

CHAPTER 1

A Legend Begins

01: A VOICE FROM HEAVEN ----- WLK002
02: HOLY ARMOR ----- WLK003
03: JOURNEY'S START ----- WLK004
04: THE CRIMSON WARRIOR ----- WLK005
05: THE ROAD TO CHINON ----- WLK006
06: THE ARMLET'S CHOSEN ----- WLK007

CHAPTER 2

The Savior

07: THE MAIDEN BATTLE ----- WLK008
08: THE SAVIOR'S PROOF ----- WLK009
09: THE BLOODIED SAVIOR ----- WLK010
10: TALBOT'S SCHEME ----- WLK011
11: BREACHING THE DARK ----- WLK012
12: FOR A FREE ORLEANS ----- WLK013
XX: FREE STAGE: ALTOIS PRAIRIE ----- FST001

CHAPTER 3

Amid the storm

13: BATTLE OF PATAY ----- WLK014
14: BROTHER RICHARD ----- WLK015
15: CHALONS AND THE RUSE ----- WLK016

CHAPTER 4

Marking of a Maid

XX: FREE STAGE: COLOSSEUM (1) ----- FST002
16: A NEW PUCELLE ----- WLK017
17: TO CROWN A KING ----- WLK018
18: VICISSITUDES ----- WLK019
19A: NARROW ROADS ----- WLK020
19B: THE MAGICIAN GIRL ----- WLK021
20: THE SNARE ----- WLK022

CHAPTER 5

Block Fire

21: FATED TO WAR ----- WLK023
22: HOPES UNATTAINED ----- WLK024
XX: FREE STAGE: TOWER OF ALSACE ----- FST003
XX: FREE STAGE: RAILLEMENT ----- FST004

CHAPTER 6

The Death Clad

23: THE BLACK KNIGHT ----- WLK025
24: DARK DEMONIAK ----- WLK026
25: DEATH BESTIRRED ----- WLK027
XX: LANGLES TUNNEL ----- FST005
XX: CASTLE VILNEAUX ----- FST006

CHAPTER 7
Tempest Lost

- 27: BARGING INTO PARIS ----- WLK029
- 28: SHADE AND LIGHT ----- WLK030
- 29A: HUNTED DOWN ----- WLK031
- 30A: VYING FOR LIGHT ----- WLK032
- 29B: THE DWARVES' TEST ----- WLK033
- 30B: VYING FOR LIGHT ----- WLK034
- 31: FACE TO FACE ----- WLK035

CHAPTER 8
Promises

- 32: ENCUMBERED POWERS ----- WLK036
- 33: RELEASE ----- WLK037
- 34: THE FIFTH HERO ----- WLK038
- 35: THE DARK THRONE ----- WLK039
- 36: DEMISE ----- WLK040

VI. POST GAME

- XX: CEMETERY ----- FST007
- XX: COLOSSEUM (2) ----- FST008
- XX: CEMETERY - Return from the dead ----- FST009
- XX: COLOSSEUM (3) ----- FST010

VII.UPDATED REWARDS LIST

VIII.SKILL BINDING LIST

IX. CREDITS

++ INTRODUCTION ++

In a land torn by war, a peasant girl finds herself in the possession of a mighty armllet, which allowed her to wield mystical powers to fight darkness. After witnessing the destruction of her solitary and peaceful villiage by monsters and enemy soldiers, she set out on a journey to find what was lost and restore peace to the land.

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|                C O P Y R I G H T                |
|                Droit d'auteur                    |
+-----+
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| A U T H O R ' S N O T E |

| Note d'auteur |

+-----+

| Welcome reader to yet another illustrated guide from me, for the |
| PSP. Due to a lot of games out there for every console, it is |
| really hard to choose a game to cover. Jeanne D' Arc for the PSP |
| has kept me busy for more than 40 hours and it is one of the best |
| games I've played for the last year. |

| Tile-based strategy RPG is not a common genre nowadays and this |
| game did just great to let players live the experience. Not to |
| mention that the developer of this game is Level 5, the one |
| responsible for the PS2 hit (which I wrote a major guide as well) |
| Rogue Galaxy. The anime style cinematics and greatly detailed |
| cel-shaded environment is enough to stir my interest in the game. |

| Any feedback from you guys is very much appreciated. If you have |
| corrections or suggestions tell me so; remember that I am doing |
| this for FREE and I am investing my time and effort to make this |
| guide as helpful as possible. I will try to cover everything that |
| needs to be covered but I can't guarantee you that this will be |
| perfect. That's all and I hope you will find this guide useful. |

| --Paul Vhayste |

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The PDF version of this guide can be downloaded from the link below:
<http://faqs.ign.com/articles/848/848022p1.html>

+-----+

| T R A I N I N G C A M P |

| (Camp d'Entraînement) |

+-----+

In this section of the guide, you will learn the basics of gameplay and combat. The game is not that challenging and the learning curve to grasp the basics just takes less than an hour in average. Seasoned strategy-RPG players may wish to read through some pointers to know what to expect from the game.

GAME OVERVIEW.....TRC000

Jeanne D' Arc is a tile-based, strategy-RPG game. What does that mean? Well, tile-based since each stage is divided into squares or tiles, similar to a chessboard. Your characters can move over the tiles, depending on their range, obstacles and ground elevation.

It is basically a strategy game with the essence of RPG. Common aspects of strategy-RPG games include fixed locations that players can travel via the world map, intermission dialogs and cutscenes, plots are divided into chapters and there is no free navigation in towns or shops. In case you are not familiar with these, you will know more when you start to play the game.

WORLD MAPTRC001

Missions are pretty straightforward since you will be told where to head next. Further stages will be unlocked after clearing missions. From time to time, FREE COMBAT stages will appear. These are free stages which rewards you with rare items upon clearing. Be warned though, enemies on free stages may be higher than your current level, the first time you visit the free stage.

After completing a stage, you can go back to some of the stages you cleared to train your characters and earn more items, skills stones and gold.

If you forgot what you'll need to do in a mission, just press SQUARE to display your objective. If the town has a shop, press TRIANGLE to enter the shop. If the stage has our objective or free combat, press X.

SHOPS.....TRC002

Shops are accessed directly accessed from the MAP. Most of their stocks are fixed and oftentimes, newer shops have better items of course. You can use the gold you have acquired during your battles to spend for your supplies and equipment.

The good thing about your shop menu is that you can scroll through your available characters and equipment, showing the stats bonuses available for them. Skills stones are also available from the shop, though they only sell common ones.

OUTFITTING.....TRC003

Maintaining your party's equipment, skills and supplies are essential for survival. Check your party's status often by outfitting. This can

be accessed anywhere in the World Map or before you enter the battlefield.

During this screen, you can change weapons, armor and SKILL STONES. Each character has their own weapon specialization. This will be displayed under the character's name. Hence, a character specializing in using an Axe cannot wield a sword and so on.

There is a triangle that indicates the elemental affiliation of the character. Basically, it tells which element a character or enemy strong and weak against. In this example, the enemy doesn't have any elemental affiliation. There are only three elements in the game.

SOL (SUN) - Element of fire
LUNA (MOON) - Element of Ice
STELLA (STAR) - Element of Wind

As you can see in the arrows, LUNA is strong against SOL, SOL is strong against STELLA and STELLA is strong against LUNA. Understanding this concept is pretty simple. A SOL character attacking a STELLA enemy can deal more damage than attacking a LUNA or another SOL target.

STATUS

=====

Below is the basic rundown and brief explanation of the character stats:

LV Indicates the character's level. Max level is 99

EXP Indicates how much EXP the character has acquired. Once it reaches 100, the character gains a level. Any excess will be carried over.

HP Health points; when characters level up, a fixed amount of HP is added to their max HP. Note that different characters gain different amount of HP when leveling up. Axe wielders gain the most HP during level up while the magicians and archers gain the least.

MP MP is automatically recovered, based on the character's max MP every turn in battle. The maximum amount of restored MP is set to 50 per turn. Since MP is only recovered this way and battles always start with characters on 0 MP, don't be surprised to find no MP during the status screen.

ATTACK This is also obvious. The higher score on this stat, the greater damage you can deal.

DEFENSE Determines your physical damage resistance rating

ACCURACY Increases the chance of hitting an enemy

WALK MOV Determines how many tiles/squares you can move over during battles.

MAG ATK Increases damage on magic-based attacks

MAG DEF Determines your magic damage resistance

EVADE Higher score means better chances of evading/ guarding enemy attacks

CRITICAL Increases the odds of dealing critical damage when attacking.

SKILL STONES.....TRC004

Skill stones play a great role in every battle, even turning the tide to your favor. Characters can have a maximum of 6 skill slots. They are categorized to four types, each with its own power and effect. The RARITY (number of stars) of the skill determines how powerful and rare the skill is. Also, note that you can't equip two of the same kind of skill stones.

COUP DE GRACE

These stones enable your character to use special attacks. Special attacks vary from weapon to weapon. I recommend having at least two special attacks with different attack ranges to suit different battle conditions. Special attacks consume MP. Higher leveled Coup De Graces consume a lot more MP, enabling you to activate them after several turns.

INNATE ABILITIES

These are passive skills that are active for the whole duration of the battle. They don't consume MP and they have different benefits. Having at least one of these on your skill slot will never hurt.

MAGIC

Magic stones allow your characters to cast offensive, support and healing spells. Anybody can equip and cast magic stones. Activating a magical stone skill consumes MP.

SUPPORT

They add different stat bonuses and automatic support while equipped. Elemental stones (Sol, Luna and Stella) are under this category as well. Similar to Innate stones, support stones does not consume MP.

Remember that different characters have their own strength, weaknesses and limitations so keep that in mind when equipping skill stones. With proper planning, you can patch off some of their weaknesses without affecting your chances of success. For example, equipping a magician or an archer with HP +300 skill will greatly boost his/her chance of surviving a melee attack. Or equipping Mobility +2 skills to your short ranged tanks.

SKILL BINDING.....TRC005

Skill binding is one of the very important features in the game. It allows you to forge skill stones and forge them into a much powerful version. Bonded skills are lost forever so save often before binding.

One good feature of the game is that it saves the formula you used to create the skills, so that you can review the raw stones needed to create a stone you want.

Remember that NOT all skills can be acquired by skill binding. Some of the rare and hard to find ones can only be stolen from enemies or if you're lucky, get them as an item drop.

For the complete formula of all skills, I recommend checking Sam Travis' (TrueBlade85) Skill Binding faq on Gamefaqs: (<http://www.gamefaqs.com/portable/psp/file/934454/50137>)

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+-----+
|               C O M B A T   S C H O O L               |
|               (École Militaire)                       |
+-----+
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In this section of the guide, you will learn the basics of the game's battle system. If you have played a strategy game before, you should be familiar with the mechanics already. If not, read through this section to learn more.

PRE-BATTLE/ OUTFITCBT001

It will be unwise to jump into battle without preparation. When entering a combat stage, you will always have the chance to prepare your character's equipment and skills before putting them in the heat of the battle. If you plan to save, SAVE YOUR GAME ON A SEPARATE FILE. This is to prevent you from messing up your game because of an unwinnable battle.

DEPLOYMENTCBT002

This is the actual deployment of your characters on pre-selected starting points in the stage. The maximum number of party members that can be deployed will be displayed on the upper right corner of your screen. In most of the battles, Jeanne will be one of the default combatants.

Initial deployment of your characters can be very important, especially in battles where the party is surrounded, as shown in the image above. It is common knowledge already that "tanks" or characters with sturdy defense and high HP should always be in the frontlines. Axe-wielders and swordmen are the common choices as tanks. Thieves and spearmen can stand as rear-guards or rear support. Spellcasters and archers should always be at the back.

In some cases that the starting points are pretty much spread out, consider the characters that can take care of themselves and how soon can they get to each other's support. You wouldn't want to put in your archer in the middle of enemies while your fighter is in the safety of an elevated ledge.

TURN PHASECBT003

The battle consists of two phases: the player phase and the enemy phase. The battle always starts with the player phase. The completion of the player phase and enemy phase makes up a TURN. Each stage has individual required turns to finish. If you fail to clear the stage within the required number of turns, it is game over. The number of turns available for the stage will be displayed on the upper right corner of the screen.

HIDDEN ITEMSCBT004

In every stage, there are hidden treasures. They can only be acquired when an ally is stepping over the very spot where the item is located. Fortunately, hidden items can be seen if any ally is just a tile beside it, in any direction. Just think of it as a 9-tile square where your character is in the center.

```
[ ][ ][ ]
[ ][X][ ]
[ ][ ][ ]
```

In the early part of the game, you'll need to look for the hidden items manually. That means finishing 99% of the enemies as fast as possible, letting one live for the few remaining turns and covering the whole area. Just remember the 9-tile square range of your characters to cover as much area as possible.

When you obtain the skills Treasure Hunter (Collet) and Treasure Lover (Rose), equip them and you should see all the hidden treasures across the map, during the entire battle - as long as Collet or Rose remains alive during the whole ordeal.

It will be interesting to note that some rare, powerful weapons and sometimes, GEMS are hidden on later stages this way.

BATTLE MENUCBT005

Now to the actual battle. During your character's turn, you will have a list of commands available at your disposal. I will give a basic rundown of the menu items.

- MOVE Order your character to move to another tile within his/her range (blue tiles). The character's range depends on his/her MOV stat.

- ATTACK Order your character to attack enemies within his/her range (red tile). Attack range depends on the weapon equipped. Swords, axes and staves have a one tile range. Spears have two tile range and archers have a long range, of course. Spellcaster's magic attack range depends on the spell being cast.

