: Axe

ARMLET: No

STRATEGIC SYNOPSIS:

Best character in the game, bar none. Rufus surpasses every single character in the game in every category except magic. Once you get Helm Splitter Rufus surpasses even Jeanne's transformation attacks. That is REALLY saying something, especially since Rufus cannot transform. You can put Rufus anywhere and just watch him absorb damage like a sponge, and then deal it back three fold. He is that effin amazing. Give him an HP Recovery III, Helm Splitter, tons of support Gems (MOBILITY +1!!!) and watch him single handedly dominate the battlefield. Heck, once he has enough MP he can almost cast Helm Splitter repeatedly. Any team without Rufus is missing out on what is easily the most important team member you can have.

RANK: \*\*\*\*

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BARTOLOMEO

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GENDER: Male

WEAPON: Axe

ARMLET: No

STRATEGIC SYNOPSIS:

Bartolomeo is awesome. Not as awesome as Rufus, but awesome none the less. If you need a second tank, this is your man. All of his stats are lower than Rufus', but that's barely saying anything. Bartolomeo easily eclipses both Bertrand and La Hire as secondary tanks/fighters. I really don't have any more to say about him since everything I said about Rufus applies to Bartolomeo. Bartolomeo is just a really good tank and a very useful second to Rufus.

RANK: \*\*\*

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LA HIRE

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GENDER: Male

WEAPON: Axe

ARMLET: No

STRATEGIC SYNOPSIS:

To be blunt, La Hire sucks but not as much as Bertrand. And that is about as nice as I can be. La Hire's stats fall far below Rufus' (we're talking 100 points or more here in some stats) and almost as far below Bartolomeo. If not for the fact he's a more useful fighter than Bertrand, La Hire would have been two stars too. This is not to say La Hire is useless, but you literally have two other characters vastly superior to him. Why bother to use him or Bertrand at all? You don't need three regular tanks/fighters. Don't bother with La Hire unless for some reason you really enjoy tanks.

RANK: \*\*

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RICHARD

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GENDER: Male

WEAPON: Staff

ARMLET: Yes (Theologians Armlet)

GEMS: Reckoning, Retribution, Eternity

STRATEGIC SYNOPSIS:

Richard is hands down the best mage in the game. He has the highest magic attack power of all the mages, he can equip the best staff in the game which gives him a huge attack magic boost, and he can transform. His only rival as far as mages go is Claire, who almost mirrors his stats. But since Claire cannot transform, we all know who comes out on top. Late in the game most magic will quickly become useless. You'll likely only need one magic user on your team merely for the purposes of multi-hit magic attacks and general healing/buffing. Richard is that man. With awesome staying power and great versatility through magic, Richard is a character you should strongly consider.

RANK: \*\*\*\*

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CLAIRE

-----

GENDER: Female

WEAPON: Staff

ARMLET: No

STRATEGIC SYNOPSIS:

Claire is essentially the female version of Richard. Her stats are a only a hair below his and she weilds a staff as well. The main difference comes down to as small a thing as Claire being able to equip female only armor. Oh, and she has no armllet, making her automatically useless in comparison. While far and away a better mage than Lianne/Cuisses, mages have almost no tactical value post game and you really only require one. Unless you're burning for hot and pointless magic action, pick Claire when choosing your path through the game. Or make the logical choice and use Lianne/Cuisses instead. That is, of course, unless you have a fetish for young woman with with big rods. Its your call.

RANK: \*\*

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ROSE

----

GENDER: Female

WEAPON: Whip

ARMLET: No

STRATEGIC SYNOPSIS:

Rose is the character you end up with if you don't take Claire. The ONLY whip user in the game, Rose is the only character whom can attack diagonally with a normal attack. She can also attack over two spaces. The closest character I can compare her too is Colet. She is essentially Colet, only with breasts and a whip. Don't let those fabulous twins deceive you though. Colet is the better theif character here. Still, Rose is more versatile than Claire and actually has some use as an assiting fighter thanks to her diagonal attack abilites and very high dodge rate. Strangely, she and Colet do not share gems. Although their abilites are the same, there is a male and female version of each one... When push comes to shove, take Rose. She's the only character of her type in the game, you can squeeze some decent use out of her throughout, and she's easy on the eyes. I love a woman who can use a whip. Grrrow!

RANK: \*\*\*

\*\*\*\*\*

COLET

-----

GENDER: Male

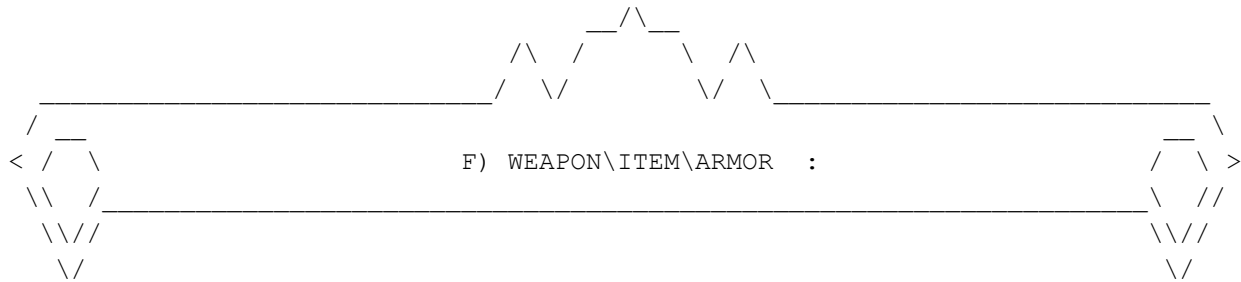
WEAPON: Dagger

ARMLLET: No

STRATEGIC SYNOPSIS:

Colet is your typical rugged thief man. Quick of hand, and quicker of mouth, Colet is 100% the goto man when it comes to an assist fighter. His dodge rate is phenominal. With the right equipment, Colet becomes untouchable to even the hardest bosses in the game. We are talking less than a 10% chance of being attacked here. His attack power is higher than it looks thanks to his extremely high critical rate, but his real strength comes in his move rate and his ability to stack multiple auras. He's the perfect man to give Three Hits. Using this tactic, you can burn your way through any battle in the game. Colet only has one major hampering weakness... Magic, and attacks that always have 100% accuracy. Knowing this though, simply be aware of it and strategize effectively. Colet won't let you down, and he keeps his value post-game with ease. Definitely a keeper for any team.

RANK: \*\*\*\*



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Weapons:
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WORDS  
\*\*\*\*\*

Stick: Atk +1

Chevalier's Sword: Atk +2

Steel Sword: Atk +3

Rapier: Atk +6 Accuracy +10

Assault Blade: Atk +14

Champion's Sword: Atk +26

Mithril Sword: Atk +39

Dragon Saber: Atk +48

Purgatoire: Atk +42 Magic Def +20 MP +20

Paladin's Sword: Atk +50 Evade +10

Durendal: Atk +50 Critical +95

Deathbringer: Atk +110

#### DAGGERS:

\*\*\*\*\*

Dagger: Atk +3 Critical +40

Silver knife: Atk +7 Critical +30

Flame Edge: Atk +16 Critical +20

Poison Ripper: Atk +25 Accuracy +10 Critical +30

Assassin's Knife: Atk +30 Accuracy +10 Mobility +1 Critical +50

Tsukikage: Atk +70 Critical +60

#### LANCES:

\*\*\*\*\*

Soldiers Lance: Atk +2

Iron Lance: Atk +5 Evade +2

Vanspear: Atk +12 Evade +4

Trident: Atk +24 Evade +5

Twin Enga: Atk +37 Evade +7

Knight's Lance: Atk +47 Evade +8

DragonFang: Atk +45 Magic Atk +20 Magic Def +20 Evade +8 MP +10

Demongriffe: Atk +55 Magic Atk +10 Evade +8 Critical +20 HP +10

Rune Spear: Atk +50 Accuracy +20 Evade +8

Gae Bulg: Atk +100 Evade +10

#### AXES:

\*\*\*\*\*

Iron Axe: Atk +5

Battle Axe: Atk +10

Clanman's Axe: Atk +16

Shatteraxe: Atk +32

Sorcerite Axe: Atk +48

Blistering Helve: Atk +62

Freezing Helve: Atk +75 Accuracy -10

Jinni's Wings: Atk +65 Def +10

Spirit's Helve: Atk +66 Accuracy +20

Lucifer: Atk +120 Magic Atk +10 Magic Def +10 MP +20

BOWS:

