

# Brigandine: The Legend of Forsena FAQ/Walkthrough

by S Ong

Updated to v1.13 on Jan 22, 2007



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\*\* The Legend of Forsena \*\*  
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Brigandine FAQ/Strategy Guide  
Version 1.12  
For Sony Playstation  
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<<< Official Reference >>>

Altus Official Website: <http://www.altus.com>

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Introduction  
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Here is a short introduction to this game..

Brigandine is a Strategy/RPG game, which requires you to deploy your men around the borders of your country. The story take part somewhere in the second month of 215, the Sacred King Calender that Admiral Zemeckis assassinated King Henguist of Almekia under the corruption of Death Knight, Cadon and thus proclaimed himself as the emperor and established the Esgares Empire. Now he tends to set his eyes on the neighbouring countries... Now you take the role of becoming one of the Rune Knights and participate in the war for the continent with a mission. Your mission: Bring peace back to Forsena.

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Revision History  
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Version 1.0

It contains the main document.

Version 1.1

I had added some information regarding Bulnoil, special Rune Knights and clear up some minor errors.

Version 1.2

I have made all corrections [hopefully], added a new section in the Miscellaneous section. BTW, you can also get more gameshark codes!

Version 1.3

I have finally found the way to fight Bulnoil and make some corrections.

Version 1.4

Expand the method in getting Ranguinus and Aldis. I had edited my e-mail layout and my site's URL address. I had also added flow chart of classes.

Version 1.5

Some more miscellaneous information about battles has been added <Thanks to Michael Lo.>. I had changed the format of the FAQ. I have added a new section called My Letter Box. For that section, I will post up the most frequently asked questions there and some helpful stuffs that were sent to me by contributors.

Version 1.6

I have added more information regarding combat. I have also added some more information regarding combat against Bulnoil. Some more information regarding the Snake of Chaos has been added.

Version 1.7

This is probably second final update. I have also included information on the command screen. I have added information on other classes such as the Claimer, King, Prince, Tryant, Super Tryant, Queen, Lord, Warlock, Emperor and Death Knight. I have added ages for most Rune Knights, except for some of the questing Rune Knights.

Version 1.8

I have added ages for questing Rune Knights except for Kazan, Shred and Balder. More information regarding controls have been added. The method to meet Bulnoil has been updated. Bits of information regarding Brigandine's combat system have been added.

Version 1.9

A minor update...

Version 1.10

I have added information regarding Cador and Shred.

Version 1.11

I have added few related strategies for Leonia. I have re-edit the disclaimer. More related stuffs on fighting Bulnoil have been added. I have added the upkeep and movement for most units. Most sections have been expanded. I have also completed the walkthrough's sequences

Version 1.12

I have added a contributor's strategy for Caerleon. I have also added a few couple levelling up tips [thanks to a reader who have given me an idea on this.]. This will probably be the final update of the FAQ.

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This FAQ can be found at the following address: (along with this latest revisions)

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GameFAQs                    <http://www.gamefaqs.com>.  
Cheat Code Central        <http://www.cheatcc.com>  
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\* Currently, you can only find the latest revisions at GameFAQs.

Firstly, I must thank GameFAQs [or CJayC] for teaching the proper way to write the FAQ and this is my first FAQ, so there may be many errors. So inform me if you have any corrections regarding this FAQ. This FAQ is under copyright law and any unauthorized copying or production will lead to severe punishment!

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Author's Note  
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This may be the last FAQ update for my first FAQ. It has a been while since the FAQ has been updated. But surprisingly, I still received e-mails regarding Brigandine even though it has already been released two years ago.

My notes for version 1.11:

The reason for this update is partly due to a reader's strategy about Leonia. His walkthrough is really useful that I found out that it is much better than the walkthrough that I have written. Leonia can be powerful as long as you made use of the Holy Word. The second reason is some more additional information regarding Iscalio and New Almekia, plus a couple of new important stuff to add.

Besides this, I still get questions regarding the Bulnoil fight along with getting Aldis into your party. BTW, I have confirmed the method in getting Schutleis. The only country can get two Rune Knights by winning the first battle would be Norgard.

\*Norgard - most lv 20 Rune Knights at the end of game!\*

Norgard is really strong as I was partly stunned by the total number of level 20+ Rune Knights. The Rune Knights are Guinglain, Yvain, Palomides, Roadbull, Zerafin, Dillard, Morholt, Luintail, Brangien, Kirkmond and Vaynard. [This is done without using a gameshark!]

\*Caerleon - Victory without defeating any countries!\*

During the past few months, I have finished the game with all rulers. I have finished the game with Caerleon without defeating any of the countries. It is by making use of one country to kill the other country ^\_^;). I have forced Zemeckis to be trapped with Iscalio continent and pressured them to kill off Iscalio. Eventually, Esgares will greatly weaken without their leader and Esgares is being annihilated by New Almekia. After that, I have pressured Leonia to one castle and have Norgard to eliminate it. Eventually, I have occupied Senadon and station my best army there where New Almekia defeated Norgard. Hence, I have defeat the game without defeating any countries! BTW, Cai can cast 2 Geno-Thunders in his starting level and I have come up with a deadly strategy for it. Refer to Strategies section for more details. It applies to any Wizards too.

Notes for Version 1.12

BTW, this update would probably sum up my gaming experience about Brigandine. I have added strategies for levelling up.

[Scott]

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On with the show!

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Controls  
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Here you will find the list of controls for the game, Brigandine- Legend of Forsena. Note that you can't change the button configuration.

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Name of Button	Functions
D-Pad	Moves the cursor on the battlefield or map
Cross	Select commands on battlefield or map
Triangle	Cancel commands
Circle	View the status of monsters, knights and country's income.
Square	Allows you to do multiple selections.
Select	Brings up main menu. Brings up the selection menu while in combat.
Start	Pauses the game.
R1	Moves to the castle where the lord currently is located at.

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This is quite straightforward and clear. Isn't it? If you find quests description a bit troublesome and irritating, try to hold down the R1 button along with X button.

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Basics of playing Brigandine  
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What makes this game having such a high replay value? In Brigandine, you

can complete the game with 6 rulers. [well, one of them is hidden ^\_^;]. Plus there is a lot of fun watching the raising of flags of different colours! You can also enjoy animations of monsters evolving. Different rulers have different attack moves and blasting spells.

First of all, I will introduce the rulers and some facts about their respective countries.

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Rulers' Attributes / Countries Breakdown

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After selecting the [New Game Option] with X button, you will end up at the selection of the rulers. Below is a short description about the country's background.

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Norgard [Blue]

Name of Ruler: Vaynard  
Knights: 13 Domain: 6  
Monsters: 44 Mana: 797

Norgard is actually the country that lies in the northern region of Forsena. Norgard is really a huge country but it is difficult to end. Once you start the game, Vaynard will summon all his Rune Knights and gathered for the meeting, where they planned to rule Forsena once again.

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New Almekia [Red]

Name of Ruler: Lance  
Knights: 12 Domain: 6  
Monsters: 31 Mana: 797

New Almekia is formerly known as Padstow. Padstow was formerly ruled by King Coel. Almekia was overthrown through the betrayal of Zemeckis and eventually Gereint, along with Lance, flee to Padstow. King Coel decides to help Lance by lend Lance his army as an aid, thus founding New Almekia Kingdom.

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Caerleon [Green]

Name of Ruler: Cai  
Knights: 8 Domain: 6  
Monsters: 23 Mana: 797

The Magic Kingdom lies in the southwestern area of the continent. The ruler was one of greatest and powerful magicians in Forsena. Cai is also nicknamed as "Quiet Wise King of Caerleon". The early alliance with the New Almekia along with the aid from the Knight Master, Dinadan, this country is not that be triffled easily.

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Iscalio [Yellow]

Name of Ruler: Dryst  
Knights: 12 Domain: 6  
Monsters: 33 Mana: 797

A country, which is supposed to be fortunate... but due to its ruler. The parilament consists of clowns! Dryst have the dreams of dominating the world and was supported by Camden, Ulster and the girl, who he have

saved several years ago, Iria.

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Leonia [Light Green]

Name of Ruler: Lyonesse

Knights: 11 Domain: 6

Monsters: 26 Mana: 797

A country that is surrounded by natural barriers, where Queen Lyonesse wishes for peace in Forsena. However, the country was involved in war due to the declaration of war from Norgard.

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Meaning of the Organize Phrase  
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This implies to all rulers [that also includes Esgares]. Firstly, I will explain the meaning of the Organize phrase. During this period, you can move your knights around castles [provided that you have a route] or wait and defend the castle that they are currently at. You can also send your Rune Knights for quests, summoning monsters, place your troops in order or viewing the stats of your knights and monsters.

- Stats - allows you to view the statistics of the Rune Knights and Monsters. They covers information on the characters.
- Organize - Allows you to organize the characers and given the Organize screen:
- Order - change the Order of the Rune Knights and Monsters
  - Class - change between classes for Rune Knights, promoting classes for monsters. Monster must achieve the minimum requirements before they can get promoted.
  - Item - Allow you to use items to raise attributes. Certain items are meant for Rune Knights only.
  - Equip - equip essential equipment for Rune Knights. Note that certain classes can only equip certain equipment.
  - Name - Give your monsters a name. ^\_^
  - Delete - Allows you to eliminate monsters.
- Move - Allows your characters to move to another castle. This is only applicable if roads are provided.
- Wait - Cancels the Move/Quest command
- Quest - Send Rune Knights on quest. There is no limit of the number of Rune Knights that you can send on quests. But rulers can't be on quest.
- Summon - Allows you to summon monsters. This is only avaiable if Rune Knights are avaiable.

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Stats:

This option allows you to view the stats of your leaders or monsters based on the amount of HP, MP and their strength, intelligence, agility and their movement range. Note that you can also view the stats of your opponents too. If you press Circle, the second time, it will bring up the attack list and also includes magic. The third time, applies to characters will give you the character's information sheet, which includes their age and their past. The information sheet also changes as you advance in the game. For example, you will see Loufal's information sheet changes once he has gotten to the Cavalier Class and gotten his

father's sword, Mithril Sword.

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#### Organize:

This option allows you to switch places of your monsters and moving monsters from your stocks. Take note of the amount of Rune Power that the Rune knight has or you will not be able to exit this screen, if it has exceeded the Rune Knight's Rune Power. Pressing Circle will view the status of your Rune Knights [even opponent's Rune Knights]. You can also equipped weapons [You can only equipped weapons on Rune Knights. BTW, not all weapons can be equipped on every class. For example, you will not see an Archer carrying a sword. i.e. Archers can't equip swords.] or use items. You can also re-name your monsters or delete your monsters. The organize screen also allows you to have various options such as changing classes into other classes. Once monsters have proceed to the tertiary classes, they can't be changed back to its original form. The Rune Knights ,on the other hand, can change from one class to another. Refer to the list of classes and monsters for more details and explanation.

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#### Move:

This command allows you to move the Rune Knights (along with the monsters within their Rune Power) from a castle to another castle [This can be done, provided that the castle carries the same coloured flag, and must provide a route]. Note that you can not move monsters that found in the stocks to another castle. You can have a wait command too, by selecting the same castle. To provide more than one Rune Knights in one turn, press Square button to do the multiple selection [You will find the words being highlighted with yellow] and move the cursor to the desired castle and press the X button.

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#### Wait:

This cancels the "MOVE" command. BTW, please note that you can have as many Rune Knights as you want to be stationed in the same castle. BTW, the calender is measured by month, so take note of it.

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#### Quest:

Any Rune Knights who went for quests do not return for while and takes about 3 months at most. You will be unable to assign them to defend the castle and attack the enemies' castles. They are temporarily out of duty and will only return back to the castle, where your ruler currently is situated at [This will be done once they have completed the quest]. Sometimes, your knight may wounded during the process of the questing OR may have attributes gained or new weapons. [More details will be covered under the Quests and Items sections.] Quests also allow you to nab high-level monsters too. All knights can be sent for quests except for Rulers.

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#### Notes about Quests

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Once the month is over (i.e. you can completed the Attack phrase), you will see either one of the following pictures:

- 1) Picture of Woods
- 2) Picture of a Valley
- 3) Picture of a Road

- 4) Picture of a dark cave
- 5) Picture of a city street
- 6) Picture of a desert house
- 7) Picture of an island
- 8) Picture of a village
- 9) Picture of a magnificent house - applies to Rain (getting Ranguinus)/ Liguell, Castor and Miguel (The Rand Family)
- 10) Picture of a sword stabbed on the earth - Halley returns to Leland's grave where she says of a resemble of Cadon and Leland. This applies to New Alemekia only.

Of course, you will not any animation regarding to do. Instead you will see a short summary regarding the Rune Knight's quest. The quest also described what items that Rune Knight has gained for country, the attributes that the Rune Knights has recieved and whether he is wounded or not.

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As you are done with organizing your country, press the SELECT button and choose "EXECUTE" option and you see the "ATTACK" phrase. You can only attack adjacent castles only and take note of the following tips:

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#### Beginner's Tips

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Here are some tips, who have just started playing Brigandine.

1. Once you have won the battle and all victorious knights will be occupying the castle. The wounded ones are sent back to main captial of your country. For example, in the case of Norgard, the Rune Knights will be sent to Flogeru. They will be able to battle again after a month. Hence always remember to sent other Rune Knights there to replace them and repulse any enemy's invasions. If the captial is being invaded, the wounded character will be placed at the next castle with the highest income. Sometimes they are being sent back to castle, where the ruler is.
2. Get your country in order, move your most powerful Rune Knights along with to-be-trained Knights such as Loufal and Lance to the castles located at your bounderies. At the beginning of the game, there are a couple of Rune Knights that are approaching the next class, once they reach another level. One good example, is Gallo of Iscalio and Aphelia of New Almekia.
3. Note that if you managed to seal of those castles, there is no need for you to defend the castles located behind as the enemies cannot reach it. Instead, try to control as many castles as possible as it will be easier for you to launch an attack. Target your attacks on the key castles/ "choke points" such as Orkney of the Esgares Empire. For example if you are playing as New Almekia, you only need to defend Calmary and Gorule as it prevents the enemies from attacking the remaining castles of New Almekia.
4. Before attacking your enemies, take note of the status of the enemy's troops as it would be better to know your foe well before attacking them. Note that the enemy's troops will change when you check the castle during the Organize Phrase. Instead check the castle that you would like to attack during the Attack Phrase. BTW,



attacking unguarded castles nabs you 200 EXP. [You will definitely get this chance, while playing as New Almekia or Caerleon]

5. Here is an advice. Always go with one best leader such as Dinadan and along with a couple of to-be-trained Rune Knights. Try to gain the EXPERT status and change their classes. As for characters such as Filo of Leonia, change her to Enchantress as she has already acquired EXPERT in cleric. Five levels up will gain a EXPERT in that class. However, there is one special class that you need to take note of and that's the Ninja Class. More details will be covered under the Units Bestiary section.
6. Most leaders [non-magic users] are great blockers [i.e. they have sufficient HP to withstand the damage.] Hence, you can place them in front line-up. The best strategy in Brigandine is by placing all blockers [units with high HP] in the frontline while support units at the back. There is also a second reason, why I would recommend you to place the leaders in the frontline, so that they can gain EXP.

Before moving around the cursor, press Circle will brings up the income screen.

- Domain - the number of domains that you have conquered.
- Knights - number of Rune Knights for the country.
- Monsters - number of monsters you have in your country.
- Mana - "cash" used in Brigandine. Required to summon monsters.
- Income - the total of the income from all acquired domains.
- Upkeep - total upkeep costs for maintaining monsters. The most expensive upkeep is the Lucifer, which exceeds its Rune Cost! Upkeep costs reduces the amount of mana you will earn.

Mana is being calculated using the following formula:

Mana = sum of all conquered castles' income - total upkeep cost.

        
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In-battle information  
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During battles, you can only send out the maximum of three troops of Rune Knights, therefore make sure that your Rune Knights do not have only one monster under their control. Or else, I would recommended that you better retreat. The battle will only end if you have acquired the following conditions:

1. The enemies has retreated.
2. You have succeeded in defeating them by have them used up all their HP and they will retreat. Normally, once you had defeated one of the Rune Knights, there are 70% chance that they will retreat. However if that castle is opponent's last castle, you need to defeat all of them or just the ruler.
3. You have wounded the ruler [they are Vaynard, Lance, Lyoneese, Zemeckis, Cai, Dryst and Bulnoil] and the ENTIRE army will retreat.
4. This applies for defence only. If the enemies to do not attack your party or kill your generals in time. There will be a time limit and they will automatically retreat. This also applies to you too. This happens twice to me, at the battle of Lidney and Dilworth.
5. Turns are not in random. The higher levels the characters, they will have their turn first. If the character level up, the turn sequence will change. So take note.

6. Rants will automatically appear once they engaged in combat. For example you will see Lance and Zemeckis talk to each other before the combat begins. Certain rants takes quite a short time. Questing Knights too, have rants such as Layoneil and Helrato /Cortina and Zemeckis (sounds funny when Cortina at level 1 challenges a Level 27 Zemeckis.). BTW, you get to see rants between Shiraha and Kazan...
7. There is a condition known as Force Retreat. This will occur normally when a castle is being surrounded by enemies' castles. The enemy will be forced to retreat automatically and you have a high chance to getting their monsters to your group.

#### Conditions for Game Over

- If your country has been eliminated, all castles being conquered.
- Snake of Chaos awakened..

