

Tactics Ogre: Let Us Cling Together FAQ/Walkthrough

by Zahlzeit

Updated to v2.23 on Oct 5, 2016

Introduction

This is a *Tactics Ogre: Let Us Cling Together* FAQ and guide focused on the PSP remake.

The objective of the guide is to give the player a basic understanding of the game as well as cover the main scenario of the game. Therefore, it covers all the routes in the main scenario and how to recruit all of the unique characters within it. Upon following the guide, it is expected that you will have all of the unique characters in your party sans the post game unique characters.

Due to the guide's objective, **this guide does not cover the optional maps of the last dungeon as well as end-game content.**

Additionally due to being a basic guide, in order to gain a deeper understanding of the game, the GameFAQs boards and In-Depth FAQs may be more useful. Generally speaking, this **guide will probably not overlap with said In-Depth FAQs and lacks item lists, an indepth class analysis, a crafting guide, and so on.** So, give those FAQs a read! They are immensely interesting and useful.

In any case, I hope you find this guide to be helpful.

Frequently Asked Questions

Question	Answer
How long is one story playthrough?	Roughly 48 hours
What order should I do the routes?	My recommendation is to do the Neutral route first, then Law, then Chaos. The Neutral route is the shortest route to complete but one of the characters' loyalty, Arycelle, will plummet after doing this route. This is rather troublesome if you had entered the route with a trained Arycelle as she will most likely leave. Chaos is the hardest route but has the smoothest transition to post-game making it appropriate as a last route.
Is there a New Game+?	Yes. After you beat the game you unlock The World feature which allows you jump around throughout the route tree.
What alignment am I?	The Wheel of Fortune Tarot also allows you to figure out what route you're on by looking at the upper right hand corner and matching up the text with the chapter titles in my walkthrough. Or you can look at your save game picture and infer from there.
My accuracy is so low! Is there anything I can do about it?	Attacking enemies from behind will give you more satisfactory accuracy. It is also helpful to learn Truestrike (for melee attackers), Trueflight (for ranged attackers), or Spellstrike (for magic users) which are skills that increase accuracy. There is the unlikely chance that you may simply be underleveled.
Is there ever a sprite change for Denam?	At chapter 4, Denam gains a new white outfit. He doesn't change his outfit otherwise, even when switching classes.
If a unit gets thrown off into a cliff, is it permanently dead?	He'll/she'll lose a heart. If you only had one heart left than yes but otherwise it's a no. Flying units will just fly back up when knocked off a cliff.
How come Sherri won't show up even though I caused bad weather? / How come I can't get the Ozma event to trigger?	You probably didn't visit Phidoch Castle yet and need to do so. If you did and she still doesn't show up then just try, try, and try again. If you're following my walkthrough, don't worry about this.
Why is Arycelle suddenly threatening to leave my party?	In the Neutral route, her loyalty goes to zilch.
Will you add loot tables?	Never.

Table of Contents

1. Introduction
2. Frequently Asked Questions
3. Before You Read
 1. Terminology
 2. Name Changes
 3. Missables
4. Walkthrough
 1. New Game
 2. Chapter I: There is blood on hands, how long till it lies on my heart?
 3. Chapter II (Law): I will fear no reproach.
 4. Chapter II (Chaos): The world can be put to rights.
 5. Chapter III (Law): Deceiver and the deceived.
 6. Chapter III (Neutral): There will be sacrifices.
 7. Chapter III (Chaos): Ambition and greed rule, while dogs and swine serve.
 8. Chapter IV: Let us cling together.
5. Sidequests
 1. The Eternal Deneb
 2. Phorampa Wildwood
 3. The Rogue Diego
 4. The Balmamusa Dead (Chaos only)
 5. Mysterious Blast on Exeter
 6. Rhamsen Wreck
 7. The Bandits of Neimrahava
 8. Shrine Battles
6. Gameplay
 1. Grinding
 2. Weather
 3. Changing Classes
 4. Learning Magic
 5. Finishing Moves
 6. Dying
 7. Results Screen
 8. Retreating
 9. Acquiring Money
 10. Recruiting
 11. Crafting
 12. Tarot Cards
 13. Chaos Frame
 14. The Chariot Tarot
 15. The Wheel of Fortune/World Tarot
 16. Learning more
7. Tips
8. Credits
9. Version History
10. Conclusion

Before You Read

Terminology

Unit Abbreviations

Term/abbreviation	Explanation
H.	Human
W.	Winged/Hawkman

Z.	Zombie
P.	Phantom/Ghost
S	Skeleton
R.	Reptile (Lizard)
U.	Umbr
F.	Faerie
L Units	Monsters
TO	Tactics Ogre
Sling	Lobber
OHKO	One hit KO
Unique	A character with his/her own unique portrait
Generic	A character with a portrait shared by other units of the same class
Tank	Archetype that describes a unit that withstands many blows for the sake of other units
Naked	No/minimal equipment

Name Changes

This is a listing of names that have been changed since their original localization of the PS1 version.

PS1 character name	PSP character name
Denim	Denam
Kachua	Catiua
Vice	Vyce
Aloser	Arycelle
Olivia Foriner	Olivya Phoraena
Selye Foriner	Cerya Phoraena
Sisteena Foriner	Cistina Phoraena
Shelly Foriner	Sherri Phoraena
Zapan	Xapan
Leonard	Leonar
Presance	Donnalto
Jenounes	Jeunan
Lancelot	Lanselot
Nybbas	Nybeth
Mildain	Mirdyn
Oxyones	Occione
Haborym	Hobyrim
Rendal	Lindl
Ganb	Ganpp
Crescida	Cressida
Zaebos	Xaebos
PS1 Faction name	PSP Faction name
Gargastan	Galgastan
Walstania	Walister
Bacrumese	Bakram
Zenobia	Xenobia
PS1 Location name	PSP Locaton name
Ashton	Asyton
Kadriga	Qadriga
Goliath	Golyat
Almorika	Almorica
Baramus	Balmamusa
Rime	Rhime

Bordo	Bordu? Boed?
Ri-Bum	Rhea Boum
Zodo	Xeod Moors
Tanmas	Tynemouth
Krizar	Krysaro
Damsa	Ndmamsa
Banhamuda	Bahanna
Brigantes	Brigantys
Coritani	Coritanae
Reizen	Reisan
Banisha	Barnicia
Ruffa	Lupha
Razan	Lhazan
Gekko	Gecho
Nimuraba	Neimrahava
Bask	Vasque
Hell's Gate	Palace of the Dead
PS1 Class name	PSP Class name
Soldier	Warrior
Amazon	Warrior
Exorcist	Cleric
Gunner	Fusilier
Siren	Witch
Dragon Tamer	Beast Tamer
Eagle Man	Vartan
Beast Master	Beast Tamer
Templar Commando	Templar Commander
Bishop	Dark Bishop
Angel Knight	Divine Knight
PS1 Race name	PSP Race name
Ghost	Phantom
Gremlin	Umbra
Goblin	Umbra
Lizardman	Reptile (Male)
Gorgon/Lamia	Reptile (Female)
PS1 Equipment name	PSP Equipment name
Baldur	Bladur
PS1 SKill name	PS1 Skill name
Rampart Bust	Battering Ram

All classes now have a male and female counterpart albeit sometimes under different names and aesthetics. They are the same in all other regards.

Missables

Name	Item Type	Description
Decoy	Ninjutsu	During the battle against Sherri at Hagia there's a male Ninja with low(er) loyalty that has it. There's also a male Ninja standing next to a Wizard in Heim Courtyard. There's one more during the Hanging Garden's Ebon Stair (name may have changed) where there's a female Templar with Ninja skills. Need to be less than level ~35.
Crescente Bow	Bow	Need to get into a fight with level 24-26 bow-carrying enemies. Acquire two so you can have one to keep and another for crafting.
Demonpetal Dance	War Dance	In the Barnicia Grand Staircase battle, the fight against <i>a certain Lodis figure</i> , there's a Swordsman that drops it. You can also get it from the Hanging Garden's "Enraptured Dreams" (name may have changed). Need to be less than level ~35.

Walkthrough

New Game

I recommend that you watch the opening from the beginning of the game by idling at the main screen. It will allow you to understand the game better.

Name & Birthday

Enter any name or birthday you want. They do not affect your stats.

Tarot Questions

When you begin a new game, you will be asked five questions associated Tarot cards. Depending on your answers, your main character will have different base status.

(HP - STR - VIT - DEX - AGI - AVD - INT - MND - RES in order)

(Numbers will be added - does not lower - to your status, choose what you think is best)

- **Fool:**
 - Left > 4 - 0 - 0 - 1 - 2 - 1 - 0 - 0 - 2
 - Middle > 1 - 0 - 2 - 1 - 0 - 1 - 2 - 0 - 0
 - Right > 5 - 0 - 1 - 0 - 0 - 0 - 3 - 1 - 0
- **Magician:**
 - Left > 1 - 0 - 0 - 1 - 0 - 1 - 2 - 1 - 0
 - Middle > 3 - 2 - 1 - 0 - 2 - 1 - 0 - 0 - 1
 - Right > 4 - 0 - 0 - 1 - 0 - 2 - 0 - 2 - 0
- **Priestess:**
 - Left > 2 - 0 - 2 - 1 - 2 - 0 - 0 - 0 - 0
 - Middle > 5 - 1 - 2 - 0 - 1 - 0 - 0 - 0 - 1
 - Right > 2 - 0 - 0 - 0 - 1 - 2 - 0 - 0 - 2
- **Empress:**
 - Left > 5 - 0 - 0 - 2 - 1 - 1 - 0 - 2 - 0
 - Middle > 0 - 1 - 0 - 0 - 1 - 0 - 2 - 1 - 0
 - Right > 2 - 2 - 0 - 1 - 2 - 1 - 0 - 1 - 0
- **Emperor:**
 - Left > 0 - 2 - 1 - 0 - 0 - 0 - 2 - 0 - 0
 - Middle > 2 - 2 - 1 - 2 - 1 - 1 - 0 - 0 - 0
 - Right > 1 - 0 - 1 - 1 - 2 - 0 - 1 - 0 - 0
- **Hierophant:**
 - Left > 2 - 0 - 0 - 2 - 1 - 2 - 0 - 1 - 0
 - Middle > 4 - 2 - 1 - 0 - 0 - 0 - 1 - 0 - 2
 - Right > 2 - 1 - 1 - 0 - 0 - 1 - 1 - 0 - 1
- **Lovers:**
 - Left > 1 - 0 - 2 - 1 - 0 - 1 - 2 - 0 - 0
 - Middle > 2 - 0 - 0 - 2 - 0 - 0 - 0 - 1 - 3
 - Right > 5 - 1 - 0 - 0 - 0 - 1 - 0 - 2 - 1
- **Chariots:**
 - Left > 3 - 2 - 1 - 0 - 2 - 1 - 0 - 0 - 1
 - Middle > 5 - 0 - 1 - 0 - 0 - 0 - 3 - 1 - 0
 - Right > 1 - 1 - 2 - 0 - 0 - 0 - 0 - 2 - 0
- **Strength:**
 - Left > 5 - 1 - 2 - 0 - 1 - 0 - 0 - 0 - 1
 - Middle > 4 - 0 - 0 - 1 - 0 - 2 - 0 - 2 - 0
 - Right > 2 - 0 - 0 - 0 - 1 - 0 - 1 - 1 - 2
- **Hermit:**
 - Left > 0 - 1 - 0 - 0 - 1 - 0 - 2 - 1 - 0
 - Middle > 2 - 0 - 0 - 0 - 1 - 2 - 0 - 0 - 2
 - Right > 4 - 0 - 0 - 1 - 2 - 1 - 0 - 0 - 2
- **Wheel of Fortune:**
 - Left > 2 - 2 - 1 - 2 - 1 - 1 - 0 - 0 - 0
 - Middle > 2 - 2 - 0 - 1 - 0 - 1 - 0 - 1 - 0
 - Right > 1 - 0 - 0 - 1 - 0 - 1 - 2 - 1 - 0
- **Justice:**
 - Left > 4 - 2 - 1 - 0 - 0 - 0 - 1 - 0 - 2
 - Middle > 1 - 0 - 1 - 1 - 2 - 0 - 1 - 0 - 0
 - Right > 2 - 0 - 2 - 1 - 2 - 0 - 0 - 0 - 0
- **Hanged Man:**
 - Left > 2 - 0 - 0 - 2 - 0 - 0 - 0 - 1 - 3
 - Middle > 2 - 1 - 1 - 0 - 0 - 1 - 1 - 0 - 1
 - Right > 5 - 0 - 0 - 2 - 1 - 1 - 0 - 2 - 0
- **Death:**
 - Left > 5 - 0 - 1 - 0 - 0 - 0 - 3 - 1 - 0
 - Middle > 5 - 1 - 0 - 0 - 0 - 1 - 0 - 2 - 1
 - Right > 0 - 2 - 1 - 0 - 0 - 0 - 2 - 0 - 0

- **Temperance:**
 - Left > 4 - 0 - 0 - 1 - 0 - 2 - 0 - 2 - 0
 - Middle > 1 - 1 - 2 - 0 - 0 - 0 - 0 - 2 - 0
 - Right > 2 - 0 - 0 - 2 - 1 - 2 - 0 - 1 - 0
- **Devil:**
 - Left > 2 - 0 - 0 - 0 - 1 - 2 - 0 - 0 - 2
 - Middle > 2 - 0 - 0 - 0 - 1 - 0 - 1 - 1 - 2
 - Right > 1 - 0 - 2 - 1 - 0 - 1 - 2 - 0 - 0
- **Tower:**
 - Left > 2 - 2 - 0 - 1 - 0 - 1 - 0 - 1 - 0
 - Middle > 4 - 0 - 0 - 1 - 2 - 1 - 0 - 0 - 2
 - Right > 3 - 2 - 1 - 0 - 2 - 1 - 0 - 0 - 1
- **Star:**
 - Left > 1 - 0 - 1 - 1 - 2 - 0 - 1 - 0 - 0
 - Middle > 1 - 0 - 0 - 1 - 0 - 1 - 2 - 1 - 0
 - Right > 5 - 1 - 2 - 0 - 1 - 0 - 0 - 0 - 1
- **Moon:**
 - Left > 2 - 1 - 1 - 0 - 0 - 1 - 1 - 0 - 1
 - Middle > 2 - 0 - 2 - 1 - 2 - 0 - 0 - 0 - 0
 - Right > 0 - 1 - 0 - 0 - 1 - 0 - 2 - 1 - 0
- **Sun:**
 - Left > 5 - 1 - 0 - 0 - 0 - 1 - 0 - 2 - 1
 - Middle > 5 - 0 - 0 - 2 - 1 - 1 - 0 - 2 - 0
 - Right > 2 - 2 - 1 - 2 - 1 - 1 - 0 - 0 - 0
- **Judgment:**
 - Left > 1 - 1 - 2 - 0 - 0 - 0 - 0 - 2 - 0
 - Middle > 0 - 2 - 1 - 0 - 0 - 0 - 2 - 0 - 0
 - Right > 4 - 2 - 1 - 0 - 0 - 0 - 1 - 0 - 2
- **World:**
 - Left > 2 - 0 - 0 - 0 - 1 - 0 - 1 - 1 - 2
 - Middle > 2 - 0 - 0 - 2 - 1 - 2 - 0 - 1 - 0
 - Right > 2 - 0 - 0 - 2 - 0 - 0 - 0 - 1 - 3

Chapter I: There is blood on hands, how long till it lies on my heart?

The three battles at Golyat and Almorica Castle are tutorial battles, simple enough that I won't bother talking about them.

After Almorica Castle, you'll obtain some units and a hefty amount of money as well as have a chance to name your Knighthood. I suggest you use the money to buy recovery items.

All the party members you gain from this event are all battle equipped with relevant skills for their class. Conversely, if you decide to hire some new hands they will be figuratively naked. If you recruit a magic class, you will need to let them learn the relevant magic command and have it equipped as well as learn the arcane for the specific magic spell. Magic arcanes can be bought at the store.

Red hued areas are your destinations in this game although sometimes the game will have implicit destinations not marked by a red hue, usually from a talk topic or otherwise. In any case, it's nothing to be worried about now or in the future as long as you pay attention. Proceed into them when you are done preparing to engage in a battle.

Tynemouth Hill

Condition(s): Kill Orba.

- **Yellow**

- Orba (Wizard)
- H. Warrior x3
- H. Archer x2

- **Guests**

- Catiua (Priest)
- Vyce (Warrior)
- Canopus (Vartan)

This is a fairly straight forward battle with not to much room to maneuver. Melee units typically work the best for this battle since the enemies rush at you.

In this battle, you gain the ability to use the Chariot Tarot.

- Canopus joins you as a regular unit.

I recommend that you keep Canopus with a bow weapon for utility's sake.

Krysaro

Condition(s): Kill Moldova.

- **Yellow**

- Moldova (Necromancer)
- S. Warrior x2
- P. Wizard
- H. Warrior x2
- H. Archer x2
- **Guests**
 - Catiua (Priest)
 - Vyce (Warrior)
 - Donnalto (Cleric)
- **Suggested Unit(s):** Canopus

This is where your priests shine. Their healing spells and weapons can do devastating damage to the undead. Unfortunately, they are still quite fragile so equip on emphasis for defense be wary. It may be helpful to keep the enemies at bay while having Canopus in bow distance of Moldova. As you advance, watch for back attacks from newly resurrected undead. When Canopus has enough TP to unleash *Dark Weight*, execute it on Moldova and it should kill her, ending the battle.