- SKILLS Activate special or coup de grace attacks here. Requires a corresponding skill stone (red or green skillstone)

- ITEMS Use an item from your stock. Range depends on the item being used.

TRANSFORM Use the Gem on your armband to transform into a magical warrior. (Menu appears only to the few selected armband wielders)

STATUS Check your character's equipment and stat. You can't change equipment and skills on this menu

WAIT End your character's turn.

TRANSFORMATIONCBT006

There are select, main characters in the game that wield armbands. These give them the ability to transform into another powerful form. All stats increase and any damage dealt at the point of the transformation will be healed. They will have access to more powerful and unique special attacks.

By default, AWS (Armband wielders) have one GEM fitted in their armband. You can collect more gems by completing free missions, finding hidden items and going through the story.

Armband wielders earn SP every turn (number of SP is shown under the character's name). Different Gems require different amount of SP to be activated. A character can only stay on his/her transformed form for two turns. A gem can only be activated once per battle so use it wisely.

GODSPEEDCBT007

While on their transformed form, AWS can have an additional turn every time they defeat an enemy. It is not required that you consume your turn consecutively; upon activation of Godspeed, you can select another available character to act. When planned properly, you can chain several Godspeeds in case there are enemies that can't be brought down with one attack.

BASIC COMBATCBT008

When attacking, consider that attacking enemies from behind and from the sides increases damage and hit rate. This can be applied to special attacks as well.

After activating the WAIT command, four small arrows or pointers will appear over your character. These arrows are actually the direction where your character will face while waiting for his/her next turn. This is helpful when anticipating which direction the enemies will likely approach, thus increases defense and evasion from attacks upfront.

By default, normal attacks can be countered by both sides. Archers are the only characters in the game that can't counter enemy attacks. Spellcasters counter by physical attacks. High evasion rating also increases counterattack chances.

COUP DE GRACECBT009

These special attacks vary from the red skillstones equipped. Their range, damage area and damage rating depends on the skillstone as well. To maximize efficiency, equip a special attack that damages one target (concentrated damage) and another one that affects an area (spread damage). After transformation, AWs have a unique special attack at their disposal, aside from the normal red skill stones currently equipped.

BURNING AURACBT010

After successfully damaging an enemy using a physical attack (bow damage not included), the tile on the other direction of your attack will have a Burning Aura. An ally directly stepping on the tile has increased attack and critical hit rate. Effects of burning aura can be stacked on the same character making it more effective.

The aura is active only during the whole turn (during player and enemy phases) and disappears as soon as the next turn starts. Note that only physical attacks activate auras. Coup De Grace, arrow and magic attacks don't count.

UNIFIED GUARDCBT011

This is automatically activated when allied characters stand on interconnected tiles (any direction). When attacked, the defending character gains defensive and evasive bonuses. It will always remain active; as long as there is a link (requires two characters beside each other.) It is even activated during a counterattack from the enemy.

COMBAT SPOILSCBT012

When defeating an enemy, they will drop skill stones and gold or a combination of both. You can have almost infinite supply of skill stones by stealing them (if a target has HP Recovery, just like the Trolls) as long as there are free turns left. If you are lucky, enemies will drop everything they have on their inventory. It will help if you check all the enemies on the current stage to know which of them carries rare and hard to find skillstones.

After completing the stage, you will be also rewarded with a fixed amount of EXP, Gold and some items. Completing the stage again will just net you with gold and some basic items.

+-----+
| W A L K T H R O U G H |
+-----+

Since the stages are fixed, this walkthrough will just mention basic tips and pointers that will affect your tactics during the battle. You

can use any approach that fits your style.

Free combat stages will be listed on the order they are unlocked; though it is not mandatory to clear them immediately. Most of the time, enemies on those stages will have higher level than your current party so you may want to clear them once your level is higher.

Tutorial: Using coordinates to find item locations

+++++=====

WLK001

The coordinates2 will be shown as [H, V], whereas the H is the horizontal (from left to right) and V (from bottom to top) is the vertical coordinates. For better understating pull out the mini map by pressing START> Report.

To know the starting point, position your cursor to the corner of the map. The white square should be in the lower left-hand corner when viewed from the mini map. This is your starting point, or [1,1]

The H coordinate starts from the left and the V starts from the bottom. Count the tiles in the current battlefield, not in this mini-map for accuracy.

So a coordinate that says 5, 10 mean "5 tiles from the left" then "10 tiles from the bottom". Since the battlefield view can be rotated, it pays to check out your position in the mini-map to calculate the coordinates accurately.

Legend:

White Square	Pointer location; this is the where your cursor	
	is located.	
Red Square	Tile occupied by an enemy	
Blue Square	Tile occupied by an ally.	

Coordinates borrowed from the faq of and with permission from darklao (<http://www.gamefaqs.com/portable/psp/file/934454/50626>)

CHAPTER 1

A L E G E N D B E G I N S

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STAGE 01: A VOICE FROM HEAVEN

WLK002

+=====+
| VICTORY: Annihilate all enemies |

```
+-----+
| DEFEAT : Jeanne falls |
+-----+
| TURNS : 10 |
+-----+
| ENEMIES: Orc Knight x1, Orc x2 |
+-----+
```

TIPS:

Treat this as a tutorial stage. You will have 5 healing herbs by default and don't hesitate to use them when the situation arises. With Liane and Jeanne, you can flank enemies to kill them quickly. If you want, you can take out two enemies before attempting to get the hidden items.

HIDDEN ITEMS:

(Note: The locations are fixed; however, the item that you may find is set randomly. The screenshots are just for reference; the item shown may or may not be what you'll get.)

- #1: [13, 16] Beside the chapel
- #2: [5, 14] Inside the square ruins, in front of the chapel
- #3: [11, 4] Near the stone walls across the stream

REWARDS:

- 160E
- 100G
- Solar Phial
- Healing Herb

STAGE 02: HOLY ARMOR

WLK003

```
+=====+
| VICTORY: Annihilate all enemies |
+-----+
| DEFEAT : Jeanne falls |
+-----+
| TURNS : 10 |
+-----+
| ENEMIES: English Officer x1, Orc Knight x1, Orc x5 |
+-----+
```

TIPS:

The very first item ([2, 2]) location is near your starting position. Make sure to send somebody to pick it up. Flank the nearest enemy. After that, there will be a short scene. Now you have unlocked the Transformation option. Link attacks so that you can eliminate multiple enemies using Godspeed.

The English Officer will be the mini-boss for this stage. Make sure you don't attack him with one or two characters only. He damages and counters hard. He won't leave his position until you attack him. Take

this opportunity to collect all hidden items in the stage.

HIDDEN ITEMS:

#1: Mentioned above.

#2: [2, 9] In between the two houses from your starting position.
You may need to go around the house uphill to reach the item location.

#3: [13, 16] By the right window of the house over the hill.

REWARDS:

236E
100G
Healing Herb
Heal (Green Skillstone)

UNLOCKED LOCATIONS:

Vaucouleurs (Plot, *Shop)
Neufchateau (Plot)
-----++++-----
Chapel in the Woods (Free Combat)

Before entering Vaucouleur, prepare your characters first by outfitting them (and saving your game as well.) If you want, clear the Chapel in the Woods to gain a few level boost, as well as additional items, skill stones and gold. Once ready, enter Vaucouleur to proceed with the story.

*After the scene, the path to Neufchateau opens. The shop is accessible now as well. Shop for new items and equipment; I suggest equipping your characters to the fullest as you can afford it.

Check all your skills and equipment. When ready, head to the next stage.

STAGE 03: JOURNEY'S START

WLK004

```
+=====+
| VICTORY: Defeat the English Officer |
+-----+
| DEFEAT : All allies fall in battle |
+-----+
| TURNS : 12 |
+-----+
| ENEMIES: English Officer x1, Orc Knight x2, Orc x7 |
|           Lizardman x4 |
+-----+
```

TIPS:

Don't be intimidated by the number of enemies. Before the battle starts, two new party members will appear; Bertrand (Sword) and Jean (Spear). You will also have a brief tutorial about Jean's attack ranges and stuff.

Once ready, make your way up. Stick your characters close so that you can take advantage of Unified Guard and chaining Burning Auras. The first few enemies are just a breeze, if you managed to train your characters before starting this stage. Heal often as needed and take out the mage as soon as you have the chance.

HIDDEN ITEMS:

- #1: [10, 6] In the front yard of the houses above the first set of stairs
- #2: [11, 11] Hidden in the dead end, beside the bridge
- #3: [17, 11] Beside the monastery, near the cliff (facing your starting position)

Once you cleared the enemies, you can attempt to get the 3rd item location. You can save Jeanne's Transformation skill to the officer. You shouldn't have any problems defeating this stage boss.

REWARDS:

- 380E
- 200G
- Erpow Fruit (!!rare!!)
- Nimble Tonic
- Cure (Green Skillstone)

UNLOCKED LOCATIONS:

- Forest of Fraude (Plot)
- Nancy (Non-selectable)
- Neufchateau (Shop)

STAGE 04: THE CRIMSON WARRIOR

WLK005

```
+-----+
| VICTORY: Defeat the English Officer |
+-----+
| DEFEAT : The nobleman falls in battle |
+-----+
| TURNS : 10 |
+-----+
| ENEMIES: English Officer x1, Orc Knight x3, Orc x2 |
| Mage x1, Bovimoth x2 |
+-----+
```

TIPS:

Equip somebody with Heal and good armor. At this point, it will be probably Liane. At the start of the battle, you may divide your team into two. Three will be the assault team and the other two (the healer and his/her escort) will be the support team. If you want to, you can also push through as a whole unit.

The assault team will comprise of your primary fighters. They will take the attention of the other enemies while your support team

approaches the nobleman. Just keep him alive during the battle and you should do fine.

HIDDEN ITEMS:

- #1: [15, 6] - Under nearest enemy near standing position; beside rock
- #2: [8, 11] - bridge
- #3: [3, 8] - beside waterfall
- #4: [15, 13] - behind nobleman's starting position*

*This item location is only available during this event/stage plot. On free combat, it will be unavailable.

REWARDS:

- 228E
- 300G
- Eldish Fruit (!!rare!!)
- Healing Herb Fireball
(Green Skillstone)

UNLOCKED LOCATIONS:

- Soir Valley (Plot)
- Nancy (Shop)
- +++++-----
- Neufchateau (Free Combat)

After clearing the stage, watch through the following scenes. During this intermission, you'll learn about your new mission objective and two more party members will join you; Colet (dagger) and Marcel (bow)

Once you reach the world map, your next objective will appear. If you want, you can go to some of the free combat stages to train Colet and Marcel and equip them as well. When ready, head to Soir Valley.

STAGE 05: THE ROAD TO CHINON

WLK006

```
+=====+-----+=====+
| VICTORY: Guide all allies to the road at the map's north edge |
+-----+-----+-----+
| DEFEAT : A single ally falls in battle |
+-----+-----+-----+
| TURNS : 12 |
+-----+-----+-----+
| ENEMIES: Talbot, Lizardman x4, Dark Elf x2, Bovimoth x2 |
+-----+-----+-----+
```

TIPS:

If you have some Heal skillstones to spare, make sure at least two of your characters have them. Also, move in a tight group so everybody can support each other. If you want, you can also equip your characters with offensive spells, so that they can also damage enemies from a distance.

Archers will be a nuisance here. If you take the path to the bridges, you can avoid the archers but will need to face some ground units. Decide which approach you'll take. Just don't spread your people too much.

Talbot is still the biggest threat here. If you'll plan to bring him down, make sure that Jeanne is transformed and your other characters nearby for support. Remember that once a character reaches the border, he/she will be out for the entire battle. I suggest grouping your characters near the border; wait for the others if they are spread out. After the last character reaches the border, the battle ends.

HIDDEN ITEMS:

- #1: [2, 10] Between the dead tree and rock (no screenshot)
- #2: [19, 12] Near the edge of a cliff, before the eastern bridge
- #3: [16, 19] Over the big platform-like rock formation, near the border

REWARDS:

- 504E
- 500G
- Rysecor Fruit (!!rare!!)
- Stability Tonic

UNLOCKED LOCATIONS:

- Aeolian Hill (Plot)
- ++++-----
- Neufchateau (Free Combat)
- Forest of Fraude (Free Combat)

STAGE 06: THE ARMLET'S CHOSEN

WLK007

```
+=====+
| VICTORY: Defeat Talbot |
+-----+
| DEFEAT : Jeanne falls in battle |
+-----+
| TURNS : 09 |
+-----+
| ENEMIES: Talbot, LOrc Knight x2, Dark Elf x2 |
| Bovimoth x2, Mage x2, Gazelliath |
+-----+
```

TIPS:

Before you start the stage, assign one or two of your characters as support healers. Marcel is a great help here since you'll need to take out the two mages as soon as you can; before they can even store enough mana to cause problems. Also, avoid placing your characters in a straight line; this is to avoid getting paralyzed by the Gazelliaths' Mighty Roar attack.

After 1 turn, Gilles will appear as a lone reinforcement. He will be in his transformed form so if you managed to damage enemies half their HP, Gilles can abuse Godspeed to wipe them clean off the battlefield. But before that, grab the items first.

As usual, before facing Talbot, make sure that you cleared the other enemies first. This will make your job easier. Also, make sure that Jeanne is transformed when facing him. Heal as needed and after Talbot is defeated, the mission completes.