Different time intervals for different level difficulties

- Easy mode : 60 years, Calendar: Month 2, 275
- Normal mode : 30 years, Calendar: Month 2, 245
- Hard Mode : 15 years, Calendar: Month 2, 230

Note: all of them are after the attack phrase.

For more information regarding the Snake of Chaos, you can found more details under the Miscellaneous

If you press SELECT button, you will see the following options appear on the top right hand corner of the battle screen.

- Condition - tells you about the combat status. Information on how many turns have been accumulated.
- End - Input "Wait" command for all units/characters.
- Auto - Computer does the battle for you.
- Save - Allows you to save the game.
- Option - Brings up the option screen.

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#### Battle Tips and Strategies

Here are some battle tips and strategies for the game. If you have one, just sent me the strategy to <kangning@mbx5.singnet.com.sg>

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#### Battle Tips

1. As you viewed the status of the knights and monsters, you will find coloured orbs [black, white, red, green, white] and these are called elementals and they are important. These will determine the amount of damage done on your opponents. White units such as Gryhons and Unicorns will do a higher damage on black units such as Ghouls and Hellhounds. There are some monsters that does not have an elemental orb, such as Rocs. The number of these elementals are important. For example, a three red unit such as the Salamander will do massive amount of damage on a two blue unit such as Hydras. However, a monster with a mixture of elementals such as Gigas, a red and black elementals will not do much on the same Hydra.
2. Movement range is also important as it determines the amount of time that you required to set up your formation. Flying monsters such as Rocs, Wyverns and White Dragons has a longer movement range compared to heavy type monsters such as Hydras and Dragons. Move

the heavy units first then the light ones [example: Unicorn] and finally, the flying monsters. Don't overlook terrains on the battlefield, this will sometimes affect the movement range. Unicorns will move slowly on mountains or forests [green patches]. Hydras on the other hand can not walk on mountains but moves faster on water. BTW, Hydras and water units can't cross mountains. This may applies to some light units such as Centaurs and Unicorns. Mandrake and Man-Eater moves astonishing fast in forest-type battlefields

3. There are several monsters, which have long-range attacks. One good example is the Centaurs. This can done in further distance up to the maximum of 5 hexes. This attacks can NOT be counterattacked even the unit is normally able to do so. Examples are Hunter shot and Killer Shot. But if you will use the Feather Storm [a 2 hex weapon attack for Holy Griffin] where the unit is just next the enemy's unit. You will encounter it in battle [i.e. there will definitely be a counter-attack.]. Certain long range attacks can't be used after movement. Examples include Feather Storm, Bat Attack and Spine Missile.
4. At higher difficulty levels, especially Medium and Hard, the enemies will remain in place and wait for you to approach them. There is a case, where the computer trying to escape from battle which leads to time over, so it is advisable to have flying monsters such as Rocs. During Hard or Medium difficulty, the enemies will start to counter attack, once your troops are within 4 hex away from their units.
5. At water-based battlefields, it's advisable that you have water-based units such as Hydras and Mermans as they could regenerate their HP due to their Aqua Recovery. If you have a Tiamat, you could understand its dangerous position in such battlefields. Most units such as Dragons and land type units lost their evasion while being positioned on water terrains. So make use of it to your advantage.
6. Do not overlook castles that have water surrounding them as they will allows you to summon marine forces such as Hydras and Mermans. Examples are Humber of Norgard and Lidney of Esgares. BTW, make use of aquatic forces to defend the area. Lizard Men/ Lizard Guards are considered to be one of versatile units as water terrains does not hinders its movement and they have low Rune Cost and you need low Mana to summon one Lizard Man.
7. When surrounded by enemies, use area-based attacks such as Holy Word, Geno-Flame, Geno-Frost to wipe them out. This will greatly weaken most of them within a turn. If you have a Bishop, place it in middle of group, so that an Area Heal will be fully utilized.
8. Target your main attacks on Rune Knights as these will help you to conserve as many HP as possible. If the ruler of the country is there, concentrate on attacking him / her and this will force the ENTIRE army to retreat. Of course, I would concentrate on lower level rune knights than a Level 27 Zemeckis. BTW, Lyonesse and Lance are actually good targets ^\_^; But the higher the level of the Rune Knights are, the more EXP points you will gain upon defeating them.
9. Kill off healing parties such as Unicorns or Angels as they will help to regain lost HP and will create more trouble as you will have start all over again, in order, to kill the dying monster or

leader. Also, protect your Unicorns from harm as this help to conserve more MP and use it affectively, cast only when the HP is low about 100+. You really need Unicorns /Angels to support growing Giants/Wyverns/Dragons.

10. Cast Fog on low agile and red-elemental creatures such as Dragons as this will causes the monster to miss and aid in conserving HP. Fog is extremely effective against low agile monsters such as Hydras/Dragons/Golems
11. When you are about to be defeated, try this method to gain most EXP. Keep your monsters within the Rune Area of the Rune Knight. Next have them do the attacking first and then select the knight last and choose "RETREAT". Of course, don't choose dying enemies to attack, instead heal them or don't use them. Have Angels/ Pixies to gain EXP by casting spells.
12. Cast Power on the Hydras and don't get shock if they does about 400+ HP damage to a Mage unit. Same applies to Red Dragons/Phoenix/Salamander for an Enchantress unit.
13. Having a hard time fighting against enemies at HARD difficulty mode? Here is a trick to lure them. Make use of low levels monsters such as Ghouls to force them to fight and the entire troop will move towards you just like in the EASY MODE. It will be better if the "sacrifice" is a flying-type such as Gryhons.
14. Always arrange your units within the Rune Area as the closer the monsters are to the Rune Knight, the harder that they wouldn't be able to capture. This makes Rune Knights such as Janfaddar of Caerleon quite a weak leader.
15. Centaurs have a couple of weak points too. They can't cross mountains and this applies to light units such as Unicorns. On the other hand ground units, such as Dragons and Giants, can cross forests at a faster rate compared to others. Water units can move a lot faster on water terrain, compared to while they are on ground.
16. You will gain the most EXP upon the final-attacks. [the enemy is being killed. Cador at Level 30 can earn you as much as 2893 Exp where I saw my LV 1 Prince Lance to reach LV 5! So always dealt the final blow for levelling up units.
17. Graphics glitch? Well, it seems to me a LV 1 ~3 Ghoul never hits a Wyvern. It is too low for it. BTW, I have seen a Vampire Lord misses two hits in a row when attacking a Lancer. If you stay in a spot for two times and get two criticals. I would recommend to stay there as there is a thing called graphics glitch in Brigandine. Remember to place Battle Animation ON under Options menu or this will not work.
18. Enemies will always attack an unit whose strength is lower than it/hers/his. Just make sure that you have at least 2 Unicorns at the back row. Rocs/Mandrakes are a headaches as they could does devastating damage along with status effects. So get at least one Priest/Bishop/Cardinal along with 2 Unicorns. They are essential.
19. When arrange your units, assign the last spot to flying units. Heavy units such as Hydras must be placed in front of all units. Proceed in an orderly manner. If you haven't attack within 10 turns,

your units will automatically retreat. If you win a battle, you will get a bonus 200 EXP. BTW, make use of Status screen regarding about the movement range.

20. Here is a quick level-up tip. Just cast Halo on a unit. Next have a Mage/Sorcerer/Druid/Dryst/Zemeckis cast a Power spell. Have that unit kill off an unit and you will be astonished by the EXP gain!
21. For defending against mountain terrains such as Dilworth, make use of Giants and flying monsters due to their mobility in such terrains. Make use of Hydras/Mermans/Lizard Man in water terrains for their mobility. Dragons/Mandrake/Rocs are great blockers for their high HP. When enemy attacks, they normally choose a unit with a higher Attacks to attack a unit, which has lower Attack stats.
22. Place Berserkers/Grapplers/Barbarians/Fighters/Rangers/Monk/Cavaliers/Samurais in the front row. Most of them can't gain EXP easily unless you have place them in the front row. They need to combat to gain EXP. Of course, be sure to have healing units such as Bishops and Unicorns to heal them. Bagdemagus [Iscaliu], Kiloph [Leonias], Luintail [Norgard], Palomides [Norgard], Shast [Caerleon] are great examples.
23. Always place magic-type units, which are weak attackers, in the back row. Good examples includes rulers such as Cai and Lyoneese. Their attacks are quite low but in order to make use full use of their powerful magic, place them in the back row. However, there are some great magic users who are also great attackers. Examples include Valkyries, Avengers, Shogun and Paladin. Rulers such as Lance, Vaynard, Dryst and Zemeckis are also under this class.
24. Try to get at least one Fairy for each army. They are splendid as they has the best support magic, React. This spell allows your units to have 2 acts instead of one. Hence, use this to your advantage.
25. When training low level units, you must have AT LEAST ONE healing units, so that the unit would not died off that easily before it levels up. BTW, make use of Halo spell to gain levels up for high level units. [As you see, secondary classes takes a longer time to level up compared to low level units. Due to this reason, Clerics are still quite valuable as they are only single-digit level unit, which has the Halo spell.
26. The amount of damage done by physical attacks is being affected by the character's ATK and STR stats. The amount of damage done by magic is being affected by INT stats. The ability to dodge from an attack is affected by the unit's AGI. Your characters will get these attributes bonuses by levelling up but it can be further improved if you make use of attributes promoting items such as weapons like Answeller. Quests is the alternate option, but beware of risks.
27. I have found out that Giants or low-level Titans and Gigas, requires to have a backup units to support them. They have pretty crappy hit rate in the lower levels and low defense against attacks from units such as Dragons. Hence, it is always advisable to have Unicorns as the backup units. Until, they have reached level 15+, they could be more independant on their own.
28. Please note that: the higher the level, the unit is, the more EXP

you can gain by defeat it. But remember that a level 5 leader [or human troops] upon his/her defeat will give more EXP than a level 5 monster troops.

29. Protect your level 20+ monsters at all costs as they took you so many battles to get to that standard. I would rather protect a third class unit such as a Vampire Lord than a pesky Fighter.
30. To nab monsters effectively from an opponent. Try to get the desired monster out of the Rune Knight's Rune Area. Once they are out of the area, you can nab them 85% of the time... There are two other methods and they are:
  - 1) Use Charm. Charm allows you to control and cause that unit to turn into an opposition unit. Thus most of the time, you will be able to nab the unit.
  - 2) Keep the captured monster at low HP as possible. I have managed to figure out this finally... You need to keep the HP as low as 10%. i.e. if the unit has around 500 HP, you can capture it when it's HP is around 50 HP. But most of the times, you will end up killing the monster, instead of capturing them.

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### Strategies

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If you have any strategies, feel free to send in yours. I would be very to happy to edit it and listed you in the credits section

#### 1. Straight Line Defence

This is apparently is the MOST affective strategy in Brigandine. Place those high-based HP monsters such as Dragons on the frontline knights behind the line. Arrange these monsters in a line and they would be able to aid each other. Have Unicorns as support units for Heal, while have the rest do the attacking.

#### 2. V-Shaped Defense

This is meant for defense purposes. Have your troops consists of Dragons or Hydras, arranging them and form a V-shaped and place Unicorns and Knights in the middle. This will enable to set your enemies' in cross-fires with these creatures' breath weapon such as Acid Breath. This method is more affective if the enemy use to send troops attacking from different directions. While defending Salisbury, I always uses an inverted V-shaped defense.

#### 3. Golem Defense

Golem may be rather weak due to their crappy hit rate but they are great defenders as they could protect your mages from harm. This strategies works well for those knights with low Rune Power. However, this is rather risky. Golems are great for fighting against Rocs as due to their Golem Attributes. Could easily cured with a heal spell. To make this strategy more effective, place your Rune Knights inside the castle as it heals 100 HP each turn!

#### 4. Rocs and Centaur Defense

This strategy is great. Place Rocs in the front row as due to their high HP and their petrifying ability. Place Centaurs behind the Rocs. Have your party consists of a mage, pirst and a scout or archer, place them at the back. Have atleast 2 Unicorns at the back. At the battlefield, concentrate your attacks on the Rune Knights

and this should works, but do expect serious injuries.

5. Twin-Genos and a Area-Heal

This strategy only works if you have the following:

1. Enchantresses Class
2. Bishop / Cardinal or the Phoneix
3. Mage Class

Have high HP units such as Hydras and Dragons in the front row and the Rune Knights behind the line. If you use the Phoenix instead of the Bishop / Cardinal, place them at the back row. As you are surround, rip off your foe with twin-Genos and Heal all injuries will an area-heal. Works well for Leonia.

6. Hand-to-hand combat

One strategy which I have discovered while playing Brigandine recently. You can make use of combat hand-to-hand units such as Fighter/Babarian/Ranger to be destructive. Just have they with a couple of Centuars as their units. Have they work with secondary class units/ or magic units such as Priest/Cleric/Mage/Enchantress. Archers are also good. Just try to weaken a strong monster and have Halo spell cast on the Rune Knights and they will level up fast and strong!

7. Modified Warriors

Well, it is possible for the leaders to have a few exceptions compared to others. Examples are a Priest whom has the ability to cast Flame, Geno-Flame, Thunder and Power. It works well for characters such as Millia [Caerleon], Filo and Sophia [Leonia], Carlota and Brusom [New Almekia], etc. You need to get at least an EXPERT status in the class.

Example:

BeauArte - LV 13 Bishop, \*\*\*

Have him acquired 2 more levels, which will give him five stars or EXPERT in Bishop class. Next you can switch his classes to Mage. Generally Priest and Mage has similar requirements. Next give him 5 level up in Mage class. You will be able to switch to the Cardinal class along with additions of Flame, Power, Geno-Flame and Thunder. Plus the elements does not change!

8. Hit-and-Run

For this to work, you need to get a Ninja [must get Shiraha to join you in order to have this unit.] Next have units such as Centaurs, [preferred High Centaurs], Rocs [or Phoenixs] plus a couple of swooping units such as Wyvern. Attack with Centaurs/High Centaurs first to lower the HP of a desired target. Next attack with the swooping units and lastly Rocs. Next sent a Ninja with its Shuriken Attack.

9. Lizards Attack!

For this to work, you need to have as many Lizard Man/Lizard Guards as possible. They are good water surfers. If you have Lizard Guards, you can set them up against low level Dragons. Place a couple of Unicorns in the back row to replace the depleted HP.

10. The Great Trio

This is one of most deadly attackers. You need to have the following:

-----  
Class                                      Elemental Orb

-----  
Mage/Sorcerer/Druid                   Red  
Sorceress/Enchantress/Mystic       Blue  
Lector/Valkyrie/Cardinal            White

Iscalio       --> Camden, Iria [must reach another level], Victoria  
Caerleon     --> Dinadan, Janfaddar, Cierra/Lecarra/Cai  
New Almekia --> Aphelia [you need to get her to the Lector status]/  
                  Halley, Gilsus/Lance, Carlota  
Leonia       --> Chantail, Filo/Sophia, Paternus  
Norgard      --> Kirkmond, Vaynard/Elaine, Guinglain [must reach  
                  Paladin]  
Esgares      --> Cador, Gish, Esmeree.

If you have them, you can destroy your enemy with Genos in a flick of a second and while your attacking troops such as Centuars will be able to finish them.

#### 11. Meteor Doom and Area Heal [late in the game...]

This strategy is extremely deadly as it can wipe out the entire army of your enemy leaving only a few survivors. To make this work, you need to have the following:

1x Necromancer or 1x Witch [W/N]  
1x Satan/Lilith or 1x LV 18 Loki [S/L/L]  
1x Bishop/Cardinal or 1x Phoenix [B/C/P]  
3x Fairies [F]  
2x Unicorns [U]

xxx [W/N] [S/L/L] xxx  
      [B/C/P]  
      [U] [F] [F] [F] [U]

Note: xxx stands for other units.

First of all, place the Lilith/Satan/Loki and the Witch/Necromancer in the front row. Meteor Doom also damages own allies which are placed in front of the units

Once the enemy gets within the area, time to cast React spells on the Necromancer and Bishops/Phoenix. Have the Necromancer cast Meteor Doom, followed by Geno-Flame. Have the Bishop to cast Area-Heal. And of course, the Lilith/Satan/Loki cast Meteor Doom. Two Meteor Dooms can severely damage the entire army and the remaining attacks can remove any troop. The Unicorns are there to remove Petrification/Poison and restore lost HP. To make things better, give the Necromancer/Witch a Tailsman.

#### 12. Wrath of Magic

This strategy only works for Cai of Caerleon. But first of all, you need to get him protected with high HP units. Next you need to have the following monsters:

- Of course, you need to have Cai
- 1x Fairy / 1x Wizard for the React spell
- At least one good blocker [HP exceeds 600 and STR is around 78+]
- Tiamat/Salamander/Fafnir/Bahamut for its long breath weapon.

Get your army in range and try to hit at least one of the enemy of the opposing army. The 5 hex breath weapon is deadly. Next once it is Cai's turn and the enemy (Rune Knights) are within the range, cast React on Cai. Have him cast Geno Thunder twice and the enemy's HP will be reduced greatly sufficient to kill with a Rune Knight



or the great blocker. It works well on Cadon and Zemeckis. But for Zemeckis [due to his Tempest Bow and two red-orb], has at least two healing units for Cai's backup [preferred Unicorns or Pegasus.]

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=====  
List of Quests  
=====

Note: Rulers cannot go on quests. After a Rune Knight has completed his /her quest and will automatically go to castle where the ruler is.

Here is the list of quests, I myself have managed to get so far and their brief explanations. I would greatly appreciate if someone could sent in those quests that are hard to get. For your information, I have added some key phrases.