- Donnalto joins you as a regular unit.
- Sara joins you as a regular unit
- Voltare joins you as a regular unit

Before you consider kicking Sara and Voltare, consider this: they are generic units with entries in the Warren Report. This means that despite their looks, they have much better stats than other units. However, if you do kick them it will have no impact on the story.

The battle at Qadriga Fortress is reasonably hard, especially if you haven't grinded. Turn backwards to head to Almorica Castle and you should experience a cut scene in which Leonar (Knight) joins as a guest. For now, head to the Golborza Plain.

Golborza Plain

Condition(s): Kill Brezen.

- **Yellow**
 - Brezen (Berserker)
 - H. Cleric
 - H. Wizard x2
 - H. Archer x2
 - H. Valkyrie x2
 - H. Warrior x2 or H. Wizard, H. Archer, and H. Warrior
- **Guests**
 - Catiua (Priest)
 - Vyce (Warrior)
 - Leonar (Knight)

Wizards are your main concern in this battle as they will inhibit your characters with stun. This is otherwise a straightfoward battle.

In this battle you'll gain the ability to set an AI for your characters. Be warned, AI units can and will use any item in the inventory.

Spoiler. Highlight text to view

At the start of the next battle, you'll get a choice that may add an extra condition to the fight.

Choice 1 means you'll have to protect Cistina. If she dies, game over.

Choice 2 means you don't have to protect her but you can.

The Arkhaiopolis of Rhime

Condition(s): Kill Bolis. Protect Cistina (option 1 only).

- **Yellow**
 - Bolis (Knight)
 - Earth Dragon
 - H. Berserker
 - H. Archer
 - W. Archer
 - H. Beast Tamer
 - H. Wizard
 - H. Valkyrie
- **Guests**
 - Catiua (Priest)
 - Vyce (Warrior)
 - Leonar (Knight)
 - Cistina (Warrior)

Assuming you want to save Cistina, deploy your healers up front to your right in the deploy screen. Archers are useful in this fight because it is easy to cluster together. Due to this, missile-type magic should be used with caution as it is possible to hit your own units accidentally. However, the clustering tendency of the fight has a benefit in that units who can Phalanx can tank hits for everyone else quite easily if they are deployed at the front, leading the pack.

When the mission starts, rush to Cistina's aid in order to recover her from what will be an inevitable onslaught. Use a equipless Canopus with Field Alchemy and a healing item sling for ease. Since he's equipless, he has a good chance of drawing enemy attention away from Cistina as well. It'll require a bit of luck to make sure she keeps alive from the outset but with a few tries, it isn't impossible. However, if she does end up dying don't sweat it. You can go back to this fight later after completing a route. In any case, hide behind your tank and start to barrage the late leader with arrows.

Move to Phidoch Castle for a cut scene. After that, head to Almorica for another cut scene.

- Leonar leaves the party.
- Ravness joins you as a Guest.

Now, it's time to prepare to go to the area that we previously neglected: Qadriga Fortress. To make the coming battle easier do any of the following things:

1. Have units learn and equip Sidestep 1.
2. Acquire multiple Grimoire Exorcisme arcanes but don't use them yet.
3. Have a satisfactory amount of Blessing Stones and other healing items.
4. Bring Donnalto and make sure he is well equipped. He's fit for the job simply because of his Exorcise ability.
5. Bring very hardy units. Make sure they are well trained and equipped.

When you're ready, head to Qadriga Fortress.

Qadriga Fortress

Condition(s): Kill Nybeth.

- **Yellow**
 - Nybeth (Necromancer)
 - H. Z. Warrior x2
 - S. Warrior x3
 - P. Wizard x2
- **Guests**
 - Catiua (Priest)
 - Vyce (Warrior)

Suggested Unit(s): Donnalto

This is basically an uphill battle that involves resisting a rain of magic and arrows and is one of the difficulty walls that a new player may be tested against. Naturally speaking, you can expect to fail a lot. Although it is possible, it is folly to attempt killing all units so be concise and purposeful in who you defeat.

Your first priority should be to kill and exorcise Archers. They are among the easiest to kill yet pose some of the most trouble. Use those newly bought Grimoire Exorcisme to instantly exorcise the relevant units or Donnalto and other units who have Exorcise prelearned.

Afterwards, march up while having a close-packed squad. Melee units and Wizards should insulate healers and deflect the undead away all the while having Archers pressure Nybeth. It may be helpful to hunt down the Phantom Wizards before attempting to kill Nybeth for insurance's sake.

Now that all of that is settled, head to Lake Bordu.

Lake Bordu

Condition(s): Kill Grion.

- **Yellow**
 - Grion (Knight)
 - W. Archer
 - H. Archer x3
 - H. Berserker x2
 - H. Wizard x2
 - H. Warrior x2
- **Guests**
 - Catiua (Priest)
 - Vyce (Warrior)
 - Ravness (Knight)

The rain here will inhibit ranged accuracy a lot but the same goes for the enemy. The weather will eventually get better as the battle rages on but until then, surround Grion and just start pummeling him. This is another stage where your party can cluster easily, albeit not as drastically as the last maps.

Xeod Moors

Condition(s): Kill Ganpp.

- **Yellow**

- Ganpp (Beast Tamer)
- Berda (Gryphon)
- Orbda (Gryphon)
- W. Beast Tamer
- W. Archer x2
- R. Berserker
- R. Warrior x2
- H. Wizard x2
- H. Cleric

- **Guests**

- Catiua (Priest)
- Vyce (Warrior)
- Ravness (Knight)

Ganpp will waste no time at closing the distance between you two—it won't be long until you find him at your doorstep. As a result, melee units have a lot of moments to shine.

The battle will end if any of the following are at low HP: Ganpp, Berda, or Obda. Logically, you should just focus on one of these targets to end this battle quickly.

Get one unit, probably a Wizard, some disabling and debuffing skills should you do a *certain battle*.

You should save now because you'll have to do the subsequent battles one after another. You'll have a chance to save in between the two battles however.

Balmamusa (2 areas)

Balmamusa (1)

Condition(s): Kill all enemies.

- **Yellow**

- H. Archer x4
- H. Warrior x4

- **Guests**

- Catiua (Priest)
- Vyce (Warrior)
- Ravness (Knight)

- **Guests**

- Catiua (Priest)
- Vyce (Warrior)

Unlike a lot of battles in this game, you're one with the height advantage this time. Archers are an extremely great asset to have in this battle because they can snipe extremely well from above. You won't really need a lot of healers during this battle since you're the aggressor.

Spoiler. Highlight text to view

You'll get into a few cut scenes and will be presented with a choice that affects what route you're going.

Choice 1 will result in you doing the Balmamusa (Ch2 Law) battle and going the Chapter II (Law) route

Choice 2 will result in you doing the Balmamusa (Ch2 Chaos) battle and going the Chapter II (Chaos) route.

The immediate difference between the two is facing Ravness and having a chance to recruit her (albeit not immediately) or the opposite. Vyce will "betray" you no matter what option you pick.

Balmamusa (Ch2 Law)

Condition(s): Kill all (Yellow).

- **Yellow**

- H. Berserker
- H. Knight
- H. Warrior x2
- H. Valkyrie x2
- H. Archer x2
- H. Wizard

- **Purple**

- Ravness (Valkyrie)

- **Guest**

- Catiua (Priest)

You will need to spare Ravness if you want to recruit her. Since she won't lay down her arms, get a Wizard and cast multiple debuffing and disabling spells on her to make her weaker. You can also make use of some of the Tarot cards that inflict debuffs.

From here, you go to the **Chapter II (Law): I will fear no reproach.** route.

Balmamusa (Ch2 Chaos)

Condition(s): Kill all enemies.

- **Purple**
 - H. Knight
 - H. Warrior x2
 - H. Wizard
 - H. Archer x2
 - H. Valkyrie x2
 - H. Berserker
- **Guests**
 - Catiua (Priest)

This battle is all about keeping your HP up because the enemies will constantly throw status ailments at you, the most often of them all being Poison. You'll want to kill the melee units which will probably make first contact with your party--preferably with your own melee units. Afterwards, mop up the remaining enemies.

From here, you go to the **Chapter II (Chaos): The world can be put to rights.** route.

Chapter II (Law): I will fear no reproach.

You'll be put in a battle immediately as you start the chapter and finish watching the cut scenes.

Balmamusa

Condition(s): Kill all.

- **Yellow**
 - H. Warrior x2
 - H. Knight
 - H. Wizard x2
 - H. Archer x3
- **Guest**
 - Catiua (Priest)
- **Suggested Unit(s):** Canopus

Proceed with a pack of units with your strongest (damage-wise) unit in front. Archers are a bit less useful than they usually are because of the rain and the multiple obstacles that get in the way of arrow paths. Indirect magic units, by the same circumstances, are wonderful though.

Have Canopus climb to the top of the area and have him snipe out enemies that get too troublesome to kill.

New items have appeared in Balmamusa so reoutfit your party. Get thunder magic for units that can use them because you'll need it in the battle at Rhea Boum. Move to Xeod Moors when you're ready.

Xeod Moors

Condition(s): Kill Garba.

- **Yellow**
 - Garba (Wizard)
 - H. Berserker x2
 - H. Archer x2
 - H. Terror Knight
 - W. Warrior
 - R. Warrior
 - R. Berserker
 - Gryphon
- **Guests**
 - Catiua (Priest)

Don't move because you'll want to drive the Gryphon away from the enemy's group. When he approaches you, focus all attacks and vanquish it first. After that your second priority should be Garba--ignore the rest of the enemies.

Rhea Boum Aqueduct

- Terror Knight classmark acquired for the first time.

Condition(s): Kill Josephine.

- **Yellow**

- Josephine (Cleric)
- Octopus x3
- H. Beast Tamer x2
- H. Wizard
- H. Warrior x2
- H. Archer

- **Guests**

- Catiua (Priest)

Non-melee units are best in this stage because while there is some room for you to move, there isn't much for the enemy to do so. Octopi and Josephine are the exceptions to this what with the former being able to move through water and the latter moving away from you.

The octopi are your biggest threat so try to pick them off before they draw too close. If you are using archers, play around with targetting outside of your range (just try it). If they're in range of your magic units then you can kiss them goodbye--one fling of magic will make them Adversed to the element you used and another of the same element will end them. However, even after attempting to keep the octopi at bay, they still have a move called Aqua Bubble which will probably OHKO any unit so keep moving all units forward. Since the leader is a Cleric this time, it shouldn't be too hard to end the mission when you reach her. She retreats at low HP.

Port Asyton (1)

Condition(s): Kill Nadia.

- **Yellow**

- Nadia (Cleric)
- Clay Golem x3
- H. Warrior x2
- H. Berserker
- H. Wizard x2
- W. Archer

- **Guests**

- Catiua (Priest)

You'll only need a few Archers to snipe the Nadia, again using the out-of-range aim trick. It might be helpful to bring your weak units in on this fight so they can soak in EXP from such an easy fight.

Restock here at the port. As soon as you move in any direction in the World Map, a battle will trigger.

Port Asyton (2)

Condition(s): Kill Arycelle.

- **Purple**

- Arycelle (Archer)
- H. Knight x2
- H. Archer
- W. Archer
- H. Cleric
- H. Berserker x2
- W. Warrior
- H. Warrior

- **Guests**

- Catiua (Priest)

When you start, split your melee and missile magic units in two so one squad goes directly forward and another to the side to prevent clustering. You should ignore the Knights in the stage--their defenses and support from their allies are too high. You should seek to kill healers instead. Take down the Archers if you wish for insurance. If you stall killing Arycelle for too long then she'll have enough TP to unleash Dark Weight which can be devastating to your party. If you are unable to avoid an encounter with the Knights, focus as much units as possible on defeating them so you can avoid a long-winded duel.

Arycelle will retreat at low HP.

Now is a good time to read all of your Talk topics. You should unlock The Reisan Way through them. Head on over there so you can unlock Ravness later down the road.

The Reisan Way

Condition(s): Kill Alfred.

- **Yellow**
 - Alfred (Knight)
 - H. Knight
 - H. Archer x3
 - H. Warrior x3
 - H. Cleric
 - H. Wizard
- **Green**
 - Ravness (Valkyrie)
- **Guests**
 - Catiua (Priest)

Enemies near Ravness are your highest priority. Take your time fending off enemies and deal with Alfred when it's absolutely safe. Don't attack Ravness and keep her safe to recruit her later in the route.

Now, let's get back on track with the main story. Restock again if you need it then head on over to Qadriga Fortress from Port Asyton.

Qadriga Fortress

Condition(s): Kill Darza.

- **White (Pirates)**
 - Darza (Berserker)
 - H. Warrior x3
 - H. Wizard
 - U. Wizard
 - W. Archer
 - W. Rune Fencer
 - Cyclops x2
- **White (Headhunters)**
 - **Xapan (Berserker)**
- **Guests"**
 - Catiua (Priest)

Don't get too scared by the Cyclops. They, unlike most monsters, are woundable by anything and are pretty much Berserkers in monster form.

Have a equipless Canopus with a Lobber heal Xapan and maintain his HP. Even though Xapan can do a bit of self defense with his Berserker traits, he'll still be overwhelmed.

Spoiler. Highlight text to view

If you've saved Xapan, he'll pose a question for you.

Choice 1 will result in him joining you as a regular unit.

Choice 2, naturally, doesn't net you anything.

Tynemouth Hill

Condition(s): Kill Wynoa.

- **Yellow**
 - Wynoa (Cleric)
 - Gatialo (Terror Knight)
 - H. Cleric x8
 - H. Archer x2
- **Guests**
 - Catiua (Priest)
- **Suggested Unit(s):** Canopus, Xapan

During the course of the mission, Gatialo will try to run while the Clerics feebly try to keep you away. Let him pass if you don't care about missing a title and you'll face him later in the route. The battle will be much easier if you do this since all of the units are fragile. Still, you'll need to focus attacks instead of throwing them out randomly or the Clerics will be able to outheal your damage.

If you do care for the title, you can come back to this stage later on with the World System. If, by whatever reason, you can need to get the title now then you'll have to kill the Clerics first. Have Canopus, Xapan, and whatever other units have Finishers do this while the other units should focus their attacks on Gatialo. When the Finisher units have enough TP, unleash a flurry on Gatialo and pray that it is enough to kill him. You can also kill Wynoa before Gatialo can flee which will change the objective to, "Vanquish Gatialo" which will make him cease to flee so you don't have to fight the clock. This will change future battles.

If you want to prepare for the latter then get into a random battle. After one enemy is left then have all of your Archers beat up a Knight or some other hardy melee unit. Have Clerics keep the whipping boy's HP up and soon enough, you'll have Finisher moves for those Archers to use on Gatialo.

Approach Almorica Castle for an event. Afterwards check your Talk topics. You should have a new one called, "Phorampa Open to Hunting" which you can check out now if you want to gain some levels.

When you head to Phidoch Castle you'll be interrupted at Golborza Plain. You didn't really think it was going to be that easy, did you?

Golborza Plain

Condition(s): Kill Gousin.

- **Purple**

- Gousin (Ninja)
- H. Warrior x2
- H. Knight
- H. Archer
- H. Cleric
- R. Warrior
- F. Rogue
- H. Knight
- H. Rogue
- U. Rogue

- **Guests**

- Catiua (Priest)

The choices you choose for Catiua won't affect the story aside from small dialogue so go wild.

It benefits you if you are not overleveled coming to this fight because then Gousin will lack Double Attack, making him worthless. His jutsu may still do some damage but shouldn't be much of a problem. However, a full magic team may be useful if the jutsu proves to be too much trouble. Magic units have a high resistance to magic attacks hence they'll take less damage from his jutsu.

- Ninja classmarks acquired for the first time.

The Arkhaiopolis of Rhime

Condition(s): Kill Vyce.

- **Purple**

- Vyce (Ranger)
- Arycelle (Archer)
- H. Archer x2
- H. Valkyrie x2
- H. Knight x2
- H. Wizard
- H. Cleric x2

- **Guests**

- Catiua (Priest)

Don't kill Arycelle if you care about recruiting her.

Have some Wizards around and severely debuff Arycelle since she's an amazing unit. Vyce is in your sight without any enemies to block him so go for his throat with haste. Ranged fighters may be useful in this regard.

Almorica Castle (2 locations, 3 battles)

The Gates of Almorica

Condition(s): Kill Modiliani,

- **Purple**

- Modiliani (Sorcerer)
- Arc Dragon
- Dark Dragon
- H. Stone Golem x2
- H. Witch x2
- H. Archer x2
- H. Beast Tamer x2

- **Guests**

- Catiua (Priest)

Magic units and Berserkers need apply here. Stone Golems will be nearly impossible to scratch without Magic units and the same goes but Dragons but Berskers can also take care of them if a substitution is needed. Take your time taking out the monsters then go for Modiliani.

Almorica Passageway (1)

Condition(s): Kill Marino.

- **Purple**
 - Marino (Terror Knight)
 - H. Knight x4
 - H. Wizard x2
 - H. Archer x3
 - H. Warrior
 - H. Ninja
- **Guests**
 - Catiua (Priest)

Take out the enemies to your right or they'll flank you later on. Afterwards, run past the Knights--they're just there to distract you. They're not much of a threat due their low damage and swift RT accumulation.

Almorica Passageway (2)

- Terror Knight classmarks acquired for the first time.

Condition(s): Kill Leonar.

- **Purple (Walister Resistance)**
 - Leonar (Knight)
- **Purple (New Walister Alliance) (Ally)**
 - Vyce (Ranger)
 - Arycelle (Archer)
- **Guests**
 - Catiua (Priest)

Not too hard, just go wild because the New Wallister Alliance and Catiua will provide offense and heals respectively.