\*\*\*\*\*

Shortbow: Atk +7

Tribal Bow: Atk +13

Bow of the Sun: Atk +25

Demon's Wing: Atk +37 Accuracy -5

Angel Bow: Atk +45 Accuracy +10

Bow of Artemis: Atk +80

STAVES:

\*\*\*\*\*

Mage's Staff: Atk +3 Magic Atk +2

Crystal Wand: Atk +8 Magic Atk +4

Heavy Mace: Atk +18 Magic Atk +7

Sage's Staff: Atk +25 Accuracy +5 Magic Atk +10

Lifegiver's Staff: Atk +30 Magic Atk +15 HP +20

Caduceus: Atk +60 Magic Atk +50 MP +50

WHIPS:

\*\*\*\*\*

Snakeskin Lash: Atk +7

Metal Whip: Atk +20

Blade Whip: Atk +28

Torturer's Lash: Atk +37 Critical +20

Hammer Whip: Atk +40 Def +10 Evade +20

Rose Whip: Atk +70 Accuracy +3

#####  
Armor:  
#####

LIGHT ARMOR (Equippable By Anyone):  
\*\*\*\*\*

Light Clothing: Def +1

Leather Clothing: Def +6

Pelt Jacket: Def +9

Leather Skirt: Def +10 (Women Only)

Silk Robe: Def +17

Magical Dress: Def +15 Magic Def +10 (Women Only)

Dragon Leathers: Def +26

Robe of Light: Def +23 Magic Def +15 (Women Only)

Sage's Frock: Def +22 Magic Def +20 MP +10

Black Bustier: Def +30 (Women Only)

Angel's Frock: Def +50 Magic Def +35 Evade +10 MP +20

Devil's Frock: Def +40 Magic Atk +20 Accuracy +20 MP +20

HEAVY ARMOR (Not Equippable By Marcel, Colet, Rose, Richard, Beatrix):  
\*\*\*\*\*

Leather Armor: Def +13 Evade -1

Chainmail Armor: Def +23 Evade -3

Plate Armor: Def +34 Evade -3 Mobility -1

Mithril Mail: Def +42 Magic Def +10

Firedrake Armor: Def +55 Evade -2

SPECIAL ARMOR:  
\*\*\*\*\*

Goddess Armor: Def +60 Magic Def +40 (Jeanne Only)

Charred Pendant: Def +25 Magic Def +25 HP +20 MP +20 (Liane Only)

SHIELDS:

\*\*\*\*\*

Buckler: Def +2 Evade +5

Round Shield: Def +6 Evade +8

Steel Shield: Def +9 Evade +12

Kite Shield: Def +16 Evade +16

Jinni Shield: Def +35 Evade +17 Atk +10

Sylph Shield: Def +29 Magic Def +10 Evade +16

Holy Shield: Def +40 Magic Def +5 Evade +25 Magic Atk +10 MP +20

#####

Items:

#####

Healing Herb: Restores 60 HP

Healing Seed: Restores 120 HP

Healing Fruit: Restores 180 HP

Healing Extract: Fully restores target's HP

Mana Shard: Restores 30 MP

Mana Crystal: Restores 60 MP

Mana Jewel: Restores 100 MP

Mana Light: Fully restores target's MP

Angel's Grace: Restores 100 HP and MP

God's Grace: Fully restores HP and MP

Healing Vapors: Restores 80 HP within range

Erpow Fruit: Permanently raises Atk by 3

Strength Tonic: Raises Atk by 10 for 3 turns

Rysecor Fruit: Permanently raises Magic Atk by 3

Magical Tonic: Raises Magic Atk by 10 for 3 turns

Eldish Fruit: Permanently raises Def by 3

Defense Tonic: Raises Def by 10 for 3 turns

Xheno Fruit: Permanently raises Magic Def by 3

Warding Tonic: Raises Magic Def by 10 for 3 turns



Sibull Fruit: Permanently raises Accuracy by 5

Stability Tonic: Raises Accuracy by 20 for 3 turns

Deadeye Tonic: Raises Accuracy by 50 for 3 turns

Geddo Fruit: Permanently raises Evade by 5

Reflex Tonic: Raises Evade by 20 for 3 turns

Critical Tonic: Improves likelihood of critical hits for 3 turns

Nimble Tonic: Raises Mobility by 1 for 3 turns

Solar Phial: Deals sol damage when used to a foe

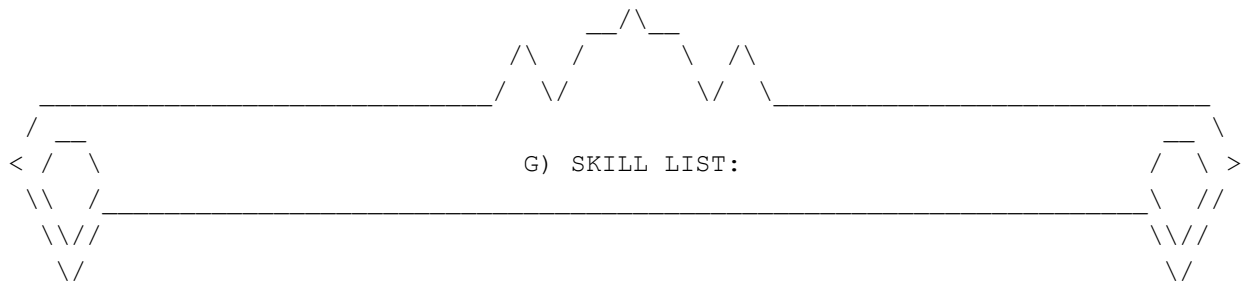
Searing Phial: Deals sol damage when used to foes within range

Lunar Phial: Deals luna damage when used to a foe

Moonglow Phial: Deals luna damage when used to foes within range

Astral Phial: Deals stella damage when used to a foe

Galaxy Phial: Deals stella damage when used to foes within range



#####  
 Red:  
 #####

SWORDS:  
 \*\*\*\*\*

Follow Me!:  
 -----

MP 20  
 Req. Lvl: 5  
 Rarity: \*\*

A mighty cry to stir up comrades. Raises the attack of allies within a 4-square radius for several turns.

Follow Me! II:  
 -----

MP 30  
 Req. Lvl: 25  
 Rarity: \*\*\*\*

Heroic daring that drives allies' fear away. Greatly raises the attack of all surrounding allies.

Jugulaire:

-----

MP 55  
Req. Lvl: 28  
Rarity: \*\*\*

A precision strike on enemy vitals. Ensures all single-enemy attacks are critical hits for several turns.

Blood Sword:

-----

MP 30  
Req. Lvl: 25  
Rarity: \*\*\*\*

Curses the bearer's weapon with a thirst for blood. Absorbs HP equal to 1/2 the damage dealt.

Blood Sword II:

-----

MP 82  
Req. Lvl: 42  
Rarity: \*\*\*\*\*

Turns the bearer's weapon into a malevolent demon. Absorbs HP equal to the damage dealt.