\_\_\_\_\_  
/ 4.1 \

-----  
Normal Quests  
-----

Questing is only method that nabs you items. It also give questing Rune Knights bonus attributes, new allies plus new monsters joining your characters. Of course, not all quests bring good stuffs and sometimes causing the character to be wounded. Quests may take up to a month or so. [of course, the calender in the game ^\_^;]

-----  
1. Flower Girl in Town  
-----

Your character will meet the flower girl on the street and the flower girl will offer her flowers for free and your character will pick either of the following:

Name of Flower	Affect Status
White Lily	Raises Intelligence
Red Rose	Raises Strength
Yellow Sunflower	Raises Agility

-----  
2. Old Soothsayer  
-----

Your character will meet the Soothsayer on a deserted road and the Soothsayer and will ask your character to draw a card and will result in attributes gained.

Type of Card	Affected Status
Chariot	Increases HP
Star	Increases Agility
Magician	Increases MP
Strength	Increases Strength
Hermit	Increases Intelligence
World	Increases Rune Power.

-----  
3. Mushroom from the Drawf in the forest.  
-----

Your character will meet a Drawf while in the forest and were asked to eat the mushroom, which will either allows your character to understand

the languages of the birds, which leads to get a treasure from a hollow tree OR raises your character's attributes.

---

4. Drunken Man in the Bar

---

Your character will stop at a bar and meet a drunken man whom will thank your character as a Rune Knight has helped you once, which gives your character nothing [note: "I knew it!"] OR he was rather fed up with Rune Knight and punches at your character, causing your character to fight back and gives your character a weapon or armor.

---

5. Mysterious Fountain in the forest.

---

Your character will reach a fountain inside a forest and drinks from fountain and gain attributes or just left due to the huge hideous thing found in the fountain OR your character will meet the Fountain Fairy and cursed your character as your character throws a coin is unholy, resulted wounded for a month OR the Fairy will says "This is beautiful" and kiss your character and gives a good weapon.

---

6. Flying Dragon in Deep Valley.

---

Your character will be walking in a valley and meet a flying dragon that is not seen before and hide from it get a weapon or armor OR just ran away from it as the dragon spotted him. The dragon will join you if your questing knight's level is high, about Level 20+.

---

7. Ghost Castle in a City

---

Your character is resting at a castle and meet a group of Rune Knights [Ghosts] talking about whom is going to get the weapon and they quarrelled over it and your character laughs, causing them to overhead and try to attack your character but sunlight enters and your character gets the weapon.

---

9. Nabbing a Secondary Monster

---

Your character will be greeted by the Mayor of the vilage and your character were asked to tame a secondary monster [promoted one] and will stare at the monster over the night, until one of them give way. Aldis and Dogal has always a high chance getting one, no matter what level they are at presently. Low Rune Power Knights has little chance of getting them.

---

10. Bard Reciting Street Parade

---

Your character were walking on a street and heard a Bard singing praises on Rune Knights and shake hands with your character, thus left. When your character is trying to sing but seems forget the lyrics and due to this mysterious song, your character gains more MP.

---

11. Ancient Ruins and the Forgotten Tomb

---

Your character will be at an ancient ruins and reads some words and get a item or cannot get out due to a trap and left. OR your character found a tomb and a rare weapon on the tomb take it and leave or lost his/her way due to the weapon and suffered from Malaria and rest for a month.

---

12. The Lake and the unattended boat

---

Your character will see an unattended boat coming towards him/her and gets on it and reach a deserted island and meet an old Rune Knight trapped in a tree, whom teaches about Rune Power OR find a huge idol and get the Final Class promoting items such as Rage Lightning.

---

13. Hunting a Rabbit in a Forest.

---

As your character is about to kill the rabbit, it's start to talk and would give it's treasure on a condition, not to kill it and your character will search the place and get either a weapon or an armor OR bitten a little viper and wounded for a month.

---

14. At the edge of the Lake

---

Your character will meet dancing maidens and was taught on how to walk on water and gained AGI attributes OR invited to a paradise island and stay for a night and gain in MP.

---

15. Kettle found on the ground

---

Your character will find a kettle containing honey and attempts to drink results a huge bee chasing him/her, which results in MP gained.

---

16. Flower in foggy Forest

---

Your character will find a flower and smells it and become drowsy and fallen asleep. As your character awakes, results in attributes gained OR got robbed and lost his or her way in the forest.

---

17. In Front of a Secret Cave

---

Your character will find tracks on the ground, revealing someone is in the cave which results to get a primary monster OR get a weapon from the altar OR got wounded due to fall into a pitfall ["something wet fall onto your character"]

---

18. Waiting for a loved one under a tree.

---

Your character will walk to a huge tree for shelter and thus meet a girl whom will mistook your character for her boyfriend and thus give an accessory and left after telling your character to watch the rainbow. Actually, the lady is a ghost!

---

19. Cursed Sandstone

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-----  
Your character meet an old man grinding a sandstone in a cabin. Your character tries it and it's cursed. After seven days, the curse is broken and your character received a welcome breeze, results gained in strength or HP [rare]  
-----

20. The Forbidden Bridge  
-----

Your character was about to cross the bridge and meet an old man telling a sad story [he is actually the guy in his story] and raises your character's intelligence.  
-----

21. Tower  
-----

Your character ended up at forbidden tower and go up, taking a look and found the Lost Text [which blown off] and gains INT or your character hear rumbling sound from the ground and caught in an explosion and took a month to heal.  
-----

22. Merchant on the Road  
-----

Your character will meet a merchant and has a short conversation. The merchant gives the accessory as a memento of the time they have met together.  
-----

23. The "Free Drink" Bottle  
-----

Your character find a bottle that says "Free Drink" and drink it. The drink will causes the body of the character to jump, results gain in AGI or fall over as the drink is a poison and order to rest for a month.  
-----

24. Reading the Scroll about the Snake of Chaos  
-----

Your character will enter a dark cave and found a scroll in the Underground labyrinth which stats about the Snake of Chaos. The scroll disappears after the character has read it.  
-----

25. Fastest animal in Forsena  
-----

Your character will meet the eight-legged horse and grab it. The horse will fight over the land of Forsena and your character gains in STR due to the horse's blessing.  
-----

That's all the quests that you will normally get. Proceed onto the Special Quests section.

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-----  
Special Quests  
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Note: reading too much of these sections will leads to spoilers!

---

1. Reunited at the Rand's Residence

---

Characters: Liguél (New Almekia), Castor (Esgares), Miguel (Iscalio)  
The quested character will returned back to their residence [I think it only works at the third month of 215.] and meet up with their family. Generally, this is a small chit-chat.

---

2. Getting Officer Glauze

---

Characters: Coel (New Almekia)  
After you will have reached Month 4 of 215, Coel will say that he should take a visit to Glauze. Next he will be a door and met up with Glauze [whom he have saved earlier]. Glauze will eventually joins New Almekia.

---

3. Getting Eloute

---

Characters: Millia (Caerleon)  
Millia will say that she should take a visit to Eloute. She met Eloute at the village. Next Eloute will joins your country.

---

4. Getting Gush

---

Characters: Millia and Eloute (Caerleon)  
Millia decides to pay a visit to Gush whom lives in deserted area. Next they will persuade Gush to join them. Gush joins eventually.

---

5. Getting Lecarra

---

Characters: Millia, Eloute and Gush (Caerleon)  
Millia decides to take another visit to the city. Of course the guys tends to tag along. BTW, here got some adult stuff....

---

6. Getting Georg

---

Characters: any Rune Knights from Leonia  
The character will meet up with Georg at the deserted house near Leonia. Georg will joins but still could not get out from his drunken stupor.

---

7. Getting Rierre's Ring

---

Characters: Georg (Leonia)  
Georg will find himself ended up at the forest. He will have an illusion of Rierre. Rierre told off Georg and let him and you will get the Rierre's Ring.

---

8. Attainment of Cavalier

---

Characters: Loufal (New Almekia)  
You must have changed Loufal into a Cavalier and send him for a quest. Next he will ended up at the entrance of his house. His mother was so proud of him and handled his father's sword, Mithril Sword.

-----  
9. Leland's grave.  
-----

Characters: Halley (New Almekia)

You must encounter Cadon in combat with Halley in the party. Next wait for a year and Halley will left. If it is done correctly, you see this quest the next year. Halley visit Leland's grave and she was blabbling about the resemblance of Cadon and him..

-----  
10. Lucia's Past  
-----

Characters: Lucia (Iscalio)

This is one of the quests where most people tends to forget. While under the Scout status, sent Lucia for a quest. She will be back at her village where she visits a boy where she is being responsible for that boy's mishap. After you have attained the Archer status, sent her for a quest again and she will received forgiveness from the boy. She will get a whooping upgrade of Strength +5, Agility +5, Intelligence +5 and Rune Power +20!

-----  
Remember that doing Quests, not only allows you to get items/attributes bonuses, it also allows you to get characters. The following section will be illustrating it with details.

        
/ 4.2 \

-----  
Character Quests  
-----

All countries will have a chance in getting these characters except for the Esgares Empire. There is one exception that is Carmine, Level 10 Bishop, Rune Power: 181 will join Esgares after complete Millet's and Mira's Quest.

-----  
1. Cortina  
-----

Your character meet Cortina in a theater, whom is presently a dancer and receives a scolding from her boss as she is a Rune Knight and decides to join your country. You will get her quite early in the game.

\*Status\*

Rune Power: 199, Level 1 Enchantress. Age: 18

-----  
2. Hyude  
-----

Your character will lost in a forest. As fog embraces the forest, your character will meet Hyude and has a short chit-chat. Hyude will joins you but he is go for another quest. Same as Cortina, you will get him quite early in the game.

\*Status\*

Rune Power: 202, Level 4 Ranger, \*\*\*. Age: 22

-----  
3. Hyude's Quest: Getting LimLight  
-----

After about 3 months, sent Hyude for a quest. He will be lost in the Fileria Forest and meet an Elf Young Woman and an Elf Young Man. The Elf Young Woman tells Hyude her name [Peryner] and they gradually fall in love. After the second month, Hyude remembers his duty as a Knight and meet Elder. Limlight will thus joins you.

\*Status\*

Rune Power: 150, Level 5 Mage, \*\*\*\*. Age: 78

---

#### 4. Klauques and Cathleen

---

Your character will reach a village, where he/she will meet a piest approaches your character and asked him/her to help to heal the wounded and this lasts a month. On the second month, your character would tell them whether they are interested in becoming Knights. Then Cathleen is injured and your character decides to stay until Cathleen recovers. On the third month, Klauques and Cathleen will joins you.

\*Status\*

Klauques, Rune Power: 163, Level 4 Priest, \*\*\*. Age: 22

Cathleen, Rune Power: 163, Level 12 Lector, \*\*. Age: 24

Note: Your character must be in a class where he/she has a Heal spell.  
Examples are Monks, Priests, Bishops, Clerics, Lectors, Mystics, Cavaliers, Paladins, etc.

---

#### 5. Mira and Millet [After the fall of Esgares]

---

Your character will meet them on a road and they tell your that they have no intention of fighting your character and wishes to join your country and will meet your ruler and joins in. Once the fall of Esgares, you will be able to get them.

\*Status\*

Their status varies depends on the time that you have defeated the Esgares Empire. I have managed to recurit Millet when she has attained the Witch status...

---

#### 6. Mira's and Millet's Quest: Find Nanny

---

Send both of them at a time and they will be back at their hometown, the Goache Village and decided to visit their parents' graves. They meet a Bishop [notice the Bishop's attitude towards them] and a woman will scream and a Salamander will attack a village, the twins decided to help, but Mira got injured and Millet was knocked unconscious. At the next month, they recovers and meet Carmine whom has healed Mira's injuries and meet their nanny there and recieve the Pin of Protection. and Carmine will joins you about a year later, no quest needed.

\*Status\*

Carmine - Rune Power: 182, Level 10 Bishop, Age: 33

---

#### 7. Rain [Fall of Esgares]

---

This guy will joins your country in about 2 or 4 months later after both Millet and Mira joins your country. Esgares has no chance of getting him. He is Millet's step brother and loves one of the twins. If

you send him for quest about a year later and he will meet his father, Ranguinus, who is a former Ex-Esgares Rune Knight.

\*Status\*

Rune Power: 149, Level 1 Mage. Age: 21

---

8. Ranguinus [Fall of Esgares, after getting Rain]

---

You can get him by doing the following. You need to see the scene where Rain actually mistaken Mira for Millet. After that scene, Ranguinus will return back home and meet his father. Ranguinus will join your country after that quest. His levels may be promoted depends on the length of time that he serve for the Esgares Empire.

- In order for the cutscene to happen, you need to have all Mira, Millet along with Rain in a castle. Otherwise, the sequence will not occur!

\*Status\*

His status varies based on the time that you have defeated the Empire.

---

9. Shiraha [Fall of Esgares]

---

After the fall of Esgares, your character will meet Shiraha, whom is sitting on the rocks near the stream meditating and he will join your country. Note that another Ninja calls Kazan along with his Bronze Golem and a Dao will join the other country.

- Shiraha needs to get to the Ninja Master status otherwise, your Ninjas will not be able to reach the EXPERT status.

\*Status\*

His status varies based on the time that you have defeated the Empire

---

10. Balder

---

In the town, your character will meet Balder's father whom is a merchant whom thinks Balder is a suitable person for being a Rune Knight [he could reap in more profits] if not he will disowns Balder. Balder did so and then joins your country since they are not longer related!

\*Status\*

Rune Power: 185, Level 10 Sorcerer. Age: 26

---

11. Dogal

---

Your character will find a wounded Pixie in a mountain crossroads. On saving the Pixie, your character got hurt by a rock. Next your character will meet Dogal [whom has retired for 30 years] and will join you with his little friends, a Pixie, a HellHound and a Centaur.

\*Status

Rune Power: 268, Level 2 Barbarian, \*. Age: 55

---

12. Layoneil

---

Your character will meet him in a forest displaying his swordplay and



he will joins your country. His old rival, Helrato will join the other country with two Fenrirs and is an Avenger.

\*Status\*

Rune Power: 172, Level 16 Samurai, EXPERT!. Age: 29

-----  
13. Aldis  
-----

Your character will arrive at a savage island called the Lake of the Illusion Dragon and meet Aldis whom is playing with her Dragon. She is a member of the Dragon Clan and will join you with the Fafnir, Puro. You must try to keep down the number of Dragons in your country, she does not like dragons being used for battles that much ^\_^; Normally, I have met her quite late in the game, and she will joins the second strongest army/weakest army in the game. Plus, you must have two countries being defeated by other countries. The country that stands the most chance of getting her is Leonia.

\*Status\*

Rune Power: 301, Level 10 Lector. Age: 18

-----  
As you have succeeded in defeating a country, two of the Rune Knights will join your counrty and some of them will join the other countries except for main generals. For example, Iscalio: Iria, Dryst, Camden, Ulster.

Defeated Countries: Rune Knights  
-----

	Defeat	Other Country
Iscalio:	Daffy and Victoria	Bagdemagus, Teath
Caerleon:	Janfadar and Bilcock	Cierra, Shast
Leonia:	Langueborg and Chantail	Isfras, Raizen, Charlene
Norgard:	Kirkmond and Dillard	Faticia, Zerafin and Ector
New Almekia:	Loufal and Carlota	Batercus, Adilicia
Esgares:	Fiel and Ivan.	Castor, Shred, MelTorefas.

For alliance manners, if New Almekia defeat Norgard, you will not get any new leaders if you played as Caerleon.

-----  
Special Notes!  
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- Miguel can persuade Liguell to join Iscalio once they met in combat! It have occured to me once while playing New Almekia. \*Sob\*, There goes my Archer, Liguell...
- It seems that better Rune Knights can be gotten if you let enemies to defeat them. But it does not work for most of the cases. For example, Bagdemagus will not join Caerleon as Bagdemagus is not in good terms with Cai.
- To get Schutlesis, you must launch the first attack at Esgares. I have also discovered that the highest levels [the sum of the levels of Rune Knights] will have their attack launched first.
- To get Luintail, you must win the first combat (Norgard) only.
- To get Lance to King status, you must acquired Logres. As that's the

place where the commodation of King took place.

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### List of Classes

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Before I begin this section, I think there are several important things to take note of and here they are:

1. When a character gains a total of 5 stars for that particular class and they reached the EXPERT! status, which will result all magic and skills permanently remain in them, no matter what class they have changed to. Even before you have change the class before reaching EXPERT!, the stars will remain. This explains why a Priest unit can cast Mage's magic.
2. Note that you can only choose an one-way path. For example, a Mage can be promoted to a Druid or Sorcerer and you can only choose one of them and can't change back to former class and will not be able to the other class.
3. When you reach higher levels, and the maximum is Level 30 and you can advance to the secondary classes or the final classes, provided that you has attained an EXPERT in the lower classes. The EXP requirement is rather a lot in higher levels. For example, you need about 5000+ EXP to gain a star for Paladin in Level 28!
4. Since that you can go up to Level 30, and each star requires a level and so it's rather a waste to remain in that particular class. For example, if you have reached Level 5, so that you can changed to a Cavalier/Berserker or a Sorcerer/Druid.
5. Rulers such as Cai, Vaynard, Zemeckis and Lyoneese cannot changed to any other classes except Prince Lance and Dryst.
6. Ninjas can't advance to Ninja Master unless Shiraha has did so. [ well you will not see any stars to prove the level.]