If you're still having trouble, switch Denam to a hardy melee class and let him tank the stage.

From here, you proceed to **Chapter III (Law): Deceiver and the deceived..**

Chapter II (Chaos): The world can be put to rights.

Get new equipment for your party now that new items have appeared in Port Asyton. Get thunder magic for units that can use them because you'll need it in the battle at Rhea Boum. When you're ready, move and you'll immediately get thrown into a battle.

Port Asyton

Condition(s): Kill Arycelle.

- **Purple**
 - Arycelle (Archer)
 - H. Knight x2
 - W. Rune Fencer
 - W. Warrior
 - H. Archer x2
 - H. Cleric
- **Guests**
 - Catiua (Priest)

When you start, split your melee and missile magic units in two so one squad goes directly forward and another to the side to prevent clustering. You should ignore the Knights in the stage--their defenses and support from their allies are too high. You should seek to kill healers instead. Take down the Archers if you wish for insurance. If you stall killing Arycelle for too long then she'll have enough TP to unleash Dark Weight which can be devastating to your party. If you are unable to avoid an encounter with the Knights, focus as much units as possible on defeating them so you can avoid a long-winded duel.

Arycelle will retreat at low HP.

Rhea Boum

Condition(s): Kill Xapan.

- **Yellow**

- Xapan (Berserker)
- Octopus x2
- W. Beast Tamer
- H. Terror Knight
- R. Warrior x2
- U. Archer x2
- **Guests**
 - Catiua (Priest)

Not much room to maneuver so melee units will be much less useful. There's not a lot of random altitude-based obstacles so missile magic units and Archers are great in this stage.

As soon as you deploy, position your hardest units in a way that they'll block Xapan's melee units from advancing. Then, just pick off the Octopuses with Thunder magic from afar then just hunt Xapan down while ignoring the rest of the enemies. Have Clerics keep everyone's HP up.

Xapan will retreat at low HP.

- Terror Knight classmarks acquired for the first time.

If you decide to use Terror Knights, grind a bit so you can equip them with better equipment and have them learn more skills.

Additionally, now that you have Rhea Boum unlocked as a random battle site, I suggest you abuse it to train your Ranged/Magic users. There are never much enemies around and aside from the Octopi, enemies can't move around easily making them easy pickings for non-melee units.

Xeod Moors

Condition(s): Kill Vance.

- **Yellow**
 - Vance (Rune Knight)
 - H. Berserker
 - F. Familiar
 - H. Archer x2
 - H. Warrior
 - H. Knight
 - U. Rogue
 - Clay Golem x2
- **Purple (Ally)**
 - Arycelle (Archer)
- **Guests**
 - Catiua (Priest)

Bring magic users along, preferably Wizards. Like the last stage, there's not a lot of room to maneuver in the beginning but there's no altitude-based obstacles. Additionally the Clay Golems will be totally invulnerable to attacks other than magic. If you lack magic users, you will probably have to spend a lot of time running away from them.

Vance will most likely stay in the back while the other units try to kill you. Just kill the enemies that come to you and take your time.

Arycelle will appear here if she survived at Port Asyton. She won't attack you and instead aids you.

- Arycelle joins you as a Guest.
- Rogue classmarks acquired for the first time.

You should have some Rogue classmarks to play around with now. Unlike with the Terror Knights, I personally recommend that you just have the Rogues piggy back on your already strong units in the next story battle because they're quite fragile. If you think you can handle it, grinding them would be the better choice in the long run.

Lake Bordu

Condition(s): Kill Genzo.

- **Yellow**
 - Genzo (Ninja)
 - Octopus x2
 - Cloud Dragon
 - H. Berserker x2
 - W. Rune Fencer
 - H. Beast Tamer x2
 - H. Archer
- **Guests**
 - Catiua (Priest)
 - Arycelle (Archer)

Advance forward but not too much. Since Genzo is a Ninja, he can walk over this terrain easily and probably go ahead of his own troops.

- Ninja classmarks acquired for the first time.

Now, visit some of the previous levels to gain some levels. You'll especially want to train the Archer class to give yourself a bit of insurance against having Arycelle die in the next battle. Prepare your Denim/Denam as a Rune Fencer (preferable) or a Knight so he can heal her.

Save now. After the next battle, the previous areas will be inaccessible locking out the shop until you finish the battle after this.

Tynemouth

Condition(s): Kill Vyce.

- **Purple**

- Vyce (Assassin)
- Cyclops
- H. Knight
- H. Archer x2
- H. Cleric
- H. Terror Knight or H. Dragoon
- H. Beast Tamer
- Flame Dragon

- **Guests**

- Catiua (Priest)
- Arycelle (Archer)

Method 1

This is probably going to be your hardest battle yet unless you don't have any regard for Arycelle. If this is the case then just use the same strategy you used against Arycelle before. Otherwise your strategy will be dependant on what Arycelle decides to do:

1. *Arycelle charges straight into the enemy pack and shoots the Healer.* This is the worst scenario you can get. For this, you'll want to recklessly run to the heart of the stage in order to draw attention. Arycelle will get hurt a lot since she seems to have no regard for her own life but luckily, if you followed my advice, the main character will be deployed right next to her and will be able to heal the ambitious Arycelle.
2. *Arycelle fires at one unit but eventually falls back to your group.* This is the best scenario but also the least likely. In this one just pick off enemies so you can isolate Vyce then just gang up on him--he won't dodge many attacks.

You can make the second scenario more statistically likely if you unequip Arycelle's bow and give her melee weapons.

Thankfully no matter what scenario plays out, Vyce runs away at low HP.

Method 2

Okay well you can avoid Arycelle screwing everything up by having her equip with melee weapons that have a range of one, like a dagger. She'll usually move backwards if this happens.

In any case, be sure to pick up the crafting item in the ditch near your spawn at the beginning. Be sure not to send a Cleric to get it or else they'll be trapped.

- Arycelle joins you as a regular unit.
- Dragoon classmarks acquired for the first time.

Access the Warren Report and scroll down to the "Talk" option. Read the last topic, "Phorampa Open to Hunting" to unlock a sidequest dungeon (see the Sidequest section). There's a whole entire section of the dungeon that is locked off until chapter 4 however the dungeon is still very useful for grinding purposes. The first battle is especially great because each enemy unit has a fairly low amount of HP. Don't worry if you don't do the whole dungeon at first. You can replay it.

Krysaro

Conditions(s): Kill Farrel.

- **Yellow**

- Farrel (Knight)
- Knight x2
- Berserker x2
- Warrior x2
- Archer x2
- Wizard

- **Guests**

- Catiua (Priest)

Don't be overly ambitious. The enemies don't deal that much damage but they have a decent amount of defense and will take time to defeat. Focus on what enemies you have in front of you. Make sure to have enough MP to barrage Farrel when he comes marching in your direction.

- Folcurt joins you as a Guest.

Lots of beasts and reptiles in the next battle--the perfect playground for Dragoon units. Train them if you want, you can probably do the mission without them but they are nonetheless a great asset.

Qadriga Fortress

Condition(s): Kill Darza.

- **White**
 - Darza (Berserker)
 - Cockatrice x2
 - R. Berserker
 - W. Rune Fencer
 - R. Warrior
 - H. Warrior x2
 - H. Wizard
 - W. Archer
 - U. Wizard
- **Yellow (Ally+Guest)**
 - Folcurt (Knight)
 - Bayin (Wizard)
- **Guests**
 - Catiua (Priest)

Unlike the last time you were here, most of the non-melee fighters are too far away to strike you. Everyone else will come to you, including Darza.

Agree to save Cistina and make way for Ndmamsa Fortress.

Ndmamsa Fortress

Condition(s): Kill Veldre.

- **White**
 - Veldre (Valkyrie)
 - F. Rogue
 - W. Beast Tamer
 - H. Rune Fencer
 - H. Archer x2
 - W. Archer
 - H. Wizard
 - H. Terror Knight
 - Gryphon x2 or Gryphon and U. Familiar
- **Yellow (Guests)**
 - Folcurt (Knight)
 - Bayin (Wizard)
- **Guests**
 - Catiua (Priest)

This is pretty much the same as the time you fought Nybeth but you should be significantly stronger this time around. The yellow faction usually stays in the corner so you won't have to worry about them too much.

Golyat

- Cistina joins as a Guest.

Condition(s): Kill Dragon.

- **White**
 - Dagon (Wizard)
 - U. Terror Knight
 - H. Ninja x2
 - W. Archer x2
 - H. Wizard x2
 - H. Cleric
 - Clay Golem x3
- **Yellow (Guests)**
 - Folcurt (Knight)
 - Bayin (Wizard)

- Cistina (Valkyrie)
- **Guests**
 - Catiua (Priest)
- **Suggested Unit(s):** Canopus

Canopus can practically solo this stage by riding the roofs and sniping the Cleric then Dagon with a bow. Kill as much units as you want until you are satisfied then have Canopus take out the leader.

Spoiler. Highlight text to view

Travel to Boed Fortress and you'll get into a cut scene. At the end of it, you have a choice:

Choice 1 nets you nothing.

Choice 2 results in Cistina, Folcurt, and Bayin joining your repertoire.

There's no reason not pick Choice 1.

The Arkhaiopolis of Rhime

Condition(s): Kill Xapan

- **Yellow**
 - Xapan (Berserker)
 - Dark Dragon
 - R. Hoplite x2
 - H. Beast Tamer x2
 - H. Wizard
 - H. Rogue x2
 - Arc Dragon
 - Stone Golem
- **Guests**
 - Catiua (Priest)

At the start: Denam and Catiua are ambushed. The rest of the party deploys far away from them. Taking this in consideration, I suggest you change Denam into a melee class so he can adequately survive nearby foes. Have him fall back when possible or he will be surrounded. Catiua should follow suit.

Xapan will retreat (yet again) at low HP.

Either train Denam as a Berserker with Sanguine Assault (best) or a Knight with Phalanx. Make sure whatever he is, is over level 11. Save before you go into Almorica Castle.

Almorica Castle (2 areas)

The Gates of Almorica

Condition(s): Kill Ramidos and Xapan.

- **Purple**
 - Ramidos (Sorceress)
 - Xapan (Berserker)
 - W. Warrior
 - H. Knight x2
 - H. Archer x2
 - U. Rune Fencer
 - H. Wizard x2
 - H. Cleric

The two Knights are just a distraction. Go for Ramidos' throat and fell her first. Everyone else will flee afterwards. This is the first time that reinforcements will come.

Almorica Passageway

Condition(s): Kill Vyce.

- **Purple**
 - Vyce (Assassin)

Yep, here's the *Tactics Ogre* equivalent of the Wieggraf Riovanes Castle battle from the original *Final Fantasy Tactics*. Unlike that one, you can definitely win this by brute strength. If you've been heeding my advice, you should have Sanguine Assault or Phalanx. Keep dealing back attacks until you have enough TP to activate either of them.

When Vyce is 50HP or lower, the battle ends no matter what. Even if you were die by his counterattack.

Spoiler. Highlight text to view

Leonar will pop in and present you with two options:

Choice 1 means you'll be going to the Chapter III (Neutral) route.

Choice 2 means you'll be going to the Chapter III (Chaos) route.

Depending on the choice you made from before, you'll either go to **Chapter III (Neutral): There will be sacrifices.** or **Chapter III (Chaos): Ambition and greed rule, while dogs and swine serve.**

Chapter III (Law): Deceiver and the deceived.

Now that it's a new chapter it's a good time to check out the new equipment in the shop to rearm your soldiers. Head on over to Madura Drift when you're done and ready.

Madura Drift

Condition(s): Kill Hektor.

• Yellow

- Hektor (Knight)
- H. Warrior x2
- H. Knight
- H. Archer x2
- H. Wizard x2
- H. Cleric

Before you attack Hektor, make sure you're absolutely going to defeat him before his turn comes up. At 50 TP, he will activate Phalanx and then his party will heal back all the HP he lost which is not an attractive scenario.

Due to this, I suggest building TP against hitting enemies or hitting your own units then unleashing all your offensive skills/Finishing moves on Hektor all at once. It will be useful to take advantage of Drain Power dark magic to keep Hektor's TP below 50.

Hektor will retreat at low HP.

Brigantys Castle (3 areas, 1 branch)

I suggest you go the right path. The left path is pretty annoying while the right path isn't. You can revisit this area after the end of the game.

Brigantys West Curtain Wall (Left)

Condition(s): Kill Bingham.

• Yellow

- Bingham (W. Archer)
- Cyclops x2
- U. Hoplite x2
- U. Juggernaut
- W. Archer x3
- H. Wizard x2
- H. Cleric

One of the most annoying maps in this game. There's a huge river dividing you and the enemy and the only way to across is to go through the small platforms on the far left and right of the map. Before you even get to the other side the enemy's non-melee offensive units will pick you off. From all of this info, it's obvious that you should bring many hardy units to the fray.

Brigantys South Curtain Wall (Right)

Condition(s): Kill Kakrinoros.

• Yellow

- Kakrinoros (Wizard)
- W. Archer x2
- W. Rune Fencer
- H. Rune Fencer
- H. Cleric
- H. Archer x2
- H. Knight x2
- H. Warrior x2

This route would have been as annoying as the left one but the inhibition here is height, not water. As such, Canopus and alike units who have a mastery over high maps have quite the advantage here.

Deploy Canopus and any units that can climb the wall easily and go for Kakrinoros directly. Be sure to have some Clerics on standby just in case those units need healing.

Brigantys Great Hall

Condition(s): Kill Hektor.

- **Yellow**

- Hektor (Knight)
- H. Archer x4
- H. Berserker x2
- H. Terror Knight x2
- H. Cleric
- H. Wizard x2

The same mechanics from the last Hektor fight applies here. Once again, you will want to try to avoid engaging Hektor until all units can contribute to killing him before his turn comes around or you will have to face Phalanx usage.

If you are okay with a longer encounter, it might be helpful to be reserved in your advance in order to lure the Terror Knights from out the stairway. Their double Rampart Auras in the stair area will cause your party to cluster easily and stop units enough for Hektor to build TP on them, causing Phalanx to come out. Siege can obviously break through the Rampart Auras but due to the tight spot between the two Terror Knights, it is unlikely you will really gain any real tactical advantage for trying to brute force through them. The Siege unit will get surrounded pretty easily due to the other units being unlikely to keep up the pace with it not to mention Hektor will be able to build TP on that unit.

Spoiler. Highlight text to view

The choice you have here is pretty important.

Choice 1 will have Jeunan lash out at you and he won't join your party.

Choice 2 will result in Jeunan fostering a great respect and he'll think of you as a great comrade--he joins you.

Now regardless of if you actually like Jeunan or not you should still recruit him. He's the trigger to recruit two other members: Ravness and Ocionne. If you fail to recruit him, you cannot get those two members.

Bahanna Highlands

Condition(s): Kill Roberval.

- **Yellow**

- Roberval (Ninja)
- H. Warrior x2
- H. Berserker x2
- H. Archer x2
- H. Wizard x2
- H. Cleric x2

If you don't have Jeunan or you don't feel like recruiting Ravness, whether this be simply out of apathy or you want to do it later with the World system, just take your time and proceed forward. Archers should stay on the highest parts of the stage because your marching melee units will lure Roberval out of the pack.

Assuming you have Jeunan and you want to recruit Ravness, unequip all Counterattack skills on your soldiers. When the battle begins, have a Cleric cast Boon of Swiftnes IMMEDIATELY on Jeunan. After this use the above strategy and weaken Roberval to at least below 70% (could be lower, unconfirmed) and just wait. On Jeunan's subsequent turns he'll say various dialogue and you must see all of them in order to recruit Ravness later in the route. He'll talk for about three times and you'll know when you've seen all of them when Denam's final response is, "What?!"

The Reisan Way

Condition(s): Kill Vance.

- **Yellow**

- Vance (Rune Fencer)
- H. Warrior x2
- H. Berserker x2
- H. Ninja x2
- H. Cleric x2
- H. Warlock

- **Green**

- Z. Earth Dragon and Z. Hydra, both stilled (felled).

Grab a Cleric. If you use a multitude of Magic Leaves on her from the beginning, you should be able to exorcise one of the dragons before they rise. Try to go for the Z. Earth Dragon because the Hydra one has less defense.

Your plan of action in this fight relies on your ability to handle the enemy mob while dealing with a Z. Hydra that will enter the fray and probably flank you. If you think you can handle it, go wild and charge straight into the enemy group. If you don't think you can, stay still and wait for the Z. Hydra to rise. It should head to your group faster than the enemy can which allows you time to kill it before you're overwhelmed.

Coritanae Castle (2 locations)

The Gates of Coritanae

Condition(s): Kill Orgeau.

- **Yellow**

- Orgaeu (W. Archer)
- H. Dragoon x2
- H. Archer x4
- H. Cleric x2
- H. Knight x2
- H. Wizard

Go the high route. Make use of ranged/magic fighters in this battle. The high route has a lot of enemies with Rampart Aura, preventing you from advancing too fast. Plus, Orgeau is also a W. Archer which means he'll stay away from you. Melee fighters will have a hard time catching him.

Coritanae Ward

Condition(s): Kill Apollinaire.

- **Yellow**

- Apollinaire (Knight)
- H. Valkyrie x2
- H. Terror Knight x2
- H. Berserker x2
- H. Archer x4
- H. Cleric x2
- H. Witch

Grab your Knight(s) or any other units with Rampart Aura and have them block the path in the middle. Have your entire party behind them and charge. Ranged/magic units are helpful in this battle so they can hide behind the Knight(s) and do devastating damage.