Flash Strike:

-----

MP 28  
Req. Lvl: 3  
Rarity: \*

A single, scintillating attack to fell the opposition. Deals damage to one enemy.

Triple Slash:

-----

MP 51  
Req Lvl: 18  
Rarity: \*\*

Changes the users aura to a blade that strikes from three ways at once. Deals damage to one enemy.

Heaven's Gate:

-----

MP 100  
Req Lvl: 37

Rarity: \*\*\*

A merciful attack that opens the gates to a peaceful afterlife.  
Deals mortal damage to one enemy.

Crescent Arc:

-----

Mp 34  
Req. Lvl: 10  
Rarity: \*

Flashes the blade in an arc that evokes the moonlight. Strikes  
the 3 squares directly ahead at once.

Spirit Sword:

-----

MP 52  
Req Lvl: 19  
Rarity: \*\*

Concentrates the surrounding aura into a sharp blade. Attacks  
all directly adjacent enemies at once.

Tempest Sword:

-----

MP 75  
Req Lvl: 26  
Rarity: \*\*\*

Wields a storm as if it were rage and blows foes to bits. Attacks  
4 squares directly ahead at once.

War Reverie:

-----

MP 94  
Req Lvl: 39  
Rarity: \*\*\*\*

A hundred battles pass like a fleeting dream. Attacks all nearby  
foes, one after another.

Hymn of Glory:

-----

MP 115  
Req Lvl: 45  
Rarity: \*\*\*\*\*

A glorious attack blessed by all. Unleashes a powerful attack on  
the 7 squares directly ahead.

AXES:

\*\*\*\*\*

Wood Chop:

-----

Mp 22

Req Lvl: 3

Rarity: \*

Raise a weapon up before hacking downward full-force. Deals heavy damage to one enemy.

Helm Splitter:

-----

Mp 62

Req. Lvl: 18

Rarity: \*\*\*

A full-force attack that cleaves an enemy helm in two. Deals heavy damage and lowers defense.

Might Roar:

-----

Mp 45

Req. Lvl: 5

Rarity: \*\*

The roar of a fearsome beast. Can paralyze enemies in the 3 squares directly ahead.

Compass:

-----

Mp 53

Req. Lvl: 15

Rarity: \*\*\*

Use brute force to swing your weapon in a wide radius. Attacks all surrounding foes at once.

Dire Swing:

-----

Mp 49

Req. Lvl: 31

Rarity: \*\*\*

A ruthless slash that cuts through bone and all, leaving only a pitiful shell... Always critical if it hits.

SPEARS:

\*\*\*\*\*

Impale!:

-----

Mp 35

Req. Lvl: 11

Rarity: \*\*

Strike down numerous foes at once with a single thrust! Attacks 7 squares in a straight line.

Take Flight!:

-----

Mp 60

Req. Lvl: 20

Rarity: \*\*\*\*

Take off like a bird and launch a thrust from above! Surmounts all obstacles to strike far-off foes.

Sweep!:

-----

Mp 55

Req. Lvl: 19

Rarity: \*\*\*

Use the lance's length to mow down many foes at once! Attacks a wide area straight ahead.

Leg Strike:

-----

Mp 45

Req. Lvl: 18

Rarity: \*\*\*

Trips up the enemy with a long hilt. Stuns the enemy in addition to dealing damage.

Pierce!:

-----

Mp 55

Req. Lvl: 19

Rarity: \*\*\*

Bust through enemy armor with a sharp thrust. Deals damage regardless of a foe's defense.

Pierce! II:

-----

Mp 155

Req. Lvl: 36

Rarity: \*\*\*\*

Bust through even heavy armor and go for the kill! Deals big damage regardless of a foe's defense.

Ravage!:

-----

Mp 82

Req. Lvl: 28

Rarity: \*\*\*\*

Become a true demon and take on surrounding foes alone! Attacks enemies 2 squares away.

Destroy!:

-----

Mp 103

Req. Lvl: 44

Rarity: \*\*\*\*\*

Slay all in your way with a cyclonic strike! Launches a fierce attack against a wide area directly ahead.

BOWS:

\*\*\*\*\*

Sniper:

-----

Mp 21

Req Lvl: 5

Rarity: \*\*

Use keen archer senses to always hit the target. Guarantees a hit, but greatly lessens damage.

Sniper II:

-----

Mp 53

Req Lvl: 14

Rarity: \*\*\*

Use keen archer senses to always hit the target. Guarantees a hit, but slightly lessens damage.

Sniper III:

-----

Mp 78

Req Lvl: 27

Rarity: \*\*\*\*

Use keen archer senses to always hit a single target. Guarantees a hit without compromising damage.

Sniper IV:

-----

Mp 103

Req Lvl: 40

Rarity: \*\*\*\*\*

Sight enemy weak points with the accuracy of God Himself. Ensures a hit for heavy damage.

Skewer Shot:

-----

Mp 55  
Req Lvl: 31  
Rarity: \*\*\*\*

Draw the bow taut and run one foe after another through. Attacks all enemies in a straight line at once.

Poison Arrow:  
-----

Mp 32  
Req Lvl: 9  
Rarity: \*\*

A poison-tipped arrow that is a tradition of hunting peoples. Inflicts poison as well as damage.

Stun Arrow:  
-----

Mp 52  
Req Lvl: 15  
Rarity: \*\*\*

An arrow tipped with a powerful tranquilizer. Paralyzes foe in addition to dealing damage.

Recovery Shot:  
-----

Mp 32  
Req Lvl: 15  
Rarity: \*\*\*

A first aid shot that fires a healing arrow into an ally. Restores a lot of HP to a faraway target.

Meteor Bolt:  
-----

Mp 56  
Req Lvl: 23  
Rarity: \*\*\*\*

A dense aura that tears the sky and pierces the enemy. A secret bow technique that deals big damage.

Salvo:  
-----

Mp 110  
Req Lvl: 42  
Rarity: \*\*\*\*\*

An assault of arrows that rains down wherever you aim. Randomly attacks a wide area.

Sky Dart:  
-----

Mp 70  
Req Lvl: 30  
Rarity: \*\*\*\*

An arrow of light shot heavenward that chases its prey to Earth's end. Attacks anywhere on the map.

Toxic Arrow:  
-----

Mp 74  
Req Lvl: 27  
Rarity: \*\*\*

A poisonous attack that fills the battlefield with agonized screams. Inflicts damage and strong poison.

STAVES:  
\*\*\*\*\*

Revivify:  
-----

Mp 180  
Req Lvl: 33  
Rarity: \*\*\*\*

High recovery spell. Breathes life into the fallen. Revives an ally.

Mind Eater:  
-----

Mp 5  
Req Lvl: 36  
Rarity: \*\*\*

High offensive spell. Steals an opponent's magic-ancient taboo. Absorbs the target's MP.

Swap:  
-----

Mp 58  
Req Lvl: 25  
Rarity: \*\*\*

High support spell. Twists the fabric of space. Swaps the caster's position with that of a chosen ally.

Meteor:  
-----

Mp 210  
Req Lvl: 40  
Rarity: \*\*\*\*

High offensive spell. Causes a meteor shower that deals random damage to enemies in range.



Lightning:

-----

Mp 132

Req Lvl: 30

Rarity: \*\*\*

High offensive spell(neutral). Sets off a supercharged blast that deals heavy damage to one enemy.

Inferno:

-----

Mp 260

Req Lvl: 36

Rarity: \*\*\*\*\*

The ultimate sol magic. Summons hellfire through a sinister pact, turning the battlefield to cinders.

Angel Tear:

-----

Mp 260

Req Lvl: 36

Rarity: \*\*\*\*\*

The ultimate luna magic. A single droplet's purity washes all away in a raging torrent.