HIDDEN ITEMS:

- #1[18, 4] - Behind the rocks, to the east
- #2[10, 12] - In front of windmill; between the stream and the dark elf
- #3[9, 16] - Behind the windmill

REWARDS:

- 360E
- 650G
- Geddo Fruit (!!rare!!)
- Critical Tonic
- Healing Herb

UNLOCKED LOCATIONS:

- Chinon (Plot1, Shop)
- Orleans (Plot2)
- ++++-----
- Soir Valley (Free Combat)

After the battle, the path to Chinon opens. Enter the town and watch the following scenes. After a few more conversations and a talk with Gilles, he will join your party. As you exit the world map the path to Orleans will now be open and you can now access the shop in Chinon.

Make sure to upgrade any equipment, restock supplies, buy new skills or train a few battles before heading to the next stage. It never hurts to be ahead of the competition.

CHAPTER 2

T H E S A V I O R

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STAGE 07: THE MAIDEN BATTLE

WLK008

```
+=====+
| VICTORY: Guide Jeanne to the gate of Orleans |
+-----+
| DEFEAT : Jeanne falls in battle |
+-----+
| TURNS : 12 |
+-----+
```

```
| ENEMIES: Lizard Guardian x2, Orc Knight x3, Swordfighter x2 |
| Priestess x1, Wizard x1, Gazelliath x2 |
+-----+
```

TIPS:

Before you start the battle, you will see a scene of two beastlings. After a short while La Hire and Rufus will join your party. Both are axe-wielders. Aside from that, they have high defense and HP rating, perfect for the frontline "tank" role.

You'll still need at least a couple of support healers here. Prioritize eliminating the priestess and the wizard since they can heal and cast area-damaging spells respectively. Also, the swordfighters can cause a bit of problems because of their high damage and counter. As usual, the Gazelliaths love to use Mighty Roar when they have the chance so avoid placing your characters along a 3-tile straight line. The item locations are not hard to reach. Just clear your way of enemies and place Jeanne to the gates to complete the mission.

HIDDEN ITEMS:

- #1: [16, 9] - dry ground in the middle of the stream
#2: [5, 4] - Upstream from the starting point, near walls and falls
#3: [10, 14] - Past the river, near the main road.

REWARDS:

- 712E
800G
Sibull Fruit (!!rare!!)
Mana Shard

UNLOCKED LOCATIONS:

- Orleans (Shop)
Bastille of St. Loup (Plot)
-----++++-----
Aeolian Hill (Free Combat)

After the mission, you will still need to watch a few more scenes and events, before the next stage is unlocked. Make sure to upgrade equipments since the Orleans shop has new items in their inventory. You can train for two quick battles for some extra level, gold and items or just proceed to the next stage.

STAGE 08: THE SAVIOR'S PROOF

WLK009

```
+=====+
| VICTORY: Annihilate all enemies |
+-----+
| DEFEAT : All allies fall in battle |
+-----+
| TURNS : 15 |
```

```
+-----+
| ENEMIES: Sword Master x1, Swordfighter x3, Bowfighter x3 |
|           Lancer x4                                     |
+-----+
```

TIPS:

This will be your first siege. You can push through the middle or attack from two sides of the fort. The archers from the tower are annoying but don't pose that great of a threat. When attacking, I suggest luring the enemies to your positions before marching deep inside enemy territory. That way you can pick them off one by one with ruthless efficiency.

Equipping all your characters with offensive spells will greatly help since you can damage enemies that are out of range instead of waiting out your turn.

The boss for this stage is the Swordmaster, located in the upper platform. Fighting him up close may get a bit troublesome since he got high defense and counter. Better yet, you have all the time in the world to soften him up with spells or pick him off using Marcel.

HIDDEN ITEMS:

- #1 [17, 3] - Between the large rocks outside the fort; near the starting position.
- #2 [2, 4] - Upper platform, beside the barrels at the back of the first room 25
- #3 [8, 19] - Dead-end, lower right part of the fort

REWARDS:

680E
1000G
Healing Seed
Lunar Phial
Gem of Gules (Jeanne)

UNLOCKED LOCATIONS:

Bastille of the Augustins (Plot)
-----++++-----
Orleans (Free Combat)

After the battle, go back to Orleans and check out their new stocks. Upgrade as necessary. Note that Liane and Roger won't be able to fight for the next stage so re-arrange your battle formation. After upgrading, I suggest fighting in the Orleans free combat stage. Try to get the Swordmaster's Counter skill for your swordies or wait until you get the Skill Shakedown skill for Colet and just steal it. Once ready, head to the next stage.

```
+=====+
```

```

| VICTORY: Defeat Talbot |
+-----+
| DEFEAT : All allies fall in battle |
+-----+
| TURNS : 14 |
+-----+
| ENEMIES: Talbot, Swordfighter x2, Bowfighter x2 |
|           Knighted Blade x3, Priestess x2, Lancer x2 |
+-----+

```

TIPS:

Colet will be a fixed member here. I suggest bringing in Marcel and Gilles. You can another spearman such as Jean or a tank, either Rufus or LaHire.

There will be wooden gate that is blocking your way as well. Colet can setup ladders which your party members can use to climb over the walls. Let Marcel take care of the archers on the eastern wall and scale to the other side of the walls.

Have Colet grab the item near the western shore (see image #1 on Hidden Items section) and have him setup a ladder, preferably, one on the leftmost part of the wall. You can just let him do the job of an infiltrator and take out nearby enemy units.

For the meantime, you should also have a main assault team that will break through the main gate and defenses. You can use Gilles' Impale! skill if you have it equipped and take advantage of the defenders position in a straight line. Once inside, eliminating the priestesses should become the first priority.

Transformation plays a major part of the offensive here. With Marcel and Colet providing rear support, you can damage most enemies until they have only less than ½ of their HP left. This way, upon transformation, you can use Godspeed to clear enemies quickly.

Talbot is still as hardy as ever. You will still need to take precautions when attacking him. Just defeat him to complete the mission or leave him last and eliminate all enemies within the fort.

HIDDEN ITEMS:

(Item locations #2 & #3 will be relocated on Free Combat mode.)

- #1: [4, 6] - By western shore, near starting point
- #2: [4, 11] - Directly aligned with the first item location, setup a ladder and you should see it immediately
- #3 [20, 2] - Near the southeastern corner of the area, past the eastern walls.

REWARDS:

- 532E
- 1100G
- Healing Seed
- Astral Phial
- Skill Shakedown (red skillstone - dagger)

UNLOCKED LOCATIONS:

Bastille of the Augustins (Plot)

-----++++-----

Once you're in the world map, save first and visit the Orleans shop. New items will be available for some of your characters. Head again to Bastille of the Augustins to continue on with the story.

STAGE 10: TALBOT'S SCHEME

WLK011

```
+=====+
| VICTORY: Defeat all enemies |
+-----+
| DEFEAT : Jeanne falls in battle |
+-----+
| TURNS : 16 |
+-----+
| ENEMIES: Talbot, Swordfighter x3, Archer x1, Knighted Blade x3 |
| Priestess x1, Wizard x1 |
+-----+
```

TIPS:

Concentrate on Talbot's flank. There will be enemy forces just waiting outside and will be attempting to barge in. Again, having artillery support from Marcel is a great help. You'll need to take out the wizard and the priestess as soon as you can before they cause any trouble.

Creating a bottleneck with your primary attackers will help a lot here since facing them while spread out can make the battle difficult. Just defeat as many enemies as you can before the gate falls. Since Jeanne has a secondary gem now, you can transform twice if needed. Just save the last transformation when facing Talbot. As you may have done before, damage the enemies below half of their HP and Godspeed through them. (Storing MP until full is recommended, just in case enemies can't be taken down with a normal attack) If you just played through the game without side-training, you'll find yourself in a tight situation. If you are having problems clearing this stage, reload your save OUTSIDE of the battle and train.

HIDDEN ITEMS:

(The item locations will be different from the last battle. I have tried looking across the map and was only able to find one item location for this battle so far.)

#1: [12,2] - In the center line of the bridge, near the southern edge of the map (no screenshot)

REWARDS:

686E
1200G
Strength Tonic
Xheno Fruit (!!rare!!)

Lower Force (green skillstone)
Accuracy +5 (blue skillstone)

UNLOCKED LOCATIONS:

Tourelles (Plot)
-----++++-----
Bastille of St. Loup (Free Combat)

After the battle, you will be able to bind skills through Cuisses. You should try and take time to experiment with all the available combinations you have in your current skillstone stock right now. Don't worry, once bonded, the formula is saved so you can review them later.

Also, since you have Colet's Skill Shakedown skill, try to steal good skillstones from certain enemies. And from now on, if you have Colet in your fighting team, make sure to check the individual stats of enemies and review which one has the rare/uncommon skills you won't normally get on an enemy drop. A good example for this at this point of the game will be the Meteor Bolt skill from the dark elf in St. Loup, (red skillstone for your archers) and the Counter skill from the swordmaster at Orleans.

Once ready, go to the next stage.

STAGE 11: BREACHING THE DARK

WLK012

```
+=====+
| VICTORY: Defeat all enemies |
+-----+
| DEFEAT : A single ally falls in battle |
+-----+
| TURNS : 18 |
+-----+
| ENEMIES: Glasdale, Knighted Lancer x5, Archer x1, Gargoyle x2 |
|           Knighted Blade x7 |
+-----+
```

TIPS:

Approach the first gate. Have someone with high mobility (such as Colet) to collect the first hidden item. (See below) As you defeat the initial enemies, reinforcements shall appear. Defeat them and breach the first gate. Additional reinforcements will appear on both sides; from the large rooms. Both rooms have items so send somebody to pick them up as well.

Continue your push forward and make sure not to defeat Glasdale yet. Reach the last item near the north eastern portion of the map, by the canal. Then, defeat Glasdale to complete the mission. Stage 12 will start immediate so save on a separate file, just to be safe.

HIDDEN ITEMS:

#1: [3, 6] In the middle of the westernmost platform

- #2: [3, 22] Large room to the west; past the first gate
- #3: [26, 28] Large room to the east; past the first gate
- #4: [28, 15] East, past the second gate; beside the canal

REWARDS:

640E
1500G
Healing Herb
Magical Tonic

UNLOCKED LOCATIONS:

Tourelles (Plot 2)

STAGE 12: FOR A FREE ORLEANS

WLK013

```
+=====+
| VICTORY: Defeat Talbot |
+-----+
| DEFEAT : All allies fall in battle |
+-----+
| TURNS : 15 |
+-----+
| ENEMIES: Talbot, Knighted Lancer x4, Archer x2, Swordmaster x2 |
| Knighted Blade x3, Priestess x1, Wizardx1, Swordfighter |
+-----+
```

TIPS:

There will be three paths to choose from. Take Marcel, Gilles, Jean for mid-long range attacks. Divide your group into 3 assault teams; at least one in each pair has healing spells. Equipping offensive spells will also help on dealing damage to hard to reach enemies. If your level is well above the enemy levels here, you should be able to rush forward without any problems. Precautions still apply, though.

Talbot has some really cool skills that you would like to attempt stealing. Save him from last, position Colet beside him and support him with healing spells. Just make sure you'll do this with Talbot's HP on critical so that you can kill him immediately in case you are run out of turns.

HIDDEN ITEMS:

I was not able to review the coordinates for this stage since it is only a continuation of Tourelles; hence, it won't be accessible for Free Combat. Please refer to the screenshots and the descriptions to obtain the items.

- #1: Middle path, beside the first platform, to the right of the stairs.
- #2: Rightmost path, in the middle of the small bridge by the waterfalls
- #3: Leftmost path, before the second stairs. Beside the waterfall

REWARDS:

640E
1000G
Erpow Fruit (!!rare!!)
Defense Tonic

UNLOCKED LOCATIONS:

Patay (Plot)
-----++++-----
Bastille of the Augustins (Free Combat)
Altois Prairie (Free Stage)

FREE STAGE: ALTOIS PRAIRIE FST001

```
+=====+-----+=====+
| VICTORY: Defeat all enemies |
+-----+
| DEFEAT : All allies fall in battle |
+-----+
| TURNS : 35 |
+-----+
| ENEMIES: Queen Rouge, Qrow Knight x2, Qrow Leader x1 |
|           Dragon x2, Golem x3 |
+-----+
```

TIPS:

This is an optional stage with powerful enemies, since they have higher level than you are. I suggest entering this stage once your fighting team is at least LV30. This stage is worth clearing because it will reward you with a powerful spear and a great staff, which both are rare.

The Queen Rouge and the Qrow Leader have skillstones worth stealing so try to snatch them when you have the chance. The Qrows will be first ones to attack while the other enemies won't move unless you near their "territorial" range. So to start off, move your characters north (or left from your starting position) and engage the Qrows. They have really high evasion rates so you may want to hit them with offensive magics in case you can't hit them physically. Grab the item #1 also in the pond.

Once that is done, move a bit to the west to provoke the big enemies. Area damaging spells and skills help a lot here since larger targets such as dragons and golems occupy several tiles. Hence, they receive damage for every tile affected by the attack.

When facing dragons, avoid stacking your characters in a tight group. It is okay to spread them out but not too wide or they won't be coordinating attacks efficiently or worse, provoke the other targets to move towards your position. You have better chance of winning when you engage the enemies one by one.

The Queen Rouge has really high evasion rate and only characters with higher accuracy ratings can hit her. Fortunately, magic cannot be evaded so use your offensive spells to soften her. The skillstones from the dragons and golems can't be equipped to your characters but

they can be bonded to form new skills and fetch a higher price when sold to shops.

HIDDEN ITEMS:

*starting position is from the west

#1 [5, 22] in the small pond from the starting position

#2 [25, 19] in the small pond, near the northeastern part of the map

#3 [26, 3] near the southeastern part of the map

REWARDS:

476E

1000G

Demongriffe (!!rare!!)

Lifegiver's Staff (!!rare!!)