Now, if you've taken all the steps to recruit Ravness thus far then read all of your news. Head to the Bahanna Highlands and you should trigger a battle.

Bahanna Highlands

Condition(s): Kill all.

- **Yellow**

- H. Knight x3
- H. Archer x4
- H. Wizard x2
- H. Cleric x2
- H. Warrior
- H. Valkyrie

- **Green**

- Ravness (Valkyrie)

Immediately attempt to kill all of the non-melee units that are in front of you. When Ravness' turn comes, have the entire squad follow her footsteps She'll be expectedly reckless and with her low HP, she will definitely need the support.

- Ravness joins as a regular unit.

To get to Tynemouth Hill you have the choice of going to The Psonji Weald (Path A) or Lake Bordu (Path B). Path A is the best option if you have a lot of good Dragons to kill monsters. Path B on the other hand is a pretty good option if you have a lot of dedicated Clerics and can endure a battle of attrition well.

The Psonji Weald (Path A)

Condition(s): Kill Brutakos.

- **Yellow**

- Brutakos (Sorcerer)
- Thunder Dragon
- Flame Dragon
- Hydra
- R. Juggernaut x2
- U. Archer x2
- H. Wizard x2
- H. Warlock x2

If you have well trained Dragoons or have some Bersekers with Sanguine Assault then this should be done in a snap. Just take your time killing those Dragons because they won't let up so easily. They will kill you if you neglect them.

Lake Bordu (Path B)

Condition(s): Kill Muntzer.

- **Yellow**

- Muntzer (Necromancer)
- R. Matriarch x2
- R. Juggernaut
- R. Archer
- S. Knight x2
- Cockatrice

- **Purple**

- Z. Berserker, Z. Warrior, Z. Valkyrie, and Z. Terror Knight all stilled (felled).

Bring a LOT of Clerics and Magic Leaves. You can also get some Grimoire Exorcismes to make things easier. From the very start try to exorcise as much stilled enemies as you can. After that you need to advance forward swiftly because enemies will just bog you down while Muntzer will stay in the back, reanimating what dead you didn't manage to exorcise fast enough.

Tynemouth Hill

Condition(s): Kill Ganpp.

- **White**

- Ganpp (Beast Tamer)
- Berda (Gryphon)
- Obda (Gryphon)
- Banga (Cockatrice)
- Zanga (Cockatrice)
- R. Hoplite x2
- R. Juggernaut x2
- W. Cleric
- W. Wizard

Well this is a stage where you're going to have to be extremely careful about killing Ganpp's beasts. Why? Killing them will yield positive effects for Ganpp and negative ailments for your party. Needless to say, you have to kill him right away when he's in range with your non-melee units.

Obda - Heal for Ganpp, Weaken on party

Berda - Strengthen for Ganpp, Breached on party

Banga - Falsestrike on party

Zanga - Sidestep for Ganpp, Stagger on party

Don't worry about killing his beasts if you want to recruit him later in the route. Storywise whether or not you injure them the continuity will consider them dead. Ganpp will retreat again at low HP.

Before you head to Almorica Castle you may want to get a unit with recruit so you can get a Necromancer. One may ask why this is important but Necromancers are in extremely low supply and you don't really get access to their classmarks until Chapter 4. You should also gain Finisher moves for as much units as you can--it'll pay off here and in future battles.

Almorica Castle (2 locations)

The Gates of Almorica

Condition(s): Kill Gildora.

- **Yellow**

- Gildora (Witch)
- H. Dragoon x2
- H. Archer x2
- H. Ninja
- H. Beast Tamer

- H. Cleric
- Dark Dragon
- Cloud Dragon
- Iron Golem

Dragoons are a great asset here. Dragons will rush at you first. They'll be bogging you down and weakening you fairly well otherwise. Kill the dragons to ensure a victory then defeat Gildora whom, as a witch, has low defense.

Almorica Passageway

Condition(s): Kill Xaebos.

- **Yellow**

- Xaebos (Knight)
- H. Necromancer
- H. Terror Knight x4
- H. Warlock
- H. Dragoon x2
- H. Cleric x2
- H. Wizard

Remember that last battle with Hektor? This one is almost exactly the same, only difference is that Xaebos has a stupidly high amount of defense and there's a Necromancer that you should **definitely** attempt to recruit. Since Xaebos has such a high defense you should sic your highest damaging units on him as well as kill the enemies around him to accumulate TP.

- Vyce joins you as a regular unit.
- Arycelle joins you as a regular unit.

If you have a Beast Tamer then the next battle is the best time to deploy him. Have him learn Tame and you'll be rolling in new dragon recruits.

Mount Weobry

Condition(s): Kill all.

- **Green**

- Dark Dragon
- Earth Dragon
- Flame Dragon
- Arc Dragon
- P. Wizard x2
- S. Archer
- S. Warrior
- U. Familiar
- U. Rogue
- R. Warrior
- R. Berserker

Dragoons.

The Arkhaiopolis of Rhime

Condition(s): Kill Ozma.

- **Red**

- Ozma (Knight Commander)
- H. Knight x3
- H. Warlock
- H. Warrior
- H. Archer x3
- H. Wizard
- H. Rune Fencer

Your main force should be filled with Rampart Aura carrying units. Go forward and surround Hobyrim to halt attacks. One to three units should go on the small way on the left to flank and block off the enemy.

Ozma will retreat at low HP.

Spoiler. Highlight text to view

Another recruiting choice.

Choice 1 will allow you to recruit him.

Choice 2 won't.

Like Jeunan's recruitment, this is another you shouldn't miss even if you don't like him. If you have Hobyrim travelling with your group, Ozma will join you later in the route.

Phidoch Castle (3 locations, 1 branch)

The right path is much easier, henceforth I recommend it unless you want a bit of a challenge.

Phidoch West Curtain Wall (Left)

Condition(s): Kill Mercure.

- **Red**
 - Mercure (Swordmaster)
 - Iron Golem x2
 - Stone Golems x2
 - H. Berserker x2
 - H. Warlock x2
 - H. Archer x2
 - H. Cleric
 - W. Archer

There are many golems here and you know what that means: get magic units or hammers and start beating on them. Warlocks/Witches are great if you have them because you can try recruiting them.

Phidoch South Curtain Wall (Right)

Condition(s): Kill Vestiarri.

- **Red**
 - Vestiarri (Wizard)
 - H. Cleric x2
 - H. Warlock
 - Thunder Dragon
 - Flood Dragon
 - H. Knight x2
 - H. Archer x2
 - W. Beast Tamer
 - W. Archer
 - H. Warrior

Canopus can climb the wall but the enemies here should be pretty weak if you have a strong Dragoon. If so, stall a bit and kill some enemies for some loot and EXP. If not, just have Canopus go straight for the leader and kill her. Reinforcements arrive as you kill.

Phidoch Great Hall

Condition(s): Kill Balxephon and Oz.

- **Red**
 - Balxephon (Knight Commander)
 - Oz (Knight Commander)
 - H. Templar x4
 - Iron Golem
 - H. Terror Knight
 - H. Warlock
 - H. Knight
 - H. Valkyrie
 - H. Witch
 - H. Archer
 - H. Cleric

Denam will be deployed in the way front, away from the party. Try to weaken the people around you before going for Oz because it'll turn into a really unnecessary battle of attrition. Even though the Hydra is a different breed of dragon, it is considerably weaker than it's more popular counterparts so don't worry.

Now, you'll proceed to the final part of the game, **Chapter IV: Let us cling together.**

Chapter III (Neutral): There will be sacrifices.

As soon as the narration is done, you'll be thrown into a very interesting battle.

Almorica Castle

Condition(s): Kill Hektor.

- **Yellow**
 - Hektor (Knight)
 - H. Warrior x2
 - H. Archer
 - H. Cleric
 - H. Berserker
 - H. Wizard
 - H. Terror Knight

- **Blue (Ally)**
 - Leonar (Knight)
 - H. Warrior x2
 - H. Archer x2
 - H. Knight

Just go wild and have fun.

Try to move from Almorica and you'll trigger an event. Restock your inventory and reequip your soldiers afterwards. Head on over to Boed Fortress when you're done.

Boed Fortress

Condition(s): Kill Oz.

- **Red**
 - Oz (Knight Commander)
 - Templar x10
- **Blue (Ally)**
 - Cerya (Valkyrie) starts off Leadened.

The Templars are pretty much embellished Terror Knights while Oz is practically an embellished Knight-- Magic and Archery will be largely ineffective but still useful. Send your Archers to the sides of the map and you should more or less wait for the units to come to you. Have your non-melee units (the best for the job) take them out while your melee units take down Oz.

Tynemouth Hill

Condition(s): Kill Ganpp.

- **Green**
 - Ganpp (Beast Tamer)
 - Berda (Gryphon)
 - Obda (Gryphon)
 - Banga (Cockatrice)
 - Zanga (Cockatrice)
 - R. Juggernaut x2
 - R. Hoplite
 - W. Wizard x2
 - W. Cleric

Well this is a stage where you're going to have to be extremely careful about killing Ganpp's beasts. Why? Killing them will yield positive effects for Ganpp and negative ailments for your party. Needless to say, you have to kill him right away when he's in range with your non-melee units.

Obda - Heal for Ganpp, Weaken on party

Berda - Strengthen for Ganpp, Breached on party

Banga - Falsestrike on party

Zanga - Sidestep for Ganpp, Stagger on party

Don't worry about killing his beasts if you want to recruit him later in the route. Storywise whether or not you injure them the continuity will consider them dead. Ganpp will retreat again at low HP.

Read all the new Talk topics.

Head to Krysarō then Qadriga for an optional battle to recruit Hobyrim and a few other uniques in generic clothing (like Sara). The battle is somewhat brutal so if you don't want to do it now, that's okay. The only thing you miss is the generic uniques because you'll get another chance to get Hobyrim later in the route. Skip to Port Asyton if that's the case.

Qadriga Fortress

Condition(s): Kill Botis.

- **Yellow**
 - Botis (Wizard)
 - Cockatrice x4
 - H. Terror Knights x3
 - F. Rogue
 - U. Familiar

- W. Beast Tamer
- **Blue (Ally)**
 - Phesta (Valkyrie) starts off incapacitated.
 - Tamuz (Knight) starts off incapacitated.
 - Chamos (Wizard) starts off incapacitated.

Get your wizard and cast negative ailments on the Cockatrice such as Petrify to keep the flow of monsters in check.

You don't have to revive your allies in order to recruit them. Just make sure their death counters don't hit 0. You will lose a bit of in battle dialogue if they stay dead.

Spoiler. Highlight text to view

Another choice.

Choose all the first choices and you'll recruit him.

Choose anything else and you won't.

Port Asyton

Condition(s): Kill all (Undead).

- **Green (Enemy)**
 - Z. H. Warrior x2
 - Z. R. Juggernaut
 - Z. H. Cleric
 - Z. H. Knight
 - Z. W. Warrior
 - Z. H. Archer
 - Z. Cloud Dragon, S. Wizard, and P. Wizard all stilled (felled).
- **Green (Ally)**
 - Dievold (Terror Knight)
 - Oelias (Cleric)

Remember the last time with Arycelle? Apply the same tactics but keep a lot of Clerics with Magic Leaves nearby.

Spoiler. Highlight text to view

Another recruitment choice. This one's obvious.

Choice 1 will result in recruiting Dievold and Oelias.

Choice 2 won't.

I'm pretty sure if you don't recruit them then you can't do the subsequent battle of this optional quest.

Mount Hedon

Condition(s): Kill Cassandra.

- **Yellow**
 - Cassandra (Necromancer)
 - U. Familiar
 - U. Rogue
 - U. Juggernaut
 - R. Hoplite
 - P. Wizard
 - Z. Flame Dragon x2, S. Terror Knight, and S. Warrior all stilled (felled)

If you get out an Archer you can walk to a higher platform and end this in a few turns.

Hagia Banhamuda

Condition(s): Kill Cressida.

- **Yellow**
 - Cressida (Necromancer)
 - F. Familiar x2
 - F. Rogue
 - Cyclops
 - S. Warrior x2
 - P. Wizard

Again, just get an Archer and move them forward. When they're in range, just target Cressida and this should be over with.

Ndamsa Fortress

Condition(s): Kill Nybeth.

- **Yellow**

- Nybeth (Necromancer)
- Gildas (Death Knight)
- Z. R. Berserker
- Z. H. Terror Knight
- Z. U. Archer
- Z. H. Archer
- Z. R. Wizard
- Z. H. Rune Fencer
- S. Terror Knight, S. Wizard, and S. Knight are stilled (felled).

This is the same as the last Nybeth battle but thankfully it's easier to climb the hill and you're much stronger than before.

After that's done, head over to Almorica Castle to trigger an event. Head to Golyat if you haven't done the Qadriga Fortress battle earlier and recruited Hobyrim.

Golyat

Condition(s): Kill Orgeau.

- **Yellow**

- Orgeau (W. Beast Tamer)
- U. Berserker x2
- R. Hoplite
- W. Archer
- W. Cleric
- U. Wizard
- R. Juggernaut
- Cyclops
- Octopus

This is a fairly straight forward battle.

Spoiler. Highlight text to view

Like most recruitment choices..

Choice 1 will allow you to recruit him.

Choice 2 won't.

Coritanae Castle (2 locations)

Gates of Coritanae

Condition(s): Kill Gildoras.

- **Yellow**

- Gildora (Witch)
- H. Terror Knight x2
- H. Ninja
- H. Valkyire
- H. Wizard x2
- H. Cleric
- H. Archer
- H. Knight
- Thunder Dragon
- W. Archer
- H. Berserker

Dragoons are a great asset here. Dragons will rush at you first. They'll be bogging you down and weakening you fairly well otherwise. Kill the dragons to ensure a victory then defeat Gildora whom, as a witch, has low defense.

Coritanae Ward

Condition(s): Kill Xaebos.

- **Yellow**

- Xaebos (Knight)
- H. Terror Knight x2
- H. Dragoon x2
- H. Archer x2
- W. Wizard x2
- H. Wizard x2
- H. Cleric x2

Get units with Rampart Aura (Knights if possible) and charge the center region. Have your Archers target units with less armor regardless of their distance to the enemy healers because what you're looking to do is build up TP to barrage Xaebos with Finishers.

Mount Weobry

Condition(s): Kill all.

- **Green (Enemy)**

- Hydra
- Flame Dragon
- Green Dragon
- Dark Dragon

- **White (Enemy)**

- Stone Golem
- Clay Golem
- R. Hoplite
- R. Juggernaut
- R. Patriarch

Stay in one spot and stay closely packed together. No spell caster is safe in this mission because reinforcements come regularly and there's eventually flying units that enter the fray.

Have your Wizards petrify or use any other negative ailments on some of the monsters to help make the flow of attacks easier to handle. Dragoons naturally should be used since most of the enemies are either beasts or dragons.

The Arkhaiopolis of Rhime

Condition(s): Kill all.

- **Red**

- H. Knight
- H. Wizard
- H. Archer x2
- H. Cleric x2
- H. Terror Knight
- Arc Dragon
- H. Beast Tamer x2
- H. Valkyrie
- H. Frost

As long as you use Rampart Aura around the spawn you don't have to worry about ranged/magic characters being attacked. None of the enemies can cross the water, save for the Valkyrie.

Head back to Almorica Castle for another event. Restock and get ready for Phidoch Castle.

Phidoch Castle (3 location, 1 branch)

I suggest you go the right path, the left is too annoying.

Phidoch West Curtain Wall (Left)

Condition(s): Kill Mercure.

- **Yellow**

- Mercure (Swordmaster)
- Iron Golem x2
- Stone Golem x2
- H. Berserker x2
- H. Warlock
- H. Archer x2
- H. Cleric
- H. Terror Knight
- H. Warrior

You'll be bogged down from the outset by the army of Golems. The other units, Archers primarily, will be there to pick you off while they're doing so. Magic, crushing strikes, and Dragoons are the key to killing off those Golems so you can advance.

Phidoch South Curtain Wall (Right)

Condition(s): Kill Vestiarri.

- **Red**
 - Vestiarri (Enchantress)
 - Thunder Dragon
 - Flood Dragon
 - H. Knight x2
 - H. Archer x2
 - H. Warrior
 - W. Archer
 - H. Cleric x2
 - H. Warlock

Canopus can climb the wall but the enemies here should be pretty weak if you have a strong Dragoon. If so, stall a bit and kill some enemies for some loot and EXP. If not, just have Canopus go straight for the leader and kill her. Reinforcements arrive as you kill.

Phidoch Great Hall

Condition(s): Kill Ozma.

- **Red**
 - Ozma (Knight Commander)
 - H. Templar x5
 - H. Archer x2
 - H. Witch
 - H. Cleric
 - H. Knight
 - H. Terror Knight
 - H. Beast
 - Hydra

Don't charge for Ozma because you'll easily find yourself surrounded and killed. Defeat the Templars in front of you, especially the red one which has low defense and will thusly yield the most TP.

The final part of the game, **Chapter IV: Let us cling together.** starts after the cut scene.

Chapter III (Chaos): Ambition and greed rule, while dogs and swine serve.

Port Asyton

Condition(s): Kill Gannon.

- **White**
 - Gannon (Berserker)
 - U. Terror Knight x2
 - H. Archer
 - H. Wizard x2
 - Clay Golem
 - W. Rune Fencer

Bring indirect magic users and Archers. Snipe the Golem and Gannon when they approach you.

Xeod Moors

Condition(s): Kill Feinatorre.

- **Purple**
 - Feinatorre (Knight)
 - H. Valkyrie x3
 - H. Warrior x2
 - H. Wizard x2
 - H. Ninja x2

This is a fairly open ended battle.