Thor's Hammer:

-----

Mp 260

Req Lvl: 36

Rarity: \*\*\*\*\*

The ultimate stella magic. An ancient thuner god's hammer parts the heavens in judgement.

Sinister Storm:

-----

Mp 260

Req Lvl: 36

Rarity: \*\*\*\*\*

The ultimate neutral magic. Summons a tornado of loathing that gouges the earth.

Earthquake:

-----

Mp 225

Req Lvl: 29

Rarity: \*\*\*\*

Ultimate magic that leads good and evil to nature's appointed end. Shakes up friend and foe alike.

DAGGERS:

\*\*\*\*\*

Shadow Stitch:

-----

Mp 20

Req Lvl: 4

Rarity: \*\*

Sews a foe's shadow to the ground, restricting movement. Paralyzes foe in addition to dealing damage.

Venom Edge:

-----

Mp 25

Req Lvl: 5

Rarity: \*\*

Attacks with a blade coated in venom. Sometimes poisons in addition to dealing damage.

Two Hits:

-----

Mp 42

Req Lvl: 12

Rarity: \*\*\*

Unleashes a string of attacks faster than the eye can register. Attacks twice in one go.

Three Hits:

-----

Mp 71

Req Lvl: 30

Rarity: \*\*\*\*

Unleashes a string of attacks faster than the eye can register. Attacks thrice in one go.

Four Hits:

-----

Mp 115

Req Lvl: 46

Rarity: \*\*\*\*\*

Unleashes a string of attacks faster than the eye can register. Attacks four times in one go.

Strange Dance:

-----

Mp 29

Req Lvl: 14

Rarity: \*\*\*

Sap energy from foes with an odd dance that's...not meant to be odd.  
Lowers attack for several turns.

Bomb:

-----

Mp 60

Req Lvl: 19

Rarity: \*\*\*

Sends a bomb rolling toward the enemy's feet. Deals damage to a wide area around the target.

Skill Shakedown:

-----

Mp 31

Req Lvl: 3

Rarity: \*\*

A cutthroat tactic that steals the enemies skill stones. Randomly obtains one stone if successful.

Gold Shakedown:

-----

Mp 15

Req Lvl: 3

Rarity: \*\*

A cutthroat tactic that robs the enemy of their gold. Children don't try this at home!

Aero Dagger:

-----

Mp 38

Req Lvl: 14

Rarity: \*\*\*

Hurls a knife in a straight line at the targeted foe. Can attack an enemy up to 7 squares away.

Provoke:

-----

Mp 35

Req Lvl: 8

Rarity: \*\*

Taunts the enemy to draw their attention. Makes the user more prone to attack for 1 turn.

WHIPS:

\*\*\*\*\*

Gold Snatcher:

-----  
Mp 15  
Req Lvl: 3  
Rarity: \*\*\*

Reaches into the enemy's bosom to relieve them of their valuables.  
Don't try this at home, loves!

Stun Whip:  
-----

Mp 33  
Req Lvl: 5  
Rarity: \*\*\*

Ties up foes after striking them. Sometimes paralyzes enemies in  
addition to dealing damage.

Wild Whip:  
-----

Mp 105  
Req Lvl: 24  
Rarity: \*\*\*\*

Crack your whip indiscriminately as if possessed by an ice queen.  
Randomly attacks a wide area.

Skill Snatcher:  
-----

Mp 31  
Req Lvl: 17  
Rarity: \*\*\*\*

Flick skill stones the enemy is carrying. We might even snag us one  
stone at random, loves!

Jezebel's Slave:  
-----

Mp 31  
Req Lvl: 6  
Rarity: \*\*

Charm enemies with a titillating pose. Makes the user more prone to  
attacks for 1 turn.

Jezebel's Slave II:  
-----

Mp 54  
Req Lvl: 21  
Rarity: \*\*\*

Play up irresistible...assets to seduce the enemy. Makes the user more  
prone to attacks for 3 turns.

Not Equippable:

\*\*\*\*\*

Tail Whip:

-----

Mp 5

Rarity: \*\*\*

Dragon skill. Swings a tail as thick as a log. Deals damage to the 3 squares directly ahead.

Poison Breath:

-----

Mp 30

Rarity: \*\*\*\*\*

Dragon skill. Breathes noxious breath. Poisons a wide area directly ahead.

Breath:

-----

Mp 30

Rarity: \*\*\*

Dragon skill. Breathes fiery breath that can melt iron. Deals heavy damage to the area directly ahead.

Wallop:

-----

Mp 10

Rarity: \*\*\*

Golem skill. Swings a huge arm in a crushing punch. Deals damage to the 3 squares directly ahead.

Body Slam:

-----

Mp 10

Rarity: \*\*\*

Golem skill. Leaps and crashes its enormous body into the ground. Deals heavy damage to all nearby.

#####

Green:

#####

Fireball:

-----

Mp 36

Req Lvl: 5

Rarity: \*\*

Offensive Spell (sol). Hurls a giant ball of flame at an enemy.

Fireball II:

-----

Mp 65

Req Lvl: 15

Rarity: \*\*\*

Offensive Spell (sol). Hurls an enormous fireball that chars to the bone.

Flame:

-----

Mp 52

Req Lvl: 7

Rarity: \*\*\*

Offensive Spell (sol). Scorches the area in a fierce torrent of flame.

Flame II:

-----

Mp 105

Req Lvl: 18

Rarity: \*\*\*\*

Offensive Spell (sol). Turns the area to ash in a storm of blazing fire.

Ice Bullet:

-----

Mp 36

Req Lvl: 6

Rarity: \*\*

Offensive Spell (luna). Fires an icy projectile at an enemy.

Ice Bullet II:

-----

Mp 65

Req Lvl: 16

Rarity: \*\*\*

Offensive Spell (luna). Mercilessly impales an enemy on myriad lances of ice.

Blizzard:

-----

Mp 52

Req Lvl: 11

Rarity: \*\*\*

Offensive Spell (luna). Turns the are to ice with its cold, ranging winds.

Blizzard II:

-----

Mp 105  
Req Lvl: 20  
Rarity: \*\*\*\*

Offensive Spell (luna). Whirls up an ict tempest that freezes all in the area.

Thunderbolt:

-----

Mp 36  
Req Lvl: 7  
Rarity: \*\*

Offensive Spell (stella). Rains lightning down upon an enemy's head.

Thunderbolt II:

-----

Mp 65  
Req Lvl: 17  
Rarity: \*\*\*

Offensive Spell (stella). Sunderes the heavens and strikes an enemy dead.

Cyclone:

-----

Mp 52  
Req Lvl: 11  
Rarity: \*\*\*

Offensive Spell (stella). Swirls through an area and dices enemies in a violent whirlwind.

Cyclone II:

-----

Mp 105  
Req Lvl: 22  
Rarity: \*\*\*\*

Offensive Spell (stella). Swallows the enemy horde in a vortex that rips through the area.

Heal:

-----

Mp 28  
Req Lvl: 3  
Rarity: \*\*

Recovery Spell. Mends wounds with its pure light. Restores HP to the target (normal).

Heal II:

-----

Mp 56  
Req Lvl: 16  
Rarity: \*\*\*

Recovery Spell. Mends dire wounds with the light of God's mercy. Restores HP to the target (high).

Healing Wind:

-----

Mp 68  
Req Lvl: 9  
Rarity: \*\*\*

Recovery Spell. Its balmy winds bring comfort to all. Restores HP to all allies in an area (normal).

Healing Wind II:

-----

Mp 103  
Req Lvl: 24  
Rarity: \*\*\*\*

Recovery Spell. Its merciful light heals all that behold it. Restores HP to all allies in an area (high).