For the case of Lance, you need to defeat the Esgares Empire and Lance will promote from Prince to King and he will acquire Geno-Flame in addition to his normal attributes. PS: Must acquired Logres.

For the case of Dryst, you need to have Dryst reached Level 30 and he will declare himself as Super Tyrant and gain extra spells and boosted abilities. Now for the list of abbreviations used in this FAQ.

### List of Abbreviations

---

Symbol	Meaning
MPC	MP Cost
hex.	Hexagons
RunePow.	Rune Power needed to control monsters
ATK	Attack
STR	Strength
INT	Intelligence
AGI	Agility
MOV	Movement Range
Hit	Hit rate
[A]	Area based attacks
[C]	Critical

---

Okay let's begin with the list of spells.

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---

List of Spells

---



---

This is the section where you can find notes about magic. This section also includes MP Cost, range (hex.) and brief description what the magic does.

## \*\* RED MAGIC \*\*

---

Flame:	Throws a fireball at one opponent. Standard magical damage. Good against units that have blue elementals MPC: 68, 3 hex.
--------	---

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Geno-Flame:	Summons a firestorm and burns enemies. Area-based attack. Great for attacking a troop of monsters in a single turn. MPC: 166, 3 hex. [A]
-------------	---

---

Thunder:	Calls a thunderbolt from the air. High blasting damage against one enemy. MPC: 91, 3 hex.
----------	--

---

Power:	Increases offensive power of one unit temporarily. Great when use on powerful units such as Giants and Bahamut. [use on allies only] MPC: 62, 4 hex.
--------	---

---

Exa-Blast:	Calls forth a thermal explosion. Extreme blasting damage against one opponent [about 200 HP damage] MPC: 152, 2 hex.
------------	---

---

Geno-Thunder:	Summons unlimited thunderbolts. High blasting area-based attack. MPC: 193, 3 hex range, 2 hex area.
---------------	--

---

## \*\* BLUE MAGIC \*\*

---

Frost:	Freezes one opponent, blue-elemental damage. Standard magical damage. Good against Dragons. MPC: 68, 3 hex.
--------	--

---

Geno-Frost:	Freezes surrounding enemies. Area-based attack. Great for attacking a troop of monsters in a single turn. MPC: 166, 3 hex. [A]
-------------	---

---

Fall Berg:	Causes damage with a giant Iceberg. Extreme blasting damage against one opponent. [about 200 HP damage] MPC: 135, 2 hex.
------------	---

---

Flight:	Allows an ally to float in mid-air. Use in on heavy creatures such as Hydras and Dragons. MPC: 90, 3 hex.
---------	--

---

Fog:	Cover an opponent in smoke. Use this only low AGI creatures such as Golems. MPC: 49, 4 hex.
------	--

---

Charm: | Causes enemies to fight each other. Cast this on a  
| powerful unit will result in massive damage on your  
| foe.  
| MPC: 110, 2 hex.

---

\*\* BLACK MAGIC \*\*

Venom: | Generates poison around one opponent. Standard  
| magical damage, which poisons the enemy.  
| MPC: 45, 3 hex.

---

Curse: | Damages enemies by hex. High blasting magical  
| attack. Use it wisely.  
| MPC: 108, 2 hex.

---

Dimension: | Transport one foe elsewhere on the terrain. Move  
| away key Knights such as Bishops and Priests.  
| MPC: 83, 4 hex.

---

Weakness: | Lowers the power of an enemy briefly. Use this on  
| Dragons and Hydras.  
| MPC: 66, 4 hex.

---

Meteor Doom: | Causes meteors to fall on those that are within  
| range. One of the most deadly spells in Brigandine.  
| This affects both allies and enemies.  
| MPC: 255, 3 hex. [A-2 hex.]

---

Necro Rebirth | Blows false life onto a dead monster within the same  
| battle. This spell is very effective as it could get  
| you a dead monster into your party without any  
| Rune Cost.  
| MPC: 97, 1 hex.

---

\*\* WHITE MAGIC \*\*

Heal: | Recovers lost HP. Standard healing magic. This is one  
| of the most commonly spells.  
| MPC: 65, 3 hex.

---

Area Heal: | Recovers surrounding allies' lost HP. Area-based  
| healing magic. Good for healing a troop at a time.  
| MPC: 147, 2 hex.

---

Cure: | Cures abnormal status. Another useful magic used to  
| cure Poison, Paralysis, Petrify and Silent.  
| MPC: 54, 4 hex.

---

Halo: | Raises EXP by half after a single hit on one ally.  
| MPC: 88, 4 hex.

---

Divine Ray: | Sacred Ray that destroys one foe. High blasting  
| magic against one opponent.  
| MPC: 112, 2 hex.

---

Holy Word: | Holy Word destroys enemies. Largest area-based attack  
| in Brigandine.  
| MPC: 183, 4 hex.

\*\* GREEN MAGIC \*\*

Protect:	Raises DEF Power briefly. Use this on high DEF units such as Golems. MPC: 61, 4 hex.
Accel:	Increases MOV briefly. Use this on units that has low MOV, e.g. Hydras. MPC: 59, 3 hex.
Paralyze:	Paralyzes one opponent. Once it took effect, assign other units to attack the foe as it is unable to counterattack. MPC: 77, 3 hex.
Silent:	Keeps one opponent from using magic. Use this on Mages as Mages use Magic. MPC: 50, 4 hex.
React:	Enables one unit to do another act. One of the best spells in Brigandine. Can't cast React on the unit that casts it. MPC: 126, 2 hex.
Solid:	Petrifies one opponent. Applies the same for Paralyze. MPC: 85, 3 hex.

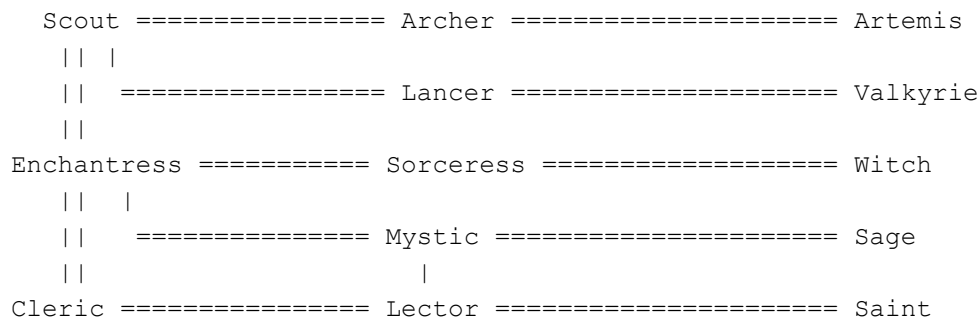
Now, let's proceed to the female units.

/ 5.2 \

Female Units

Before I begin with the list, here is a flow chart to illustrate the list of classes for the females.

FLOWCHART OF CLASSES



\*Notes\*

- Once a Scout has reached EXPERT!, she can change to either an Archer or Lancer. If you have select the Archer class, the unit can't change to the Lancer class or the Scout Class.
- The Mystic Class is a special class as either an EXPERT Enchantress or EXPERT Cleric can change into this class. But once the unit can change

into Mystic, you can't convert it back to the Sorceress/Witch/Lector/Saint/Enchantress/Cleric Class. The only class that you can get is the Sage Class or the Scout --> Archer/Lancer --> Artemis/Valkyrie tree-line

---

#### FEMALE PRIMARY CLASSES

---

The beginning classes of the female units. Most of Rune Knights started with the following classes. You can advance them further through gaining EXP.

---

#### Scout [\*]

---

Requirements: STR 55 and above  
Attacks: Short Bow, 2 hex.  
Twin Shot, 2 hex. [C]  
Elemental: Nil  
Class: Scouts

The basic attacking class of the feminine Rune Knights. Works like the Centaurs except no elements. They become really powerful once they have attained intermediate levels.

---

#### Enchantress [\*]

---

Requirements: INT 60 and above  
Attacks: Slash Whip  
Magic: Frost, MPC: 68, 3 hex.  
Geno-Frost, MPC: 166, 3 hex. [A]  
Fog, MPC: 49, 4 hex.  
Charm, MPC: 110, 2 hex.  
Elementals: 1 Blue  
Class: Enchantresses

This unit is quite good for its arsenal of blue magic, which is great against red element monsters. Also, it is extremely weak against red element creatures. Enchantress have the similar requirements as Clerics and it's more offense in nature. Charm is rather a good spell as it allows you to get enemies to your side.

---

#### Cleric [\*]

---

Requirements: INT 60 and above  
Attacks: Pilgrim Rod  
Magic: Heal, MPC: 65, 3 hex.  
Halo, MPC: 88, 4 hex.  
Elementals: 1 White  
Class: Clerics

This female unit is only healing unit in the primary class. I would rather place them in the back-court of the troops. They worked like Unicorns. Halo spell is quite good as it could double the EXP gain for the enemy being hit.

---

#### FEMALE SECONDARY CLASSES [Level 10+]

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To get this unit from primary units, just go to Organise menu and select Class sub-menu. You need to gain the requirements stated at the corresponding classes.  
-----

#### Archer [\*\*]

-----

Requirements:       EXPERT Scout, Level 10+  
Attacks:             Middle Bow, 3 hex.  
                      Triple Shot, 3 hex. [C]  
Magic:               Accel, MPC: 59, 3 hex.  
                      Paralyze, MPC: 77, 3 hex.  
                      Silent, MPC: 50, 4 hex.  
Elementals:         1 Green  
Class:               Scouts

Archers have carried a green element and it has a longer, shooting range. It has also an range of green magic. It is a better High Centuar along with an range of green magic. Archers are deadly when accompanied by High Centuars/Centuars.

#### Lancer [\*\*]

-----

Requirements:       EXPERT Scout, Level 10+  
Attacks:             Spear  
                      Mirage Spear [C]  
                      Spear Throw, 2 hex. Unable to use after movement.  
Magic:               Fog, MPC: 49, 4 hex.  
Class:               Lancers

Spear Throw can't be used after movement. Lancers are quite good attackers. It has a long range attacks of a Centuar, plus Fog spells which is great against low agility monsters such as Dragons and Golems/Stone Golems/Bronze Golems.

#### Sorceress [\*\*]

-----

Requirements:       EXPERT Enchantress, Level 10+  
Attacks:             Slash Whip  
Magic:               Frost, MPC: 68, 3 hex.  
                      Geno-Frost, MPC: 166, 3 hex. [A]  
                      Fog, MPC: 49, 4 hex.  
                      Charm, MPC: 110, 2 hex.  
                      Venom, MPC: 45, 3 hex  
                      Dimension, MPC: 83, 4 hex.  
                      Fall Berg, MPC: 135, 2 hex.  
Elementals:         1 Blue, 1 Black.  
Class:               Enchantresses

Sorceress is a better Enchantress and is combination of a Demon and an Enchantress. Fall Berg is very damaging even against the fiery Salamander. BTW, to defeat Zemeckis/Dryst, you really need this spell.

#### Mystic [\*\*]

-----

Requirements:       EXPERT Enchantress, EXPERT Clerics, Level 10+

Attacks: Force  
Magic: Frost, MPC: 68, 3 hex.  
Geno-Frost, MPC: 166, 3 hex. [A]  
Flight, MPC: 90, 3 hex.  
Charm, MPC: 110, 2 hex.  
Fog, MPC: 49, 4 hex.  
Heal, MPC: 65, 3 hex.  
Halo, MPC: 88, 4 hex.  
Elementals: 1 Blue, 1 White  
Class: Mystics  
Notes: This is an odd class, once change into a Mystic, you can no longer changes back to Enchantresses or Clerics Classes except for Scouts Class. The Mystic could only change to the Sage Class.

Mystics is a combination of Enchantress and Clerics which provides white and blue element magic. Flight is a good spells when you are battling in mountainous regions such as Dilworth and water battlefields such as Lidney. It is an attack-and-support unit.

---

#### Lector [\*\*]

---

Requirements: EXPERT Cleric, Level 10+  
Attacks: Pilgrim Rod  
Magic: Heal, MPC: 65, 3 hex.  
Halo, MPC: 88, 4 hex.  
Cure, MPC: 54, 4 hex.  
Area Heal, MPC: 147, 2 hex. [A]  
Holy Word, MPC: 183, 4 hex. [A]  
Elementals: 2 White  
Class: Clerics

Quite a good support unit and it is a better Arch Angel with Area Heal. Lectors have low attacking power. Holy Word is extremely damaging plus a 4 hex. range against all enemies. I myself preferred Lectors over Bishops as they have Holy Word which is a much better spell compared to Divine Ray.

---

#### FEMALE FINAL CLASSES [Level 20+]

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Again, you will see "UP" appearing at the lower corner of the icon representing the unit. Of course, these units requires an intensive amount of EXP.

---

#### Valkyrie [\*\*\*]

---

Requirements: EXPERT Lancer, Level 20  
Attacks: Spear  
Mirage Spear [C]  
Spear Throw, 3 hex. Unable to use it after movement.  
Magic: Fog, MPC: 49, 4 hex.  
Heal, MPC: 65, 3 hex.  
Holy Word, MPC: 183, 4 hex. [A]  
Elementals: 2 White, 1 Blue  
Class: Lancer

Valkyrie is really a strong unit with Holy Word and healing magic. But



most Valkyries have low MP. This may cause a problems. In fact, Iria is one good example. They are extremely good attackers. The Spear Throw has a good hit rate and you can't execute it after movement.

---

### Artemis [\*\*\*]

---

Requirements: EXPERT Archer, Level 20+  
Attacks: Long Bow, 4 hex.  
Marvellous Shot, 4 hex. [C]  
Magic: Accel, MPC: 59, 3 hex.  
Paralyze, MPC: 77, 3 hex.  
Silent, MPC: 50, 4 hex.  
Protect, MPC: 61, 4 hex.  
Solid, MPC: 77, 3 hex.  
React, MPC: 126, 2 hex.  
Elemental: 2 Green  
Class: Scouts

With the entire list of green magic and a whooping 4 hex. attack range, this unit can be the most damaging offensive units of all female attack troops. Extremely dangerous when accompanied by High Centuars. The problem lies in the game is that only Eniede [Esgares] and Brangien [Norgard] has the most chances to reach this class.

---

### Witch [\*\*\*]

---

Requirements: EXPERT Sorceress, Level 20+  
Attacks: Slash Whip  
Magic: Frost, MPC: 68, 3 hex.  
Geno-Frost, MPC: 166, 3 hex.  
Charm, MPC: 110, 2 hex.  
Fog, MPC: 49, 4 hex.  
Fall Berg, MPC: 135, 2 hex.  
Venom, MPC: 45, 3 hex.  
Curse, MPC: 108, 2 hex.  
Meteor Doom, MPC: 255, 3 hex. [2 hex A]  
Flight, MPC: 90, 3 hex.  
Elemental: 2 Black, 1 Blue  
Class: Enchantresses

An advanced unit with a list of magic and acquired Meteor Doom. The Witch is the strongest of all Enchantress classes. It has a wide range of blasting magic spells. Meteor Doom also does damage to own units. So be careful when to use it.

---

### Sage [\*\*\*]

---

Requirements: EXPERT Mystic, Level 20+  
Attacks: Force  
Magic: Heal, MPC: 65, 3 hex.  
Halo, MPC: 88, 4 hex.  
Frost, MPC: 68, 3 hex.  
Geno-Frost, MPC: 166, 3 hex.  
Fog, MPC: 49, 4 hex.  
Charm, MPC: 110, 2 hex.  
Flight, MPC: 90, 3 hex.  
Area Heal, MPC: 147, 2 hex.

Exa-Blast, MPC: 152, 2 hex.  
 Power, MPC: 62, 4 hex.  
 Elementals: 1 White, 1 Blue, 1 Red  
 Class: Mystics

A wide range of the three elements: red, blue and white. The Sage class is the best class of the Mystics with powerful magic. Exa-Blast is the best spell after the Geno-Thunder, however it attacks only a single enemy.

-----  
 Saint [\*\*\*]  
 -----

Requirements: EXPERT Lector, Level 20+  
 Attacks: Pilgrim Rod  
 Magic: Heal, MPC: 65, 3 hex.  
 Halo, MPC: 88, 4 hex.  
 Area Heal, MPC: 147, 2 hex.  
 Cure, MPC: 54, 4 hex.  
 Holy Word, MPC: 183, 4 hex.  
 Divine Ray, MPC: 183, 2 hex.  
 Elementals: 3 White  
 Class: Clerics

The equivalent of Arch Angels with additons of Area Heal. The Saint is actually a better Lector. The Saint has only gotten an additional spell compared to Lectors and that's Divine Ray.