CHAPTER 3

A M I D T H E S T O R M

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At the start of the chapter, check out the new items on stock at the Orleans shop. Train a few battles and upgrade your equipment as necessary. When ready, head to the next stage (Patay)

STAGE 13: BATTLE OF PATAY

WLK014

+=====+
| VICTORY: Defeat all enemies |
+-----+
| DEFEAT : Jeanne falls in battle |
+-----+
| TURNS : 20 |
+-----+
| ENEMIES: Bartolomeo, Knighted Blade x2, Archer x2, Orc King x4 |
| Wizard x2, Knighted Lancer x2, Troll x2, Qrow x4 |
+-----+

TIPS:

After a turn, Beatrix (bow) will arrive and will assist you. Use her to your advantage. First, don't place your characters individually and spread out in the field. You will need the advantage of Unified Guard to survive. But if you can bring down an enemy with 1-2 hits, then just fight normally.

The wizards can annoy you after a few turns, after they have stored MP to cast some offensive spells. After each turn, two batches of reinforcements will appear. Each of them consists of an ogre, grows and an orc king. The ogres have the skill HP Recovery which a really

useful and hard to obtain skillstone. And since you can steal as many as your remaining turns left, I suggest eliminating all the other enemies and save an ogre for last. Trap him between Colet and three other characters while the others scour for the hidden items. On the last turn, shower it with pain to end the mission.

HIDDEN ITEMS:

- #1 [3, 9] In between the large ruins and block road, lower western part of the map
- #2 [13, 26] In the ancient platform with two pillars, northern part of the map
- #3 [24, 14] Middle eastern part of the map, on a patch of rocky ground, near a boulder
- #4 [17, 5] Middle south of the map, beside the fallen pillar and over a patch of ground

After the battle, Beatrix and Bartolomeo (axe) will join the party. Be happy to have another archer and another tank.

REWARDS:

708E
1600G
Eldish Fruit (!!rare!!)
Searing Phial

UNLOCKED LOCATIONS:

Troyes (Plot)
Tourelles (Free Combat)

STAGE 14: BROTHER RICHARD

WLK015

```
+=====+
| VICTORY: Defeat Slinker |
+-----+
| DEFEAT : All allies fall in battle |
+-----+
| TURNS : 12 |
+-----+
| ENEMIES: Slinker, Bovimoth x2, Gazelliath x2, Orc King x3 |
| Ceratoth x1, Militiamen x6 |
+-----+
```

TIPS:

After the scene, you will find yourself in a surrounded by militiamen and beasts. The starting point basically is in the middle of the map; you will need to position your characters to the eastern side of the map. The gateways will provide the much needed bottle neck for the enemies. If you want, you can position two tanks on each gateway and position two archers on each.

As soon as the battle starts, there will be a short conversation with Father Richard (staff). He will join the party afterwards. He will be in his transformed form when he joins the battle. He is a very bad

attacker (obviously) but can be great for supporting. Calculate the damage inflicted on enemies so that you can just godspeed Richard to them. Just clear the enemies on the eastern side; leave Slinker alone for the meantime if you want and eliminate all attacking enemies for some extra exp (as long as you still have enough turns). Defeat Slinker to clear the stage.

HIDDEN ITEMS:

- #1: [20, 14] In between the two northern houses; just near the barrel
- #2: [12, 8] Behind the central arc, above the river
- #3: [7, 2] On the grassy field, southwestern part of the map, near the stairs

REWARDS:

- 832E
- 1700G
- Rysecor Fruit (!!rare!!)
- Reflex Tonic

UNLOCKED LOCATIONS:

- Troyes (Shop)
- Chalons
- +++++-----
- Patay (Free Combat)

STAGE 15: CHALONS AND THE RUSE

WLK016

```
+=====+-----+=====+
| VICTORY: Guide all allies to the fissures in the city wall |
+-----+-----+-----+
| DEFEAT : All allies fall in battle |
+-----+-----+-----+
| TURNS : 12 |
+-----+-----+-----+
| ENEMIES: Slinker, Ceratoth x1, Gazelliath x4, Militiaman x5 |
+-----+-----+-----+
```

TIPS:

Your objective to have all your 5 characters reach the escape route to the walls. There are two exits. However, you can cross any of them to complete the mission. You must bring at least two characters with healing ability. Bringing in a tank is okay but their limited movement range will somehow require you to adjust your battle plan. Bringing in a magician or archer will be helpful but not necessary.

First, check out the locations of the hidden items (see below) so that you can plan your escape accordingly. Make sure that nobody gets left behind. Once a character is near the escape point, don't have him go there yet. Wait for your other allies until all of them are near the goal before escaping as a group. That way, in case an emergency happens, there is someone that can provide support.

For Slinker, he is a bit of a nuisance so if ever you decide to take the southern wall, bring your strongest characters and rush him. Heal often as needed.

HIDDEN ITEMS:

- #1: [25, 22] The dead-end the northeastern part of the town, near the main gate
- #2: [4, 19] The dead-end in the northwestern portion of the town, behind the houses
- #3: [7, 11] Look for the small alley with two barrels, just before the stairs leading to the west wall opening

REWARDS:

- 800E
- 1800G
- Moonglow Phial
- Warding Tonic

UNLOCKED LOCATIONS:

- Bog of Vermonde (Plot)
- Colosseum (Free Stage)
- +++++-----
- Troyes (Free Combat)

After the battle, more scenes will follow. Due to the events, Jeanne won't be in your part for the meantime. All her equipped items and skillstones are returned to your inventory so that you can equip it to your available characters. Jeanne's armet and transformation armlets will be equipped to her as well. Liane will replace her as your main hero.

CHAPTER 4

M A R K I N G S O F A M A I D

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After some more scenes, you will have control again. Prepare your team and bind some new skills if you can. If you want to continue with the story, head to the Bogs. Otherwise, go through a few free combat stages or try it out in the coliseum.

+-----+
FREE STAGE: COLOSSEUM (1) FST002
+-----+

The Colosseum will pit you against 10 continuous rounds of battle, where the enemy levels gradually increase as you climb your way up. There will be no savepoints in between matches but you will be given a

choice to "Yield" (Quit) or "No Yield" (Proceed). If you decided to quite after winning a few matches, you keep everything you have acquired at that point but you will start again in the first round when you enter the Colosseum again.

Enemies will start from LV29 and the last batch will comprise of LV48 monsters. Unless you are sufficiently leveled and well-equipped, I don't recommend pushing your way into your own demise. For the first time you unlocked it, the first few levels are still manageable. But just in case you already having troubles on your last fight, quit and just return if you are high enough. Note that no experience is rewarded after each round.

Basic information of the enemies and the rewards will be listed below:

Round 1
Turns: 20
Party: 2/2
Enemies: Orc L29 (x2), Orc Knight L28 (x1)
Rewards: 100G, Healing Herb
Round 2
Turns: 20
Party: 2/2
Enemies: Orc L30 (x2), Orc Knight L31 (x2), Orc King L30 (x1)
Rewards: 200G, Solar Phial
Round 3
Turns: 20
Party: 2/2
Enemies: Lizard Guardian L34 (x2), Lizard Marshal L35 (x1) Orc King L34 (x2)
Rewards: 300G, Healing Herb
Round 4
Turns: 20
Party: 2/2
Enemies: Qrow Knight L35 (x2), Lizard Marshal L36 (x2) Qrow Leader L36 (x1)
Rewards: 400G, Lunar Phial
Round 5
Turns: 20
Party: 3/3
Enemies: Gargoyle L38 (x4), Golem L39 (x1)
Rewards: 500G, Healing Herb
Round 6
Turns: 20
Party: 3/3
Enemies: Bowfighter L40 (x2), Archer L41 (x2), Sniper L42 (x3)
Rewards: 600G, Astral Phial

```

+-----+
|                                     |
|                               Round 7 |
+-----+
| Turns: 20                         |
| Party: 4/4                        |
| Enemies: Bovimoth L42 (x2), Gazelliath L42 (x2) |
|           Ceratoth L43 (x2)       |
| Rewards: 700G, Healing Seed       |
+-----+
|                                     |
|                               Round 8 |
+-----+
| Turns: 20                         |
| Party: 4/4                        |
| Enemies: Flameflyer L45 (x2), Ogre L44 (x2), Wyvern Lord L45(x1) |
| Rewards: 800G, Solar Phial, Lunar Phial, Astral Phial |
+-----+
|                                     |
|                               Round 9 |
+-----+
| Turns: 20                         |
| Party: 4/4                        |
| Enemies: Ghost L47 (x4), Skeleton L47 (x4), Frost Demon L46 (x1) |
| Rewards: 900G, Healing Seed       |
+-----+
|                                     |
|                               Round 10 |
+-----+
| Turns: 20                         |
| Party: 4/4                        |
| Enemies: Wizard L48 (x2), Dragon L49 (x1), Sniper L48 (x1) |
|           Lich L49 (x1)           |
| Rewards: 5000G, War Reverie, Rune Spear |
|           Spirits' Helve, Two Rounds |
+-----+

```

And with that you will also receive one fabulous Gem of Azure.

This is another gem for Liane or Cuisses. After getting the grand prize for the Colosseum, it will be unavailable until you finish the game. The rewards are definitely worth it. Try them on and discover for yourself.

STAGE 16: A NEW PUCELLE

WLK017

```

+=====+
| VICTORY: Defeat Mawra              |
+-----+
| DEFEAT : Liane falls in battle    |
+-----+
| TURNS  : 17                        |
+-----+
| ENEMIES: Mawra, Lizard Guardian x2, Dark Elf x4 |
|           Qrow x2, Wyvern x1       |
+-----+

```

TIPS:

The water will definitely slow you down. The Qrows and the Wyvern will

definitely take advantage of it since their mobility is not affected like you do. The dark elves post no threat at all, provided that your characters are properly equipped or leveled.

Bringing in Beatrix and Marcel in this battle will greatly help, since their ranged attacks can make up with the low mobility caused by the swamp. If possible, try to find dry ground to move easier around the map. Having some offensive spells can help in battle but not that necessary. Mawra is not that of a problem. Just let your characters use Unified Guard whenever possible to reduce damage and transform your AWS to do a quick job on her.

HIDDEN ITEMS:

- #1: [24, 2] By the southeastern corner of the field
- #2: [16, 13] Just beside the dead trunk; near the center of the map
- #3: [8, 23] Between the standing dead tree and a bush, to the northwest

REWARDS:

728E
1900G
Sibull Fruit (!!rare!!)
Healing Seed

UNLOCKED LOCATIONS:

Reims (Plot)
-----+++++-----
Chalons (Free Combat)

STAGE 17: TO CROWN A KING

WLK018

```
+=====+
| VICTORY: Guide Charles VII to the cathedral's entrance |
+-----+
| DEFEAT : Charles VII falls in battle |
+-----+
| TURNS : 20 |
+-----+
| ENEMIES: Mawra, Dark Elf x2, Qrow x2, Qrow Knight x3, Mage x1 |
| Bovimoth x3, Knighted Lancer x2 |
+-----+
```

Tips:

Basically, this is an escort mission. And the bad part is that the queer-looking dauphin is uncontrollable so, he will take a stroll all by himself. But the worst part is that it takes only one hit from ANY enemy attack to kill him. Yes, this is gonna be fun.

Okay, to start off, there are three obvious routes to the chapel. The main path at the center is where the dauphin is taking so concentrate three of your characters there. Two should take a lead while another

one guards the rear. I suggest leaving an archer to the rear so that he/she can provide support from the main guards up front.

For your other three characters, you can have them take the other routes. Gilles equipped with Demongriffe can take a route alone since his weapon can deal massive damage to enemies at this point.

After killing the initial enemies, reinforcements will appear. The most dangerous probably is the dark elf that will appear to the rear position, near your party's starting point. Since you have a guard there, eliminate the elf. After that, you'll just need to worry about the enemies up front.

On the last approach before Mawra's guards, I suggest positioning your front guards to block the dauphin from advancing any further. Just hold the position and let your other allies to pincer the enemy forces.

HIDDEN ITEMS:

These item locations will be available for this mission only. Free combat at Reims will be inside the Cathedral. Also no screenshots were taken for the actual item locations. Please refer to the coordinates below.

- #1: [6, 22]
- #2: [12, 14]
- #3: [18, 18]

REWARDS:

732E
2500G
Xheno Fruit (!!rare!!)
Geddo Fruit (!!rare!!)
Galaxy Phial

UNLOCKED LOCATIONS:

Paris Ramparts (Plot)
Vantoix Canyon
Reims (Shop)
-----++++-----
Bogs of Vermonde (Free Combat)

After the battle, Gilles temporarily leaves the party. You will be back at Chinon automatically. There will be new items in the inventory so be sure to check it out. Prepare your party, then proceed to your next objective.

STAGE 18: VICISSITUDES

WLK019

```
+=====+
| VICTORY: Defeat all enemies |
+-----+
| DEFEAT : Liane falls in battle |
```

```
+-----+
| TURNS : 20 |
+-----+
| ENEMIES: Knighted Blade x3, Swordmaster x3, Sniper x2 |
|           Wizard x4, Knighted Lancer x4 |
+-----+
```

Tips:

You will have 3 guests, all of them, for displaying purposes only and to question your morality in the battle. Anyway, you should bring in your tanks here (provided that you trained them properly) since they will be the stars of this battle. Once your tanks are deployed up front, you can have your archers to soften up the enemies before your tanks move in for the kill, through attack or counter.

After you kill all the initial enemies, reinforcements will appear. Defeat them to clear the stage. As long as your party is well equipped and leveled, you shouldn't have any major problems dealing with these enemies.

