

Puzzle Quest: Challenge of the Warlords Warrior FAQ

by gundameisters

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This walkthrough was originally written for Puzzle Quest: Challenge of the Warlords on the PSP, but the walkthrough is still applicable to the DS version of the game.

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Warrior FAQ / Walkthrough

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1. Legal Information

Before getting started, please read this first.
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2. About the Author

I already did FAQs on my previous account under the name of CloudyFF7. But this is my first time doing a FAQ on this account, "gundameisters". As of the moment I usually do quick reviews on gundam games. Aside from that, I'm more into rpg and fighting games. I never thought that I would play a puzzle game. I became addicted to Puzzle Quest ever since I started playing it. I didn't stop until I completed the game. It's definitely a great game. I can't believe that a puzzle game could be this enjoyable and complicated. Simply put, it's a combination of puzzle and rpg. I made this guide to show my passion for the game and also to help other players as well. Take note that the things I've put in here are based on my personal experience from the game.

3. About the Guide

This guide contains all the stuff you need to know about the WARRIOR class. Basically this will include the spells, enemy spells, equipments and skills. I will explain them in full detail and I've put ratings on some of them to indicate on how usable they are. However, my guide is not perfect. I will not mention how I got my equipments and enemy spells. You'll have to refer on other guides for more information.

Among the 4 available classes, I consider the warrior as the best class in terms of fighting power. The Warrior starts out slow, but will become a killer machine at the later part of the game. With the proper set of equipments and spells, the warrior can deal over 100+ pts. of damage in a single turn. You'll just need to have patience and a good strategy in using this character. Don't worry because I will tell you all the things you need to know in order to beat the game and become a Lv.50 warrior. I will even elaborate the strategy thoroughly by dividing into 3 parts: early, mid and late game plan.

4. Spells

The Warrior class has a total of 12 spells. I'll explain each thoroughly and include some comments on how effective their are. The rating will signify on how usable they are.

4.1. Battle Cry (Lv.1)

Cost: 6Red, 4Yellow

Effect: Randomly creates a +5 Skull. Your turn does not end if Red Mana is 15+.

Rating: 1/5

Comment: This is not a good spell. I find it hard to use even if combined with Deathbringer and Berserker Rage. There's also a risk that the enemy might be the one who will benefit from it. So I don't recommend on using this spell.

4.2. Wild Lore (Lv.2)

Cost: 8Yellow, 8Blue

Effect: Destroys all Yellow and Blue Gems. Adds +1 to experience for every gem destroyed.

Rating: 2/5

Comment: Usable only on the early part of the game for fast level up. Just make sure there are lots of Yellow and Blue Gems on the grid.

4.3. Spin Attack (Lv.3)

Cost: 6Green, 8Red

Effect: Destroys gems around a selected gem. You gain full effects for all gems destroyed.

Rating: 3/5

Comment: Effective spell in gaining mana of any color.

4.4. Cleave (Lv.5)

Cost: 9Red, 6Yellow

Effect: Does 1pt. of damage for every Yellow Gem in play. All Yellow Gem in play are destroyed.

Rating: 4/5

Comment: Great way of damaging your enemy when there's an abundance of Skulls and Red Gems. Make sure there are lots of Yellow Gem before using this spell.

4.5. Throw Axe (Lv.7)

Cost: 6Green, 8Red

Effect: Does 4 pts. of damage to enemy. Plus an additional +1 for every Skull in play.

Rating: 5/5

Comment: This is an early spell that you'll want to carry throughout the whole game. It's one of my favorite spell in the Warrior Class. It will really help you out in damaging your enemy when there are lots of Skulls on the grid.

4.6. Enrage (Lv.8)

Cost: 2Green, 6Red

Effect: Adds your Red Mana total Battle Skill for 8 turns. Your turn does not end after casting this spell.

Rating: 1/5

Comment: I find it useless at the early part of the game. It wastes mana and I could barely feel the effect. It might contribute a little to the lv.50 Revenant. But as far as I'm concern, I wouldn't recommend keeping this spell.

4.7. Bloodlust (Lv.10)

Cost: 5Green, 5Yellow, 5Blue

Effect: Adds +12 to Red Mana. The turn ends.

Rating: 5/5

Comment: There are times when Red Gems are hard come by and it is bad for the Warrior since most of his spells rely on them. It's a good thing he has this support spell that gives him Red Gems in cases of emergency.