Make a detour to Balmamusa for some new equipment. Buy some items that'll cure Weaken or save up some Strength cards. When all of your troops are outfitted, go to Coritane Keep to continue with the story.

Coritanae Keep (2 areas)

The Gates of Coritanae

Condition(s): Kill Gildora.

Yellow

- Gildora (Witch)
 - H. Archer x3
 - H. Berserker x2
 - H. Wizard x2
 - H. Knight
 - Stone Golem
 - W. Cleric

Pick one path, the water or the bridge, and concentrate all troops onto it. The former is best because the units you make first contact with in that route are brittle.

Coritanae Ward

Condition(s): Kill Xaebos.

- **Yellow**
 - Xaebos (Knight)
 - H. Terror Knight x2
 - H. Dragoon
 - W. Rune Fencer
 - H. Archer
 - H. Warlock
 - H. Cleric

Bring bludgeoning weapons because they're the most effective against the enemies of this stage. Stay still and just pick off enemies to build TP. When you have enough, unleash a fury of Finish moves on Xaebos. Watch out for the Clerics in this stage, not only do they heal very well but they'll hurt you heavily with their item slings.

Xaebos retreats at low HP.

The Reisan Way

- Warlock classmarks acquired for the first time.

Condition(s): Kill Cassandra.

- **Yellow**
 - Cassandra (Necromancer)
 - R. Hoplite
 - S. Archer
 - U. Juggernaut
 - U. Familiar
 - U. Rogue
 - P. Wizard
 - P. Wizard, S. Warrior, S. Terror Knight, and S. Knight all felled (stilled).

Well this is certainly an original fight. Here, there are a lot of undead units but some of them are already felled and ready to revive themselves. You can deal with this battle the same as her daughter, Moldova's battle or you can simply rush her. She'll probably die in two hits of anything.

Bahanna Highlands

Condition(s): Kill Hektor.

- **Yellow**
 - Hektor (Knight)
 - Gryphon
 - Frost Dragon x2
 - H. Dragoon
 - H. Beast Tamer
 - W. Archer x2
 - H. Cleric x2
 - H. Terror Knight
 - H. Wizard

This should be your first snow stage. Hektor's another hardy Knight like Xaebos so employ the same strategy.

Head to Port Asyton for some new equips and restocking.

Brigantys Castle (3 areas, 1 branch)

I suggest you go the right path. The left path is pretty annoying while the right path isn't. You can revisit this area after the end of the game.

Brigantys West Curtain Wall (Left)

Condition(s): Kill Orgaeu.

- **Yellow**

- Orgaeu (W. Beast Tamer)
- Octopus x2
- R. Juggernaut
- R. Hoplite x2
- H. Archer x2
- H. Wizard x2
- H. Cleric x2

Unlike other leaders, Orgaeu won't charge at you until everyone else is dead (in theory) which will take forever so you're going to have to hop along the sides where the platforms are which also will be a tedious venture what with such a narrow passing and the enemies picking at you.

Brigantys South Curtain Wall (Right)

Condition(s): Kill Kakrinoros.

- **Yellow**

- Kakrinoros (Wizard)
- H. Archer x4
- H. Wizard
- H. Witch
- H. Terror Knight
- H. Knight
- H. Berserker
- W. Cleric
- W. Archer x2

Suggested Unit(s): Canopus

This route would have been as annoying as the left one but the inhibition here is height, not water. Canopus and alike units are not bogged by altitudes like they are by water.

Deploy Canopus and any other bow-wielding hawkmen and have them scale the wall. At this position, you should rain arrows onto the Kakrinoros while keeping in mind that you can shoot outside of the reported range by simply selecting a target outside of it. Be sure to have some Clerics on standby just in case those rangers need them.

Brigantys Great Hall

Condition(s): Kill Xaebos.

- **Yellow**

- Xaebos (Knight)
- Stone Golem x2
- Cyclops x2
- H. Terror Knight x2
- H. Witch
- H. Archer x2
- H. Cleric x2
- H. Wizard

You're going to need a lot of magic users to take care of those Stone Golems deftly. Alternatively, you could use a bunch of Shackle-inducing moves in order to stall them while you kill them. This battle is otherwise the same as the last time you faced Xaebos.

Bahanna Highlands

Condition(s): Kill Modilani

- **Purple**

- Modilani (Sorcerer)
- H. Berserker x2
- H. Ninja x2

- H. Rogue x2
- H. Wizard x2
- H. Cleric x2
- **Green (Ally)**
 - Hobyrim (Swordmaster)

Like all "save the NPC" missions, he's pretty reckless. Thankfully Hobyrim has quite the high evasion rate so he will be safer for a longer period of time than other NPCs. You know the drill: get a naked Canopus with a lobber and start healing him until your party arrives to back him up.

Spoiler. Highlight text to view

After this battle Hobyrim asks you a question.

Choice 1 will result in him joining you.

Choice 2 simply won't get you anything.

When he joins you, he'll be significantly weaker than he was in the last battle. He joins as a level 3 Swordmaster and can't equip any of the equipment he came with.

- Swordmaster classmarks acquired for the first time.

Prepare your Denam the same way you did for the 1v1 Vyce battle and make sure he's above level 15.

Coritanae Keep (2 areas)

Gates of Coritanae

Condition(s): Kill Marino.

- **Purple**
 - Marino (Terror Knight)
 - W. Archer x2
 - H. Witch
 - H. Cleric
 - H. Beast Tamer x2
 - Arc Dragon
 - Flood Dragon
 - Octopus
 - Flame Dragon
 - Cloud Dragon

Get your Dragon slayers for this battle, that probably being either your Dragoons with the Dragonslayer skill or your Berserkers with Sanguine Assault. The dragons will rock you until Marino arrives to his death sentence so it'll be a great help.

Spoiler. Highlight text to view

Leonar is back. He asks you something that will decide what battle you will take.

Choice 1, Coritane Ward (Choice 1 only) battle which involves a 1 on 1 duel like the Vyce battle.

Choice 2, Coritane Ward (Choice 2 only) battle which involves having the whole gang aboard.

I personally recommend Choice 1 because it's the easiest.

Coritanae Ward (Choice 1 only)

Condition(s): Kill Leonar.

- **Purple**
 - Leonar (Knight)

You can employ the same strategies that were used when you faced Vyce alone. It should, however, be noted that Leonar is a fair distance away from where you are deployed which allows you to: 1) use a non-melee class (not recommended) or 2) make a tactical retreat from Leonar as you stall for your Finish move.

Coritane Ward (Choice 2 only)

Condition(s): Kill Leonar.

- **Purple**
 - Leonar (Knight)
 - H. Knight x2
 - H. Warrior x2

- H. Archer x2
- H. Wizard x2
- H. Cleric

This is practically the same as any of the Xaebos battles but with weaker enemies and a less durable boss.

Mount Weobry

Condition(s): Kill Ganpp.

- **White**
 - Ganpp (Beast Tamer)
 - Berda (Gryphon)
 - Obda (Gryphon)
 - Banga (Cockatrice)
 - Zanga (Cockatrice)
 - U. Juggernaut x2
 - W. Archer x2
 - W. Cleric

Well this is a stage where you're going to have to be extremely careful about killing Ganpp's beasts. Why? Killing them will yield positive effects for Ganpp and negative ailments for your party. Needless to say, you have to kill him right away when he's in range with your non-melee units.

Obda - Heal for Ganpp, Weaken on party

Berda - Strengthen for Ganpp, Breached on party

Banga - Falsestrike on party

Zanga - Sidestep for Ganpp, Stagger on party

Don't worry about killing his beasts if you want to recruit him later in the route. Storywise whether or not you injure them the continuity will consider them dead. Ganpp will retreat again at low HP.

The Arkhaiopolis of Rhime

Condition(s): Kill Hiram.

- **Red**
 - Hiram (Terror Knight)
 - Knight x3
 - Warlock
 - Octopus
 - W. Beast Tamer
 - H. Cleric

As Denam informs you, these units aren't very strong. This should be taken advantage of. Kill until you're ready to end the mission.

When you reach Almorica Castle..

- Midyn joins you as a regular unit.
- Gildas joins you as a regular unit.
- White Knight classmarks acquired for the first time.

White Knight classmarks can only be used by Midyn and Gildas. Additionally, like Hobyrim, they join at level 3.

Now that most of the map has opened up again, you have some areas that you can grind your new troops. I suggest it because the next battle will be tedious otherwise. One of them is Lake Bordu which is probably my favorite at this point and time because there's not that much enemies and the beasts aren't that strong. The other area that you can train in is The Psonji Weald consisting of weaker Reptilian enemies. As long as you aren't too reckless, you should be fine.

Boed Fortress

Condition(s): Kill Oz.

- **Red**
 - Oz (Knight Commander)
 - Templar x11

The Templars are pretty much embellished Terror Knights while Oz is practically an embellished Knight-- Magic and Archery will be largely ineffective but still useful. Send your Archers to the sides of the map and you should more or less wait for the units to come to you. Have your non-melee units (the best for the job) take them out while your melee units take down Oz.

- Cerya joins you as a regular unit.

Phidoch Castle (3 areas, 1 branch)

I suggest you go the right path, the left is too annoying.

Phidoch West Curtain Wall (Left)

Condition(s): Kill Mercure.

- **Red**
 - Mercure (Swordmaster)
 - W. Rune Fencer
 - H. Cleric
 - H. Archers x2
 - H. Berserker
 - H. Warlock
 - Stone Golem x2
 - Iron Golem x2
 - W. Archers

You'll be bogged down from the outset by the army of Golems. The other units, Archers primarily, will be there to pick you off while they're doing so. Magic, crushing, and Dragoons are the key to killing off those Golems so you can advance.

Phidoch South Curtain Wall (Right)

Condition(s): Kill Vestiarri.

- **Red**
 - Vestiarri (Enchantress)
 - Thunder Dragon
 - Flood Dragon
 - H. Knight x2
 - H. Archer x2
 - H. Warrior
 - W. Archer
 - H. Cleric x2
 - H. Warlock

Canopus can climb the wall. The difficulty of the battle can be drastically lowered if you have a strong Dragoon to slay the dragons and what not. If this is the case then I suggest that you stall a bit and kill some enemies for some loot and EXP. If you don't have a strong Dragoon then just have Canopus go straight for the leader and kill her.

Reinforcements arrive as you kill more and more units that aren't Vestiarri.

Phidoch Great Hall

Condition(s): Kill Oz and Ozma.

- **Red**
 - Oz (Knight Commander)
 - Ozma (Knight Commander)
 - Templar x4
 - Hydra
 - H. Cleric
 - H. Knight
 - H. Beast Tamer
 - H. Terror Knight
 - H. Archer
 - H. Witch

Denam will be deployed in the way front, away from the party At the outset don't go for Ozma. Instead you should let Ozma take her time arriving to the fray while you try to kill Oz hastily and his Templars. This will make it so when Ozma comes down, you'll have have less annoyances to deal with. Even though the Hydra is a different breed of dragon, it is considerably weaker than it's more popular counterparts so don't fret.

Now, you'll proceed to the final part of the game, **Chapter IV: Let us cling together..**

Chapter IV: Let us cling together.

- Denam gets a sprite change.

Read all the news in the Talk section of Warren's report to unlock a few things, including a side quest at a newly opened area: Port Omish. It's a bit too hard right now what with their levels being at least 21 so for now, ignore it but don't activate any other side quests or enter Barnicia Castle in the future until you do or it'll be lost until end game. Head to Brigantys Castle and you'll be interrupted by a battle at the Bahanna Highlands.

Bahanna Highlands

Condition(s): Kill Uram.

- **Green**

- Uram (Wizard)
- H. Cleric x2
- H. Swordmaster
- H. Beast Tamer x2
- H. Archer x2
- H. Berserker
- Frost Dragon x2
- H. Valkyrie

If you want a really quick clear, you can deploy an archer to the bottom tile and a unit behind it. Make sure the unit behind it has lower RT than the archer so that its turn comes sooner than the archer. Have the archer equip a range 6-9 bow. At the start of the battle, have the behind unit strike the archer on purpose so the archer builds TP. From this action, your archer should be able to activate Tremendous Shot and finish off Uram with one strike.

Otherwise, not much to say about this map even if you choose to complete it more conventionally. This fight can be revisited easily for grinding purposes should it come down to it.

Brigantys Castle (3 areas, 1 branch)

Once again, I recommend going the right path. Much easier and if you go alone and unequipped, you don't have to do the battle. No need to worry about making a second save this time because the last area is just a cut scene.

Brigantys West Curtain Wall (Left)

Condition(s): Kill all.

- **Purple**

- H. Terror Knight
- H. Knight x2
- H. Cleric x2
- H. Witch
- H. Wizard
- H. Archer
- W. Archer

Well there are no octopus this time but this is still a pretty annoying map because of the body of water dividing you and the enemy.

Brigantys South Curtain Wall (Right)

Condition(s): Kill all.

- **Purple**

- H. Cleric x2
- H. Dragoon x2
- H. Archer x2
- H. Wizard
- H. Warlock x2

Unlike the last time you were here, there's a "Kill all" objective so you can't have Canopus win the battle by himself. Keep him relatively close to the party next time because even if he were to hunt down one of the more softer enemy units like the Wizards, the Clerics are there to heal them.

After you reach the hall..

- Olivya joins as a regular unit.
- Denam's Clan is changed to Bakram.

If you're on the Chaos route, go to the talk section in the Warren Report and read, [[The Balmamusa Dead]] to unlock a side quest. It consists of a full party of undead and a NPC that you have to revive from the very start with a enemies level 17-19. Whether you do it or not you should wait until later when you're stronger because the final battle of the side quest is very tasking.

Head to Almorica Castle to see an event.

Now, this is where the Port Omish battle is going to be inaccessible until the World system kicks in. You should do it now if you want to but I recommend you do it later because it is fairly hard. Head to Mount Hedon afterwards.

Mount Hedon

Condition(s): Kill LeRozza.

• **Red**

- LeRozza (Warlock)
- W. Archer
- P. Wizard
- H. Terror Knight
- U. Rogue
- Flame Dragon
- Dark Dragon
- U. Familiar
- H. Dragoon
- R. Warrior
- H. Wizard
- H. Rune Fencer

You might want to go backwards to lure the dragons away from the rest of the enemy batalion. Defeat them now and you will have an easier time dealing with everyone else.

For Law route you should get a cut scene in which Ozma argues with her fellow Knight Commander. If you get this scene you're on the right track to recruiting her later.

Hagia Banhamuba

Condition(s): Kill Sherri.

• **Red**

- Sherri (Witch)
- H. Dragoon x2
- H. Knight x2
- H. Ninja x4
- H. Wizard
- H. Cleric
- H. Terror Knight

The enemies in this stage are not strong at all. The main difficulty from this stage stems from trying to weaken Sherri into critical status (~17HP if you aren't overleveled) by using stones and bare punches so you can recruit her later on. Have a bunch of Archers weaken her to a point that the other units can pitch in by throwing stones at her.

Now, head to Phidoch to open new areas.

If you're on the Law Route, head on over to Krysaro without reading any of the Talk topics. You should trigger a battle, if not then read them excluding any that have to deal with Pirates.

If you're on the Neutral route, skip over this battle and the spoiler. Read all of the news and then head over to Qadriga to recruit Ceyle if you saved her.

If you're on the Chaos route, then read all of the news and skip over this battle and the spoiler.

Krysaro (Law only)

Condition(s): Kill Volaq and Ozma.

• **Red**

- Volaq (Knight Commander)
- Ozma (Knight Commander)
- Templar x13

Don't kill Ozma if you want to recruit her. Have units that carry Rampart Aura spearhead on the walkway and use your Archers to snipe Volaq who will eventually gravitate to you. Once he's dead put Ozma into critical status and the battle should end. A cut scene will ensue. If the battle does not end then keep attacking the Templar generic units and eventually Ozma will surrender.

Spoiler. Highlight text to view

Another recruitment choice:

Choice 1 is where Denam will be more direct to Ozma which gets her to join you.

Choice 2 is where Denam is a bit more wishy-washy talking to Ozma and she'll, in the end, just tell Hobyrim that she can't work with you.

All of the new talk topics aside from the previous battle (for Law) are all new, red, areas that you can go to anytime. One of them in particular you have to do now though. If you've done the Port Omish battle against my recommendation then head to Krysaro then read the new news in Warren's Report. Go to Qadriga.

The Vanessan Way

Condition(s): Kill Alessandro.

- **Red**

- Alessandro (Terror Knight)
- Flood Dragon
- Thunder Dragon
- H. Berserker x2
- H. Rune Fencer x2
- H. Archer x2
- H. Cleric
- W. Wizard
- H. Ninja x2
- W. Archer x2

Alessandro has a common trait that binds all Terror Knights: he will rush to you without any concern for his safety. Stay where you are and wait for him to come to you. The uneven terrain of the bridge and the land below allows Canopus to slip in and out of the fray--something you should take advantage of.

Lambiss Hill

Condition(s): Kill Pajeot.

- **Red**

- Pajeot (Dragoon)
- H. Beast Tamer x3
- Thunder Dragon x2
- Arc Dragon
- H. Valkyrie x2
- H. Cleric
- W. Archer x3

The boss here won't rush you so soon. Have non-melee units take the humans while melee units will be in front, tanking the Dragons.

Tzorious Field

Condition(s): Kill Andoras.

- **Red**

- Andoras (Knight Commander)
- Templar x4
- H. Cleric x2
- H. Wizard
- H. Archer x2
- H. Witch
- Earth Dragon
- Flame Dragon
- Dark Dragon

The right path to advance through is quite attractive because there is some clean land. However, the strategy I favor in this fight is to stand your ground in the "island" that you deploy on and begin pelting enemies with your ranged units.