HIDDEN ITEMS:

#1: [9, 11] In between the two puddles of water, near the drawbridge.
#2: [13, 17] in the drawbridge

REWARDS:

608E
1000G
Healing Herb
Mana Shard

UNLOCKED LOCATIONS:

La Charite (Plot A)
St Pierre-le-Moutier (Plot B)

After the ugly "defeat" in Paris, you will be back at Chinon. After a few conversations, you will be given a choice for your next move. Nothing major will be affected in the plot. You will get a new party member depending on your choice.

== Rebellion ==

A: (19A) La Charite - You will get Rose, a lady bandit that is a direct female counterpart of Colet. She uses a whip, charm enemies, steal gold and skillstones. With her on the team, you can steal twice as many skillstones when paired with Colet. She can also setup ladders and bridges, like Colet.

== Sellswords ==

B: (19B) The Magician Girl - You will get Claire, another magician. She has really good stats to start with and it never hurts to have another staff user in the party. She can cast great magics that can affect the whole battlefield. Now imagine having Richard and Claire

to take care of healing and offensive spells...

Whatever path you choose, you will still follow the normal plot of the gameplay. Once you cleared one of the stages above, the other will still appear on the map, as a free combat stage and shop.

STAGE 19A: NARROW ROADS

WLK020

```
+-----+
| VICTORY: Defeat the rebel leader |
+-----+
| DEFEAT : All allies fall in battle |
+-----+
| TURNS : 15 |
+-----+
| ENEMIES: Rebel Leader, Knighted Blade x4, Wizard x1 |
|           Necromancer x2, Mage x1, Ceratoth x2 |
+-----+
```

Tips:

This stage is set in sewers and the pathways are narrow, as the stage title suggests. There are several points along the map that may require you to setup footbridges. Deploying Colet in this battle can make it faster. Also note that the starting points are dispersed around the area.

What I did was I paired my two archers with my best tanks while Colet or Rose has an escort of your choice. Since the starting positions are quite far away to each other, I suggest concentrating on attacking nearest targets. Defeating them quickly increases your chances of survival.

Use your archers' Sky Dart ability to defeat hard to reach enemies. As always, prioritize on eliminating the mage, wizard and necromancers.

HIDDEN ITEMS:

- #1 [12, 14] Past the wide canal to the northwest. Item is located in the end of the ledge.
- #2 [11, 25] Northwestern dead-end, almost perpendicular aligned to location #1
- #3 [21,1] southeastern edge portion of the map, by the stairs

REWARDS:

724E
1500G
Geddo Fruit (!!rare!!)
Nimble Tonic

UNLOCKED LOCATIONS:

Clairox (Plot)
St Pierre-le-Moutier (Shop)

La Charite (Shop)

-----++++-----

Paris Ramparts (Free Combat)

STAGE 19B: THE MAGICIAN GIRL

WLK021

```
+=====+
| VICTORY: Defeat all enemies |
+-----+
| DEFEAT : Any one crystal is destroyed |
+-----+
| TURNS : 15 |
+-----+
| ENEMIES: Rebel Leader, Knighted Blade x3, Qrow Knight x2 |
|           Lizard Guardian x2, Dark Elf x2, Necromancer x1 |
+-----+
```

Tips:

There are three crystals in this stage. Bring in your archers as usual and other characters with high mobility. Tanks are good but their lack of mobility can cause trouble since the priority targets of the enemies are the crystals; they will only divert their attention to your allies if they are near the enemies' attack range.

The necromancer will be beside your party's starting point. Kill it with one of your attackers and quickly move a pair to each of the crystals. Claire will be near eastern crystal so use her Thunderbolt skill against the Qrow Knight (it has really high evasion rate against physical attacks). Don't worry about her. As long as she doesn't get within the attack range of the enemy, she is safe.

To get to the hidden items, I suggest leaving a dark elf for the last enemy. She will not attack the crystals as long as you have allies within her attack range. Heal if needed.

HIDDEN ITEMS:

#1 [10, 12] Immediate west from the starting point, between the stairs

#2 [24, 3] Southerstern house of the map, at the back

#3 [4, 23] Northwestern house of the map; west of the crystal and beside the two barrels

REWARDS:

700E

1500G

Rysecor Fruit (!!rare!!)

Warding Tonic

UNLOCKED LOCATIONS:

Clairox (Plot)
St Pierre-le-Moutier (Shop)
La Charite (Shop)
-----++++-----
Paris Ramparts (Free Combat)

In both stages, Roger will leave the party as part of the story. Make sure to change the equipment and skill set of your new characters and train them if possible. Head to the next objective when ready.

STAGE 20: THE SNARE

WLK022

```
+=====+-----+=====+
| VICTORY: Defeat all enemies |
+-----+-----+-----+
| DEFEAT : Enemy breaches the town gates |
+-----+-----+-----+
| TURNS : 12 |
+-----+-----+-----+
| ENEMIES: Lady Noire x2, Orc King x4, Qrow Leader x2, Troll x2 |
+-----+-----+-----+
```

Tips:

The starting points are scattered. I suggest setting up your tanks to block the pathways. Your archers should be positioned at least in the middle to support your frontline defenders. If your tanks have HP Recovery then you shouldn't worry about them.

Don't mind your suspicious allies since they will betray you after the second turn. Note that the enemies won't mind you and will always attempt to push through to the enemy gates.

Prioritize eliminating the Lady Noires since they have the passive skill "Slip Through", which allows them to get past your physical blockade with ease. If you have Rose in your party, stealing the skills of Lady Noires are definitely worth stealing, since she can equip them. Also, save the Trolls for last since they have really low movement range and the fact that they have HP Recovery waiting to be stolen.

HIDDEN ITEMS:

- #1 [2, 5] In the southwestern portion of the map, near the edge of the battle area
- #2 [13, 8] To the south, in the middle, after the first barricade
- #3 [22, 21] To the northeastern corner of the map.

REWARDS:

636E
1700G
Erpow Fruit (!!rare!!)
Angel's Grace

The next stage will start immediate so I suggest saving your game unto another file. After the short scene, Liane will leave the party. Watch a few more scenes during the chapter transition.

CHAPTER 5

B L O C K F I R E

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Jeanne will find herself in the Reine-Couronn Wilds. After a short anime cutscene, the next stage will start.

STAGE 21: FATED TO WAR

WLK023

+=====+
| VICTORY: Defeat the trio of therion |
+-----+
| DEFEAT : All allies fall in battle |
+-----+
| TURNS : 20 |
+-----+
| ENEMIES: Slinker, Blaze, Mawra, Lizard Guardian x2 |
| Lizard Marshal x1 |
+-----+

TIPS:

This will be a 6-2 battle. Remember that Lianne's level will be Jeanne's level at this point. So during the outfit screen, equip the best equipment and skill you had with Lianne. If possible, try to bind an HP Recovery II from the HP Recovery skillstones you got from the trolls from the last stage (if you bothered stealing them). Do the same for Gilles.

Lianne's armlet however, won't be equipped to Jeanne. She will have a new armlet instead; with 5 gem slots in total. Transformation will be very helpful here. I suggest fighting normally during the first turns. Once you damaged the lizards past half of their HP or if you needed an HP boost, transform and Godspeed through them. I suggest waiting a few turns so that you can store MP to use your special attack. Save it for the therions though.

Now Slinker and Mawra are both easy kills. Expect Blaze to be as tough as La Hire, Rufus or Bartolomeo. You can abuse Gilles' two tile range to avoid getting countered himself and then finish Blaze off with your Visiting Goddess attack.

There are two item points and try to get them if you only have one enemy on the field.

HIDDEN ITEMS:

#1: [6, 6]
#2: [22, 23]

REWARDS:

700E
1700G
Eldish Fruit (!!rare!!)
Critical Tonic
Gem of Levin (Gilles)

UNLOCKED LOCATIONS:

Grandgris Pass (Plot)
Clairox (Shop)
-----++++-----
La Charite (Free Combat)
St. Pierre-le-Moutier (Free Combat)

If you have read the Colosseum free stage above, you will know that clearing it rewards you with a Gem of Azure for Lianne or Toady, err I mean Cuisses. So don't clear the Colosseum until you get Cuisses.

STAGE 22: HOPES UNATTAINED

WLK024

```
+=====+-----+=====+
| VICTORY: Defeat Blaze and Mawra |
+-----+-----+-----+
| DEFEAT : All allies fall in battle |
+-----+-----+-----+
| TURNS : 12 |
+-----+-----+-----+
| ENEMIES: Blaze, Mawra, Qrow Leader x2, Wyvern x4, Ogre x2 |
|           Skeleton x3, Demon x3 |
+-----+-----+-----+
```

Tips:

You will need to fight your way through the wave of enemies before reaching the two bosses. After clearing the first wave of enemies and upon reaching upper ground, demons will appear as reinforcements. Pushing forward, wyverns will appear as backups this time. Just slash you through them; if you have area affecting spells and skills, use it efficiently on this stage.

You can chip away chunks of HP from the therions by casting all area spells or snipe them with Sky Dart. So Marcel and Beatrix will again prove their usefulness in battles. Also, the Ogres here are another good source of the valuable HP Recovery skillstone.

HIDDEN ITEMS:

- #1: [3, 6] Southwestern cliff
- #2: [17, 10] First hill, beside the cliff, grassy area.
- #3: [20, 12] Middle eastern cliff; by the stone block

REWARDS:

684E
 1800G
 Rysecor Fruit (!!rare!!)
 Healing Vapors

UNLOCKED LOCATIONS:

Rouen (Plot1, Shop)
 Cents-Abris Ruins (Plot2)
 -----++++-----
 Clairoix (Free Combat)
 Tower of Alsace (Free Stage)

After the battle, watch the following scenes. Cuisses will join your party in the process. Lianne's armband and level will be the same as the toad. Jeanne will also wear a good looking black, tight gear. When ready, head to your next objective or make a little stop at the Tower of Alsace.

```

+-----+
FREE STAGE:  TOWER OF ALSACE                                FST003
+-----+

+=====+
| VICTORY: Defeat the Qrow Leader                               |
+-----+
| DEFEAT : Colet falls in battle                               |
+-----+
| TURNS   : 40                                                 |
+-----+
| ENEMIES: Qrow Leader, Qrow x2, Qrow Knight x3, Wyvern Lord x1 |
|           Frost Demon x1                                     |
+-----+

```

Tips:

You can only bring three characters here and Colet is already a fixed member. So, I suggest bringing in Jeanne and Gilles. The target of interest here is the Wyvern Lord that has the skill Mobility +1. Although its rarity is just 3, that doesn't mean that this skillstone is common. Increasing your mobility increases your maximum movement space so this will be helpful for low MOV characters like your tanks and archers.

You will need to reach the Qrow Leader by setting up ladders (which takes 1 turn). Sure you can bring archers instead but remember that the Qrows have no elevation restriction; thus they can pretty go wherever they want with ease.

HIDDEN ITEMS:

- #1: [13, 11] Just below the 4th ladder
- #2: [17, 18] At the northeastern corner of the tower, behind the frost demon
- #3: [13, 18] Two tiles north of the 7th ladder
- #4: [4, 20] At the back of the rooftop of the main building (north side)

REWARDS:

- 454E
- 1000G
- Paladin's Sword
- Assassin's Knife (Colet)
- Treasure Hunter (Colet only)

UNLOCKED LOCATIONS:

- Raillement (Free Stage)

The Paladin's Sword is a one of the powerful weapons you can get at this point of the game. Assassin's Knife is also a great weapon for Colet. The best reward you'll get is the Treasure Hunter skillstone, exclusive to Colet only. It will show all the item locations in the battlefield without even getting near it. It will only stay active as long as Colet is alive in battle though.

The next free stage (Raillement) also contains great items so make sure you clear it as well.

```
+-----+
FREE STAGE:  RAILLEMENT                                FST004
+-----+

+=====+
| VICTORY: Defeat the Queen Rouge                      |
+-----+
| DEFEAT : Colet falls in battle                      |
+-----+
| TURNS   : 50                                         |
+-----+
| ENEMIES: Queen Rouge, Bowfighter x2, Sniper x2, Thief x3 |
+-----+
```

Tips:

Colet will still be the fixed member of the group. The difference now is that you can have 4 more members. You can deploy your two archers and another two with good mobility.

In this case you can use Gilles or anybody of your choice. As you can see in the map layout, the enemy positions are scattered and you starting points as well. Place your archers on separate locations

since they can still provide support via Sky Dart. You should know the item locations at this point, since you already have the Treasure Hunter skill.

There are two targets of interests here; the thieves and the snipers. The thieves have Mobility +1 while the snipers have Range+1. Range+1 is a passive skill that increases the attack range of your archers; great in providing long-range artillery. You will only need two of these.

HIDDEN ITEMS:

- #1 [10, 18] Northwest rooftop with a bowfighter; near the Queen Rouge
- #2 [5, 3] Southwest corner rooftop, just underneath the thief
- #3 [4, 25] Queen Rouge's location, beside the chimney

REWARDS:

- 440E
- 1000G
- Hammer Whip* (Rose)
- Black Bustier* (Rose)
- Treasure Lover* (Rose only)
- Gem of the Welkin (Gilles)

UNLOCKED LOCATIONS:

- Raillement (Shop)

*I can't confirm yet if the reward will change if you have Claire in your party.

The shop at Raillement contains very good items so make sure to upgrade your party's equipment. When ready, head to the ruins to continue on with the plot.