4.8. Summon Tempest (Lv.15)

Cost: 8Red, 5Yellow, 5Blue

Effect: Destroys 2 random columns of gems. You gain full effects for all gems destroyed.

Rating: 3/5

Comment: Great way in gaining various mana colors. Keep it until you find a

much better spell.

4.9. Berserker Rage (Lv.20)

Cost: 5Green, 8Red

Effect: Turns Red Gems into Skulls. Your turn does not end if Red Mana is 15+.

Rating: 5/5

Comment: One of the Warrior's best spell. Depending on the order of the Skulls and Red Gems on the grid, the Warrior can inflict multiple damage in a single turn.

4.10. Deathbringer (Lv.30)

Cost: 8Green, 16Red, 8Yellow, 8Blue

Effect: Randomly creates Skulls equal to half your Red Mana. After gems are transformed, the turn ends.

Rating: 5/5

Comment: Most powerful spell in the Warrior's arsenal. With the proper set of equipments and high Battle skill, this spell can deal over 100+ pts. of damage in a single turn. There's also a high probability for an extra turn. Just make sure that your Red Mana reserve is full (atleast 40).

4.11. Singing Blades (Lv.40)

Cost: 8Red, 6Yellow

Effect: Reduces your enemy's Mana Reserves by 4 whenever you do damage. Lasts for 5 turns, plus an additional turn for every 2 of your yellow mana.

Rating: 3/5

Comment: For a lv.40 spell I really don't appreciate it. I would rather go for the kill immediately and use my mana for Deathbringer.

4.12. Revenant (Lv.50)

Cost: 10Green, 25Red, 20Yellow

Effect: Doubles your Battle skill. Your Battle returns to normal when combat is completed.

Rating: 4/5

Comment: This is only effective if you have a high Battle skill. That's why I recommend of having atleast 99pts. of Battle skill so that you would get 300% additional damage.

----- 5. Usable Enemy Spells -----

Take note that this is not a complete list of enemy skills. Only those that I think are usable to the Warrior class. To learn these spells you must first capture the monster and research the spell at your Citadel. Each spell has it's own difficulty depending on it's effectiveness.

5.1. Call the Horde (Orc Lord)

>Difficulty: Very Hard

>Effect: Destroys all Green and Red Gems. Adds +1 to Red Mana, Green Mana, and Life Points for every gem destroyed.

>This is a great spell since the Warrior doesn't have any Life recovery spells and is in need of Red & Green Mana. There's also a chance for a pair-up.

5.2. Charge! (Minotaur)

>Difficulty: Hard

>Effect: Destroys a selected row of gems and does 5pts. of damage. You gain the effects of every gem destroyed.

>This is a good way of gaining mana while dealing damage to the enemy

at the same time.

5.3. Divine Right (Knight)

>Difficulty: Moderate

>Effect: Destroys all Purple Stars. You gain the full effects for all gems destroyed.

>I found this only usable if there's gonna be a pair up after casting the spell.

5.4. Bone Strike (Skelotaur)

>Difficulty: Hard

>Effect: Reduces your enemy's Green Mana to 0. Your turn does not end if their Green Mana is 10+.

>A great spell to prevent your enemy from casting spells. Just make sure your enemy does indeed require green mana and the enemy should have at least 10+ green mana to gain the full effect of this spell.

5.5. Stomp! (Hill Giant)

>Difficulty: Hard

>Effect: Destroys all Green Gems, and your enemy loses 1 turn. You gain full effects for all gems destroyed.

>Another good spell in gaining mana while the enemy loses a turn.

5.6. Death Gaze (Liche)

>Difficulty: Very Hard

>Effect: Does damage equal to half of enemy's current Life Points. Randomly created a Skull for every 5 damage done.

>One of the best enemy skill you could learn. Your going to cause a great amount of damage to the enemy while getting the chance of causing extra damage for skull pair-ups.

5.7. Sword of Bane (Doom Knight)

>Difficulty: Hard

>Effect: Does damage equal to your Green Mana. Reduces your Green Mana to 0.

>The Warrior make use of the Green Mana as it's secondary to Red Mana. So you will find this spell useful in dealing damage to the enemy.