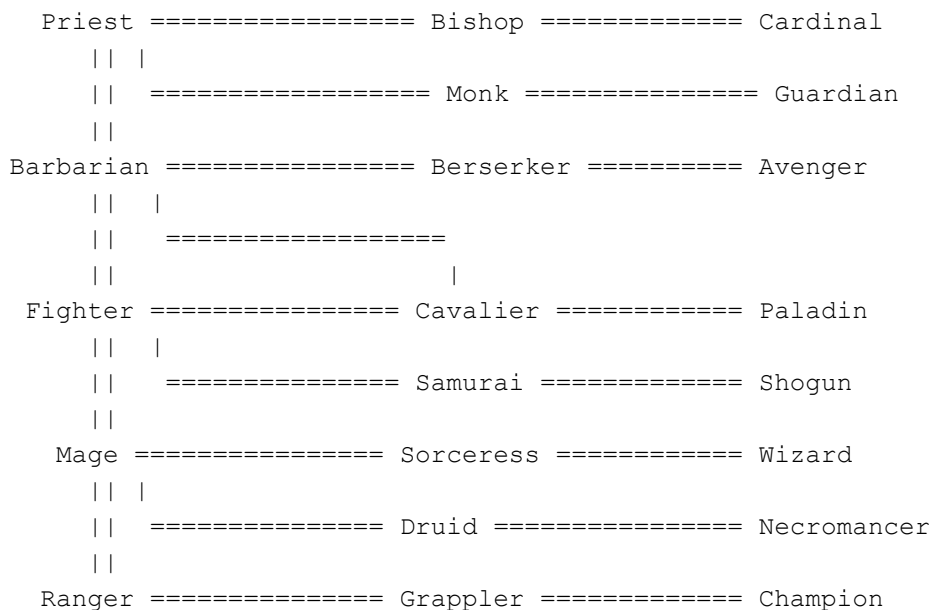
/ 5.3 \

=====

M A L E U N I T S \*

=====

FLOW CHART FOR MALE UNITS



\* Ninja is a special class, available if you have Shiraha in your country. You must get Level 10 and above. A Ninja can be promoted to a Ninja Master. [This can only be done once you have a Shiraha reaches the Ninja Master status]

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## MALE PRIMARY CLASSES

-----  
Here you will find the list of male, primary classes. These units are typically the units that they start from.  
-----

### Priest [\*]

-----

Requirements: INT 60 and above  
Attack: Clergy Mace  
Magic: Heal, MPC: 65, 3 hex.  
Cure, MPC: 54, 4 hex.  
Elemental: 1 White  
Class: Priests

The basic healing unit of male primary troops. Priests have awful attacking power but it can be considered as an average support class. But the effect will be better when it has acquired the Bishop Class. In short, Priests just work like Unicorns.

### Fighter [\*]

-----

Requirements: STR 60 and above  
Attacks: Fighter Blade  
Power Strike [C]  
Elemental: Nil  
Class: Fighters

I myself don't use Fighters quite often, but they can reach the Cavalier class with Heal magic. Fighters are quite good combat as they seldom miss an attack. So let them deal the finishing blow. Fighter blades are great weapons. So use it to your advantage.

### Barbarian [\*]

-----

Requirements: STR 65 and above  
Attacks: Fury Axe  
Axe Rush [C]  
Elemental: Nil  
Class: Barbarians

Barbarians have powerful attacks but they can't heal themselves. But once they reach the Berserker which has a regeneration of HP, this downside can be removed. Barbarians are strong attackers. One key thing about Barbarians is that they have high attack stats. They are even more deadly once they reach the Berserker class.

### Ranger [\*]

-----

Requirements: STR 55, AGI 60  
Attacks: Brave Knuckle  
Crash Beat [C]  
Elemental: Nil  
Class: Rangers

Ranger units are quite agile and strong in attacks, plus they seldom miss their attacks. Rangers have long movement range compared to

Barbarians. Rangers are great units while battling in mountainous regions or regions where movement is very restraint. Rangers can go into forests for their movement which helps to increase evasion by 15%!

---

#### Mage [\*]

---

Requirements: INT 60  
Attacks: Sorcery Staff  
Magic: Flame, MPC: 68, 3 hex.  
Geno-Flame, MPC: 166, 3 hex. [A]  
Thunder, MPC: 91, 3 hex.  
Power, MPC: 62, 4 hex.  
Elemental: 1 Red  
Class: Mages

The only magic attacking class of the male units. Mages have weak attacks and it is better to keep them at the back area of units. Mages needed to be guarded. Power spell can be extremely dangerous when being cast on offensive troops such as Salamanders.

---

#### SECONDARY LEVEL CLASSES [Level 10+ Units]

---

Same as the female units, just get the unit to LV 10 and choose "Class" to switch to the secondary class. Secondary units have more attacks and stronger moves.

---

#### Bishop [\*\*]

---

Requirements: EXPERT Priest  
Attacks: Clergy Mace  
Magic: Heal, MPC: 65, 3 hex.  
Area Heal, MPC: 147, 2 hex. [A]  
Cure, MPC: 54, 4 hex.  
Halo, MPC: 88, 4 hex.  
Divine Ray, MPC: 112, 2 hex.  
Elemental: 2 White  
Class: Priests

Bishops, in my opinion, are the second best support units until they have attained the Cardinal status. [Cardinals will take a long time.]. Their Area Heal makes them destructive as it does an area effect healing on the entire area. Bishops are quite good as they have acquired Divine Ray and Halo spell. I would preferred to have Lectors. But Bishops are considered to be great attackers.

---

#### Cavalier [\*\*]

---

Requirements: EXPERT Fighter, EXPERT Barbarian  
Attacks: Knight Sword  
Cross Cutter [C]  
Magic: Heal, MPC: 65, 3 hex.  
Elemental: 1 White  
Class: Armoured Knights

Cavaliers are good attackers but they are quite weak as they can only combat hand-to-hand. But they can be dangerous once they have proceed to

the third class, Paladin. Their attacks seldom misses even if their levels are low, hence making them the best units for finishing off dying units. Cavaliers are pretty weak against two orbs black units such as Demons. So keep them off from Demons.

---

### Sorcerer [\*\*]

---

Requirements:      EXPERT Mage  
Attacks:             Sorcery Staff  
Magic:              Flame, MPC: 68, 3 hex.  
                      Geno-Flame, MPC: 166, 3 hex.  
                      Thunder, MPC: 91, 3 hex.  
                      Exa-Blast, MPC: 152, 2 hex.  
                      Power, MPC: 62, 4 hex.  
                      Frost, MPC: 68, 3 hex.  
                      Fog, MPC: 49, 4 hex.  
Elemental:         Blue-Red

An advanced version of the Mage, but with additional spells such as Exa-Blast and blue magic. Well, a Sorcerer will work fine against most countries whereas Druid is extremely destructive for Leonia. As most of the Leonia units are white-element based. [You can change the elemental if you want, but the computer normally doesn't]

---

### Ninja [\*\*]

---

Requirements:      Shiraha in your country, STR 60, AGI 70  
Attacks:             Kunai  
                      Illusion [C]  
                      Shuriken, 2 hex. able to use after movement.  
Skill:              Hit and Away  
Magic:              Weakness, MPC: 66, 4 hex.  
                      Accel, MPC: 59, 3 hex.  
                      Paralyze, MPC: 77, 3 hex.  
Elemental:         Black, Green  
Class:              Ninjas

Ninjas are great units as they are able to use a 2 hex. range attack weapons. Even if he attacks in short range, it can also do a Hit and away tactic. Quite a decent sniper as the male version of Archers. You need to Shiraha to get Ninja Master, otherwise you can't gain any stars!

---

### Monk [\*\*]

---

Requirements:      EXPERT Priest  
Attacks:             Debar Knuckle, may cause paralysis  
                      Prana Burst [C]  
Magic:              Heal, MPC: 65, 3 hex.  
                      Cure, MPC: 54, 4 hex.  
Elemental:         1 white  
Class:              Rangers

Same as Cavaliers except these units have Cure spells. They could use Prana Burst quite often while their HP are low. The basic attack which could cause paralysis is extremely good. But it is quite rare for that to occur. Compared with a Grappler, Monks has lower attacks but at the same time, it is quite a good support unit.

-----  
Druid [\*\*]  
-----

Requirements: EXPERT Mage  
Attacks: Sorcery Staff  
Magic: Venom, MPC: 45, 3 hex.  
Curse, MPC: 108, 2 hex.  
Weakness, MPC: 66, 4 hex.  
Flame, MPC: 68, 3 hex.  
Geno-Flame, MPC: 166, 3 hex.  
Thunder, MPC: 91, 3 hex.  
Power, MPC: 62, 4 hex.  
Elemental: Red, Black  
Class: Mages

Druid are great units against countries such as Leonia. Camden could nearly eliminate any characters in Leonia. Druids has a mixture of red magic such as the basic mage's spells along with black magic. It is a mixture of Demon and Mage [with an additional of Weakness spell]

-----  
Grappler [\*\*]  
-----

Requirements: EXPERT Ranger  
Attacks: Brave Knuckle  
Crash Beat [C]  
Skills: Critical + 5 %  
Elemental: Nil  
Class: Rangers

One bad downfall for Grapplers is that it does not have magic. Almost all characters have at least 70 MP which is sufficient for a Heal magic. Grapplers are good units as it could travel across mountains. Grapplers has one advantage over other units is its versatile mobility. It moves rather fast.

-----  
Samurai [\*\*]  
-----

Requirements: EXPERT Barbarian, EXPERT Fighter [higher in DEF]  
Attacks: Katana Blade  
Shadow Moon [C]  
Special: Iai Slash, MPC: 40, 2 hex.  
Skills: Hit rate +10%  
Elemental: Nil  
Class: Samurais

Deadly... compared to Cavaliers. It has higher defense, along with Iai Slash which can does a minimum damage of 100 for a LV 10 Samurai. But the weapons are quite rare compared to the Cavaliers. But if an unit can reach this class, choose this one instead of Cavaliers.

-----  
Berserker [\*\*]  
-----

Requirements: EXPERT Barbarian, EXPERT Fighter  
Attacks: Fury Axe  
Axe Rush [C]  
Skill: HP Recovery 5 %

Elemental: 1 Black  
Class: Barbarian

Another deadly unit. Berserkers work fine against white units [such as Angels, Unicorns, Priest and Clerics] but they can be a downfall as they only exceed in attacks. But armed with a good hit rate and a HP recovery of 5%, this unit can easily eliminate dying enemies in one blow.

---

FINAL CLASS [Level 20+ Units]

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Same applies to the female units, you will see an "UP" found near the character. But remember that it is kinda difficult to have all units to reach LV 20.

---

Avenger [\*\*\*]

---

Requirements: EXPERT Berserker  
Attacks: Knight Sword  
Genocide [C]  
Magic: Curse, MPC: 108, 2 hex.  
Weakness, MPC: 66, 4 hex.  
Skill: HP Recovery 5 %  
Elemental: 2 Black  
Class: Armoured Knights

Same as Berserker but gained black magic. Avenger are great units for their strong attacks. [BTW, their attacks are equalvent of a secondary monster unit.] Keep them away from Angels as the Divine Ray can easily kill this unit.

---

Paladin [\*\*\*]

---

Requirements: EXPERT Cavalier  
Attacks: Knight Sword  
Justice Cutter [C]  
Magic: Heal, MPC: 65, 3 hex.  
Cure, MPC: 54, 4 hex.  
Holy Word, MPC: 183, 4 hex. [A]  
Elemental: 2 White  
Class: Armoured Knights

Paladin is better-off compared to Avenger. Not only it has healing magic, it also acquires Holy Word and most Paladins could use this once they have reached LV 20. Good support units plus they does similar damage compared to monsters. However, Paladin is extremely hard to obtain.

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Shogun [\*\*\*]

---

Requirements: EXPERT Samurai  
Attacks: Katana Blade  
Shadow Moon [C]  
Special: Iai Slash, MPC: 45, 3 hex.  
Skills: Hit + 20%  
Class: Samurais

With a skill of Hit +20% and an Iai Slash of 3 hex, this unit is more devastating compared to Paladin or Avenger. [this probably explains why Layoneil is always stronger than Helrato ^\_^]. With a cheap MP cost of 45, you can do at least 2 Iai Slashes in one combat at LV 20. Shoguns are rather hard to get as there are too little Samurais...

---

### Cardinal [\*\*\*]

---

Requirements: EXPERT Bishop  
Attacks: Clergy Mace  
Magic: Heal, MPC: 65, 3 hex.  
Area Heal, MPC: 147, 2 hex. [A]  
Cure, MPC: 54, 4 hex.  
Halo, MPC: 88, 4 hex.  
Divine Ray, MPC: 112, 2 hex.  
Holy Word, MPC: 183, 4 hex. [A]  
Flight, MPC: 90, 3 hex.  
Charm, MPC: 110, 2 hex.  
Elemental: 2 White, 1 Blue  
Class: Priests

A better Bishop with Divine Ray and Holy Word. Cardinals are extremely difficult to get but they really worth it. Great leaders such as Ulster, BeauArte, Roadbull, Coel and Asmit has really the chance of getting to Cardinal. If you have defeat Esgares early, and you can recruit Soleil which has also a high probability of getting to Cardinal Class. Of course, Soleil will be a better opinion as he has acquired high Rune Power.

---

### Necromancer [\*\*\*]

---

Requirements: EXPERT Druid  
Attacks: Sorcery Staff  
Magic: Venom, MPC: 45, 3 hex.  
Meteor Doom, MPC: 255, 3 hex. [A]{affect allies}  
Curse, MPC: 108, 2 hex.  
Dimension, MPC: 83, 4 hex.  
Weakness, MPC: 66, 4 hex.  
Necro Rebirth, MPC: 97, 1 hex.  
Flame, MPC: 68, 3 hex.  
Geno-Flame, MPC: 166, 3 hex. [A]  
Thunder, MPC: 91, 3 hex.  
Power, MPC: 62, 4 hex.  
Elemental: 2 Black, 1 Red  
Class: Mages

Nothing much to say as it is dangerous. Necromancer takes time and only a few characters have the chance. It has most deadly black magic, Meteor Doom plus the Necro Rebirth.

---

### Guardian [\*\*\*]

---

Requirements: EXPERT Monk  
Attacks: Debar Knuckle, causes Paralysis  
Ultra Combo [C]  
Magic: Heal, MPC: 65, 3 hex.  
Area Heal, MPC: 147, 2 hex. [A]



Cure, MPC: 54, 4 hex.  
Elemental: 2 white  
Class: Rangers

Guardian has been a combination of Monk and Bishops. This makes them a better opinion compared to Grappler. But they are quite hard to get as you need to gain a lot of experience. Guardians are great attackers and great support units.

---

Champion [\*\*\*]

---

Requirements: EXPERT Grappler  
Attacks: Brave Knuckle  
Ultra Combo [C]  
Skill: Critical Rate + 10%  
Elemental: Nil  
Class: Rangers

Champion is rather a rare class, but if a skill of Critical rate of 10%, plus its versatile range in movement, Champion are great attackers. Champion can does a lot of damage and will not be effected by elementals.

---

Ninja Master [\*\*\*]

---

Requirements: EXPERT Ninja  
Attacks: Kunai  
Illusion [C]  
Shuriken, 3 hex. able use after movement.  
Skills: Hit and Away  
Magic: Dimension, MPC: 88, 4 hex.  
Weakness, MPC: 66, 4 hex.  
Accel, MPC: 59, 3 hex.  
Protect, MPC: 61, 4 hex.  
Paralyze, MPC: 77, 3 hex.  
Solid, MPC: 85, 3 hex.  
Silent, MPC: 56, 4 hex.  
Class: Ninjas

Imagine a High Centuar-Ninja-Nightmare combination.. That's made a Ninja Master. It is extremely dangerous as it has acquire Accel spell which makes your troops move in order easily. Ninja Master is a deadly sniper as they can eliminate any leader within a couple of turns along with High Centuars/Archers. I think only Shiraha can reached this class.

---

Wizard [\*\*\*]

---

Requirements: EXPERT Sorcerer  
Attacks: Sorcery Staff  
Magic: Flame, MPC: 68, 3 hex.  
Geno-Flame, MPC: 166, 3 hex. [A]  
Thunder, MPC: 91, 3 hex.  
Geno-Thunder, MPC: 193, 3 hex. [A, 2 hex.]  
Geno-Frost, MPC: 166, 3 hex. [A]  
React, MPC: 126, 2 hex.  
Exa-Blast, MPC: 152, 2 hex.  
Power, MPC: 62, 4 hex.

Frost, MPC: 68, 3 hex.  
Fog, MPC: 49, 4 hex.  
Elementals: Red, Blue, Green  
Class: Mages

Wizard unit is a better unit with an range of magic. The React spell is extremely useful if you want to see the rocking Salamander does its turn again. Plus it's Exa-Blast and Geno-Thunder makes it deadly. Zemeckis is much stronger due to its Archery ability along with the Geno-Thunder. Geno-Thunder is great as it allows you to set your targets.

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### Special Classes

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This classes only applies to certain Rune Knights, or more specific, this applies to the ruler of the kingdom.

#### Prince

---

Requirements: Only Lance begin with this class. [New Almekia]

Attack: Twin Blade  
Wing Slash [C]  
Magic: Heal, MPC: 65, 3 hex.  
Flame, MPC: 68, 3 hex.  
Elementals: n/a  
Class: Prince

Lance is quite weak and only acquires two magic, Flame and Heal. Give him some training and he will become stronger. His Wing Slash can does a critical amount of damage.

#### King

---

Requirements: Lance can get to this class, once he acquired Logres upon defeating Esgares.

Attack: Twin Blade  
Wing Slash [C]  
Magic: Heal, MPC: 65, 3 hex.  
Flame, MPC: 68, 3 hex.  
Geno-Flame, MPC: 166, 3 hex. [A]  
Elementals: 1 Red  
Class: Prince

The class is rather hard to get. He has acquired Geno-Flame and becomes stronger once he has attained higher levels. You must conquer Logres upon defeating Esgares.

#### Warlock

---

Requirments: Only Cai of Caerleon begins with this class.

Attack: Word of Magic  
Magic: Heal, MPC: 65, 3 hex.  
Flame, MPC: 68, 3 hex.