CHAPTER 6

T H E D E A T H C L A D

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STAGE 23: THE BLACK KNIGHT

WLK025

+=====+
| VICTORY: Guide all allies to the north edge of the map |
+-----+
| DEFEAT : A single ally falls in battle |
+-----+
| TURNS : 14 |
+-----+
| ENEMIES: Roger, Qrow Leader x2, Flameflyer x2, Ogre x3 |

| Lady Noire x1, Queen Rouge x1 |
+-----+

Tips:

Stay close together. Don't rush your characters and scatter them. If you have Mobility+1 or +2 equipped to your tanks as well as HP Recovery II or III, they will be your best choice to spearhead the breakthrough. Just heal as needed concentrate your attacks on one enemy at a time.

Roger won't be that much of a boss, as long as you sandwich him between your main attackers. Transforming can help but not a necessity to clear the stage.

HIDDEN ITEMS:

- #1 [24, 6] Near the edge of the cliff, southeastern corner
- #2 [7, 9] Beside the first stairs to the west, from the starting point
- #3 [13, 14] Beside the statue in the center of the ruins

REWARDS:

738E
2000G
Xheno Fruit (!!rare!!)
Mana Crystal

UNLOCKED LOCATIONS:

Chateau Burgundy (Plot)
-----++++-----
Grandgris Pass (Free Combat)

STAGE 24: DARK DEMONIAN

WLK026

+=====+
| VICTORY: Defeat Superbia |
+-----+
| DEFEAT : Jeanne falls in battle |
+-----+
| TURNS : 20 |
+-----+
| ENEMIES: Superbia, Golem x1, Flameflyer x5, Ogre x5 |
+-----+

Tips:

Before the start of the battle, I suggest equipping Jeanne with the best armor and defensive skills you can find. HP+150 and HP Recovery III are very essential on keeping Jeanne alive during her struggle alone. Your team must reach her by opening rooms on both sides. To open a door, just have your character stack up by the door and end your turn.

Superbia has HP Recovery only but since his base HP is already high, he will recover 120HP per turn. It will be hard to damage him unless your attacks can deal 130+ damage per hit. Also, he has EXP Bonus II that you can't just get anywhere. Be sure to steal this later.

If you characters are really tough enough, you can divide your team into pairs and take both paths. There will be one item location on each path and one on the throne room. The western side of the chateau has a lot more enemies compared to the east side so bring your strongest characters there. The enemies aren't that hard if your team is very well trained and equipped. The ogres also provide the much needed HP Recovery skillstones. You can kill all other trolls and leave one for the stealing.

HIDDEN ITEMS:

- #1: [13, 22] Throne room, west side
- #2: [28, 5] First room east, between the wall and the table
- #3: [3, 23] Third room northwest, beside bed

REWARDS:

- 636E
- 2100G
- Healing Seed
- Sibull Fruit (!!rare!!)
- Dragon Saber
- Poison Ripper
- Gem of Retribution (Richard)

UNLOCKED LOCATIONS:

- Chateau Richemont (Plot1)
- Chinon/ Voldor Temple (Plot2)
- +++++-----
- Cents-Abris Ruins (Free Combat)

Head to Chateau Richemont for more scenes. Then you will need to head to Chinon to continue forward to with the story. After some more scenes, you will be inside the Voldor Temple.

STAGE 25: DEATH BESTIRRED

WLK027

```
+=====+
| VICTORY: Defeat Georges and his reaper |
+-----+
| DEFEAT : Jeanne falls in battle |
+-----+
| TURNS : 14 |
+-----+
| ENEMIES: Georges, Avaritia x1, Tiamat x1, Dragon x2 |
|           Demon x2, Orc King x4, Phantom Lord x4 |
+-----+
```

Tips:

George will be moving around the stage, unfreezing crystals that contain enemies. The large crystals contain dragons while the smaller ones contain the normal fry. Since you can deploy seven of your characters, I suggest bringing in your tanks since they will come in handy. George will continue releasing enemies until the last batch in the centre of the field that contains a powerful dragon called Tiamat, along with two demons.

The sooner you kill him the better. In his human form, George is just walking piece of lard. Your archers can take down this ba***rd with ease. After killing his human form, his reaper, named Aviritia will appear. Aviritia has really good rank 5 spells; these affect the whole field when cast, damaging every enemy. Good thing this reaper doesn't have HP Recovery.

Also, Tiamat is a really tough dragon at this point. Unless your characters are power leveled to match Tiamat's you won't be able to defeat him in the limited turns you are given. You can prevent him from appearing by killing George as soon as possible. Also, you can battle tiamat alone when the free stage for Voldor Temple opens. Other than that, you shouldn't have any problems defeating this reaper and the enemies.

HIDDEN ITEMS:

- #1: [19, 7] Eastern wall, near the starting point
- #2: [4, 15] Inside the chamber to the west, northside
- #3: [10, 24] northwest crystal (beside the large crystal containing Tiamat)

REWARDS:

- 680E
- 2200G
- Healing Fruit
- Nimble Tonic
- Knight's Lance
- Sage's Staff

UNLOCKED LOCATIONS:

- Reims (Plot)
- Chateau Burgundy (Free Combat)
- ++++-----
- Langles Tunnel (Free Stage)

```

+-----+
FREE STAGE:  LANGLES TUNNEL                                FST005
+-----+

+=====+
| VICTORY: Defeat all enemies                                |

```

```
+-----+
| DEFEAT : All allies fall in battle |
+-----+
| TURNS : 20 |
+-----+
| ENEMIES: Lich x2, Gazelliath x2, Ceratoth x1, Golem x1 |
+-----+
```

Tips:

This is a pretty small stage. The enemies aren't that hard so there is really nothing special to note.

HIDDEN ITEMS:

- #1: [2, 27] The other end of the tunnel*.
- #2: [3, 2] Just near the starting point, in between the liches

* Since there is a golem blocking the path, I suggest killing the golem first or "slip through" the enemy with Rose. (Or "Sneak By" using Colet)

REWARDS:

427E
2200G
Jinni's Wings
Angel Bow
Gem of Eternity (Richard)

UNLOCKED LOCATIONS:

Castle Vilneaux (Free Stage)

```
+-----+
FREE STAGE: CASTLE VILNEAUX FST006
+-----+
```

```
+=====+
| VICTORY: Lock Mimi in the green cage, Toutou in the red |
+-----+
| DEFEAT : Mimi or Toutou is slain in battle |
+-----+
| TURNS : 30 |
+-----+
| ENEMIES: Mimi, Toutou |
+-----+
```

Tips:

You need characters with high mobility and defense. If your tanks have the Mobility+2 skill, then you should use them. Make sure that they

have HP+150 and HP Recovery III as well. The will serve as your bait. Now, the other characters will circle inside the cages using the narrow paths.

Your baits will move in towards each dragon. Don't mind taking damage; that's what HP Recovery is for. Just position your cage guys near the switches until the dragons are lured inside. Considering the multiple tiles the dragons occupies, make sure that the "whole" dragon is past the tiles where the gates will land. You can hit the switch after that.

HIDDEN ITEMS:

- #1 [29, 29] Northeastern corner of the map, by the grass fields.
- #2 [21, 5] Inside the green cage, near the entrance
- #3 [6, 10] Near the red cage, lower bridge

REWARDS:

417E
1000G
Angel's Frock
Robe of Light
Gem of Portent (doesn't fit to anyone yet)

STAGE 26: QUEEN ISABEAU

WLK028

```
+=====+
| VICTORY: Defeat Luxuria |
+-----+
| DEFEAT : All allies fall in battle |
+-----+
| TURNS : 18 |
+-----+
| ENEMIES: Luxuria, Phantom Lord x2, Dark Shamanka x2 |
|           Gazelliath x2, Ceratoth x2 |
+-----+
```

Tips:

Luxuria is another reaper with some worthwhile skillstones to be stolen. As usual, EXP Bonus II is essential if you are power leveling a character and Angel Tear is another great magic that you can equip Richard or Claire.

Just proceed normally, eliminating enemies along the way. Prioritize defeating the Shamankas when you have the chance. You can again divide your group between the west and east corridors. But before you do that, enemies will start to pour in your starting position; so I suggest hold position for the first few turns, and once the coast is clear, advance.

Luxuria is not that hard as reaper. You can sandwich her between your fighters and pummel her with attacks. HP Recovery doesn't help her if you deal continuous damage.

HIDDEN ITEMS:

- #1 [7, 12] Northeast candlestand
- #2 [17, 21] west side of the altar
- #3 [10, 26] At the back of the altar**

!!You'll need to get this item before the stage is cleared; otherwise, it will be lost permanently.

REWARDS:

- 651E
- 2300G
- Mana Crystal
- Erpow Fruit (!!rare!!)
- Blistering Helve
- Angel Bow

UNLOCKED LOCATIONS:

- Guillorey Canal (plot)
- ++++-----
- Voldor Temple (Free Combat)

CHAPTER 7

T E M P E S T L O S T

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STAGE 27: BARGING INTO PARIS

WLK029

```
+=====+-----+=====+
| VICTORY: Guide all allies to the boats |
+-----+-----+-----+
| DEFEAT : A single ally falls in battle |
+-----+-----+-----+
| TURNS : 20 |
+-----+-----+-----+
| ENEMIES: Ogre x3, Cyclops x3, Phantom Lord x3, Gazelliath x2 |
|           Gazelliath x2, Ceratoth x2 |
+-----+-----+-----+
```

Tips:

There will be two boats here. You can get your characters to either of them but note that the lightly guarded boat (southwest) will leave after 10 turns along with some reinforcements so plan ahead.

The problems here will be the ogres and the Cyclops. They have tough

hides, high HP and HP recovery to boot (The Cyclops has HP Recovery II) Tanks will be essential here; but not without Mobility+1 or +2 equipped. Concentrate on bringing down the larger targets since they can ultimately block your advance. Archers will be necessary to take out enemies at long distances. Magicians are helpful but not that necessary.

Just like the last run-for-the-escape-route mission, I suggest moving as a group and wait for your other members before boarding the boat. If you failed to escape using the first boat, you will have difficulties on reaching the second boat for the next ten turns because of the reinforcements and waiting enemy units on the other side of the bridge.

HIDDEN ITEMS:

- #1 [3, 20] Northeastern dead end
- #2 [6, 4] Southwestern dock
- #3 [18, 5] Southeastern dock

REWARDS:

- 654E
- 2300G
- Rysecor Fruit (!!rare!!)
- Eldish Fruit (!!rare!!)

UNLOCKED LOCATIONS:

- Paris Warrens (plot)
- +++++-----
- Reims (Free Combat)

STAGE 28: SHADE AND LIGHT

WLK030

```
+=====+
| VICTORY: Defeat all enemies |
+-----+
| DEFEAT : All allies fall inbattle |
+-----+
| TURNS : 12 |
+-----+
| ENEMIES: Swordmaster, Qrow Leader x2, Wyvern Lord x2 |
|           Cyclops x3, Ceratoth x3 |
+-----+
```

**After this battle, there will be another branch again. Though it doesn't give you with additional characters, you will just need to decide what stage you would select first. Save on a separate file in case you want to change something. **

Tips:

There is no special victory or defeat conditions here so go all out and defeat the enemies in any tactics you please. If you want to, you

deploy two pairs and a trio. Tanks will again prove their usefulness against heavily armed targets and will great for provoking enemy attack. The Wyvern Lords here have Mobility+1 skillstones if you needed some. Other than that, there is really nothing special to note about this stage. Don't forget to grab the items.

HIDDEN ITEMS:

- #1 [7, 17] Northwestern houses, beside the stairs facing east
- #2 [18, 21] Northeastern side of the town, near the walls.
- #3 [24, 3] Southeastern corner of the field, outside the walls

REWARDS:

646E
2400G
Xheno Fruit (!!rare!!)
Healing Vapors

UNLOCKED LOCATIONS:

Alrond Wood (plot A)
Gywgone Mines (plot b)
Paris Warrens (Shop)
-----+++++-----
Guillorey Canal (Free Combat)

STAGE 29A: HUNTED DOWN

WLK031

```
+=====+-----+-----+=====+
| VICTORY: Defeat all enemies |
+-----+-----+-----+-----+
| DEFEAT : Enemy reaches the elder's hut |
+-----+-----+-----+-----+
| TURNS : 15 |
+-----+-----+-----+-----+
| ENEMIES: Roger, Phantom Lord x1, Ghost x2, Demon x2,Skeleton x4 |
+-----+-----+-----+-----+
```

Tips:

The starting positions are quite scattered but it may work to your advantage since the enemies are scattered as well. Put a tank in the starting point near the pathway leading the elder's hut. An archer on high grounds should be able to provide artillery support. Place Jeanne and the others near the enemies for offensive purposes. A magician with a great magic equipped should help out as well. Position him/her near the hut and boost his/her MP recovery by Mana Crystals if you want.

Roger is not that hard. You can take him down using magic and bow attacks.

HIDDEN ITEMS:

- #1 [16, 13] By the bridge leading to the Elder's house
- #2 [6, 8] Southwestern house, by the hanging bridge
- #3 [27, 17] Along the spiral path leading to Roger's position
- #4 [22, 6] Southeastern corner, past the spiral path

REWARDS:

628E
 2500G
 Mana Jewel
 Geddo Fruit (!!rare!!)
 Mithril Mail

Clearing stage 29A will lead directly to 30A.

STAGE 30A: VYING FOR LIGHT

WLK032

```

+=====+
| VICTORY: Defeat all enemies |
+-----+
| DEFEAT : All allies fall in battle |
+-----+
| TURNS : 12 |
+-----+
| ENEMIES: Roger, Dark Elf x3, Orc King x2, Wyvern Lord x2 |
|           Lizard Marshal x2, Flameflyer x3 |
+-----+
  
```

Tips:

Nothing special to note about this mission; treat this as a bonus stage instead. You shouldn't have any problems defeating the enemies here, including Roger.