Cure:

-----

Mp 29  
Req Lvl: 7  
Rarity: \*\*

Recovery Spell. Neutralizes the body's afflictions. Cures status ailments like poison and paralysis.

Raise Force:

-----

Mp 18  
Req Lvl: 17  
Rarity: \*\*\*

Support spell. Temporarily invigorates the muscles. Raises the target's attack for several turns.

Raise Defenses:

-----

Mp 21  
Req Lvl: 14  
Rarity: \*\*\*



Support spell. Magically fortifies armor. Raises the target's defense for several turns.

Magic Shield:

-----

Mp 18  
Req Lvl: 18  
Rarity: \*\*\*

Support spell. Creates a magic barrier. Raises the target's magic defense for several turns.

Raise Mobility:

-----

Mp 51  
Req Lvl: 20  
Rarity: \*\*\*

Support spell. Calls upon the wind to lighten one's step. Raises the target's mobility for several turns.

Lower Mobility:

-----

Mp 21  
Req Lvl: 10  
Rarity: \*\*\*

Support spell. Makes the air around a foe denser. Lowers the target's mobility for several turns.

Poison:

-----

Mp 32  
Req Lvl: 10  
Rarity: \*\*\*

Offensive Spell. Gathers up latent toxins around the enemy. Poisons the target for several turns.

Lower Force:

-----

Mp 25  
Req Lvl: 13  
Rarity: \*\*\*

Support spell. Temporarily fatigues an enemy. Lowers the target's attack for several turns.

Lower Defenses:

-----

Mp 23  
Req Lvl: 21  
Rarity: \*\*\*

Support spell. Weakens the overall constitution of armor. Lowers the target's defense for several turns.

Magic Rust:  
-----

Mp 23  
Req Lvl: 18  
Rarity: \*\*\*

Support spell. Upsets a foe's concentration. Lowers the target's magic defense for several turns.

#####  
Purple:  
#####

SWORDS:  
\*\*\*\*\*

Counter:  
-----

Req Lvl: 10  
Rarity: \*\*

Predict, dodge, and returns blows. Counters a percentage of enemy attacks without taking damage.

Counter II:  
-----

Req Lvl: 34  
Rarity: \*\*\*\*

Dodge an attack and rebound with a powerful counterattack. Deals heavy damage when countering.

Adroit:  
-----

Req Lvl: 20  
Rarity: \*\*\*\*

Meet assaults from any directions. No disadvantage when attacked from the rear or side.

AXES:  
\*\*\*\*\*

Desperation:  
-----

Req Lvl: 3  
Rarity: \*\*

Become a death-seeking warrior, swinging with abandon. Raises

attack but slightly lowers defense.

Desperation II:

-----

Req Lvl: 13

Rarity: \*\*\*

Become a death-seeking warrior, swinging with abandon. Greatly raises attack but lowers defense.

Desperation III:

-----

Req Lvl: 30

Rarity: \*\*\*\*

Parallel a warrior willing to give all to kill his foe. Gain fearsome attack, but also perilous defense.

SPEARS:

\*\*\*\*\*

Piercing Power:

-----

Req Lvl: 7

Rarity: \*\*

Uses the wielder's weight to limit damage drop to the distant foe when piercing two targets.

Piercing Power II:

-----

Req Lvl: 18

Rarity: \*\*\*

Uses the wielder's weight to negate damage drop to the distant foe when piercing two targets.

Piercing Power III:

-----

Req Lvl: 30

Rarity: \*\*\*\*

Uses all the wielders weight to deliver heavy damage, even to the distant foe.

BOWS:

\*\*\*\*\*

Range +1:

-----

Req Lvl: 28

Rarity: \*\*\*\*

A bow technique that uses more effective trajectory. Extends range by 1 square.

Range +2:

-----

Req Lvl: 46

Rarity: \*\*\*\*\*

A bow technique that uses more effective trajectory. Extends range by 2 squares.

STAVES:

\*\*\*\*\*

Mindbreaker:

-----

Req Lvl: 12

Rarity: \*\*\*

A wallop of negative magic hinders enemy spellpowers. Deals damage to MP as well when attacking.

DAGGERS:

\*\*\*\*\*

Sneak By:

-----

Req Lvl: 10

Rarity: \*\*

An agent's tech for slipping past nearby foes. Enables movement through an enemy square.

WHIPS:

\*\*\*\*\*

Healing Perfume:

-----

Req Lvl: 20

Rarity: \*\*\*

An adult scent mixed with an odd healing medicine. Restores some HP to all allies each turn.

Slip Through:

-----

Req Lvl: 10

Rarity: \*\*

A bandit skill used for charming nearby foes. Move through an enemy's square, loves!

#####

Blue:

#####

HP Recovery:

-----

Req Lvl: 10

Rarity: \*\*\*

A crystal full of life's wondrous ability to endure harsh conditions.  
Restores HP by 10% each turn.

HP Recovery II:

-----

Req Lvl: 21

Rarity: \*\*\*\*

A crystal full of life's wondrous ability to endure harsh conditions.  
Restores HP by 20% each turn.

HP Recovery III:

-----

Req Lvl: 35

Rarity: \*\*\*\*\*

A crystal full of life's wondrous ability to endure harsh conditions.  
Restores HP by 30% each turn.

EXP Bonus:

-----

Req Lvl: 7

Rarity: \*\*

A stone that has traveled eternity and seen the art of war perfected.  
Multiplies EXP earned by 120%.

EXP Bonus II:

-----

Req Lvl: 15

Rarity: \*\*\*

A stone that has traveled eternity and seen the art of war perfected.  
Multiplies EXP earned by 150%.

EXP Bonus III:

-----

Req Lvl: 22

Rarity: \*\*\*\*

A stone that has traveled eternity and seen the art of war perfected.  
Multiplies EXP earned by 200%.

EXP Bonus IV:

-----  
Req Lvl: 29  
Rarity: \*\*\*\*\*

A stone that has traveled eternity and seen the art of war perfected.  
Multiplies EXP earned by 300%.

Preemptive:  
-----

Req Lvl: 38  
Rarity: \*\*\*\*

An odd stone that invites carelessness on the part of foes. Counters  
before their attack instead of after.

Two Rounds:  
-----

Req Lvl: 31  
Rarity: \*\*\*\*

The crystallized souls of heroes drunk on battle. Fight a second round  
with opponents.

Three Rounds:  
-----

Req Lvl: 45  
Rarity: \*\*\*\*\*

The crystallized souls of heroes drunk on battle. Fight a third round  
with opponents.

Beast Slayer:  
-----

Req Lvl: 24  
Rarity: \*\*

A stone that causes weapons to confuse a beast's instincts. Deals  
additional damage to beasts.

Man-Eater:  
-----

Req Lvl: 25  
Rarity: \*\*\*

A stone that curses weapons with a loathing of mankind. Deals  
additional damage to humans.

Goliath Slayer:  
-----

Req Lvl: 27  
Rarity: \*\*\*

A dishonrable stone that reminds giants of their days of defeat. Deals

additional damage to giants.

Undead Slayer:

-----

Req Lvl: 27

Rarity: \*\*\*

A heaven-blessed stone full of divine prayers. Deals additional damage to the undead.

Devil Slayer:

-----

Req Lvl: 30

Rarity: \*\*\*\*

A miraculous demon-repelling stone with God's mark. Deals additional damage to demons.

Dragon Slayer:

-----

Req Lvl: 30

Rarity: \*\*\*\*

A stone housing ancient braves who brought dragons to the bay. Deals additional damage to wyverns.

Godspeed:

-----

Req Lvl: 50

Rarity: \*\*\*\*\*

Amplifies power as each foe is slain, speeding the wielder along. Move again if target is defeated.