Frost, MPC: 68, 3 hex.  
Thunder, MPC: 91, 3 hex.  
Geno-Flame, MPC: 166, 3 hex. [A]  
Geno-Frost, MPC: 166, 3 hex. [A]  
Geno-Thunder, MPC: 193, 3 hex. [2 hex. A]  
Exa-Blast, MPC: 152, 2 hex.  
Flight, MPC: 90, 3 hex.  
Silent, MPC: 56, 4 hex.

Elementals: 1 Red, 1 Blue, 1 Green  
Class: Warlock

A guy acquired with a huge list of magic. The Warlock is seems like a combination of a Wizard Class and a couple of green magic. Cai is quite weak against Red Dragons/Hydras/Phoenix/Lizard Guard, therefore keep him away from them. [He has an elemental disadvantage against units]

---

#### Emperor

---

Requirments: Only Zemeckis of Esgares begins with this class.  
Attack: Tempest Bow, 3 hex.  
Lightning Bow, 3 hex. [C]  
Magic: Power, MPC: 62, 4 hex.  
Geno-Thunder, MPC: 193, 3 hex. [2 hex. A]  
Elementals: 2 Red  
Class: Emperor

Zemeckis is really powerful as he has long range attacks, plus a 2 red elemental orb, which makes he compete with Hydras and blue elementals creatures farely. Don't leave Enchantress freely for him to target at.. But the Emperor has also a fear for a particular spell, the Fall Berg.

---

#### Death Knight

---

Requirements: Only Cador of Esgares begins with this class  
Attack: Death Bringer  
Dolorous Stroke [C]  
Magic: Curse, MPC: 108, 3 hex.  
Geno-Flame, MPC: 166, 3 hex. [A]  
Elementals: 2 Black, Red  
Class: Death Knight

Cador is not a guy to messed up with. The only class that can have an edge over this class is the Valkryie. [strange huh? Halley is also in the Valkryie class..]. Cador's Dolorous Stroke can causes as much as 400 against an Angel unit. [instant dead attack against low levels Angels.]. But units with Holy Word such as Dinadan can also stand a par against it.

---

#### Tryant

---

Requirments: Only Dryst of Iscalio starts with this class.  
Attack: Vandal Scythe  
Dark Spiral [C]  
Magic: Curse, MPC: 108, 3 hex.  
Flame, MPC: 68, 3 hex.  
Power, MPC: 62, 4 hex.  
Weakness, MPC: 66, 4 hex.

Elementals: 1 Black, 1 Red  
Class: Tryant.

The Tryant is a combination of Mage-Demo with an exception of certain skills. But it can be quite dangerous against white and blue units. Dryst's attack is quite strong but unfortunately he does not have area-spells unlike other rulers.

---

### Super Tryant

---

Requirements: Only available when Dryst have acquired Level 30.  
Attack: Deluxe Scythe  
Gorgeous Spiral [C]  
Magic: Meteor Doom, MPC: 255, 3 hex. [2 hex. A]  
Curse, MPC: 108, 3 hex.  
Flame, MPC: 68, 3 hex.  
Power, MPC: 62, 4 hex.  
Weakness, MPC: 66, 4 hex.  
Elementals: 1 Black, 1 Red  
Class: Tryant

Super Tryant really takes a long time to acquired. But with Meteor Doom acquired, this monster can does tons of serious damage to all foes.

---

### Queen

---

Requirements: Only Lyonesse of Leonia starts with this class.  
Attack: Liath-Fail  
Magic: Heal, MPC: 65, 3 hex.  
Area Heal, MPC: 147, 2 hex. [A]  
Cure, MPC: 54, 4 hex.  
Divine Ray, MPC: 112, 2 hex.  
Holy Word, MPC: 183, 4 hex. [A]  
Charm, MPC: 110, 2 hex.  
Protect, MPC: 61, 4 hex.  
Elementals: 2 White  
Class: Queen

Queen is really a good white elemental class. The Queen has acquired Holy Word, which is pretty damaging against all other classes. The Queen has area-heal which makes a good support unit too.

---

### Lord

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Requirements: Only Vaynard of Norgard starts with this class  
Attack: Caladbog  
Wolf Fang [C]  
Magic: Frost, MPC: 65, 3 hex.  
Geno-Frost, MPC: 166, 3 hex. [A]  
Fog, MPC: 49, 4 hex.  
Elementals: 1 Blue  
Class: Lord

The Lord class is quite weak and as it will withstand a huge damage while in combating against red element units such as Dragons and Giants. The best is to place this unit far from the combating area against Dragons. Have him to fight against dying Dragons.

-----  
Claimer  
-----

Requirements: Only Bulnoil starts off with this class.

Attack: Endless Seeker

Magic: Venom, MPC: 45, 3 hex.  
Meteor Doom, MPC: 255, 3 hex.  
Curse, MPC: 108, 2 hex.  
Dimension, MPC: 83, 4 hex.  
Weakness, MPC: 66, 4 hex.  
Necro Rebirth, MPC: 97, 1 hex.  
Geno-Thunder, MPC: 193, 3 hex. [1 hex. A]  
Exa-Blast, MPC: 152, 2 hex.  
Fall Berg, MPC: 135, 2 hex.  
Solid, MPC: 85, 3 hex.

Elemental: n/a

Class: Claimer

A secret class and only Bulnoil started off with this class. He is very dangerous as he has Meteor Doom/Curse [works well against Lucifer], Geno-Thunder/Exa-Blast [works well against Tiamats], Fall Berg [works well against Salamanders, Fafnirs]. I guess it will takes sometime to defeat this unit. Bulnoil is extremely tough....

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List of Items  
=====

This is the list of items, I myself have managed to get after playing the five rulers. Well here is the list:

-----

Name of Item	Effect
Power Potion	STR +3
Wisdom Potion	INT +3
Speed Potion	AGI +3
Life Potion	HP +~18
Magic Potion	MP +~18
Rune Potion	Rune Power + 10 [Knights only]
Rune-A Potion	Rune Area + 1 [Knights only]
Fruit of Vice	Changes Seraph to Lucifer
Liquor of Charm	Changes Satan to Lilith
Rage Lightning	Changes Titan to Thor
Wisdom Seed	Changes Gigas to Loki

-----

\* Notes:

- Class Promoting Items does not causes change in the unit's Rune Cost except it only increases the Upkeep Costs and the upgrades on the unit.
- Power/Wisdom/Speed/Life/Magic Potions can be used on both Rune Knights and Monsters, whereas Rune and Rune-A Potions can only be used Rune Knights.
- Once an item is used, the effect cannot be removed.
- To get this items, you need to quest for them. Refer to Quests for more details.

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Weapon List

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There are several things to take note before I begin this section. Firstly, you must finished reading section 5. before reading this section. Now there is a reminder for everyone, that this list is still not complete, so feel free if you managed to get those that is not mentioned in the list.

I have reached e-mails that Flame Sword is included in the game, but I have guessed that it is actually called the Flame Edge in the game.

For those whom are too lazy to read, here is the summary.

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KEY OF CLASS

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Fighters: Fighter class  
 Barbarians: Barbarian and Berserker classes  
 Mages: Mage, Sorcerer, Druid, Wizard, Necromancer classes  
 Rangers: Ranger, Monk, Grappler, Guardian, Champion classes  
 Priests: Priest, Bishop, Cardinal classes  
 Scouts: Scout, Archer, Artemis classes  
 Enchantresses: Enchantress, Sorceress, Witch classes  
 Clerics: Cleric, Lector, Saint classes  
 Armoured Knights: Cavalier, Paladin, Avenger classes  
 Samurais: Samurai, Shogun classes  
 Ninjas: Ninja, Ninja Master classes  
 Lancers: Lancer, Valkyrie classes  
 Mystics: Mystics, Sage classes  
 Rulers: Lance, Dryst, Vaynard, Cai, Lyoneese, Zemeckis, Cador

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A R M O U R E D K N I G H T S [Swords]

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Name of Swords	Status	Elemental
Laevatein	ATK+20, Hit-5	Red
Answeller	ATK+14	White
Mithril Sword	MP+20, ATK+10, INT+4	Nil
Flame Edge	ATK+8	Red
Claimh Solais	MP+30	White
Bastard Sword	ATK+6	Nil
Gram	ATK+18	Nil
Tyrhung	ATK+14, Hit+5	Black
Ice Sword	ATK +8	Blue

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F I G H T E R S [Blades]

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Name of Blades	Status	Elemental
Death Master	ATK+22, Hit-10	Nil
Evil Buster	ATK+12, Hit+5	White
Claymore	ATK+10	Nil
Giant Sword	ATK-6, Hit-5, DEF+6	Nil
	Rune Power + 15	

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S A M U R A I S [Katanas]

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Name of Katanas	Status	Elemental
Kokoro	ATK+16, Hit+10, RunePow-30	Nil
Kaze	ATK+10	Black
Tora	ATK+8	Nil
Tsuki	ATK+19, HP+5	Blue
Kusanagi	ATK+5, RunePow.+20	Nil

B A R B A R I A N S [Axes]

Name of Axes	Status	Elemental
Balor	ATK+18	Black
Revolving Axe	ATK+14, Hit+8	Nil
Flame Axe	ATK+10	Red
Beheading Axe	ATK+8	Black
Dwarf Axe	ATK+6, Hit+5	Nil

L A N C E R S [Spears]

Name of Spears	Status	Elemental
Gae Bolg	ATK+18, Hit+10	Nil
Goddess Spear	ATK+8	White
Black Spear	ATK+6	Black
Ice Javelin	ATK+10	Blue
Gungnir	ATK+24, Hit+5	Nil
Brionac	ATK+16	Nil
Mithril Spear	MP+20, ATK+12, INT+2	Nil

S C O U T S [Bows]

Name of Bows	Status	Elemental
Crescent Bow	ATK+19, INT+2, Hit+8	Nil
Heaven Bow	ATK15	White
Mithril Bow	MP+20, ATK+10, INT+4	Nil
Flame Bow	ATK+8	Red
Elven Bow	ATK+6, Hit+5	Nil

M A G E S [Staves]

Name of Staves	Status	Elemental
Striking Staff	ATK+10	Nil
Red Staff	INT+4	Red
Blue Staff	INT+4	Blue
Ganbantein	ATK+8, INT+8	Nil
Mithril Staff	MP+20, ATK+12, INT+2	Nil

C L E R I C S [Rods]

Name of Rods	Status	Elemental
Telesis	ATK+18, Hit+5	Nil
Mithril Rod	MP+20, ATK+6, INT+4	Nil
Madonna's Rod	INT+4	White
Death Rod	ATK+12, INT+2	Black

P R I E S T S [Maces]

Name of Maces	Status	Elemental
Gravity Mace	ATK+12,	Nil
Judgement Mace	ATK+6	White
Brave Hammer	HP+10, ATK+10	Nil
Skull Flail	ATK+18	Black
Mithril Mace	MP+20, ATK+8, INT+4	Nil

E N C H A N T R E S S E S [Whips]

Name of Whips	Status	Elemental
Cat O' Nine Tail	ATK+12	Nil
Snake Tongue	ATK+8, Hit+10	Red
Torn Whip	ATK+6	Nil
Love Whip	ATK-10, Hit-10, Rune Power +10	Nil

R A N G E R S [Knuckles]

Name of Knuckles	Status	Elemental
Blast Knuckle	ATK+18	Red
Speed Knuckle	ATK+9, Hit+10	Nil
Rivet Knuckle	ATK+6	Nil
Ogre Knuckle	ATK+13	Black
Wind Knuckle	ATK+16	Blue

N I N J A S [Knives]

Name of Knives	Status	Elemental
Shock Knife	ATK+14, Hit+10	Red
Painless Knife	ATK+8	Nil
The Ripper	MP-20, ATK+9, INT-10	Black

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Armor List

Certain classes can only equip certain armor. Here is the list of armor (i.e. accessories, shields, plate mails, robes, helmets, hats, gloves and boots). BTW, below is a summary.

- Accessories: All
- Shields: Only Priests, Clerics, Armoured Knights
- Plate Mail: All except Mages, Rangers, Enchantresses  
Mystics, Ninjas and Rulers
- Robes: All except Rulers
- Helmets: Only Fighters, Barbarians, Armoured  
Knights, Samurais and Lancers.
- Hats: All except Rulers
- Gloves: All except Mages, Enchantress, Mystics  
and Rulers
- Boots: All except Rulers

A C C E S S O R I E S

Name of Accessories	Status
---------------------	--------



Pin of Defense*	DEF+8, Lowers damage by magic
Talisman	Prevent status disorder
Wiseman Medal	MP+10, INT+2
Ancient Book	INT+6
Fire Amulet	Red resist Up
Sacred Amulet	White resist Up
Ring of Sorcery	MP+30, INT+4
Earring of the Sea	DEF+2, Blue resist Up
AntiMagic Ring	Lowers damage caused by magic
Wind Armband	AGI+5
Forest Amulet	Green resist Up
Solomon's Ring	Rune Power+30, Rune Area +1
Heal Ring	Gain 20 HP every turn
Almighty Ring	STR+3, INT+3, AGI+3, DEF+3
Soldier's Medal	HP+20, STR+2
Rune Armband	Rune Power +25
Black Amulet	Black resist Up
Bell of Comfort	Rune Power +15
Pirate's Medal	AGI+2
Ice Amulet	Blue resist Up
Apostle's Horn	Rune Area+1
Rierre's Ring*	INT+5, DEF+5, Red Resist Up

\* The Pin of Defense is obtained from the twins, Mira and Millet's quest.

\* The Rierre's Ring can be only obtained from Georg's Quest  
[This applies to Leonia ONLY]\*

#### S H I E L D S

Name of Shields	Status
Battle Shield	ATK+4, DEF+8
Flame Shield	DEF+7, Red Resist Up
Ice Shield	DEF+7, Blue Resist Up
Large Shield	DEF+5
Aegis	ATK+8

#### P L A T E M A I L S

Name of Plate Mails	Status	Elemental
Diamond Mail	Evade-30, DEF+22, MOV:Down Red resist Down.	Nil
Ice Mail	DEF+10	Blue
Volcano Armor	DEF+15	Red
Holy Armor	DEF+12	White
Evil Armor	DEF+12	Black
Heavy Armor	DEF+6	Nil

#### R O B E S

Name of Robes	Status
Light Robe	DEF+8, White resist Up
Dark Robe	DEF+8, Black resist Up
Mirage Robe	Evade+10, DEF+4
Solar Robe	DEF+6, Red resist Up
IcyFog Robe	DEF+6, Blue resist Up

Star Robe

Evade+5, DEF+5

H E L M E T S

Name of Helmets

Status

Rune Helm

DEF+4, Rune Area+1

Horned Helm

DEF+5

Brute Mask

HP+30, ATK+4, INT-8

Aiguil Helm

HP+10, DEF+10

H A T S

Name of Hats

Status

Circlet of Wits

INT+6

Cool Hat

DEF+3, Blue resist Up

Fairy Crown

INT+4, DEF+1

Pixie Hat

INT+2, DEF+2

G L O V E S

Name of Gloves

Status

Precise Glove

Hit+15, DEF+6

Power Glove

ATK+8, DEF+4

Ruby Glove

MP+20, DEF+8, Red resist Up

B O O T S

Name of Boots

Status

Fairy Pumps

Evade+5, MOV: Up

Wing Shoes

DEF+2, MOV:Down, Type: High Sky

Aqua Shoes

MOV Type: Shoal

Flipper Boots

DEF+3, Type: Water

Valient's WIng

Type: High Sky

Speed Boots

MOV: Up

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The Monster List

This list consist of the elementals, Rune Cost, Mana Cost, requirements and my personal comments. Feel free to send your comments if you have one. For your convience, I have arranged in order of their Rune Cost. I have also added their Upkeep and Movement Range. Before I begin with the explanations on various factors, here are some notes on the evasion and hit rate:

Water units get a low-down on evasion rate when it is on land, ranging from 10% ~ 25%

All units gets an increase in evasion rate when it is forests but low-down on hit rate besides Mandrake and Man-Eater

Water units get a rise on hit rate and evasion when it is placed on water.

---

## Elemental

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The Elements carries a great importance as it effects the amount of damage that the unit will does to the units with an exposing units.

---

Colour	Symbol
Black	Evil
White	Holy
Red	Fire
Blue	Water/Ice
Green	Earth
n/a	Neutral

---

Units that carries a black elemental orb will receive more damage from white elemental units and also dealt more damage on white elemental units. Red elemental units are weaker compared to Blue elemental units. Green elemental units does more damage to flying units.

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## Attacks

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I have only included the name of the attack. As for describing them, I will not be doing it as it will be unnecessary/ irrelevant. Critcial attacks will be excuted when the units are facing death. Some critical attacks does some additional damage such as poison, charm, petrify and paralyze.

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## Rune Cost

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The amount of Rune need to have this unit under the control of the Rune Knight. If the total amount of monsters' Rune Costs being added up, exceeds the Rune Power of that Rune Knight, you need to remove some units. As monsters approaches to secondary classes, you need to have more Rune Power.

### Notes:

- If you have equipped a Rune Knight an accessory/equipment that boosts the Rune Power, you can't disarm the equipment if the Rune Knight's Rune Power does not meet with the required Rune Power without equipment. Sounds confusing huh? Below is an example:

Vaynard has a Rune Power of 332. If you have equipped him with a Solomon's Ring, an additional of 30 Rune Power, therefore Vaynard has a total of 362 Rune Power. If he has 4 dragons [75 x 4] and a Roc [60], it will occupy 360 of 362. Now you can't unequipped the accessory, as Vaynard's Rune Power 332 [without the accessory] can't meet up with the required 360.