Andoras retreats at low HP.

If you've spared Sherri the last time then you can and should recruit her now unless you want to miss the chance. Make sure that Olivya's loyalty is high. If you need a benchmark then my Olivya had the message:

"This unit supports you in all things--a loyal ally to the end."

Now you can go about this two different ways:

1. Get multiple *Horn of the Savage* and then use it in a random battle at Xeod Moors. Sometimes you'll only need one and at other times, you'll need to use multiple. Finish the battle while the storm is brewing or retreat if you don't care about not being able to get a title. Now, go to Balmamusa and you will get Sherri. If you don't then repeat the steps until an event happens.
2. Keep going back and forth between Balmamusa and Xeod Moors. TO recalculates the weather every time a day passes so you may get stormy weather by accident. Eventually, an event will trigger at Balmamusa.

Now, do the Qadriga side quest if you haven't already and then head to Barnicia.

Barnicia Castle (3 areas)

The Gates of Barnicia

Condition(s): Kill all.

- **Red**

- Templars x8
- Iron Golems x2
- W. Archers x3

If you're a little patient and let the enemies come to you, the battle will end up having better enemy and TP pacing. However, at higher levels you may have to rush at the enemies anyway because they will decidedly hit harder. Make sure to not bunch up near the Iron Golems when they have 50TP or they'll obliterate everyone with Raven Eye.

Barnicia Courtyard

Condition(s): Kill Barbas.

- **Red**
 - Barbas (Knight Commander)
 - Templar x12

Regroup Denam with your party and wait for the enemies to come to you. You'll only be wasting time trying to go around. Barbas usually has a tendency to descend anyway in order to flank your party.

Barnicia Grand Staircase

Condition(s): Kill Lancelot.

- **Red**
 - Lancelot (Death Templar)
 - Catiua (Priest)
 - Templar x13

Not commonly seen is that there are a set of stairs to the left which are easy to travel through.

You have to fight Catiua if you have given the first choice to Cistina's father. If this is so, don't kill her so you can recruit her later on.

After you clear the map, you will given a chance to save which I highly suggest taking in case something goes wrong in the next scene.

Spoiler. Highlight text to view

If you make any wrong choices in the following conversation, Catiua will commit suicide. It will be henceforth impossible to recruit her until you revisit this event with the World system post game.

If you had to fight her, pick the second choice and then the first.

If you didn't have to fight her, pick the first choice and then the second.

Letting Catiua die unlocks the Lord class for Denam. This may be repeated however many Lord classmarks you might need.

However, allowing Catiua to join the party will unlock the Princess class for her after reaching Phidoch Castle. My recommendation is have Catiua learn Holy Water and Absolution in the Priest class to use for Princess later as getting Priest marks is fairly annoying. Meditate from Wizard is also another helpful cross class skill that should be used with Princess.

Head on over to Phidoch Castle to open up the next story missions. Before you do that, grab some new equipment. Read all the new Talk topics and you'll unlock battles in various areas.

I wouldn't suggest bothering with any of them until later/endgame where you will have better equipped units. If you feel like doing them now, level up to level 20 and look at LastCetra's 100% guide.

After all that is done, lets go to our new story areas.

Ioruzma Canyon

Condition(s): Kill Stanoska.

- **Red**
 - Stanoska (Beast Tamer)
 - R. Berserker
 - R. Juggernaut x2
 - H. Enchantress
 - H. Valkyire x2
 - R. Warrior x2
 - Octopus x2
 - W. Archer x2

Make use of your Archers to snipe Stanoska from afar.

Oeram

Condition(s): Kill Hanzo.

- **Red**
 - Hanzo (Swordmaster)
 - H. Cleric x2
 - Cockatrice x2
 - H. Knight
 - H. Archer x2
 - H. Dragoon
 - W. Warrior x3
 - H. Dragoon

Vartan/Archer Hawkmen are your best friends in this battle. If you haven't recruited any beforehand then don't move Canopus too far away from the pack or he will be surrounded and ambushed.

The Royal City of Heim (5 areas, 1 branch)

I suggest the left path unless you have a lot of unit that can kill dragons easily, then the right isn't such a bad choice too.

The Gates of Heim (Left)

Condition(s): Kill Deram.

- **Red**
 - Deram (Terror Knight)
 - H. Wizard
 - H. Cleric
 - H. Valkyrie x2
 - H. Witch
 - H. Berserker x2
 - Dark Dragon
 - W. Archer

There are not many enemies here when compared to the other paths you can go to. The Terror Knight leader is as spongy as fellow Terror Knights too.

Heim South Curtain Wall (Middle)

Condition(s): Kill Vermado.

- **Red**
 - Vermado (Knight)
 - Dark Dragon x2
 - H. Beast Tamer x2
 - H. Swordmaster
 - H. Archer x2
 - H. Witch
 - H. Valkyrie x2
 - H. Wizard x2

This is a typical skirmish that involves you climbing up a huge wall. It makes more of a hassle than it should be.

Heim Postern Gate (Right)

Condition(s): Kill Halphas

- **Red**
 - Halphas (Beast Tamer)
 - Arc Dragon
 - H. Cleric
 - H. Valkyrie
 - H. Archer x2
 - H. Knight
 - Flame Dragon
 - H. Beast Tamer x2
 - Flood Dragon

Not a lot of enemies here and the terrain's mostly flat. The only problem are the Dragons and the Archers at the top but as long as you take care of the former, you should be able to take care of Halphas fast enough to avoid severe harm from her.

Heim Courtyard

Condition(s): Kill Latimer.

- **Red**
 - Latimer (Knight)
 - H. Cleric
 - H. Wizard
 - H. Ninja x5
 - Iron Golem
 - H. Archer x2
 - H. Warlock
 - H. Valkyrie x2

Take your time going up. Not much threats here except for an extremely hardy Iron Golem and a very hardy Knight leader which should go down with some Finishers to the face.

Heim Great Hall

Condition(s): Kill Brantyn.

- **Green**
 - Brantyn (Dark Bishop)
 - H. Terror Knight x6
 - H. Archer x2
 - H. Cleric
 - H. Fusilier x2
 - H. Witch x2

Contrary to his looks, Brantyn is a pretty dangerous enemy with spells that can kill human units in 1-2 hits. Additionally, he has a Cleric to back him up so for now, just don't get ahead of yourself and kill all of the Terror Knights until you can cut a path in where you can focus all of your might onto him.

- Lombardia obtained.

Now, read all of the new Talk topics. Go to Krysaró when Hobyrim's loyalty is high and you'll trigger an event. Afterwards I recommend you check out some side quests to do as training for the next story battles. Check the side quest section and do the following: **Mysterious Blast on Exeter**, **Rhamsen Wreck** and **The Rogue Diego**. You can do the **Shrine Battles** sidequest too but it's pretty long.

Additionally, you should get the Knockback skill, Tremendous Shot, and other skills that knock away the enemy because they're pretty convenient to have in the next story area. Have one unit that you will actually use carry Lombardia (doesn't have to be Denam) because it's a very effective weapon in a *very important battle*. It's not needed, note, just recommended. You should also make sure you're fully stocked and ready for whatever situations that The Hanging Gardens might present to you because it's a ridiculously lengthy and droll dungeon (aside from it's unique feature) with no shops inside. Not only this but after The Hanging Gardens, you have to go through another dungeon right after it.

When you're satisfied with your levels, head on over to The Hanging Gardens.

The Hanging Gardens (+/- 10 locations)

The aforementioned unique feature is that you can go multiple paths by having a character stand in front of the door you want in the stage before you clear it. By default, the door that will open if you don't have a character in front of one is the lowest one.

All of the stages are fairly open ended but (to my knowledge) all of them have boundaries which you can push enemies off of which causes an instant KO, even for undead--this is the reason why you should've gotten Knockback or Tremendous Shot. The main difference between all of the stages on the other hand, is that depending on which areas you choose you can push through the dungeon faster or slower. If you happen to have trouble on any of the areas then you can apply the following strategy:

- Stay where you are
- 'n pick off enemies with Archers from afar.
- The place is packed,
- so going forward would be whack.

If you go straight through the dungeon picking the default doors, there'll be roughly ten battles that you have to do but probably five battles if you go the fastest route. There's two mandatory battles in the dungeon, them being the first battle and the last battle no matter which route you go.

Foot of the Gardens

Condition(s): Kill all.

- **Red**
 - Templar x11

Head on over to your right, in other words, the side away from the enemy. Climb up to the higher platform where here, you have much more room to maneuver and fight.

Twixt Heaven and Earth

Condition(s): Kill Andoras.

- **Red**
 - Andoras (Knight Commander)
 - Baldur Golem x2
 - Thunder Dragon x2
 - Templar x9

This time you'll want to pursue Andoras and his group because the area you're in is the part of the map that is too restricting. Andoras is not that strong and can be killed easier than when you previously fought him if you just work at it. He is able to block attacks easily, however.

Heart of the Gardens (4 locations)

The Tomb Below

Condition(s): Kill all.

- **Green**
 - Z. H. Archer
 - Z. H. Warrior
 - Z. Cyclops
 - Z. Berserker
 - Z. Hydra
 - Z. Wizard
 - Z. Knight
- **Red**
 - Templar x3

Typical undead battle. Kill the Templars first then have a team of Archers and Clerics mop up the undead. Some are already felled so you will probably be able to exorcise the two to your left before they rise if you feed your Clerics some Magic Leaves.

Relics of the Past

Condition(s): Kill all.

- **Red**
 - Templar x11

Some of the Templars are Swordmaster in disguise and can do the Harvest Dance. You can identify these Swordmaster Templars by just aiming at them with a weapon; they are the ones that take in the most damage. Once you have found them out then you should plot to fell them first to ease the battle up.

Chamber of the Seal (1)

Condition(s): Kill Barbas and Martym.

- **Red**
 - Barbas (Knight Commander)
 - Martym (Knight Commander)

Get some non-melee attackers and some tanks. You probably won't need Clerics--even if you *do* need some healing, just bring a melee unit that can do that for you (ex. Knight).

The role of the tanks are as a dam to hold back Barbas and Martym from the non-melee units which are meant to drill the bosses' HP from afar. Focus on one at a time. Archers are out of luck against Martym but by the time you kill Barbas with arrows, you should have enough to use Finishers on Martym anyway.

- Brynhildr obtained.

Now, here is the reason why I suggested that you have Lomardia on a unit.

Chamber of the Seal (2)

Condition(s): Kill Dorgalua.

- **Red**
 - Dorgalua (Dark Lord)
 - Doppelganger versions of your deployed team.

Yeah you read that right. For this battle, Dorgalua brings forth Doppelganger versions of the team you deploy in this mission. They have the same exact stats and equipment as your units so they're exact carbon copies. ¹2|Circled spots correspond with each other. I personally think that you won't be needing healers again but should you bring them, deploy them in a way so that on the enemy's side, they'll deploy in front making them easy targets (see image). For example, in the white spot there should be a weak (defense-wise) unit there so that his/her Doppelganger shows up in front. ³Final Form. Kill the healers that you deploy (if any) and other weak units to gain some TP. After you think you're ready, focus

all attacks on Dorgalua but don't use any TP moves unless you really have to. You probably won't because he's considerably squishy. At low HP, he pulls a Sigma and transforms, you'll transition into the subsequent battle immediately.

All of your Doppelgangers will be gone regardless of if you killed them or not. Your units will deploy in corresponding points again but it doesn't matter too much since they're all the same distance from the boss. All of your team will be brought from the last "battle" in the same condition they were when they left it, example: if one of your units were dead, he/she will spawn here but they'll still be dead. ^s4|Part of the Radius attack. The name of the game in this stage is to attack him enough that you'll gain enough TP to use constant Finisher moves on him. Most normal attacks won't really hurt him save for Berserkers with Sanguine Assault and whatever unit has Lombardia on him/her.

When he starts to have enough TP, he'll use Radius which is undoubtedly one of the most powerful moves in the game, not to mention one of the beautiful. It's an AoE attack and will definitely devastate whoever is caught in it so make sure you're well spaced apart. To avoid this you can get two characters with Dark Magic and you can spam "Drain Power" on him.

After all is said, good luck. This is it!

When you've finished, enjoy the credits!

The World system is unlocked afterwards along with an epilogue that involves a *certain someone's lost sister*..

To do this epilogue **you need to have both Canopus and Gildas** which is not possible if you just came out of the Neutral route. If you're on the Neutral route, redo Chapter 4 on another route and then get to the same point.

Sidequests

The Eternal Deneb

This is somewhat a long term sidequest spanning the entire game. You actually do the events and recruit her in Chapter 4 but you need to fill certain requirements. These are:

1. Acquire 3 of every Dragon. These are:
 1. Arc Dragons
 2. Earth Dragons
 3. Cloud Dragons
 4. Dark Dragons
 5. Thunder Dragons
 6. Flame Dragons
 7. Flood Dragons
 8. Frost Dragons
 9. Hydras
2. Auction off all of these dragons in any store.
3. [Optional] Get 30 Glass Pumpkins to unlock her unique class, Wicce. You must do this before you buy the last orb and leave her shop.
4. Make sure Vasque is open as a regular random encounter spot. Doing this means you'll probably have to do part of Ocionne's sidequest.
5. Encounter Deneb's shop. Her shop unlocks in Chapter 4 by reading the first new Talk topic that appears.
6. As a result of the auctioning, you should acquire orbs in the shop. Buy five orbs of each element plus the "no element" orb you get from auctioning off Hydras.
7. She'll ask you a question. Answer with, "What are you saying?" and she'll join you as a guest.
8. Head on over to Vasque and do a battle.
9. After it's done and if you kept her alive, she joins as a Wicce if you did step 8 or as a Witch if you didn't.

For steps 1-7, "Acquire" is not necessarily synonymous to "Recruit" or "Capture". You will often get classmarks for Dragon types and you'll get some for just auctioning off dragons (they'll appear in the shop afterwards) so instead of trying to recruit certain types of dragons you can just recruit any dragon and then change their classes afterwards.

In total, you should have 27 dragons to auction off and at least 1 elemental dragon of each type to unlock classmarks.

If you need places to catch these dragons try looking at the resource section on where to find them. One of them in particular, the Lhazan Fortress, has a Hydra in every encounter and near your spawn no less. Tame the Hydra, retreat, then repeat.

Phorampa Wildwood

Read the topic, "Phorampa Open to Hunting" in the "Talk" section of the Warren Report after Tynemouth to unlock this dungeon.

If you're on Chapter 2, don't grind too much before you start it (recommended you don't grind at all) because the enemy level calibrates according to yours and if you're too high, you'll eventually get at a level where the enemy will have Chapter 3 armor and what not. Most enemies in this area are quite fragile but hit hard.

There is absolutely no event or cut scene for this dungeon and you can access this dungeon in every chapter.

Battles

S is side, F is forward, et cetera.

1. **Adventurer's Gap** - Branch point, entry, desperately easy, good for training
- S1. **Snowmelt Stream** - Almost as easy as Adventurer's Gap.

S2. Phorampa's Doorstep - Easy, very easy with ranged

S3. The Howling Hills - Still easy, good place to get some classes early in Chapter 2

F1. Field of Fallen Shadow - Dragon hunting, if you retreat to the north-east corner at the start three tanks can sit and keep the dragons occupied for a good long while if the rest of your party is being leveled or anyone needs time to work on weapon skills. Sometimes turns into a trap if the AI wises up and your backline is really weak (so level with caution).

F2. Untrodden Marsh - Undead, fairies, imps, and some heavies. Also the branch point to reach to get deeper into the forest.

F3. The Feral Shore - End of the F line, undead group. If you have well trained Archers with Chapter 3/4 equips then you'll wreck the undead. Bring Exorcists

C1. Gunagua Headwater - Larger area with a stream through it and a lake at the north point. Party limit increases here, and the enemy may have some heavy units. As they start at lower elevation across a stream, though, any non-melee units can punish them severely before they close with the player's troops.

C2. Whisper of Leaf and Water - Same exact map as the Feral Shore, only you are starting at the opposite side. For extra bonus, the point where you start is varied in elevation quite a bit, and it is possible to have spellcasters put in a place where they cannot get out of the pit, forcing you to cede the high ground. Opponents are, if I recall, all living but in my visits they carried some heavies (Cockatrices, I do believe) and a bussel of healers.

C3. Lie Down In Green Pastures - First map you can use ten members in. This is a branch battle, so getting here means you can progress into the chapter 4 section of the forest.

C4. The Frostfen - The last battle of the chapter three section, and a fun one. The enemy outnumbers you pretty heavily, is composed of Knights, Terror Knights, Ninja, Rogues, and the odd Dragoon and Swordmaster. The Ninja also tend to be carrying the same spells as each other, so if one casts something annoying at your party, expect the next four to do the same. Even so, you can usually take control of the battle at the natural choke point right in front of where you start and decimate the more aggressive of the enemy forces there. Once that's done, and you've dealt with the one or two units who try to go around the lake the opposite way (you can usually isolate and exterminate at least one rogue or swordmaster trying this unwise tactic per battle) the rest becomes mopping up.

E1. Scenic Knoll - Dragon central. I've visited several times and always there have been five or more. Excellent place to pick up a few. This is another reused map, this time of the Howling Hills, but again your party starts in a different, and generally less advantageous, location. Namely, the bottom of the zig-zag slope. It is easier to fort up and take on the foes then sally forth, but to each their own. Despite being the first map in the chapter four section, this is also a branch battle.