Critical Edge:

-----

Req Lvl: 20

Rarity: \*\*\*

An eerie light that reveals foes' weaknesses. Improves the chances of critical hits when attacking.

Treasure Hunter:

-----

Req Lvl: 9

Rarity: \*\*

A bandit skill that uses a sixth sense to seek out treasure. Locates hidden treasures on the map.

Treasure Lover:

-----

Req Lvl: 3

Rarity: \*

A bandit skill that uses a sixth sense to seek out treasure. Locates hidden treasures, loves!

HP +20:

-----

Req Lvl: 11

Rarity: \*\*

A stone of crystallized life force. Increases HP by 20.

HP +20:

-----

Req Lvl: 11

Rarity: \*\*

A stone of crystallized life force. Increases HP by 20.

HP +30:

-----

Req Lvl: 13

Rarity: \*\*\*

A stone of crystallized life force. Increases HP by 30.

HP +50:

-----

Req Lvl: 17

Rarity: \*\*\*

A stone of crystallized life force. Increases HP by 50.

HP +100:

-----

Req Lvl: 23

Rarity: \*\*\*\*

A stone of crystallized life force. Increases HP by 100.

HP +150:

-----

Req Lvl: 35

Rarity: \*\*\*\*

A stone of crystallized life force. Increases HP by 150.

HP +300:

-----

Req Lvl: 50

Rarity: \*\*\*\*\*

A stone of crystallized life force. Increases HP by 300.



MP +10:

-----

Req Lvl: 7

Rarity: \*

A stone of crystallized magic. Increases MP by 10.

MP +20:

-----

Req Lvl: 15

Rarity: \*\*

A stone of crystallized magic. Increases MP by 20.

MP +30:

-----

Req Lvl: 19

Rarity: \*\*\*

A stone of crystallized magic. Increases MP by 30.

MP +50:

-----

Req Lvl: 27

Rarity: \*\*\*

A stone of crystallized magic. Increases MP by 50.

MP +100:

-----

Req Lvl: 34

Rarity: \*\*\*\*

A stone of crystallized magic. Increases MP by 100.

MP +150:

-----

Req Lvl: 45

Rarity: \*\*\*\*\*

A stone of crystallized magic. Increases MP by 150.

Attack +3:

-----

Req Lvl: 1

Rarity: \*

A stone said to contain the crystallized valor of a great warrior.  
Increases attack by 3.

Attack +5:

-----

Req Lvl: 6  
Rarity: \*\*

A stone said to contain the crystallized valor of a great warrior.  
Increases attack by 5.

Attack +10:  
-----

Req Lvl: 13  
Rarity: \*\*\*

A stone said to contain the crystallized valor of a great warrior.  
Increases attack by 10.

Attack +20:  
-----

Req Lvl: 21  
Rarity: \*\*\*\*

A stone said to contain the crystallized valor of a great warrior.  
Increases attack by 20.

Attack +30:  
-----

Req Lvl: 30  
Rarity: \*\*\*\*\*

A stone said to contain the crystallized valor of a great warrior.  
Increases attack by 30.

Magic Attack +3:  
-----

Req Lvl: 8  
Rarity: \*\*

A stone said to contain the crystallized wisdom of a great mage.  
Increases magic attack by 3.

Magic Attack +5:  
-----

Req Lvl: 11  
Rarity: \*\*\*

A stone said to contain the crystallized wisdom of a great mage.  
Increases magic attack by 5.

Magic Attack +10:  
-----

Req Lvl: 16  
Rarity: \*\*\*\*

A stone said to contain the crystallized wisdom of a great mage.  
Increases magic attack by 10.

Magic Attack +20:  
-----

Req Lvl: 21  
Rarity: \*\*\*\*\*

A stone said to contain the crystallized wisdom of a great mage.  
Increases magic attack by 20.

Accuracy +5:  
-----

Req Lvl: 7  
Rarity: \*\*

A stone with an odd shine that offers courage to stare down a foe.  
Increases accuracy by 5.

Accuracy +10:  
-----

Req Lvl: 13  
Rarity: \*\*\*

A stone with an odd shine that offers courage to stare down a foe.  
Increases accuracy by 10.

Accuracy +30:  
-----

Req Lvl: 21  
Rarity: \*\*\*\*

A stone with an odd shine that offers courage to stare down a foe.  
Increases accuracy by 30.

Evade +5:  
-----

Req Lvl: 4  
Rarity: \*\*

A softly glowing stone that hones the mind. Increases evade by 5.

Evade +10:  
-----

Req Lvl: 16  
Rarity: \*\*\*

A softly glowing stone that hones the mind. Increases evade by 10.

Evade +30:  
-----

Req Lvl: 23  
Rarity: \*\*\*\*

A softly glowing stone that hones the mind. Increases evade by 30.

Mobility +1:

-----

Req Lvl: 24

Rarity: \*\*\*

A stone that floats in midair by some strange force. Lightens the bearer and increases mobility by 1.

Mobility +2:

-----

Req Lvl: 32

Rarity: \*\*\*\*

A stone that floats in midair by some strange force. Lightens the bearer and increases mobility by 2.

Mobility +3:

-----

Req Lvl: 40

Rarity: \*\*\*\*\*

A stone that floats in midair by some strange force. Lightens the bearer and increases mobility by 3.

Defense +3:

-----

Req Lvl: 5

Rarity: \*

A stone said to contain the crystallized fortitude of a knight. Increases defense by 3.

Defense +5:

-----

Req Lvl: 10

Rarity: \*\*

A stone said to contain the crystallized fortitude of a knight. Increases defense by 5.

Magic Defense +3:

-----

Req Lvl: 5

Rarity: \*

A stone said to contain the crystallized prayers of a priest. Increases magic defense by 3.

Magic Defense +5:

-----

Req Lvl: 10  
Rarity: \*\*

A stone said to contain the crystallized prayers of a priest.  
Increases magic defense by 5.

Sol Spirit +1:  
-----

Req Lvl: 5  
Rarity: \*

A warmly-lit stone said to contain the crystallized blessings of the sun.  
Increases sol affinity by 1.

Sol Spirit +2:  
-----

Req Lvl: 10  
Rarity: \*\*

A warmly-lit stone said to contain the crystallized blessings of the sun.  
Increases sol affinity by 2.

Sol Spirit +3:  
-----

Req Lvl: 20  
Rarity: \*\*\*\*

A warmly-lit stone said to contain the crystallized blessings of the sun.  
Increases sol affinity by 3.

Luna Spirit +1:  
-----

Req Lvl: 5  
Rarity: \*

A coldly-lit stone said to contain the crystallized blessings of the moon.  
Increases luna affinity by 1.

Luna Spirit +2:  
-----

Req Lvl: 10  
Rarity: \*\*

A coldly-lit stone said to contain the crystallized blessings of the moon.  
Increases luna affinity by 2.

Luna Spirit +3:  
-----

Req Lvl: 20  
Rarity: \*\*\*\*

A coldly-lit stone said to contain the crystallized blessings of the moon.  
Increases luna affinity by 3.

Stella Spirit +1:

-----

Req Lvl: 5

Rarity: \*

A queerly-lit stone said to contain the crystallized blessings of the stars.  
Increases stella affinity by 1.

Stella Spirit +2:

-----

Req Lvl: 10

Rarity: \*\*

A queerly-lit stone said to contain the crystallized blessings of the stars.  
Increases stella affinity by 2.