---

## Mana

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Mana is the currency used in the game. To get Mana, you can get it from the castles for the next organize phrase. The more castles you have, the faster the amount of income you will have. Hence, go for conquests. Mana allows you to summon monsters. You can summoned monsters from castles provided that there is at least a Rune Knight [it does not matter where

it exceeds the total Rune Power for all Rune Knight(s)]. Not all castles can summoned a certain monster. For example, Sendon does not allows you to summon Dragons whereas Flogeru allows you to do so. Refer to castles breakdown under every rulers walkthrough. However, you can't summon secondary-class/ teritary-class monsters.

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## Type

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There are typically several types of movement-based monsters. They are:

(1) Slithering Type

The monster moves by slithering. The movement is quite average. The monster can't cross mountains and moves only 1 hex per turn on water. The monster moves on its best on road.

(2) Shoal Type

The monsters moves by slithering but moves a lot faster as it was on water. Shoal Type monsters can't cross mountains.

(3) Heavy Type

Average movement for this type of monster. It is quite slow-moving on water as it moves only 1 hex per turn on water. It moves about 1 hex slower on mountains as compared while it is on land/forests.

(4) Horse Type

It is extremely fast-moving, especially on land. It moves a maximum of 8 hexes on road. It is quite slow moving on water as it moves only 1 hex per turn on water. It's movement range is reduced when the unit is placed within forests.

(5) High Sky Type

This type of monster moves as fast as whether it is on land/water/ mountains. It can move a maximum of 7 hexes.

(6) Low Sky Type

A weak flying type monster seems to have been slowed down mountainous areas. It moves an average of 5 hexes.

(7) Water Type

This type of monster moves extremely slow on land. It moves at its best at water.

(8) Land Type

This is an average and normal moving monster, it moves normally on land, but its movement range is reduced greatly when the unit is on water/land/forests

(9) Forest Type

This type of unit moves slow on land/water and can't cross mountains. However it moves extremely fast on forests and get improvements in hit rate and evasion.

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## Movement

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For the movement range, you will see them being written in the below format.

A stands for the smallest number of hexes that the unit can move,  
whereas B stands for the maximum number of hexes that the unit can move.

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Primary Monster Units Bestiary [Level 1+, \*]

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Primary units can be obtained from quests and summoning. Sometimes you  
can get them when someone has joined your country [For example, Dogal]

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Ghoul

-----  
Elemental: 1 Black  
Attacks: Necro Eater  
Comments: Cheap and good attacker. Low Rune Cost makes it  
affective. An ideal monster which can be use to lure  
enemies. Level very fast. Medium MOV range.  
Rune Cost: 15 Mana: 60  
Movement: 4-6 (Land Type)  
Upkeep: 6

Tips:

As they are cheap and relative easy to get. But the key weakness is  
strength. You can make use of them to support training Rune Knights as  
to weaken the enemy.

-----  
G-Scorpion

-----  
Elemental: 1 Red  
Attacks: Poison Tail, may poisoned the enemy  
Comments: Low HP is the main weakness. But Poison Tail can be  
dangerous as it cause poison [removes HP slowly].  
This may forced healing parties to waste their MP on  
Cure. Low MOV range.  
Rune Cost: 20 Mana: 100  
Movement: 3-5 (Slithering Type)  
Upkeep: 10

Tips:

Guard Scorpion's key weakness lies in this extremely low HP. But its  
Poison tail could poison an enemy unit. Target them on dangress but  
protect them from harm. Poison Tail is pretty effective against Dragons.  
Don't place it in front of Hydras as it will be an easy target for the  
Hydras.

-----  
Jinn

-----  
Elemental: Nil  
Special: Air Storm, MPC: 40, 2 hex.  
Comments: Does a fair amount of damage with Air Storm. Basic  
attack requires MP. Can't counterattack. The enemy  
can't counter even it is a hand-to-hand combat.  
Rune Cost: 30 Mana: 120  
Movement: 5-5 (Low Sky Type)  
Upkeep: 12

Tips:

You can still use the Air Storm after movement. Great sniper as enemy can't counterattack its Air storm. But Air Storm requires MP, hence move it away once a Silent spell is being cast on it or it is low on MP.

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Pixie

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Elemental: 1 Green  
Attacks: Stick Tap  
Leave me be! [C]  
Magic: Protect, MPC: 61, 4 hex.  
Silent, MPC: 50, 4 hex.  
Comments: Good as prevent Mages from using magic by using  
Silent. Low attacking power make it useless in  
combat, but a good support team.  
Rune Cost: 30 Mana: 120  
Movement: 5-5 (Low Sky Type)  
Upkeep: 12

Tips:

Pixies' Silent Spell has a low hit rate and it tends to fail especially on high level enemies. Keep on cast Protect [a barrier] which helps to reduce damage. Once it is around level 7, its Silent spell can be quite effective at most times.

---

Merman

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Elemental: 1 Blue  
Attacks: Splash Arch  
Skills: Aqua Recovery 5%, Aqua Attack + 20%  
Comments: Strictly an aquatic force. Does higher amount of  
damage in water and recovers HP in water. Moves more  
faster in water than on land.  
Rune Cost: 25 Mana: 120  
Movement: 3-6 (Water Type)  
Upkeep: 12

Tips:

Even though is an aquatic unit, it's HP, ATK and DEF is still quite reasonable. Use them to defend castles such as Lidney-Jukes. Merman's attack can be raised by 20% while on water which makes them a killer weapon on aquatic battlefields.

---

Lizard Man

---

Elemental: 1 Blue  
Attacks: Lefty Axe, high hit and critical rate.  
Comments: High critical and hit rate makes this monster a  
valuble one. Good on marine battlefields and land.  
Rune Cost: 30 Mana: 140  
Movement: 4-4 (Shoal Type)  
Upkeep: 14

Tips:

Believe it or not, this unit is key unit to weaken Dragons. It has high hit rate and critical rate and seldoms misses its attacks. It is pretty effective against low AGI monsters and this includes low level Dragons.

It has a blue elemental orb, which is the opposing element against the Dragons. You can use this if you don't have Hydras.

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### Hellhound

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Elemental: 1 Black  
Attacks: Hell Fang  
Special: Hell Fire, MPC: 40, 2 hex.  
Skill: Hit and Away  
Comments: Levels up fast. Still can move after attacking. Use in conjunction with Halo spell.  
Rune Cost: 35                    Mana: 140  
Movement: 5-7 (Land Type)  
Upkeep: 18

#### Tips:

Hellhounds are high agile creatures, which makes them deadly against Golems. It's Hell Fire can easily destroy units plus it has the hit and away skill.

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### Centaur

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Elemental: 1 Green  
Attacks: Hunter Shot, 2 hex. useable after movement  
Comments: Good and decent sniper. Attacking from long range enables opponent to unable to counterattack, but low attacking power.  
Rune Cost: 35                    Mana: 160  
Movement: 6-6 (Horse Type)  
Upkeep: 16

#### Tips:

Centaurs are pretty weak against high level enemies and the attack is quite weak in early stages. Upon reaching level 6 or 7, its Hunter Shot becomes more effective and deadly. But its movement will be slowed down in aquatic and mountainous battlefields. Use its as sniper to lower the HP of target Rune Knights and have Giants/Wyverns/Gryhons/Dragons for the kill.

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### Unicorn

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Elemental: 1 White  
Attacks: Horn Attack  
          Back Kick [C]  
Magic: Heal, MPC: 65, 3 hex.  
          Cure, MPC: 54, 4 hex.  
Comments: Cheap and good support for Heal and Cure. Place them in the back row and recovers allies lost HP.  
Rune Cost: 40                    Mana: 220  
Movement: 6-6 (Horse Type)  
Upkeep: 22

#### Tips:

Unicorns has good healing magic and great backup support. It is even better as compared to Angels. It's Cure spell allows you to recover petrified units [due to Rocs] and poisoned units [due to G-Scorpions]. It's Back Kick can move an enemy unit 1 hex away from it. The enemy will

not be able to counter-attack after this had happened.

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### Mandrake

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Elemental: 1 Green  
Attacks: Tentacle Snap, may causes Paralysis  
Comments: High HP for a good blocker, could paralyze opponent with it's Tentacle Snap, but low attacking power.  
Rune Cost: 35                      Mana: 220  
Movement: 3-6 (Forest Type)  
Upkeep: 20

#### Tips:

It's Tentacle Snap is pretty effective against bird-type units such as Gryhons/Rocs and it could paralyze them causing them unable to counter-attack. Mandrakes has high mobility in mountainous regions such as Dilworth. It's hit rate and evasion stats raises by 15% where it is placed in the forest. It moves at 6 hexes while within forests.

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### Clay Golem

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Elemental: Nil  
Attacks: Golem Punch  
Special: Golem Attributes  
Comments: High in defense, makes it a great blocker. But low AGI causes it to misses it's attack. Can't petrify, paralyzed, silent or poisoned. Note that when a Fog spell is being cast on it, it will be vulnerable.  
Rune Cost: 45                      Mana: 240  
Movement: 3-3 (Heavy Type)  
Upkeep: 24

#### Tips:

The key weakness of Golem is its low hit rate. Overall, this unit is quite acceptable to be use. It has higher defensive stats compared to its attack which makes it a great defender. However, don't go nuts with it.

---

### Giant

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Elemental: 1 Red  
Attacks: Power Fist  
Comments: Great attacker. Could do a serious damage to Enchantresses with a Power spell cast on it. Pretty weak hit rate. But it works against huge targets such as Dragons.  
Rune Cost: 60                      Mana: 280  
Movement: 4-4 (Heavy Type)  
Upkeep: 28

#### Tips:

Giants is a great defender and attacker. However, levelling up Giants really needs a Unicorn to support it till it becomes level 12+. But it is quite a great unit in moving across mountainous terrains which Golems can't.

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## Gryhon

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Elemental: 1 White  
Attacks: Beak Attack  
Comments: High MOV range allows it to move fast and catches the escaping general. Decent attacking power but misses quite often against low lying creatures.  
Rune Cost: 55                      Mana: 300  
Movement: 6-6 (High Sky Type)  
Upkeep: 30

### Tips:

Nothing much too say. But if you want to level Gryhons up easily, look for Hellhounds or Ghouls.

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## Wyvern

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Elemental: Nil  
Attacks: Tail Whip  
Comments: Use it to snipe up dying creatures, but beware of average hit rate. It has better hit rate compared to Gryhons.  
Rune Cost: 60                      Mana: 320  
Movement: 7-7 (High Sky Type)  
Upkeep: 32

### Tips:

Wyverns are fast movers. In fact, if you have a Rune Knight that could support 6 monsters. Place Wyverns in the last row.

---

## Roc

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Elemental: Nil  
Attacks: Solid Claw, may petrify enemy  
Special: Cry Bird, MPC: 60, 2 hex. [A]  
Comments: Best swooping monster. Moves fast and has a high rate of petrifying monsters. Cry Bird causes random paralysis, but it also affect allies.  
Rune Cost: 70                      Mana: 380  
Movement: 6-6 (High Sky Type)  
Upkeep: 38

### Tips:

Even though it is a great sniper as its Solid Claw could cause petrification [enemy turns into stone], but its relative low Strength stats as compared to Wyverns/Dragons makes it weaker as being compared to these units.

---

## Dragon

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Elemental: 1 Red  
Attacks: Terrow Jaw  
Special: Acid Breath, MPC: 40, 3 hex.  
Comments: Obviously the BEST troop. A solid line of this could does massive amount of damage to enemies. Acid Breath does damage to those in range, but also affect allies that are within the range. There is a high rate of

being poisoned.

Rune Cost: 75                    Mana: 420  
Movement: 4-4 (Heavy Type)  
Upkeep: 42

Tips:

Acid Breath can be a devastating weapon. But even though it has a great statistics, it is still quite weak against multiple enemies. Hence, have a healing/backup unit to support it.

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Hydra

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Elemental: 2 Blue  
Attacks: Freezing Spiral  
Special: Ice Breath, MPC: 45, 4 hex.  
Skill: Aqua Recovery 5%  
Comments: Treat it as the aquatic version of Dragons. it moves slowly on land, but moves much faster on water. The 4 hex. breath weapon could does huge amount on mages with a Power spell being cast on it.  
Rune Cost: 80                    Mana: 460  
Movement: 3-6 (Water Type)  
Upkeep: 46

Tips:

Hydras are slow moving units on land. They can move only with 3 hexes in forest areas whereas in water, they could move an astonishing range of six hex. These unit are deadly against the Dragons for its elemental orb has 2:1 ratio over the Dragons.

---

Demon

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Elemental: 2 Black  
Attacks: Evil Spike  
Magic: Venom, MPC: 45, 3 hex.  
Curse, MPC: 108, 2 hex.  
Comments: Average attacking power and high MOV range. High blasting magic. Venom may causes poison and Curse packs a punch.  
Rune Cost: 85                    Mana: 480  
Movement: 5-5 (High Sky Type)  
Upkeep: 48

Tips:

Even though its HP is relative low in the early levels, it is still a good attacker. Place in middle row of your units, so that it can still cast Curse, which is deadly against Rune Knights. Once it has reached the Arch Angel status, you can place it in front row but it still requires a backup unit for its HP is still rather low.

---

Angel

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Elemental: 1 White  
Attacks: Cross Strike  
Magic: Heal, MPC: 65, 3 hex.  
Divine Ray, MPC: 112, 2 hex.  
Comments: Good healing party and average attacker. Divine Ray

can does a high damage of 130+ HP. But high Rune Costs and Mana makes it tough to choose.

Rune Cost: 85                      Mana: 500  
Movement: 5-5 (High Sky Type)  
Upkeep: 50

Tips:

Angels are like Bishops except it does not have Halo, Cure and Area Heal spells. But it still packs a punch for its Divine Ray. But its high Rune Cost will causes most people to use Unicorns as the preferred backup unit over the Angel.

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Secondary Monster Units Bestiary [Level 10+, \*\*]

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Once a particular monster have reached Level 10, it's time to change to the secondary class [2 stars]. Firstly, choose Organize from the main menu and then choose Class from the sub-menu and you should see an "UP" and select it and you will be given the list, that a monster could change to. Note that you can only choose one. Secondary monsters has higher Rune Costs compared to primary monsters.

-----  
Vampire

---

Elemental: 2 Black  
Attacks: Life Drain  
Skill: HP Recovery 5%  
Comments: Vampires are just better Ghouls with HP recovery. Life Drain not only causes damage, but as drains about 5% of damage.  
Rune Cost: 30                      Requirements: Level 10 Ghoul  
Movement: 4-6 (Land Type)  
Upkeep: 12

Tip:

A better ghoul with Life Drain [when it attacks, it get back some of HP, ~5%]. Just proceed on with a few more levels and it can become deadly Vampire Lords.

-----  
Death Needle

---

Elemental: 2 Red  
Attacks: Deadly Tail, may causes poison.  
Comments: Just a better Scorpion and higher attacking power. But unfortunately not much improvement on its HP.  
Rune Cost: 35                      Requirements: Level 10 G-Scorpion.  
Movement: 4-6 (Slithering Type)  
Upkeep: 22

Tip:

No comments.

-----  
Triton

---

Elemental: 2 Blue  
Attacks: Wave Arch

Special: Maelstorm, MPC: 40, 2 hex. [A]  
Skill: Aqua Recovery 5%  
Aqua Attack + 20%  
Comments: Maelstorm can only be used in water. Improved attacking power. However it is still better to used on marine battlefields such as Lidney.  
Rune Cost: 40 Requirements: Level 10 Merman  
Movement: 3-7 (Water Type)  
Upkeep: 33

Tips:

Maelstorm can't be use on land! It is meant for aquatic use. But having two blue elemental orbs, it can be as deadly as an Hydra against Dragons on aquatic battlefields. Maelstorm also damages allies that are within the attack area. Hence, use it appropriately!

---

Dao

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Elemental: 1 Black  
Special: Rotten Storm, MPC: 50, 3 hex.  
Comments: Improved attacking power and range. It's still can't counterattack.  
Rune Cost: 45 Requirements: Level 10 Jinn  
Movement: 6-6 (Low Sky Type)  
Upkeep: 28

Tips:

Same as Jinn.

---

Marid

---

Elemental: 1 Blue  
Attacks: Aqua Storm, MPC: 50, 3 hex.  
Comments: Longer range and higher attacking power. It's still can't counterattack  
Rune Cost: 45 Requirements: Level 10 Jinn  
Movement: 6-6 (Low Sky Type)  
Upkeep: 28

Tip:

Same as Jinn.

---

Efreeti

---

Elementals: 1 Red  
Special: Fire Storm, MPC: 50, 3 hex.  
Weak: Longer range and improved attacking power. Still can't counterattack.  
Rune Cost: 45 Requirements: Level 10 Jinn  
Movement: 6-6 (Low Sky Type)  
Upkeep: 28

Tip:

Same as Jinn.

---

Djinni

-----  
Elemental: 1 White  
Special: Ray Storm, MPC: 50, 3 hex.  
Comments: Longer range and improved attacking power. Still can't counterattack.  
Rune Cost: 45 Requirements: Level 10 Jinn  
Movement: 6-6 (Low Sky Type)  
Upkeep: 28

Tip:  
Same as Jinn.