5.8. Fire Siphon (Fire Elemental)

>Difficulty: Very Hard

>Effect: Reduces your enemy's Red Mana to zero. Adds +1 to Life Points for every Red Mana reduced.

>Since most spells require Red Mana, you will find this spell effective in preventing your enemy from casting spells and gain Life Points during the process.

5.9. Wall of Fire (Fire Elemental)

>Difficulty: Very Hard

>Effect: Damage is applied to Red Mana instead of Life Points. Lasts until Red Mana is zero and reduces your Red Mana by 2 per turn.

>From the name itself, you know it's a defense spell. You will find this beneficial since the Warrior has lots of way in gaining red mana.

5.10. Petrify (Medusa)

>Difficulty: Very Hard

>Effect: Enemy loses 2 turns. Plus an additional turn for every 20 of your Green Mana.

>Effective spell in making your enemy lose turns.

5.11. Stone Gaze (Medusa)

>Difficulty: Hard

>Effect: Turns Green Gems into Skulls. Your turn does not end if Green Mana is 15+.

>Usable only if there are a lot of Green Gems. This is a great backup for the Berserker Rage spell.

5.12. Chaos Bolt (Arboleth)

>Difficulty: Hard

>Effect: Does damage equal to the mana of a random Mana Reserve. The respective Mana Reserve is reduced to zero.

>Most effective if the enemy has lots of mana reserve. You will be dealing great damage and draining that mana as well.

5.13. Flame Cannon (Dark Dwarf)

>Difficulty: Very Hard

>Effect: Explodes 4 random Gems on the grid, destroying other gems around them. You gain the effects of every gem destroyed.

>Effective spell in gaining all 4 mana colors.

5.14. Soul Swap (Arkliche)

>Difficulty: Very Hard

>Effect: Swaps mana reserves with your enemy. Does not end your turn.

>Applicable only if your enemy has more mana reserves than you.

5.15. Reinforcements (Imperial Guard)

>Difficulty: Very Hard

>Effects: All Gold Coins in play are destroyed. Adds +1 to Life Points for every Gold Coin destroyed.

>Gold coins are your least concern in a grid. So might as well destroy them for Life Points.

5.16. Conflagration (Fire Giant)

>Difficulty: Very Hard

>Effect: Turns all gems of the selected type into Red Gems. Any type can be selected, including Skulls or Gold.

>This spell is highly recommended for the Warrior since his main mana is Red and there's also a chance for a pair-up.

5.17. Channel Fire (Flame Dragon)

>Difficulty: Moderate

>Effect: Adds +5 to Red Mana. Your turn does not end.

>Not that great. But good enough for a moderate spell.

5.18. Vampirism (Vampire Bat)

>Difficulty: Moderate

>Effect: Does 5 pts. of damage to enemy and gives it to you. Plus an additional +1 for every 10 Red Mana.

>Good spell in stealing your enemy's Life Points.

----- 6. Strategy

6.1. Early game (Lv.1-15)

The first thing you should do is to familiarize yourself with the Warrior's spells and how they work. His playing style mainly compose of Red Gems and Skulls. As much as possible fight every enemy you encounter for early level up. In distributing skill points, you should focus on the Red Mana and Battle. Your sub Skills are Green Mana, Cunning and Morale. Don't mind the

Yellow and Blue because the Warrior has little use for them. The earliest mount you could get is the Giant Rat and it's good since it will give you some Cunning skill. For equipments, just use those that increase damage, defense and red mana. Anyway their just temporary. We'll definitely change them later for better equipments. Just always check the shop for new products. Your Skull damage isn't that high yet. So you need to rely on the Cleave and Throw Axe spell for great damage. Remember that the one with the highest Cunning skill will always take the first turn. If your enemy goes first and your not happy with the result, just exit the battle and re-enter again. Continue doing this until you get a grid that you like.