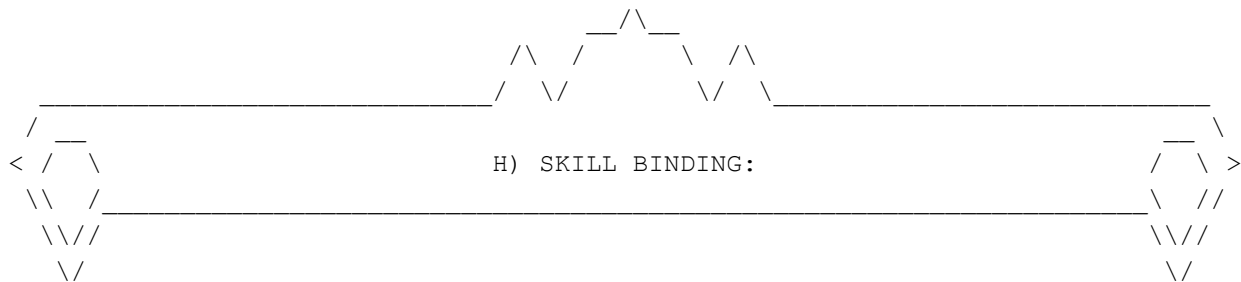
Stella Spirit +3:

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Req Lvl: 20

Rarity: \*\*\*\*

A queerly-lit stone said to contain the crystallized blessings of the stars.  
Increases stella affinity by 3.



Coup de Grace Skills (red):

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Type	Result	First	Second
Sword	Follow ME!	Raise Force	Attack + 3
Sword	Follow ME!	Raise Force	Mighty Roar
Sword	Follow ME! II	Follow ME!	Attack + 10
Sword	Follow ME! II	Follow ME!	Mighty Roar
Sword	Jugulaire	Critical Edge	Triple Slash
Sword	Jugulaire	Sniper II	Wood Chop
Sword	Blood Sword	HP Recovery	Spirit Sword
Sword	Blood Sword	HP +50	Spirit Sword
Sword	Blood Sword II	HP Recovery II	Blood Sword
Sword	Blood Sword II	Blood Sword	Magic Attack +10
Sword	Flash Strike	N/A	N/A
Sword	Triple Slash	Flash Strike	Cyclone
Sword	Triple Slash	Flash Strike	Crescent Arc
Sword	Heaven's Gate	Spirit Sword	Undead Slayer
Sword	Heaven's Gate	Triple Slash	Heal II
Sword	Crescent Arc	Flash Strike	Luna Spirit +1

Sword	Crescent Arc	Luna Spirit +1	Attack +3
Sword	Spirit Sword	Ice Bullet II	Attack +5
Sword	Spirit Sword	Skewer Shot	Crescent Arc
Sword	Tempest Sword	Spirit Sword	Cyclone II
Sword	Tempest Sword	Cyclone II	Sweep!
Sword	War Reviere	Four Hits	Tempest Sword
Sword	War Reviere	Man-Eater	Follow Me! II
Sword	Hymn Of Glory	Inferno	War Reviere
Spear	Impale!	Piercing Power	Ice Bullet
Spear	Impale!	Attack +3	Ice Bullet
Spear	Take Flight!	Sniper	Thunderbolt
Spear	Take Flight!	Accuracy +10	Thunderbolt
Spear	Sweep!	Triple Slash	Leg Strike
Spear	Sweep!	Body Slam	Raise Mobility
Spear	Leg Strike	Lower Force	Crescent Arc
Spear	Leg Strike	Gold Shakedown	Gold Snatcher
Spear	Pierce!	Lower Defences	Piercing Power
Spear	Pierce!	Impale!	Attack +5
Spear	Pierce! II	Pierce!	Skewer Shot
Spear	Pierce! II	Piercing Power II	Attack +10
Spear	Ravage!	Jugulaire	Raise Mobility
Spear	Ravage!	Desperation III	Accuracy +10
Spear	Destroy	Ravage!	Sinsister Storm
Axe	Wood Chop	N/A	N/A
Axe	Helm Splitter	Lower Defences	Take Flight
Axe	Helm Splitter	Wood Chop	Thunderbolt II
Axe	Mighty Roar	Follow ME!	Lower Force
Axe	Mighty Roar	Flash Strike	Lower Force
Axe	Compass	Cyclone II	Wood Chop
Axe	Compass	Crescent Arc	Wood Chop
Axe	Dire Swing	Critical Edge	Wood Chop
Axe	Dire Swing	Wood Chop	Helm Splitter
Bow	Sniper	Accuracy +5	Lower Force
Bow	Sniper II	Accuracy +10	Sniper
Bow	Sniper II	Sniper	Attack + 5
Bow	Sniper III	Accuracy +30	Sniper II
Bow	Sniper III	Sniper II	Skewer Shot
Bow	Sniper IV	Sniper III	Attack +20
Bow	Sniper IV	Sniper III	Lightning
Bow	Skewer Shot	Aero Dagger	Piercing Power II
Bow	Skewer Shot	Sniper II	Piercing Power II
Bow	Skewer Shot	Fireball II	Sniper II
Bow	Poison Arrow	Sniper	Poison
Bow	Stun Arrow	Sniper	Lower Force
Bow	Recovery shot	Heal II	Sniper II
Bow	Recovery shot	Heal II	Impale!
Bow	Recovery shot	HP recovery	Skewer Shot
Bow	Meteor Bolt	Fireball II	Impale!
Bow	Meteor Bolt	Stella Spirit +2	Fireball II
Bow	Salvo	Meteor	Sky Dart
Bow	Sky Dart	Take Flight!	Meteor Bolt
Bow	Sky Dart	Take Flight!	Mobility +1
Bow	Toxic Arrow	Poison Arrow	Sniper II
Staff	Revivify	???	???
Staff	Revivify	Healing Wind II	Cure
Staff	Mind Eater	MP +20	Blood Sword
Staff	Mind Eater	MindBreaker	Impale!
Staff	Swap	Take Flight!	Magic Attack +3
Staff	Meteor	Sky Dart	Flame II
Staff	Meteor	Salvo	Fireball II

Staff	Lightning	Piercing Power II	Thunderbolt II
Staff	Lightning	Piercing Power II	Mp +30
Staff	Inferno	War Revirie	Magic Attack +20
Staff	Angel Tear	Healing Perfume	Magic Attack +20
Staff	Thor's Hammer	Magic Attack +20	Sky Dart
Staff	Sinister Storm	Ravage!	Magic Attack +20
Staff	Earthquake	Body Slam	Thor's Hammer
Dagger	Shadow Stitch	Lower Force	Sniper II
Dagger	Shadow Stitch	Lower Force	Two Hits
Dagger	Venom Edge	Poison	Flash Strike
Dagger	Two Hits	Two Rounds	Raise Mobility
Dagger	Three Hits	Two Hits	Two Hits
Dagger	Three Hits	Two Hits	Two Rounds
Dagger	Four Hits	Three Hits	Three Rounds
Dagger	Four Hits	Three Hits	Three Hits
Dagger	Strange Dance	Lower Force	Gold Shakedown
Dagger	Strange Dance	Lower Force	Gold Snatcher
Dagger	Bomb	Fireball II	Flame
Dagger	Bomb	Sol Spirit +2	Aero Dagger
Dagger	Bomb	Aero Dagger	Fireball II
Dagger	Skill Shakedown	Shadow Stitch	EXP Bonus II
Dagger	Aero Dagger	Skewer Shot	Cyclone II
Dagger	Aero Dagger	Cyclone II	Accuracy +10
Dagger	Provoke	Lower Defences	Evade +5
Dagger	Provoke	Desperation	Evade +5
Whip	Stun Whip	Lower Force	Tail Whip
Whip	Wild Whip	Three Hits	Two Rounds
Whip	Wild Whip	Meteor	Compass
Whip	Wild Whip	Tail Whip	Meteor
Whip	Gold Snatcher	N/A	N/A
Whip	Skill Snatcher	Shadow Stitch	Jezebel痴 Slave
Whip	Jezebel's Slave	Gold Snatcher	Magic Attack +5
Whip	Jezebel's Slave	Lower Force	Provoke
Whip	Jezebel's Slave	Stun Whip	Lower Defences
Whip	Jezebel痴 Slave II	Jezebel痴 Slave	Blood Sword II
Whip	Jezebel痴 Slave II	Jezebel痴 Slave	Mind Eater