HIDDEN ITEMS:

- #1 [2, 12]
- #2 [14, 18]
- #3 [16, 21]

REWARDS:

624E
 2500G
 Sibull Fruit (!!rare!!)
 Angel's Grace

UNLOCKED LOCATIONS:

Vantoix Canyon (Plot)
 -----+-----
 Paris Warren (Free Combat)

```

+=====+-----+=====+
| VICTORY: Defeat all enemies |
+-----+-----+-----+
| DEFEAT : All allies fall in battle |
+-----+-----+-----+
| TURNS : 10 |
+-----+-----+-----+
| ENEMIES: Dwarf x4, Elder Dwarf x6 |
+-----+-----+-----+

```

Tips:

The dwarves have high defense and attack but they lack mobility. You'll need to rely on Burning Auras to dispatch them quickly; otherwise, it will take several characters to take one down. The stage is separated by several rooms and getting to the items may be a bit challenging. The good news is, you'll just have to fight dwarves. Lots of them.

HIDDEN ITEMS:

#1 [3, 20] Northwestern corner, near the "exit"
 #2 [4, 11] Second room from the southwestern corner
 #3 [10 5] By the small gate, to the west

REWARDS:

596E
 2500G
 Erpow Fruit (!!rare!!)
 Healing Fruit
 Tower Shield

Clearing stage 29B will lead directly to 30B.

```

+=====+-----+=====+
| VICTORY: Defeat Roger |
+-----+-----+-----+
| DEFEAT : All allies fall in battle |
+-----+-----+-----+
| TURNS : 50 |
+-----+-----+-----+
| ENEMIES: Roger, Orc King x3, Qrow Leader x1, Wyvern Lord x1 |
|           Dragon x1, Ceratoth x4, Gazelliath x5 |
+-----+-----+-----+

```

Tips:

This area is quite large with a lot of enemies so you will really need the 50 turns provided. As always, to activate the warps and doors, a character should be stepping on the red stone. Make sure that you have Richard/ Claire or both on this battle since their great magics can make your job a lot easier.

In the room where you'll need to activate the correct switch, select the middle one. Also, when you kill the Orc King outside the door, Gazelliath reinforcements will appear on the path leading to Roger.

HIDDEN ITEMS:

- #1 [21, 2]
- #2 [11, 2]
- #3 [18, 5]
- #4 [15, 13]

REWARDS:

584E
2500G
Eldish Fruit (!!rare!!)
Angel's Grace

UNLOCKED LOCATIONS:

Vantoix Canyon (Plot)
-----++++-----
Paris Warren (Free Combat)

STAGE 31: FACE TO FACE

WLK035

```
+=====+-----+=====+
| VICTORY: Defeat all enemies |
+-----+-----+-----+
| DEFEAT : All allies fall in battle |
+-----+-----+-----+
| TURNS : 12 |
+-----+-----+-----+
| ENEMIES: Bedford, Shadow Knight x9 |
+-----+-----+-----+
```

Tips:

Roger will join this battle temporarily. The Shadow Knights can be troublesome if you let them through. Try to set up a blockade by the bridge, using your tanks. Position your archers and mages behind them to provide support and healing if necessary.

If your level is high enough, then this battle is breeze.

HIDDEN ITEMS:

- #1 [4, 14] Near the northwestern corner of the map
- #2 [4, 4] Near the southwestern corner of the map
- #3 [25, 3] Near starting point, by the southeastern corner

REWARDS:

- 616E
- 2600G
- Rysecor Fruit (!!rare!!)
- Deadeye Tonic
- Gem of Guidance (Jeanne)

UNLOCKED LOCATIONS:

- Soldat Outpost (Plot)
- Alrond Wood (Free Combat)
- +++++-----
- Gwygone Mines (Free Combat)

CHAPTER 8

P R O M I S E S

=====

.....

STAGE 32: ENCUMBERED POWERS

WLK036

```

+=====+
| VICTORY: Defeat all enemies |
+-----+
| DEFEAT : All allies fall in battle |
+-----+
| TURNS : 20 |
+-----+
| ENEMIES: Shadow Lancer x1, Cyclops x2, Shadow Knight x4 |
| Ceratoth x2 |
+-----+

```

Tips:

You start the battle with three seals active. The seal to the left negates Burning Auras, the right negates Transformations and the last is the one that negates skills. As you can see, the central seal is heavily protected since it is the most important. Sealed skills apply to ALL skillstones, including innate or support skills (Counter, Range+, Mobility_ and worse, HP Recovery)

Try to go after the central seal. Archers will be your greatest assets here. Your tanks can also hold off the enemy but since they don't have HP Recovery active until you destroy the central seal. Protect your

archers at all costs.

Once free, defeat the remaining enemies to proceed with the story.

HIDDEN ITEMS:

#1: [3, 27] near the northwestern corner of the map

#2 [7, 6] By the southwestern lava pit

#3 [28, 11] East of the seal of transformation.

REWARDS:

602E

2600G

Xheno Fruit (!!rare!!)

Healing Extract

```
+=====+-----+
| STAGE 33: RELEASE                               WLK037|
+=====+-----+
```

This stage consists of 7 rounds. Jeanne, Richard and Gilles are all fixed characters here, so if you have trained them enough, there should be no problems. Make sure you have HP Recovery or any healing spell equipped. Richard should have an offensive spell, practically a single target spell like Bullet Ice II for quick casting. Equip the best equipment you can get and start the first round. The objectives for all rounds are the same:

VICTORY: Defeat all enemies

DEFEAT: All allies fall in battle

Also, since the field is rather small, its almost impossible to miss the items. I will still include the coordinates for your reference.

ROUND 1

TURNS: 10

ENEMIES: Phantom Orc x3

ITEM: 6, 6

ROUND 2

TURNS: 15

ENEMIES: Roger, Dark Skeleton x3

ITEM: 1, 1

ROUND 3

TURNS: 15

ENEMIES: Liane, Hellpriest x3

ITEM: 2, 7

ROUND 4

TURNS: 15

ENEMIES: Phantom Knight x3
ITEM: 4, 7

ROUND 5
TURNS: 15
ENEMIES: Darkest Demon x4
ITEM: 2, 3

Tips: These demons are resistant to physical attacks so use special attacks and magical attacks to get rid of them.

ROUND 6
TURNS: 20
ENEMIES: Ira
ITEM: 2, 6

Tips:

To defeat the reaper, just make sure that Richard stays at the back and provide support as necessary. You can sandwich the enemy between Jeanne and Gilles to have multiple Burning Auras. Use your transformation when needed.

REWARDS:
594E
2700G
Sibull Fruit (!!rare!!)
Mana Light

UNLOCKED LOCATIONS:
Paris Castle
-----+++++-----
Vantoux Canyon (Free Combat)
Soldat Outpost (Free Combat)

NOTE: Once you enter Paris Castle, you won't be able to return to the world map until you beat the game. So make sure that everything is ready before heading in. Roger will also rejoin your group after the battle. The gem you got from Castle Vilnaeux will fit to his armet.

STAGE 34: THE FIFTH HERO

WLK038

```
+=====+-----+-----+=====+
| VICTORY: Defeat Bedford |
+-----+-----+-----+-----+
| DEFEAT : All allies fall in battle |
+-----+-----+-----+-----+
| TURNS : 20 |
+-----+-----+-----+-----+
| ENEMIES: Bedford, Cyclops x4, Lich x3, Wyvern Lord x2 |
| Shadow Lancer x2 |
+-----+-----+-----+-----+
```


Tips:

Just follow the open paths and get the items along the way. The doors don't open and there are a lot of enemies along the way. Your archers' Sky Dart and your mages' great magic skills can help a lot here, especially on taking out those liches that can cast their own great spell.

Bedford also has the EXP Bonus III skillstone that increases obtained experience by 200%. Steal as many as you can. When facing cyclops, concentrate your attacks on one target at a time. This way, you should avoid wasting turns because of their HP Recovery II, high def and high HP.

HIDDEN ITEMS:

- #1 [27, 3] Southeastern corner of the map, near the starting point.
- #2 [6, 17] Inside the first room, behind the Wyvern.
- #3 [11, 24] Final room with Bedford; in between the pillars behind the Shadow lancer to the west.

REWARDS:

608E
2800G
Geddo Fruit (!!rare!!)
God's Grace

STAGE 35: THE DARK THRONE

WLK039

```
+-----+
| VICTORY: Defeat Gilvaroth |
+-----+
| DEFEAT : Jeanne or Roger falls in battle |
+-----+
| TURNS : 40 |
+-----+
| ENEMIES: Gilvaroth, Shadow Knight x2, Shadow Lancer x2 |
|           Ira, Avaritia, Luxuria, Superbia |
+-----+
```

Tips:

Roger and Jeanne will be both fixed members here. Before heading to battle, make sure that Roger is equipped with the best skillstones and equipment you have in your inventory. If he is not trained well, then you have the option to leave him near the starting point to be safe from enemy attacks. Just one more battle after this and it will all be over.

Bring your best squad here. Archers will be a necessity here. Mages are great but optional. Tanks are also recommended. From the starting point, proceed with your main assault group. Check the item positions below to decide which ones can break formation and get the items.

Defeat the main group then proceed to the boss. You'll just need to damage him once to trigger the "real" battle. Before this happens, I suggest having your main characters not too spread out and positioned near the glyphs where the reapers will appear.

Upon damaging Gilvaroth, the four defeated reapers will appear. Ira is considered to be the most powerful on all the four of them while Superbia is the weakest. Target it first. Aviritia on the other hand, doesn't have HP Recovery so you can do stack damage on him. Don't hesitate to transform when needed. Also note that Gilvaroth will still attack with magics and area of effect (aoe) spells. Stay away from his attack range and you should be able to concentrate your attacks against the reapers. Gilvaroth is immune to damage while the reapers are alive.

After you defeat all the reapers, you can now start attacking Gilvaroth. He's an easy target so defeat him in no time to end the mission.

HIDDEN ITEMS:

- #1 [6, 5] Near the starting point, beside the stairs.
- #2 [15, 27] Northern upper path; behind the large pillar
- #3 [28, 14] Behind Henry's throne

REWARDS:

580E
2000G

STAGE 36: DEMISE

WLK040

```
+=====+
| VICTORY: Defeat Gilvaroth |
+-----+
| DEFEAT : All allies fall in battle |
+-----+
| TURNS : 30 |
+-----+
| ENEMIES: Gilvaroth, Shadowloom x2, Doomgiver x2, Darkest Demon |
+-----+
```

Tips:

There will be four starting points. You can only bring 9 of your best characters. You can position them on all four locations but I won't recommend that if your characters can't take care of themselves. Otherwise, it's the best position to provide support.

Gilvaroth will teleport from time to time; not to mention that he can also move after teleporting; which basically means, he owns the whole field. He has some group affecting spells as well and to get the items, you should spread yourselves out.

The Doomgivers cast offensive spells while the Shadowlooms heal the enemy units. Also, during every turn, Darkest Demons will appear. The

last demon that will appear has the skill Two Rounds; If you have Rose and Colet in your party, you can just eliminate everything else except Gilvaroth and this demon. You can continuously steal the skillstone. (Last time I did it, I collected 27 of them, which are bonded to become Three Rounds.) These skillstones are really hard to find and their effect to the battle is too great to ignore.

HIDDEN ITEMS:

- #1 [16, 2] Southeast corner, near the Doomgiver
- #2 [5, 19] Northwest corner near Doomgiver

REWARDS:

568E
2000G

CONGRATULATIONS! YOU HAVE FINISHED THE GAME!

Enjoy the remaining scenes and wait for the credits to finish. Save afterwards to save all your progress.

```
+-----+  
|                P O S T   G A M E                |  
+-----+
```

Resuming your cleared saved game data, you will be on the final chapter and the final stage (Paris). Although there is no new game+ feature in the game, there are still a lot of changes that will make you coming back for more.

Colosseum will now re-open, with higher level enemies and more rewards. The same thing with all free stages; all of them now contains beefed up versions of your previous enemies and the rewards have been changed as well.

The free stage, Cemetery is the open at this time and you should visit it first to get the most powerful armor in the game.

FREE STAGE: CEMETERY

FST007

```
+-----+  
| VICTORY: Defeat all enemies |  
+-----+  
| DEFEAT : All allies fall in battle |
```

```
+-----+
| TURNS : 20 |
+-----+
| ENEMIES: Frost Demon x1, Ghost x4, Skeleton x5 |
+-----+
```

Tips:

Nothing special about this free stage. Just make sure to get to all the item locations since all of them contain very good weapons and armor. They will only be available on your first visit on the cemetery so make sure you nab them all.

HIDDEN ITEMS:

- #1 [12, 9] By the large tree in the middle
- #2 [16, 18] Northeastern tombstone
- #3 [3, 20] Northwestern corner, beside the shack

REWARDS:

288E
1000G
Durendal (sword)
Devil's Frock (armor)
Holy Shield
Gem of Darkness (Roger)

```
+-----+
FREE STAGE: COLOSSEUM (2) FST008
+-----+
```

The second "season" of the competition at the Colosseum will only be available after you finish the game. The enemies have higher levels and the rewards are changed, of course. The same rule applies; fight through 10 battles. You will be asked after every round to continue the fight (No Yield) or leave (Yield), with all your accrued exp, items and gold. When you visit the Colosseum again, you will start from the 1st round. This time, you can fight with a party of 5 members and all rounds are comprised of 20 turns.