Heart of the Wildwood - Phorampa's Doorstep is an straightforward map because you start next to what amounts as a high-ground fort and you are facing a bunch of not very good at range, often squishy targets. Heart of the Wildwood is the same map, but you face off against heavily stacked odds, in what is usually four different discrete groups - a warlock on the right with two iron golems, a bunch of humans on the left, a mess of skeletons in the middle low ground, and a whole lot of phantoms backed with the occasional fairy and imp on the high ground. If I recall right, and I could be wrong, you will face eighteen in total and you start on the bottom right / bottom east. This one usually gets a little interesting. Definitely carry the ability to exorcise.

E2. Land of the Supplicant - Dragons form the van of the enemies, but the rest of the enemy forces are composed of a mix of hawkmen, fairies and imps, at least one undead, and I always seem to pull a gryphon. Again a stage is reused - the map is the same as the Field of Fallen Shadow - and again you are given a less advantageous starting point. On the bright side, you usually aren't outnumbered.

E3. [Unknown Name] - Large map, and the only chapter four battlefield in the forest which is new. The map is based around a mucking huge crater in the ground - almost a caldera. The enemy is primarily undead with enough human units to make it interesting. You start on the left corner of the screen, and have the choice of either going for the large concentration of enemies ahead of you - at which point the battle quickly narrows to who controls a choke point - or go around. Either way the enemy does again outnumber you, so expect at least a few of them to come about at the side you are neglecting. I found this to be the easiest of the chapter four maps. Because of the ease of the battle and the name (that firseal can't recall) there might be a secret passage.

This has only been confirmed by one person but there are new areas of Phorampa Wildwood that open up with each passing chapter. It isn't known if you have to complete the previous areas by the end of the Chapter to unlock the new areas but by the end of Chapter 4 you'll have all the routes in the forest. The last of the Chapter 3's branches, "Lie Down in Green Pasures" is one of the hardest branches which needs to be done in order to reveal the very last branch which also requires you to reach Chapter 4.

In the third course of the dungeon you fight more and more human units with smaller and smaller enemy squads.

In the final branch you can deploy twelve people regularly and consist of mixed groups of foes.

If you have trouble with the dungeon then get some Beast Tamers and recruit dungeons in the first part of the dungeon. Dragons have their breath skills and their boulder attacks which are devastating to human units and somewhat work against monsters but not too well against undead.

The Rogue Diego

This is a long term sidequest that should be one of the second to last things you do in the game because of it's difficulty. You trigger the first sequence at the very beginning of Chapter 4 by reading the report, "Port Omish, Den of Thieves" in the Talk section.

When you have access to this battle, you'll probably be too weak for the mission. The time where you'll naturally be in level with it will be at the end of the game which is where I suggest you do this quest. Finish the game then travel to the Anchor Point that's right after the Hagia Banhamuba battle with the World system.

Port Omish

Condition(s): Kill Ragnar.

- **White**

- Ragnar (Berserker)
- H. Terror Knight
- H. Rogue
- H. Archer x2
- H. Swordmaster x2
- H. Knight
- H. Wizard
- H. Dragoon
- H. Cleric
- H. Witch

- **Green (Ally)**

- Diego (Buccaneer)

Everyone here, save for the Knights, are pretty fragile. Still, Diego still has some of that bad AI that every ally has. Get some naked Archers to lure enemies away and deploy them in front. They should be attacked a lot and should absorb a lot of damage which means their TP will increase at a very, very fast rate. As soon as Ragnar is in range you should have enough to use some of your Finishers so you can kill him as soon as you want. Get a naked Canopus with a lobber if you think you need it too. Ignore all other enemies.

Now, play through the story. After you visit Phidoch Castle and the new areas open up, read all of your Talk topics. Done? Close the Warren Report menu then open it up again to find another Talk topic. Read it. Head on over to Qadriga Fortress then Port Omish (perhaps in reverse order) to trigger two separate cut scenes. Afterwards clear The Pirate's Graveyard.

The Pirate's Graveyard

This is a fairly lengthy dungeon with a pretty great amount of monsters. Make sure you are fully prepared healing-wise and have a good team of Dragoons.

The Balmamusa Dead (Chaos only)

You gain access to the first map through the talk topic of the same name, roughly after the Brigantys battle in Chapter 4. At the end, you will have a chance to recruit Cressida if you have a CF of at least 50.

In order to get a vague sense of what your CF is, save and recruit multiple Galgastani units from the shop. Press select and hover over their name. If the comment says something like:

- *More often than not, this unit speaks in support of your decisions*
- *Though not openly discontent,*

Then you are possibly all ready or only 1-9 CF off. If you have an even more positive comment, then you are more than likely ready.

But, if you need to increase CF then you can do what is commonly referred to as the Death March. You first recruit a lot of Galgastani units then have them purposely die in battle. Afterwards, retreat. This only increases CF by 1/10 of a point but it may be your only way to increase CF reliably depending on how far in the story you are.

However in the case that you have not activated this quest before, you can finish up the Azelstan side quest and reject the treasure at the end in order to increase the relevant CF by 5. You can also become a lord and let the looters off the hook after the Royal City of Heim to increase the relevant CF by 15. Finally, another relevant choice to increase CF is the shamen quest and rejecting the power after Coritanae Castle to increase relevant CF by 10. If you still don't have enough CF at this point, it may be better to go along with the Death March.

There are a lot of undead enemies throughout this quest line, so bring Clerics and/or Grimoire Exorcisme arcane items. However, the third, last fight is the only one that is more taxing than what you may have encountered before.

After reading the talk topic, go to Balmamusa for a battle.

Balmamusa

Condition(s): Kill all.

- **Green (Enemy)**

- Z. U. Rogue
- Z. H. Berserker
- S. Warrior
- Z. Cyclops
- Z. H. Warrior
- Z. R. Juggernaut

- Z. Hydra
- Z. H. Archer
- Z. H. Terror Knight
- P. Wizard
- S. Archer
- Z. Gryphon
- **Green (Ally)**
 - Oelias (Cleric)
- **Suggested Unit(s):** Canopus

It is absolutely necessary that you bring a unit or item capable of reviving units for the purpose of reviving Oelias, the guest. You don't need to worry about healing Oelias after reviving her because she retreats immediately.

Besides that, this battle is basically nothing you haven't faced before. As said before, be sure to use Exorcise to prevent things from getting too hairy.

Head to Qadriga Fortress for the next battle.

Qadriga Fortress

Condition(s): Kill Dievold.

- **Green**
 - Dievold (Terror Knight)
 - S. Archer x2
 - P. Warlock
 - P. Wizard
 - Z. H. Dragoon
 - Z. Thunder Dragon
 - Z. H. Swordmaster
 - Z. Dark Dragon
 - S. Warrior
 - S. Knight
 - Z. Cockatrice
 - Z. Terror Knight
 - Z. Flood Dragon

Exorcise the Thunder Dragon on the side of the deploy point for some ease.

The leader in this battle is quite aggressive so attrition is not a big factor in this fight.

After this incoming battle, you will have to have at least 50 CF with the Galgastani clan as a prerequisite to recruiting Cressida. Verify your CF and tie up any preparations. Head to Golyat for the final encounter of this side quest.

Golyat

Condition(s): Kill all enemies

- **Green**
 - Nybeth (Necromancer)
 - Moldova (Necromancer)
 - Cassandra (Necromancer)
 - Hektor (Knight)
 - Vyce (Hanged Man)
 - Z. H. Warrior
 - P. Wraith
 - Z. H. Terror Knight
 - Z. H. Berserker
 - W. Night Crow
 - W. Night Crow
 - U. Uruk
 - S. Wight
 - Z. H. Warrior
- **Yellow (Ally)**
 - Cressida (Necromancer)

Multiple units are deployed on all sides of the deploy point. Unlike the last two missions, the units in this battle will not go down easily. Compared to the normally frail undead, the blue tinted units are highly upgraded versions of the normal classes. However, they are not inherently considered undead meaning dark magic is still effective on some of them.

On top of the already numerous amount of enemies, Nybeth can summon anywhere from two to five more units if the battle drags on too long. You may think that killing Nybeth is easy enough as it will both stop the flow of enemies and the battle, but he will actually retreat at low HP and the battle condition will change to "Vanquish the enemy!"

Although possible to revive Cressida, she will remain dead indefinitely if she is taken down again. Therefore, it is almost required that a revive and heal for her is executed one after the other.

Keeping these factors in mind, this is no doubt a difficult fight that will require some level of attrition, but it is not impossible to clear.

Instead of spreading out your units to address each side, it is better to focus your entire party towards Cressida's direction. This strategy might seem like a waste of resources but it will cause all the enemies to gather in a single, concentrated area. You will handle the flow of enemies much more easily this way and cause AoE skills to be that much more potent. Additionally, it is useful to dedicate one or two units simply to revive and heal Cressida. On said units, have them equip Swiftfoot, low weight, bestowed with the Boon of Swiftiness light magic, and have access to Field Alchemy. Bringing a ranged unit is helpful to quickly snipe out Nybeth to prevent reinforcements.

After Nybeth has retreated and Cressida has been treated, you will have finished the hardest aspects of the battle and should be on pretty good positioning. This long night will soon be over.

If Cressida survived to the end of the battle you will have a chance to recruit her. You will have to have an above 50 CF with Galgastani then you have to choose choice 2.

Mysterious Blast on Exeter

You gain this sidequest by reading the Talk topic of the same name as this side quest title. You will unlock Occione if you deploy Jeunan in the the relevant battle as well as the Palace of the Dead.

Madura Drift

Condition(s): Kill all.

- **Green**

- Crystal Dragon
- Arc Dragon
- Cyclops
- U. Juggernaut x2
- U. Familiar
- U. Berserker
- Frost Dragon
- Flood Dragon
- Hydra

Bring your dragon killers for this one.

Crystal Dragon is an enemy only class that can't be recruited so don't worry, you won't need it to recruit Deneb. You don't need to kill it to win the battle and supposedly an Obsidian Dragon replaces in some subsequent playthroughs of the battle.

Belmorose Highwinds

Condition(s): Kill Jilessa.

- **Red**

- Jilessa (Cleric)
- H. Knight x2
- H. Cleric x2
- H. Archer x4
- H. Valkyire x2

Aside from Reflect Damage I, Jilessa is nothing to be feared and you should be able to get this done quickly so long as you outdamage the Clerics healing around her.

Vasque

Condition(s): Kill Cielo.

- **Red**

- Cielo (Fusilier)
- H. Berserker
- H. Archer x2
- H. Warlock
- H. Wizard
- Z. Arc Dragon
- Z. Cloud Dragon
- Z. Flood Dragon
- Z. Thunder Dragon
- Z. Earth Dragon

- Z. Frost Dragon
- Z. Dark Dragon

The mold around you also has a poison effect while standing upon it so melee units are less useful. Deploy a legion of Archers and a few Clerics to take care of exorcising the fallen dragons and you should be fine. When you have enough TP, barrage Cielo with Finishers.

Okay, I recommend you go into Lhazan Fortress instead of Bortegun Fens first because of how easy it is. If you choose to do the opposite, scroll down to Bortegun Fens for the battle info but if not then:

Lhazan Fortress (2 battles)

Lhazan Fortress (1)

Condition(s): Kill all.

- **Green**
 - Z. Vasque Survivor x6
- **Red**
 - S. Terror Knight
 - S. Knight
 - S. Warrior
 - S. Archer

This is hands down the easiest map in the game especially since the green faction won't even attack you. Bring your weakest units to have them piggy back on this mission so you can net some easy exp for them.

Deploy Jeunan in the next battle to unlock Ocionne.

Lhazan Fortress (2)

Condition(s): Kill Reymos.

- **Red**
 - Reymos (Necromancer)
 - Z. Cyclops x3
 - Z. Octopus x2
 - S. Archer x2
 - P. Wizard
 - P. Witch
 - S. Terror Knight
- **Green**
 - Ocionne (Beast Tamer)
 - Teukios (Arc Dragon)
- **Suggested Unit(s):** Jeunan

There is a lengthy dialogue exchange between Ocionne, Jeunan and Denam which needs to be finished in order to recruit Ocionne. You'll know when it is safe to kill Reymos when Denam says, "Yes, but his remorse is sincere."

As with almost all escort missions, it will be helpful to have some kind of agile healing unit on the ready to do their job. However, the twist is that it may be Reymos who you need to heal. Ocionne both exhibits a higher level of caution than other escorts and she is known to overpower Reymos in this fight. Because the conversation is required to conclude in this fight in order to recruit Ocionne, you will probably have to heal Reymos a bit to prolong the fight.

Bortegun Fens

Condition(s): Kill all.

- **Green**
 - R. Juggernaut x2
 - R. Martiarch
 - U. Hoplite
 - U. Rune Knight x2
 - Flood Dragon
 - U. Berserker
 - R. Archer
 - R. Berserker
 - Frost Dragon

Normally I'd suggest that you stay still and wait for the enemies to come to you in this situation but the Martiarch in this mission will destroy you if you're bunched up. Split up and rush then or stay still--no matter what you pick you'll want to kill the Mariarch right away. An Archer and Dragoon team is best for this mission.

Now, you have access to The Palace of the Dead. It's a fairly long dungeon with 100 floors so for obvious reasons you should absolutely do this last and when you're done with the game. If you're on the Chaos route, recruit Cressida before you do this so you can get some extra schmiz.

Rhamsen Wreck

This is unlocked after reading the Rhamsen Wreck Talk topic. At the end, you acquire a Fusilier unique unit and the classmarks that come with him. You may have to clear Oeram or Boulder Rock to see Lupha Coast's location.

Lupha Coast

Condition(s): Kill all.

- **Green**

- R. Hoplite
- R. Juggernaut x2
- R. Matriarch x2
- W. Archer x2
- W. Cleric
- Octopus x4

Yeah this mission is an utter pain compared to the battle that follows it. The enemy AI is pretty much like this: Reptilian units and Octopi will more or less form a wall while the Matriarchs will weaken you. Finally the W. Units will finish you off with a flurry of arrows.

First, you should train and bring a LOT of Dragoons because reliably lessening the number of troops in any manner assures victory. Have non-melee units take out the Matriarch when they're in range and your strongest hitters like your Berserkers should focus their attacks on Hoplites. Don't forget to bring a lot of healers to dispel all of the negative ailments the Matriarches cast on you. And most of all: good luck. If you still keep on failing, level up a bit and update your equipment then try again.

Grimsby

Condition(s): Kill Martym.

- **Red**

- Martym (Knight Commander)
- Templar x13

- **Green (Ally)**

- Lindl (Fusilier)

Thankfully, Lindl is an ally that can actually do some damage to the enemies with the added bonus being that the bulk of the Templars won't target him. Still, keep at least one healer (preferably a Knight/Valkyrie) on his tail just to make sure he doesn't die. Treat Martym the same as you would any other Knight leader (like Xaebos).

Martym will retreat at low HP.

- Lindl joins you as a regular unit.
- Fusilier classmarks acquired for the first time.

You have only three Fusilier classmarks and you won't get them again unless you use the World System to redo this mission so **use them wisely**.

The Bandits of Neimrahava

You unlock this after the previous sidequest. Read the Talk topic of the same name then head to Neimrahava Wood.

Neimrahava Wood

Condition(s): Kill Ganpp.

- **White**

- Ganpp (Beast Tamer)
- Berda The Younger (Gryphon)
- Obda The Younger (Gryphon)
- R. Hoplite x2
- R. Juggernaut
- H. Rogue x2
- W. Rune Fencer
- W. Cleric
- H. Ninja x2
- R. Berserker
- W. Archer

Keep a Cleric to keep everyone's HP up while they trudge through the swamp. Don't kill his beasts and keep his HP in critical status and you'll have him in your party.

Shrine Battles

This is a series of battles in forts that involve reading a series of Talk topics in Chapter 4 after the Barnicia battles. You should be able to unlock all of them at the same time save for the Lhazan Fortress and Gecho Fortress battle. For the former, you have to clear the Ocionne event first. For the second, you have to clear the Lindl event. After you do both, read two other Talk topic and then you'll have all of them complete to do. ^s7[Locations of the forts (shrines). You don't have to do any of these battles in any particular order.

Qadriga Fortress

Condition(s): Kill Leon.

- **Red**
 - Leon (Fusilier)
 - H. Archer x2
 - H. Ninja x3
 - H. Warlock
 - H. Cleric x2
 - H. Beast Tamer
 - Stone Golem x2
 - Iron Golem x2
 - Thunder Dragon x2

You might as well just take your time and fight the enemies that come to you first. Leon won't charge at you and he has quite the amount of HP/defense so you definitely want to put him off to later when you can easily gang up on him. Use Finishers when you acquire them so you can kill Leon swiftly.

Boed Fortress

Condition(s): Kill Lobos.

- **White**
 - Lobos (Rogue)
 - W. Warrior x2
 - W. Cleric
 - W. Wizard
 - H. Archer x2
 - U. Archer x2
 - H. Berserker x2
 - R. Berserker
 - U. Berserker
 - Flame Dragon x2

Uh oh, it's the first Nybeth battle all over again. Thankfully, Lobos is less cowardly and doesn't have a *Metal Slime*-like evade rate.

Geyld Fortress

Condition(s): Kill Anaberg.

- **Green**
 - Anaberg (Lich)
 - R. Juggernaut x2
 - R. Hoplite x2
 - W. Archer x2
 - P. Wizard
 - P. Witch
 - U. Rogue
 - Flood Dragon x2
- **Suggested Unit(s):** Canopus

Canopus will trump Anaberg in three arrow hits tops. There's no healers to cushion Anaberg either so it'll be even quicker.