Innate Skills (Purple):

Type	Result	First	Second
Sword	Counter	Raise Mobility	Triple Slash
Sword	Counter	EXP Bonus	Raise Mobility
Sword	Counter II	Preemptive	Counter
Sword	Counter II	Sneak By	Evade +10
Sword	Adroit	Counter	Evade +10
Sword	Adroit	EXP Bonus	Preemptive
Spear	Piercing Power	N/A	N/A
Spear	Piercing Power II	Piercing Power	Attack +10
Spear	Piercing Power II	EXP Bonus	Piercing Power
Spear	Piercing Power III	Piercing Power II	Attack +20
Spear	Piercing Power III	Piercing Power II	EXP Bonus II
Axe	Desperation	N/A	N/A
Axe	Desperation II	Desperation	Raise Force
Axe	Desperation II	Lower Defences	Attack +3
Axe	Desperation III	Desperation II	Provoke
Axe	Desperation III	Desperation II	Mighty Roar



Bow	Range +1	N/A	N/A
Staff	Mind Breaker	Helm Splitter	Magic Rust
Staff	Mind Breaker	Jezebel's Slave	Magic Rust
Dagger	Sneak By	Mobility +1	Evade +10
Whip	Healing Perfume	Healing Wind II	Jezebel's Slave
Whip	Healing Perfume	HP Recovery II	Jezebel's Slave
Whip	Slip Through	N/A	N/A

Magic Skills (Green):

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Result	First	Second
Fireball	Sol Spirit +1	Sol Spirit +1
Fireball II	Fireball	Sniper II
Fireball II	Fireball	Sol Spirit +2
Flame	Sol Spirit +2	Sol Spirit +2
Flame II	Flame	Bomb
Flame II	Flame	Sol Spirit +3
Flame II	Sol Spirit +3	Mighty Roar
Ice Bullet	Luna Spirit +1	Luna Spirit +1
Ice Bullet II	Ice Bullet	Crescent Arc
Ice Bullet II	Luna Spirit +2	Magic Defence +5
Ice Bullet II	Luna Spirit +2	Magic Shield
Blizzard	Luna Spirit +2	Luna Spirit +2
Blizzard II	Blizzard	Luna Spirit +3
Blizzard II	Luna Spirit +3	Desperation II
Blizzard II	Crescent Arc	Spirit Sword
Thunderbolt	Stella Spirit +1	Stella Spirit +1
Thunderbolt II	Thunderbolt	Take Flight!
Thunderbolt II	Thunderbolt	Stella Spirit +2
Cyclone	Stella Spirit +2	Stella Spirit +2
Cyclone II	Stella Spirit +3	Sweep!
Cyclone II	Stella Spirit +3	Compass
Cyclone II	Compass	Sweep!
Heal II	Heal	HP +20
Heal II	???	???
Healing Wind	Heal II	cyclone
Healing Wind	Cyclone II	Heal
Healing Wind II	Healing Wind	HP Recovery
Healing Wind II	HP +50	Mighty Roar
Healing Wind II	Breath	Heal II
Cure	N/A	N/A
Raise Force	N/A	N/A
Raise Defences	N/A	N/A
Magic Shield	N/A	N/A
Raise Mobility	N/A	N/A
Lower Mobility	N/A	N/A
Poison	N/A	N/A
Lower Force	N/A	N/A
Lower Defences	N/A	N/A
Magic Rust	N/A	N/A

Stat Skills (Blue):

-----

Result	First	Second
HP Recovery	N/A	N/A
HP Recovery II	HP Recovery	HP Recovery
HP Recovery III	HP Recovery II	HP Recovery II
HP Recovery III	HP Recovery II	HP +100
EXP Bonus	N/A	N/A
EXP Bonus II	EXP Bonus	EXP Bonus
EXP Bonus III	EXP Bonus II	EXP Bonus II
EXP Bonus IV	EXP Bonus III	EXP Bonus III
Preemptive	Counter	Raise Mobility
Preemptive	Evade +10	Accuracy +10
Two Rounds	N/A	N/A
Three Rounds	Two Rounds	Two Rounds
Beast Slayer	Triple Slash	Sol Spirit +2
Man Eater	Two Hits	Luna Spirit +2
Goliath Slayer	Helm Splitter	Stella Spirit +2
Undead Slayer	Healing Wind II	Sol Spirit +2
Devil Slayer	Sniper III	Stella Spirit +2
Dragon Slayer	Ravage!	Luna Spirit +2
GodSpeed	N/A	N/A
Critical Edge	N/A	N/A
Treasure Hunter	N/A	N/A
Treasure Lover	N/A	N/A
HP +20	N/A	N/A
HP +30	HP +20	Luna Spirit +1
HP +50	HP +30	HP +30
HP +50	HP +30	Luna Spirit +1
HP +100	HP +50	HP +50
HP +100	HP +50	Luna Spirit +2
HP +150	HP +100	HP +100
HP +150	HP +100	Luna Spirit +3
MP +10	N/A	N/A
MP +20	MP +10	Luna Spirit +1
MP +30	MP +20	MP +20
MP +30	MP +20	Luna Spirit +1
MP +50	MP +30	MP +30
MP +50	MP +30	Luna Spirit +2
MP +100	MP +50	MP +50
MP +100	MP +50	Luna Spirit +3
Attack +3	Raise Force	Sol Spirit +1
Attack +5	Attack +3	Sol Spirit +1
Attack +10	Attack +5	Attack +5
Attack +10	Attack +5	Sol Spirit +2
Attack +20	Attack +10	Attack +10
Attack +20	Attack +10	Luna Spirit +3
Magic Attack +5	Magic Attack +3	Sol Spirit +1
Magic Attack +10	Magic Attack +5	Magic Attack +5
Magic Attack +10	Magic Attack +5	Sol Spirit +2
Magic Attack +20	Magic Attack +10	Magic Attack +10
Magic Attack +20	Magic Attack +10	Sol Spirit +3
Accuracy +5	N/A	N/A
Accuracy +10	Accuracy +5	Accuracy +5
Accuracy +30	N/A	N/A
Evade +5	N/A	N/A
Evade +10	Evade +5	Evade +5
Evade +30	N/A	N/A
Mobility +1	N/A	N/A
Mobility +2	Mobility +1	Mobility +1
Mobility +2	Mobility +1	Raise Mobility

Defence +3	Raise Defence	Stella Spirit +1
Defence +5	Defence +3	Stella Spirit +2
Magic Defence +3	Magic Sheild	Stella Spirit +1
Magic Defence +5	Magic Defence +3	Stella Spirit +2
Luna Spirit +1	N/A	N/A
Luna Spirit +2	N/A	N/A
Luna Spirit +3	N/A	N/A
Sol Spirit +1	N/A	N/A
Sol Spirit +2	N/A	N/A
Sol Spirit +3	N/A	N/A
Stella Spirit +1	N/A	N/A
Stella Spirit +2	N/A	N/A

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J) CONTACT INFO:

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Feel free to e-mail me about any corrections I need to make or things of that sort. Do not e-mail me questions about gameplay. That's what the messages boards are for. PLEASE do not abuse my e-mail. It's not my main one, but I use it frequently either way. It's there because I trust the majority of GameFAQs users have the ability to be mature when nudged :P.

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