6.2. Mid Game (Lv.16-30)

By now you should know how the Warrior fights. You will really feel the power once you get the Deathbringer spell. It could cause a lot of damage to the enemy and cause various effects on the grid. Use it in combination with the Berserker Rage for more effectiveness. Just keep bringing the Cleave and Throw Axe spell to serve as your backup offensive spell. If you already have ideas on what are the best equipments, then that is good. But I would suggest getting equipments that has mana gain effect for red and green so that you could cast spells much faster. For the skills, try to get atleast 20pts. for the Green, Red, Cunning and Moral skill. Then most of the pts. should be given to the Battle skill until it's 99. It's time to start upgrading your Citadel to the fullest. So that you will be able to learn enemy spells, level up mounts, improve skills and forge items. As you open new areas on the map, more enemies will pop-up. So be prepared for frequent enemy encounters. If you want to travel fast, you could ride the Wolf or Griffon. Just change mount before you encounter an enemy. Also, it's important to take note that some enemies now has spell resistance. Use your spells cautiously.

6.3 Late Game (Lv.31-50)

It's near the end of the game and your Warrior should already have a powerful set of equipments. Your playing style should still focus on the combos of Berserker Rage and Deathbringer, with the addition of the Revenant. You will need to carry this set until the end. If you had problem getting runes at the early game, now is the time to gather them on every place and forge a strong rune weapon. I forged the "Edge of Poison". It has an effect that gives +7 additional damage for every 6 or more damage and gives 40% chance to cause poison. You should also get armors that gives you spell resistance. You could also get 1% spell resistance for every 20pts. of morale. You will notice that the experience requirement increases on each level. Just keep on taking quests until you reach the max lv50. I recommend the Wyvern for your final mount since it's Battle skill effect is a great contribution to the Warrior. Most of the monsters should already have been captured by now. Try to learn the enemy's spells that are usable to the Warrior. With the proper preparation, you will easily beat the final boss. After beating the game, there's nothing else to do but roam around the map and siege every castle.

----- 7. Final Setup -----

Before we end this guide, I want to share with you my Warrior's final setup. I wouldn't say it's the best. But it sure made my Warrior powerful. I hope this would help you out.

7.1. Skills -----

Your final skills should look a little bit like this. I believe you could do even better. Not all of this pts. were gained through level up. Some were improved from the Citadel.

Earth Mastery - 20
Fire Mastery - 24
Air Mastery - 2
Water Mastery - 2
Battle - 99
Cunning - 20
Morale - 60

7.2. Equipment

>Helms / Crowns = Bonefire Helm

Adds +1 to Green Mana for every 2 Red Mana you gain.

>Clothing / Armor = Armor of Minogoth

Protects against 1pt. of damage whenever you receive 2 or more damage, adds +15% to Earth resistance.

>Weapon - Edge of Poison (Rune)

Adds +7 to damage whenever you do 6 or more damage. Gives a 40% chance to cause poison whenever you do damage.

>Miscellaneous = Phoenix Shield

Adds +1 to Green and Red Mana for every 2pts. of damage you received.

>Mount: Wyvern

Effect: The Wyvern is a flying mount of average speed. It gives you the Rend spell and increases your Battle Skill by +2 (+1 more per 2 levels).

7.3. Awards

These are bonus skills given to you by completing difficult tasks during the main Quest.

Royalty - Morale +5

Elvenian Knight - Earth Mastery +2

Dwarf-Friend - Morale +2

Firewalker - Fire Mastery +4

Master of the Axe - Battle +4

Skullguard - Battle +2

Iceguard - Water Mastery +2

7.4. Companions

You will gain allies as you go through the game. These allies will assist you in battle by giving you passive effects.

Syrus Darkhunter - does 10pts. of damage to any Undead at the start of battle.

Khalkus - Battle +10 when fighting against Citadels or Mechanical foes.

Flicker - Air Resistance +10 when fighting Fliers

Patch - 20% chance to backstab an opponent for 25pts. of damage.

Princess Serephine - Battle +10 when fighting Good opponents.

Elistara - Water Resistance +10 against Large opponents.

Sunspear's Spirit - Red Mana +10 when fighting Undead or Minotaurs.

Winter - halves the starting mana of any enemy whose Fire Mastery is 15+

8. Closing

Since I've already completed the game, I'm planning next on playing the Puzzle Quest 2 and Galactrix. I'm expecting that it would be much better with a lot of new cool features. So look forward to my future walkthroughs. That's about it for the guide. I hope you find the warrior class appealing as much as I do. I also encourage you to try other classes as well. Each class are unique in their own way.

At the end, it's really up to you on how you play the game. Walkthroughs are made to serve as a guide only. If you have any questions and concerns, feel free to email me at gundameisters@gmail.com or add me on facebook. You can also see me on PSN.

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