-----  
Fairy  
-----

Elemental: 2 Green  
Attacks: Magic Stick  
Leave me be! [C]  
Magic: Protect, MPC: 60, 4 hex.  
Paralyze, MPC: 77, 3 hex.  
React, MPC: 126, 2 hex.  
Silent, MPC: 50, 4 hex.  
Comments: Slight improvement in attacking power. Has acquired more spells. React is useful and Paralyze could give them an edge in combat.  
Rune Cost: 45 Requirements: Level 10 Pixie  
Movement: 6-6 (Low Sky Type)  
Upkeep: 28

Tip:  
It's Magic Stick can occasionally causes Charm. Upon criticals, its' Leave me be! attack can does high damage as much as 100 compared to its regular 20. Fairies are strong units for its React spell, but it can't be cast on oneself. LV 18 Fairies can cast React for two turns.

-----  
Lizard Guard  
-----

Elemental: 2 Blue  
Attack: Guard Axe  
Special: Poison Breath, MPC: 30, 2 hex.  
Comments: Has very high hit rate, seems almost perfect. Average attacking power and Poison Breath also causes poison.  
Rune Cost: 45 Requirements: Level 10 Lizard Man.  
Movement: 5-5 (Shoal Type)  
Upkeep: 32

Tip:  
An excellent hit rate. It can be placed as a frontline unit upon reaching level 14. Use Life Potions to upgrade its HP or have backup healing units.

-----  
Fenrir  
-----

Elemental: 2 Black  
Attacks: Ruin Fang  
Special: Inferno, MPC: 45, 3 hex.  
Skills: Hit and Away  
Comments: Improved breath weapon and high attacking power.

Rune Cost: 50 Requirements: Level 10 Hellhound  
Movement: 5-8 (Land Type)  
Upkeep: 36

Tips:

Fast moving monster and has the highest movement range of 8! Inferno is deadly as it works like the Acid Breath. Inferno can't be used after movement.

---

High Centaur

---

Elemental: 2 Green  
Attacks: Killer Shot, 3 hex.  
Comments: Basically, a better Centaur with improved range and good attacking power. A solid line of these will result in a massive amount of damage to foes.  
Rune Cost: 50 Requirements: Level 10 Centaur  
Movement: 7-7 (Horse Type)  
Upkeep: 32

Tips:

You can't finished the game without this. When teamed up with Archers, they are extremely deadly. Upon level 14+, its attacks can average up to 120+!

---

Man Eater

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Elemental: 2 Green  
Attacks: Tentacle Beat, may paralyzed opponent  
Special: Spine Missile, 3 hex.  
Comments: A beefed up Mandrake plus a long range attacks. Spine Missile can not be used after movement.  
Rune Cost: 50 Requirements: Level 10 Mandrake.  
Movement: 3-7 (Forest Type)  
Upkeep: 36

Tips:

If you defending mountainous-terrain battlefields such as Dilworth, Man Eaters will be a perfect choice. It's Spine Missile has a 3 hex range, but it can't be use after movement. Astonishing high HP compared to other units.

---

Pegasus

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Elemental: 2 White  
Attacks: Diving Horn  
Back Kick [C]  
Magic: Heal, MPC: 65, 3 hex.  
Cure, MPC: 54, 4 hex.  
Halo, MPC: 88, 4 hex.  
Comments: A Unicorn with wings plus the Halo Spell. Back Kick will moves an opponent 1 hex. away. An ideal heal support.  
Rune Cost: 55 Requirement: Level 10 Unicorn,  
Level 20 Nightmare  
Movement: 6-6 (High Sky Type)  
Upkeep: 38

Tips:

Pegasus has a Halo spell and has better movement range compared to Unicorns. It allows it to move freely even on mountainous regions and water terrains.

-----  
Nightmare  
-----

Elemental: 2 Black  
Attacks: Calamity Horn  
Back Kick [C]  
Magic: Dimension, MPC: 83, 4 hex.  
Weakness, MPC: 66, 4 hex.  
Comments: A unicorn with no healing spells. Dimension can move away key monsters such as Unicorns and Angels. Average attacking power. Use Weakness on your foe before start attacking.  
Rune Cost: 55 Requirements: Level 10 Unicorn  
Movement: 7-7 (Horse Type)  
Upkeep: 38

Tips:

Nightmares can be somewhat useful in defense. It allows you to move away key units such as Dragons so that you can focus on the Rune Knights. But the Dimension spells does not work quite well at most times.

-----  
Stone Golem  
-----

Elemental: Nil  
Attacks: Stone Punch  
Stone Throw, 2 hex.  
Skill: Golem Attributes  
Comments: Just a better Golem with higher defence and has a long range based weapon, but low hit rate.  
Rune Cost: 70 Requirements: Level 10 Clay Golem.  
Movement: 4-4 (Heavy Type)  
Upkeep: 38

Tips:

Same as Golem, but don't use Stone Throw, unless it's on other Golems.

-----  
Titan  
-----

Elemental: 1 White, 1 Red  
Attacks: Hyper Fist  
Comments: Just a better Giant with improved attacking power, but it has a low movement range. When a Power spell is cast on these guys, they can do a massive amount of damage.  
Rune Cost: 75 Requirements: Level 10 Giant  
Movement: 4-4 (Heavy Type)  
Upkeep: 48

Tips:

Titans are great killers on Sorceress and Witch class. It's Hyper Fist can does an average 140+ even though it is just level 10 on a Sorceress.

-----  
Gigas  
-----

Elemental: 1 Black, 1 Red  
Attacks: Heavy Fist  
Comments: Slow movement, but high attacking power. With a Power spell cast on these guys, they can do a massive amount of damage.  
Rune Cost: 75 Requirements: Level 10 Giant.  
Movement: 4-4 (Heavy Type)  
Upkeep: 48

Tips:

If you want Meteor Doom, pick this unit and get the Wisdom Seed to convert it into a Loki. But it must reach level 19 [based on which Giants that you have summoned from], so that it has at least 255 MP.

-----  
Couatl  
-----

Elemental: Nil  
Attacks: Tail Chain  
Special: Dragon Roar, MPC: 25, 1 hex [A]  
Comments: A better Wyvern with higher attacking power. Dragon Roar affects both allies and enemies within the range [it reduce 1/6 of total HP]  
Rune Cost: 80 Requirements: Level 10 Wyvern  
Movement: 7-7 (High Sky Type)  
Upkeep: 50

Tips:

Dragon Roar is deadly against high HP enemies. Use it wisely. But Couatl seems to have better hit rate than Wyverns. Couatl has the great movement range as its prerequisite!

-----  
Holy Griffin  
-----

Elemental: 2 White  
Attacks: Beak Clash  
Feather Storm, 2 hex.  
Comments: A better Gryhon with a long range attack. Feather Storm can not be used after movement. A decent attacker.  
Rune Cost: 80 Requirements: Level 10 Gryhon.  
Movement: 6-6 (High Sky Type)  
Upkeep: 48

Tips:

Holy Griffins can killed Berserkers! Holy Griffons have a two white elemental orb. It's Feather Storm can be used within 2 hex or 1 hex, just Man-Eater's Spine Missile, but can't be used after movement.

-----  
Phoenix  
-----

Elemental: 3 Red  
Attacks: Fire Claw  
Special: Heal Voice, MPC: 80, 2 hex.  
Skill: HP Recovery 10%  
Comments: The toughest secondary class monster. It has a 10% HP recovery plus a decent attacking power. Heal Voice is useful, just like the Area Heal, but beware enemies whom is within the region also gets healed too.  
Rune Cost: 90 Requirements: Level 10 Roc



Movement: 6-6 (High Sky Type)  
Upkeep: 58

Tips:

When attacking a Phoenix, attack in groups as when it's HP is low, it will use its Heal Voice. But it is still deadly as its three red-elemental orbs can allow it to eliminate any blue elemental units. The downside of the Phoenix from the Roc is that its Fire Claw can't cause petrification.

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Red Dragon

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Elemental: 2 Red  
Attacks: Burning Jaw  
Specials: Fire Breath, MPC: 45, 4 hex.  
Comments: An improved Dragon with longer breath weapon and increased attacking power. A walking powerful machine. Pick this as it can be promoted to rocking Salamander.  
Rune Cost: 95 Requirements: Level 10 Dragon  
Movement: 5-5 (Heavy Type)  
Upkeep: 64

Tips:

If most of your Rune Knights are low in Rune Power, I would recommend that you choose the Red Dragon. It is just as powerful as the White Dragon and it does more damage to a Hydra as being compared to a White Dragon. But it does not fly which makes slow moving on water battlefields. Its Fire Breath is deadly for a 4 hex range. Save it when the entire army is being surrounded.

---

White Dragon

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Elemental: 1 White, 1 Red  
Attacks: Lightning Fang  
Special: Energy Bolt, MPC: 45, 4 hex.  
Comments: A flying Dragon with improved movement, attacking power and extended breath weapon. More expensive compared to Red Dragon. 5 Rune Power seems to make it worth it for its flight ability. Flight is pretty important for water battlefields such as Lidney.  
Rune Cost: 100 Requirements: Level 10 Dragon  
Movement: 5-5 (High Sky Type)  
Upkeep: 64

Tips:

The White Dragon has only one advantage over the Red Dragon and that's its flight ability. Flight can be important as it allows an unit to escape when it's being surrounded. But for its elemental orb, it is still quite weak, especially against the Tiamats. Its Energy Bolt is deadly against most enemies.

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Arch Demon

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Elemental: 3 Black  
Attacks: Crime Spike  
Magic: Venom, MPC: 45, 3 hex.  
Curse, MPC: 108, 2 hex.

Weakness, MPC: 66, 4 hex.

Dimension, MPC: 83, 4 hex.

Comments: A better Demon with two more spells. High attacking power makes it a better attacker in combat.

Rune Cost: 105 Requirements: Level 10 Demon

Movement: 6-6 (High Sky Type)

Upkeep: 72

#### Tips:

Arch Demon has an average attacking power but it is still deadly as ever. With additional spells such as Weakness and Dimension to boost, it's still as deadly as ever. It's Dimension spell allows you to teleport enemy unit away from your army, hence you can focus on the Rune Knights. Not forgetting its ability to cast Curse, a very deadly spell.

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#### Tiamat

---

Elemental: 2 Blue, 1 Black

Attacks: Ruinous Spiral

Special: Death Breath, MPC: 50, 5 hex.

Comments: A better Hydra. High HP makes it a tough one on both land and sea battles. Plus it has 5 hex. breath weapon, which is also a killer weapon too.

Rune Cost: 110 Requirements: Level 10 Hydra

Movement: 3-7 (Water Type)

Upkeep: 70

#### Tips:

The final form of Hydras. Extremely high HP and it has the second highest HP unit [the unit with most HP will be the Man-Eater]. The only disadvantage over Dragons is its slow movement. Hence try to move it as fast as possible.

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#### Arch Angel

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Elemental: 3 White

Attacks: Cross Blitz

Magic: Heal, MPC: 65, 3 hex.

Halo, MPC: 88, 4 hex.

Divine Ray, MPC: 112, 2 hex.

Holy Word, MPC: 183, 4 hex.

Comments: Rather expensive, but more affective as it has more spells such as Holy Word and Halo.

Rune Cost: 105 Requirements: Level 10 Angel.

Movement: 5-5 (High Sky Type)

Upkeep: 74

#### Tip:

Arch Angel has the best white magic, Holy Word. This is the key word for making Leonia into one of the strongest army. But it's Holy Word does not does that much damage as compared to Divine Ray. But it's a pity for it does has a crucial white magic, Cure. This factor can eliminated by equip the Rune Knights with Tailsman.

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Please note that the following units are stronger than any of your character-type units [unless you uses gameshark.] These units requires intensive training. Just reach LV 20 or 30 and you will be able to switch to this class. Some of the units required special items such as Wisdom seed, etc.

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### Vampire Lord

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Elemental: 3 Black  
Attacks: Life Drain  
Special: Bat Attack, MPC: 50, 2 hex.  
Skill: HP Recovery 10%  
Magic: Weakness, MPC: 66, 4 hex.  
Necro Rebirth, MPC: 97, 1 hex.  
Comments: The easiest to get among all Final Class monsters. 10% HP Recovery make them a tough unit, plus they have Necro Rebirth  
Rune Cost: 70 Requirements: Level 20 Vampire  
Movement: 6-6 (Low Sky Type)  
Upkeep: 42

#### Tips:

This is a reward for Brigandine players, who managed to carry up their Vampire units up to the Vampire Lord status. The Vampire Lords have one of most deadly spells, Necro Rebirth. It has a 2 hex weapon, The Bat Attack, which requires MP. It's Life Drain does damage and brings back HP. It's Necro Rebirth can revive dead monsters in that battle. But you can't use the "revived monsters" for the next battle.

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### Poseidon

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Elementak: 3 Blue  
Attacks: Flood Arch  
Special: Mael Storm, MPC: 50, 3 hex. [A]  
Skills: Aqua Recovery 10%  
Aqua Attack 20%  
Comments: Not much to say as Tritons are rarely used. Mael Storm can only be used with water!  
Rune Cost: 55 Requirements: Level 20 Triton  
Movement: 4-8  
Upkeep: 44

#### Tips:

After staying up for a night to upgrading the Triton, I managed to get this unit. This unit looks cool as it is gold in colour. It has a long hex-area based Mael Storm [but it still damages the enemy that is within its range.]

-----

### Bronze Golem

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Elemental: Nil  
Attacks: Bronze Punch  
Rock Throw, 3 hex.  
Skill: Golem Attributes  
Comments: Basically a better Golem. Longer Rock Throw makes it a better attack, but still has crappy hit rate with the

Rock Throw.

Rune Cost: 85 Requirements: Level 20 Stone Golem  
Movement: 4-4 (Heavy Type)  
Upkeep: 52

Tips:

Bronze Golems are deadly when they managed to hit their enemy. It's Rock Throw can does a hefty damage of 200+ on a low defense unit. Magic does not work well on Golem as they have 0 INT.

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Thor  
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Elemental: 2 White, 1 red  
Attacks: Mjolnir  
Special: Thor Hammer, MPC: 120, 3 hex.  
Comments: A very powerful attacking warrior with a new outfit.  
Thor Hammer gives this guy an edge to combat. At the level 13, Thor can already uses two Thor Hammers..  
Rune Cost: 95 Requirements: Rage Lightning + Titan  
Movement: 4-4 (Heavy Type)  
Upkeep: 66

Tip:

Thors are strong! Their Thor Hammer does damage to all including your own party members! But it's Mjolnir can wallop off an enemy...

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Loki  
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Elemental: 2 Black, 1 red  
Attacks: Megaton  
Magic: Dimension, MPC: 88, 4 hex.  
Meteor Doom, MPC: 255, 3 hex. [2 hex. A]  
Comments: Similar to the Titan, but has Meteor Doom. Reach until Level 18 so that Meteor Doom can be used or use Magic Potions.  
Rune Cost: 95 Requirements: Wisdom Seed + Gigas  
Movement: 5-5 (Heavy Type)  
Upkeep: 66

Tips:

This is one of most dangerous units that is very damaging. It has the most deadly spell, Meteor Doom. It is not necessary that you need to upgrade it to Lv 18 -Lv 19 in order to use Meteor Doom, as you can make use of Magic Potion to upgrade its MP.

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Salamander  
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Elemental: 3 Red  
Attacks: Burning Fang  
Special: Grand Flame, MPC: 55, 5 hex.  
Dragon Roar, MPC: 25, 1 hex. [A]  
Comments: A very powerful monster. Grand Flame can does damage up to 200+ and can have Enchantresses for breakfast!  
Rune Cost: 110 Requirements: Level 20 Red Dragon  
Movement: 5-5 (High Sky Type)  
Upkeep: 86

Tips:

This monster is one of the most deadly units, partly due to its high strength stats. It's Grand Flame is considered to be the most blasting breath weapon. Dragon Roar removes 1/6 of the units' current HP [that's within the attack area and it also includes your own units.]

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Fafnir

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Elemental: 2 White, 1 Red  
Attacks: Lustral Fang  
Magic Photon, MPC: 55, 5 hex.  
Dragon Roar, MPC: 25, 1 hex.  
Comments: Very powerful and destructive and seems stand at pace with the Tiamats. High destructive attacking power.  
Rune Cost: 115 Requirements: Level 10 White Dragon.  
Movement: 5-5 (High Sky Type)  
Upkeep: 86

Tips:

I myself like the Fafnir over the Salamander. It is gold in colour and is very powerful. It's Photon has a 5 hex range, which is similar to the Salamander's Grand Flame. Dragon Roar removes 1/6 of the unit's current HP (that's within the attack area and it also includes your own units]

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Bahamut

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Elemental: Nil  
Attacks: Final Fang  
Special: Final Breath, MPC: 55, 5 hex.  
Dragon Roar, MPC: 25, 1 hex. [A]  
Comments: Has higher MOV range compared to Salamander. Very destructive when a Power spell is being cast on it.  
Rune Cost: 115 Requirements: Level 20 Couatl  
Movement: 6-6 (High Sky Type)  
Upkeep: 76

Tips:

The advantage between Bahamuts and Salamanders/Fafnirs is the speed. They have higher movement range and it allows them to reach enemies that are run away. Since the Bahamut has no elemental orbs, it is considerable to get one, even though it's a bit weaker compared to the Salamanders/Fafnirs.

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Satan

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Elemental: 3 Black  
Attacks: Dark Pleasure  
Death Lip [C]  
Nasty Needle, 2 hex.  
Magic: Venom, MPC: 45, 3 hex.  
Meteor Doom, MPC: 255, 3 hex. [2 hex, A]  
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