Ndamsa Fortress

Condition(s): Kill Aeshan.

- **Green**
 - Aeshan (Swordmaster)
 - H. Terror Knight x2
 - H. Dragoon x2
 - H. Ninja x4
 - H. Wizard x2
 - H. Cleric x2

- Cloud Dragon

Just wait for Aeshan to charge at you. Surround him when he gets really close and just keep beating on him.

You have to clear the Ocionne event and then read the resulting Talk topic to unlock the battle at Lhazan Fortress.

Lhazan Fortress

Condition(s): Kill Josephine.

- **Green**
 - Josephine (Cleric)
 - H. Knight x4
 - Frost Dragon x2
 - H. Witch x2
 - H. Cleric x2
 - Cockatrice
 - Cyclops
- **Suggested Unit(s):** Canopus

One of the easier Fortress battles. You can finish this easily by having a flying unit climb the "tower" Josephine is in and defeat her.

You have to clear the Rhamsen Wreck side quest then read the resulting Talk topic to unlock the battle at Gecho Fortress.

Gecho Fortress

Condition(s): Kill Barvan.

- **White**
 - Barvan (Berserker)
 - H. Berserker x2
 - H. Terror Knights
 - H. Rogue x4
 - H. Witch x2
 - F. Rogue
 - F. Familiar
 - Earth Dragon x2

You can't have Canopus completely solo this boss because arrows don't do as much damage to him as it does to the other leaders. Once again, you'll be playing a waiting game. Once Barvan is in range, focus all attacks on him.

Head to Coritanae Keep. Choose the second option. Now revisit each of the Fortress locations again with at least one of the Phoraena sisters and clear each one of their shrines (dungeons).

Gameplay

Grinding

The single maps that I used from grinding are the following (in order of ascending difficulty):

1. **Lake Bordu**
2. **Tynemouth Hill**
3. **Golborza Plain**
4. **The Psonji Weald**
5. **Rhea Boum Aqueduct** (for non-melee units only)

Weather

During the course of an outdoor battle, the weather may change. This has an effect on the accuracy of certain ranged weapons. ^{s8}The snowman here is an example. You can check this by pressing start in battle and looking at the symbol to your right.

Changing Classes

After a battle has raged, you'll sometimes acquire items called Classmarks from the enemy.

You can change class regardless of what level the other classes are, again, as long as you have a Classmark available and the right race.

You gain the ability to use this feature after The Gates of Almorica battle.

Learning Magic

First teach the character the magic command you want. Then, acquire the relevant arcana like through buying it at a store. Make sure that the class you're buying for can use it--check by pressing square and the directional button to switch tabs. After that, you need to learn the spell. You can either use the arcane in battle which will allow you to instantly use it for one time with no penalty and learn it then and there or you can prelearn it using the following steps:

1. Go to the party menu.
2. Select the unit you want.
3. Scroll down to Magic
4. Select "Learn" and choose the arcane containing the spell you want to learn.

Finishing Moves

Or otherwise called Finishers. These moves need at least 100 TP to activate and consume all of it. Essentially, these are the TO equivalent of Final Fantasy's Limit Breaks and have properties that are improved with the more TP that is used. Example: Tyrant's Mace, when used with more TP, does more damage.

To get a Finisher let the unit learn a weapon skill. Level it up by attacking sentinel objects which can be either your enemies or allies. When it's reached at rank 2, 4, 6, and 8 you'll unlock a Finishing Move.

Dying

When the HP of your unit falls to 0, he/she is *Incapacitated*. There'll be a timer that ticks down and when three turns pass, the unit will be removed from battle and lose one of three hearts. When all of those hearts are gone, that unit is *Deceased* and is gone for good. Otherwise you can still use him/her in future battles. ^{^s1}Marked by the red circle. Here, 1 of 3 hearts are gone. If you win a battle before the timer reaches 0, that unit will not lose a heart.

Additionally, fallen units are treated as obstacles. The only way to remove them is to either revive them (normal units) or exorcise them (undead).

Results Screen

At the end of a battle, you'll see a Results Screen. Here, all of the bags of loot from the battle will be collected and it will show you what you got. The only type of items that enemies drop that aren't automatically collected at the end are Tarot cards which, sure enough, are marked by floating cards.

EXP is distributed to everyone regardless if they actually did anything or not. There is actually EXP scaling in the sense that less party members deployed will yield in more EXP.

Retreating

In any non-story battle, press the start menu during the battle and choose "Retreat". You'll gain the experience from the enemies you've killed but it's a very small fraction of what you'd normally get. It's better than nothing though. Still, in a scenario where your allies are dying and you don't have enough items to revive them, it's better to run and save their lives than to win but have some sacrifices. You'll always have another chance at that random battle but you will never regain lost hearts.

Acquiring Money

Head into a battle and you'll get some coins (located in the Reagents section) from the loot that the enemies drop when they die. You can sell those for a hefty amount of money. Don't worry, these coins can't be used for anything else anyway.

You can also get a Beast Tamer (or someone with Beast Tamer skills) and recruit multiple monsters to auction off for the price of 100 Goth. You'll usually get 2000+ Goth as a payoff.

Recruiting

Target Race	Skill Needed	What class obtains it
Humans, Hawkmen	Recruit	Knight, Cleric, Ranger, Princess, White Knight, Paladin, Songstress
Lizardman, Lamia	Coax	Wizard, Buccaneer, Patriarch/Matriarch
Divine	Seraph's Pact	Cleric, Priest, Princess, Divine Knight
Fairy	Fey Pact	Rogue, Vartan, Shaman
Orcs, Imps, and Zombies (Umbra)	Demon's Pact	Lich
Beasts	Subdue	Beast Tamer
Dragons	Tame	Beast Tamer
Golems, Pupkin	Control Golem	Warlock/Witch, Wicce
Skeleton, Ghosts	Master Undead	Necromancer

To increase the chances of recruiting an enemy,

- Lower their hp as low as possible
- Execute the relevant skill as close as possible
- Equip Anatomy and similar skills

In my experience, it doesn't seem like you can recruit enemies if they are inflicted with a status ailment.

Some maps that may be useful in finding certain races are:

- **The Psonji Weald** - Reptilians
- **Xeod Moors** - Phantoms

- **Mount Weobry** - Dark Dragons
- **Phorampa Wildwood dungeon** - Other dragons
- **Lhazan Fortress** - Hydra
- **Lambriss Hill** - Cloud Dragon

Crafting

Buy the crafting recipe(s) that you want and gather the items. In a store, scroll down to the craft menu and you'll be able to make your item so long as you have the right materials and recipe(s).

You get the ability to craft after Xeod Moors in Chapter 2.

Tarot Cards

These are items that enemies sometimes drop and are represented by rotating cards. When they are picked up, they increase stats.

1. **The Magician** - INT up
2. **The High Priestess** - MND up
3. **The Empress** - MP up
4. **The Emperor** - HP up
5. **The Hierophant** - MND up
6. **The Lovers** - Loyalty up/down
7. **The Chariot** - STR up
8. **Justice** - AVD up
9. **The Hermit** - INT up
10. **Wheel of Fortune** - AVD up
11. **Strength** - STR up
12. **The Hanged Man** - VIT up
13. **Death** - LUK up/down
14. **Temperance** - RES up
15. **The Devil** - LUK up/down
16. **The Tower** - VIT up
17. **The Star** - DEX up
18. **The Moon** - AGI up
19. **The Sun** - AGI up
20. **Judgment** - DEX up
21. **The World** - RES up
22. **The Fool** - Loyalty up/down

After they are picked up, they become consumable items that buff or debuff a target. Tarot cards can't be used with the Lobber and they can never be bought.

1. **The Magician** - Enfeeble
2. **The High Priestess** - Healcraft
3. **The Empress** - Resilient
4. **The Emperor** - Fortify
5. **The Hierophant** - Spellstrike
6. **The Lovers** - Spoilheal
7. **The Chariot** - Breached
8. **The Hermit** - Spellcraft
9. **Wheel of Fortune** - Blinkwalk
10. **Justice** - Dodge
11. **The Hanged Man** - False Strike
12. **Death** - Weaken
13. **Temperance** - Stagger
14. **The Devil** - Spoilspell
15. **The Tower** - Misstep
16. **The Star** - Trueflight
17. **The Moon** - Falseflight
18. **The Sun** - Sidestep
19. **Judgement** - Truestrike
20. **The World** - Cloudwalk
21. **The Fool** - Spellslip

Chaos Frame

Chaos Frame is basically a measure of reputation/loyalty amongst the warring clans of *Tactics Ogre*. You can check how loyal or how good your reputation is with the clan you want to see by recruiting a member of that can then clicking Select on their name. If it's positive, like:

"This unit supports you in all things--a loyal ally to the end."

then that clan is very loyal to you. If you have the above message for Hobyrim and Olivya, you can unlock the secret scene with Hobyrim (only needed with Chaos and Neutral routes) and you're able to recruit Sherri respectively. ^s5jWarning screen for Arycelle. The one known way of increasing Chaos Frame is this: recruit many members of the clan you want a higher CF with and then get into a random battle. Kill off all of these clansmen you want and let enemies put them into a incapacitated state. Rinse and repeat with Blessing Stones. Alternatively, you can retreat from the battle and repeat that way.

You decrease loyalty by killing too much enemies of a clan that the character belongs too. If you do this too much a character will eventually get discouraged and will leave you, story characters included. You'll get a warning with a flashing red screen at the end of the battle if he/she is about to leave (see picture).

The Chariot Tarot

The Chariot Tarot is basically an in game save state/load state option. The game records the last fifty moves taken in battle and pressing L will allow you to jump to a certain point in time.

If you use the Chariot Tarot while the unit is still making his/her turn, it will not count towards the "Use no Chariot Tarot" title. By this logic, if you simply tap L and cancel without using the feature, this also does not count.

You gain the ability to use this feature in the first Tynemouth Hill battle.

The Wheel of Fortune/World Tarot

This tarot is a timeline of your events and allows you to view cut scenes. There are some that are not shown in the story so you have to go here to view them. These are:

Chapter 1: None

Chapter 2 (Law): None

Chapter 2 (Chaos): *Ravness's Final Words*, unlocked at the beginning.

Chapter 3 (Law): *Familiar Friends*, unlocked after the beginning. *The Front's Last Days*, unlocked after the Tynemouth Hill battle.

Chapter 3 (Neutral): None

Chapter 3 (Chaos): *The Hierophant's Fate*, obtained after the Cerya scene.

Chapter 4: None

You can access this feature in Warren's Report. After the end of the game, this is upgraded into the World Tarot. Example of an anchor point. When this feature is transformed into the World Tarot, you can travel through time to any "Anchor Point" marked on the timeline. You can fight some battles again or access the other routes this way. You can even get some classmarks which are normally in limited supply (ex. Fusilier).

By using the World Tarot, you can recruit enemies that you couldn't normally recruit before and deploy almost any unit you want with no impact on the plot. For example, if you have Ravness and deploy her in Chapter 2 (Chaos), she will still be considered dead plot-wise. Denam also retains the costume he had during the chapter.

For any battle, the enemies scale up to you in level, equipment, and skills. Your guests also scale up to you but if you've had them before on a previous playthrough (ex. Vyce from Law route) then they'll retain the equipment and skills you gave them. The stores also scale to you too.

Chapter IV is shared by all routes. It will turn into the route that you enter it in but won't permanently change until you actually finish the chapter as that alignment.

You gain this feature after the credits.

Learning more

Select is useful when you need on the fly help while the Warren's Report explains many more mechanics.

Tips

- **Don't be quick to sell your old equipment.** It will be easier to outfit new classes.
- **Save your magic arcanae for battle.** Using them in battle rather than right away makes it so you can use those magics instantly for the first time, something that can be immensely useful against undead units.
- **Pick up Tarot cards in the field when you can.** Not only will they provide the related unit a stat boost, you cannot collect them at the end of a stage anyway.
- **Have a well rounded party.** What works for one stage might not work for another.
- **Less actions and less armor = more turns.** Often at times you need to rescue an overly ambitious AI unit--just move and don't do any other actions so that you have more turns to move and hence, a better chance at arriving at the nick of time. Go naked if you want an even better chance.
- **Make sure every unit learns the Anatomy.** There's human units in almost every stage and it is likely that your party will be full of human units anyway.
- **You do NOT gain skill EXP from attacking non-sentinel objects.**
- **With certain ranged weapons, you can target outside of your reported range,** so before you write something off as out of range, aim at it and confirm to make sure. The higher the altitude your unit goes the farther this effective range goes.
- **You can hit your own allies to build their TP.**

Credits

Name(s)	Description of contribution
opfer_gv	New Game question result
Cow	Jenounes -> Jeunan name change
OriginOfTime	Oxyones -> Occione name change
Vivoco	Haborym -> Hobyrim name change
Firseal	Informed me on some parts of the Chariot system
Steven L. Sanders & Henry Chiu	Verifying avoid Ch4 Brigantys battle method
firseal	Finding the secret of Phorampa Wildwood

LastCetra	Basic steps of Deneb sidequest
Drew Vodoor (holynight14 on GFaqs)	Correcting+expanding on Deneb section
Eric Suen	Corrected spelling error & giving me initiative to start the missable section
BMSirius	Missables info
Alexei Glory	Reduce Dorgalua TP trick
Ivan Lay	Correcting the recruit Cistina Chaos choices
M-Zumpe	Second method to defeat Chaos Vyce
esuriospiritus	Discovering+confirming the effects of killing Ganapp's beasts
bajuwa	Crystal Dragon in the Mysterious Blast on Exeter is not needed to be killed; Obsidian Dragon info
Donald Embrey	Fixed error in the Chapter 3 Law final battle
Silentsword	"Moving back and forth" trick to recruiting Sherri
Duncan Hutchinson	Correcting a step in Deneb recruiting process (Frost Dragon auctioning); finding an error in counting
MegaKnigh22	Wynoa+Gatialo tip
Jonathan Gordon	Crafting & reptilian tip
wavebird2010	Trigger for recruiting Ocionne
beatumdown	Information in the recruiting table

Version History

Version Number	Date	Description
2.23	09/30/16	Minor proof reading
2.21	04/25/15	New strategy for Bahanna Highlands
2.20	04/18/15	Fixed information pertaining CF on Cressida's section. Made new strategy sections for the Andoras fight in the field and the Lancelot fight afterwards.
2.14	04/16/15	Did proof reading on the beginning of Chapter 3 Law, Cressida, and Ocionne sections. Revamped the Before you read section. Merged the new game section with the walkthrough section.
2.00	04/08/15	Cut out incorrect details and proof read about 70% of the FAQ
1.35	02/08/14	Refined the wording on some parts
1.34	01/05/12	Replaced old recruiting section with a table that includes skill names needed to recruit the races, as well as the classes that learn them.
1.33	12/30/12	Clarified what was the exact trigger for recruiting Ocionne in the Mysterious Blast on Exeter
1.32	03/18/12	I edited some wonky wording.
1.31	11/20/11	Lightly skimmed the guide and reworded a lot of strategies
1.30	10/09/11	Added two tips
1.29	08/18/11	Added a tip for the Wynoa and Gatialo fight
1.28	07/08/11	Forgot about one teensy detail in the recruiting section
1.27	05/14/11	Added an extra step that was missed in the Deneb recruiting process
1.26	04/16/11	Added a trick to recruiting Sherri
1.25	04/15/11	Fixed the strategy for the Chapter 3 Law final battle
1.24	04/13/11	Filled in all unconfirmed effects of killing Ganpp's beasts. Added details to the Crystal Dragon battle.
1.23	04/11/11	Fixed a detail about recruiting Ozma
1.22	04/06/11	Added two small details to the Wheel of Fortune Tarot and the World Tarot sections
1.21	04/04/11	Added another method for the vs. Vyce battle in the Chaos route. Fixed the choices to get Cistina (also in Chaos) too.. I think.
1.20	04/02/11	Added a trick to reduce Dorgalua's TP
1.19	03/25/11	Fixed some formatting issues. Added more pictures, a frequently asked question, and a tip. Yes, I know how ironic the content of the last two are.
1.18	03/12/11	Added a very small detail to Tarot Card section and the Chaos Frame section. Added one gameplay frequently asked question.
1.17	03/10/11	Changed some small things that bugged me
1.16	03/06/11	Missables section added added a small detail to the Results Screen section
1.10	03/03/11	Phorampa Wildwood revamped and The Eternal Deneb section corrected (see Credits)
1.01	02/28/11	Fixed countless spelling and grammer issues again
1.00	02/27/11	All the story missions, The Eternal Deneb, and The Rogue Diego done. Added Weather, Results Screen, Recruit, World, and Chaos Frame sections to the Gameplay part of the guide. Tweaked and clarified various things such as the recruiting Sherri part. Working on Chapter 3 (Neutral).
0.38	02/24/11	Chapter 4 is almost done

0.36	02/22/11	More of Chapter 4 done. Added more name changes and a tip.
0.32	02/22/11	Started Chapter 4. Restructured guide. Added Name Changes. Finished "The Balmamusa Dead" sidequest.
0.30	02/21/11	Gave the FAQ a huge overhaul and fixed a lot of embarrassing grammar/spelling issues. Chapter 2 (Chaos), P. Forest, and Chapter 3 (Chaos) are done. Beginning of Chapter 4 started.
0.10	02/17/11	Chapter 1 complete except for the Balmamusa (2 Law) battle

Conclusion

This guide is Copyright 2011 by Zahlzeit/Suih. It may not be hosted on any site other than GameFAQs.com and its affiliates without the consent of the writer.

All trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders.

This document is copyright Zahlzeit and hosted by VGM with permission.