Enemy levels range from 51-70. So make sure your characters are at least level 60 above. You'll need to consider some of the following as well:

- + Choose your main party members and train them before entering the Colosseum
- + Assign your "power five" to specific roles. Assign who will serve as the main attackers, support units and artillery. Normally, a spearman, an axe-wielder, a swordsman, mage and archer will make an excellent all-around battle party. You may decide what will be the composition of your party.
- + Equip your best armors and skills. The recommended skills are HP Recovery III, HP+150, Three Rounds (if you have spent some time stealing Two Rounds from Gilvaroth in the last stage, you should have

plenty of these). For offensive attacks, choose at least one wide-area attack and a single panel attack. This will provide you the flexibility you'll need to deal with single or multiple enemies at once. There will be large targets such as dragons, so multi-panel attacks are necessary.

+ Relying on HP Recovery III a lot won't do you any good. That's where healers kick in. Assign a healer for your party; your best bet would be probably Richard. Equip him with Revivify, Healing Wind II and Mind Eater and you're all set. You can also include a MP+100 and HP Recovery skill to himself too.

+ Use Burning Auras everytime you have the chance.

```
+-----+
|                                     |
|                               Round 1 |
+-----+
| Turns: 20                        |
| Party: 5/5                       |
| Enemies: Phantom Orc L51 (x2), Lich L50 (x2), Demon LV51 (x2) |
| Rewards: 1000G, Healing Herb      |
+-----+
|                                     |
|                               Round 2 |
+-----+
| Turns: 20                        |
| Party: 5/5                       |
| Enemies: Dwarf L52 (x4), Elder Dwarf LV52 (x5) |
| Rewards: 1500G, Searing Phial     |
+-----+
|                                     |
|                               Round 3 |
+-----+
| Turns: 20                        |
| Party: 5/5                       |
| Enemies: Golem LV54 (x1), Lady Noire L54 (x4) |
|           Queen Rouge LV54 (x1)   |
| Rewards: 2000G, Healing Seed      |
+-----+
|                                     |
|                               Round 4 |
+-----+
| Turns: 20                        |
| Party: 5/5                       |
| Enemies: Flameflyer LV56 (x2), Wyvern Lord L56 (x2) |
|           Tiamat LV56 (x1), Dark Shamanka LV56 (x4) |
| Rewards: 2500G, Moonglow Phial    |
+-----+
|                                     |
|                               Round 5 |
+-----+
| Turns: 20                        |
| Party: 5/5                       |
| Enemies: Dark Skeleton LV58 (x2), Phantom Knight L58 (x2) |
|           Hellpriest LV58 (x1), Darkest Demon LV58 (x2) |
|           Ira (reaper) LV58 (x1)  |
| Rewards: 3000G, Healing Seed (2)  |
+-----+
|                                     |
|                               Round 6 |
+-----+
| Turns: 20                        |
| Party: 5/5                       |
| Enemies: Talbot LV61, Swordmaster LV60 (x2) |
```

| Royal Lancer L60 (x2), Sniper LV60 (x2) |
| Shadow Knight LV60 (x4) |
| Rewards: 3500G, Galaxy Phial |

-----+
| Round 7 |

-----+
| Turns: 20 |
| Party: 5/5 |
| Enemies: Thief LV63 (x3) |
| Rewards: 4000G, Healing Fruit |
| Items: [17, 16], [7, 14], [7, 14] , [2, 1] , [19, 2] |
| Notes: Sometimes, one of the item locations there will reward |
| you with a HP+300 skill; but most of the time, the item |
| locations have 1000G each. |

-----+
| Round 8 |

-----+
| Turns: 20 |
| Party: 5/5 |
| Enemies: Slinker LV64, Blaze LV65 , Mawra LV64, Cyclops L64 (x4) |
| Rewards: 4500G, Searing Phial, Moonglow Phial, Galaxy Phial |

-----+
| Round 9 |

-----+
| Turns: 20 |
| Party: 5/5 |
| Enemies: Avaritia (reaper) LV66, Luxuria (reaper) LV66 |
| Superbia (reaper) LV66, Frost Demon LV66 (x4) |
| Rewards: 5000G, Healing Extract |
| Notes: This is one of the most troublesome rounds. Good thing |
| Ira is not included in their party. The bad news is, there are |
| still 3 of them that you'll need to dispose of. |

| The Frost Demons can be a nuisance by poisoning your party and |
| damaging them with Ice Bullets. The reapers have really high |
| attack ratings, not to mention that their def is beefed up as |
| well. Their HP recovery can be a problem if your characters |
| can't damage more than she can recover. |

| Keep your support units at bay and as much as possible, kill the |
| demons before approaching the demons. Avaritia is the only |
| reaper that doesn't have HPRecovery so make him a priority |
| target. |

-----+
| Round 10 |

-----+
| Turns: 20 |
| Party: 5/5 |
| Enemies: Luther LV70, Bedford LV69, Dragon L67 (x2) |
| Rewards: 10000G, Deathbringer, Gae Bulg, Lucifer, Godspeed |
| Gem of Miracles |

| Notes: You have nothing to worry about Bedford. A few direct |
| attacks and he's done. What your problem is Luther. He has |
| Adroit, Counter II and HP Recovery III. Since he has HP1496 , he |
| can recover 30% HP488) of that per turn. Androit also protects |
| him from all sides, meaning there is no use attacking him from |
| the sides or behind for a damage boost. Counter II can negate |
| all short-range attacks at a fixed percentage. |

| The two LV67 Dragons also pose some nuisances here. Their Breath|
| attack can damage several units at a very wide area, not to |
| mention Luther has some powerful moves under his sleeves as |
| well. Just ignore the dragons for the meantime; bringing a |
| healer with revival spells is a necessity in this battle. |
|
| Archers are very helpful in dealing continuous damage to Luther |
| without getting countered. Your tanks can also provide much |
| needed damage absorbers, so long as they're heavily defended and|
| they are self-sufficient. Spears can also produce Burning Auras |
| without getting countered so use Gilles, Jean or both. Your |
| Three Rounds will come into play here, further increasing the |
| intensity of Burning Auras on every successful hit. |
+-----+

+-----+
FREE STAGE: CEMETERY - Return from the dead FST009
+-----+

Enter the cemetery once you have the charred pendant. A small cutscene will occur.

After a short conversation with Liane, she can now join your party. She and Cuisses will need to swap though. You can exchange them by visiting the Cemetery again. For the meantime, enjoy the feeling of having your original party.

+-----+
FREE STAGE: COLOSSEUM (3) FST010
+-----+

The enemies for each round will still be the same; however, their levels will be boosted by 20. Because of this boost, lower level characters won't even deal decent damage to the enemies. I suggest having your fighting party from levels 85-90. Equip the best skills and equipment you have and make sure to train your fighting team solely.

Equip each member of your team with HP Recovery III, HP+150, Three Rounds and if possible, Mobility +2. You may consider a team with the following:

+ Tank - Preferably Rufus. Why? He has the highest HP and attack. Equip him with a Lucifer Axe and the best armor you can get at the moment - maybe the Firedrake Armor from Tiamat on the Free Stage of Voldor Temple. For skills, Helm Splitter, Desperation III, Mobility +2, Three Rounds, HP Recovery III and HP +150 will be the best choices.

+ Spearman - Gilles of course. Gae Bulg is the ultimate spear so equip it to him. For skills, you can choose any red skillstone as his special attack, Piercing Power III to deliver heavy damage to distant targets and the basic skills listed above.

+ Healer - Richard or Claire; for a healer, the most important spell is Revivify. This spell will allow you resurrect fallen members. You can

equip him with HP+150, HP Recovery III, Mobility +2, Revivify and you can choose two more skills. I'd prefer an attack spell (avoid using the ultimate spells since they take too much time to cast) and a healing spell (Healing Wind II is good but if you really need to heal often, just bringing in Heal II is fine) Mobility +2 will allow your healer to run into a safe location if cornered.

+ Rogue or Thief - A high level Rogue (Colet) or Thief (Rose) can evade almost all attacks, except magical and special attacks. Not to mention that though they don't have that high attack ratings, HP and defense, their critical hit, accuracy and evasion are so pumped up that they can be good choices of producing Burning Auras without getting damaged by enemy counter attacks. They can provide much needed distraction especially when a vital character (such as the healer) is in risk of getting cornered.

For the last member, you can put in another tank or spearman. I just didn't include archers because even with the Bow of Artemis and Attack +30 equipped, they will just deal very little to no damage at all against bosses. Your chances of defeating enemies quickly is by generating strategically positioned Burning Auras then attack them. Having the Godspeed skill equipped to your main attacker can also make quick work on enemies.

How to train your characters:

=====

The best way to train your characters is equipping them with Exp Bonus IV (Exp Bonus III+ Exp Bonus III). This skillstone will allow characters to get 300% experience! Exp points are relative to the level of the target and the character. When lower level characters deal damage to higher level enemies, they gain more exp. But if your character is higher than the target, the minimum exp pts that they can get per attack is 5. So with the Exp Bonus IV equipped, characters can gain 15 pts per hit on normal attacks - even on weaker enemies.

Next, equip them with Three Rounds. Normally, after three successful hits, characters can only get 15 pts. Now with Exp Bonus IV, players can get a minimum of 45 pts if all three attacks connect.

Since exp is based on every successful hit (even if the defending enemy has blocked it), area-damaging skills like Sweep, Compass, Salvo, etc has the possibility to yield over 100 pts per attack.

Where to train your characters:

=====

Some of my suggestions where you can train while reaping rewards are the following. Chalons, Grandgris Pass and Voldor Temple. Chalons has weak enemies, but will reward you with ExpBonus II upon completion, along with other good rewards. Four Exp Bonus II skillstones = Exp Bonus IV. After collecting at least 5 (your choice) then you can train next at Grandgris Pass.

Grandgris Pass is a good place to train because of several reasons. First is that enemies here have higher levels here compared to the other free stages. The Shadow Knights have really high HPs and fairly weak attacks so they make good targets for multiple attacks. Second, the

dragon on the starting point is a great target for area-of-effect attacks and spells; thus chances of earning higher exp pts. Third, the bridge makes a good bottleneck position, thus piling up enemies and hitting them with attacks.

Voldor temple contains only one enemy and that is Tiamat. Clearing it the second time will reap you no rewards but you have to face a LV80 Tiamat with very tough scales (very high defense), formidable attacks and a hell lot of HP; which means you can execute multiple area damaging attacks on it.

With all that said, you can now train your characters to reach your desired level and clear the Colosseum. This will be the last extra you'll need to do, if you want to clear everything on the game.

Round 7 (vs Thieves x3) is the only round on the Colosseum where there are item locations. These locations contain the ultimate weapons for your characters and the rarest skillstones that you can't just bind or find anywhere else. If you can make your way up to this round, you can just clear it, return to the map, save and repeat the process.

Below are the items you can get:

WEAPONS

Deathbringer (sword)
Gae Bulg (spear)
Lucifer (axe)
Tsukikage (dagger)
Caduceus (staff)
Rose Whip (whip)
Bow of Artemis (bow)

SKILLS

Range +2
Mobility +3
Three Rounds
Attack +30
Accuracy +30
Evade +30
HP +300
MP +150

With that said, I will just discuss the final two rounds of the Colosseum since those are the rounds that could give you problems, even with really trained characters.

```
+-----+
|                                     |
|                               Round 9                               |
+-----+
| Turns: 20                       |
| Party: 5/5                       |
| Enemies: Avaritia (reaper) LV86, Luxuria (reaper) LV86         |
|           Superbia (reaper) LV86, Frost Demon LV86 (x4)         |
| Rewards: 5000G, Healing Extract |
|                                     |
```

| Note: Have your tank equipped with Mobility +2 or +3 and |
| Godspeed to eliminate the demons first. Once that is done, take |
| down Aviritia first since he doesn't have HP Recovery and his |
| attacks are not that powerful compared to the other two. If your |
| tank still has one available move because of Godspeed, make sure |
| that you create Burning Auras in the same spot, as much as |
| possible. To do this, attack with your spearman first. Then, |
| position your short range attacker and attack again on the same |
| direction. If both characters executed Three Rounds successfully |
| a very saturated aura will be produced. |

| Move your tank to the aura and strike a heavy blow. Superbia has |
| the highest attack of all the three and it can really cause |
| problems. With that in mind, avoid attacking him with ordinary |
| attacks, especially if his counterattack damage is greater than |
| yours. Activating a three round attack can be fatal to your |
| character in that scenario. |

| Protect your healer at all costs! If possible, keep them out of |
| reach from the reapers, but not too far away to provide support |
| when needed. The best way to defeat them is by lowering their |
| defense (Helm Splitter) and effective use of Burning Auras. Heal |
| often as well. Don't rely on HP Recovery too much. As much as |
| possible, always keep your character's HP 70-100% full. |

| Round 10 |

| Turns: 20 |
| Party: 5/5 |
| Enemies: Luther LV90, Bedford LV88, Dragon L86, Tiamat L88 |
| Rewards: 10000G, Godspeed |
| Note: Alright, for our biggest challenge. One dragon is replaced |
| by Tiamat with a whooping 3000+ HP. Next is a kick-ass Luther |
| with all his previous skills but with increased stats and HP |
| Recovery (500+ recovery) Bedford is still a pushover and the |
| other dragon is much more of a nuisance than a threat. |

| Okay, same tactics apply; get rid of Bedford as early as |
| possible. Then, move your characters on the far end of the map, |
| away from Tiamat. Its Poison Breath attack can really annoy you; |
| not to mention it will reduce the efficiency of your HP recovery |
| Don't worry, Luther will chase after you and since dragons have |
| really low movement range, it will take another 3-4 turns before |
| Tiamat gets into attack range. |