

Brigandine: The Legend of Forsena FAQ/Walkthrough

by supermania23

Updated on Jan 19, 2010

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Spoiler Free FAQ & STRATEGY GUIDE

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| I. INTRODUCTION: | [ITDT] |
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Now, where do I start... Actually, this is my first guide so I'm expecting some major errors (hopefully none!) in this guide. Well, if your asking why did I make a guide out of this game which is already classic...I have decided to create a guide out of this game because this is the first time I'm creating a guide so I'm looking for a game which is a bit easier to play and to create a guide with...which leads me to this game that is kinda extinct this days^__^.

If you find any error within this document regarding the information stated here, please feel free to tell me via email (spooky_facts23@yahoo.com or black_swordrune23@yahoo.com) for me to undo them and make it correct.

Speaking of emails, you can send Tips or Questions regarding the game with the following exceptions:

- DO NOT SEND ANY QUESTIONS ON HOW TO PLAY THE GAME.
- DO NOT SEND ANY QUESTIONS ON HOW TO USE THE GUIDE.
- DO NOT SEND ANY EMAILS WITH ATTACHMENTS.
- DO NOT SEND ANY BEGINNER QUESTIONS.

Please don't send those because I don't have time for it which means I cannot, do not, did not and will not reply on those questions.

PS: If your Tips or Tricks are quallified to be effective, your name will be posted at the Thank You Section & Credits of this guide.

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| II. LEGAL DISCLAIMER: | [LGDC] |
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- Allowed Sites:
- Gamefaqs.com
 - Neoseeker.com

email me for consents at spooky_facts23(at)yahoo(d•t)com

| III. REVISION HISTORY: | [RVHT] |

- Version Lance ---- 12/01/09 -----• Started
- Version Coel ----- 12/04/09 -----• Quests Complete
 - Items/Equipments Complete
 - Bestiary/Monsters Complete
 - Job Build-Ups Complete
 - FAQs Complete (timecheck: 2:00AM whew!)
- Version Gereint -- 12/05/09 -----• Error Corrections
- Version Halley --- 12/19/09 -----• Attack Summary Complete
- Version Vaynard -- 12/20/09 -----• Spells & Events Complete
- Version Dryst ---- 01/13/10 -----• Added Gameplay and Modes Section
 - Error Corrections XD

| IV. BASICS: | [BSCS] |

Under this section are just basic information on this game to keep you going on playing on the times when your nose turns red and starts bleeding.

•-----•
CONTROLS | [CTRL]
•-----•

- | | | |
|---------------------|---|--|
| D-Pad..... | Moves cursor on map or battlefield | |
| X Button..... | Confirms selected commands on map/battlefield | |
| O Button..... | Views income at map. Views status of monsters | |
| | or knights. | |
| Square Button..... | Can be used to do multiple selections | |
| Triangle Button.... | Cancel commands | |
| Start..... | Pauses the game | |
| Select..... | Shows up main menu at map. Shows up selection | |
| | menu on battlefield. | |
| R1..... | Shows the castle where the lord is at the map | |
| L1..... | Shows the castle where the lord is at the map | |
| R2..... | Changes view at the battlefield | |
| L2..... | Hides/Display Status Bar on the battlefield | |

The controls are very easy to understand that you can even master it within just 5-10 minutes of playing.

•-----•
BATTLE SYSTEM | [BTST]
•-----•

Okay, this is the part where one must read carefully if S/he is a beginner.

There are two phases in the game which mainly the ones that decides your steps each month. This two are namely the "Organize Phase" and "Attack Phase".

The use of the Organize Phase is to let you decide your moves with your

knights. In this phase, you can use the Status, Organize, Move, Wait, Quest and Summon. Each of the following choices are explained further at the Menu Overview Section [1GIMO]. When your done organizing your troops, you may now execute by pressing the select button and choose the execute command on the window that will pop-out at the Upper Right corner of your monitors. Afterexecuting, you will now proceed to the Attack Phase.

In the Attack Phase, you are given the chance to attack the enemies castle that are adjacent to your castles. YOU can attack as many castles as you like in one attack phase. After you choose the castles that you want to attack, you can now execute again by following the same method as of the Organize Phase to start the battle.

Brigandine: The Legend of Forsena is a Strategical game just like FFTactics but a little more unique. In the traditional Strategical games, the battle is being done in Squares (Panels) which gives you a maximum 4 units to sorround an enemy. In BrigandineLOF, the battle is being done within HEX or Hexagons which gives an additional two units to the traditional 4 units to sorround an enemy making it 6 which is quite fun.

The turns in here are based on the knights level. The higher the level of the knight, the faster its turn will occur. For same leveled knights, the turns will take place randomly.

The speed (range of HEX) of your units will vary on their movement types, some are good swimmers while other are good runners. Also remember that eventhough they got the same MOV Type, some monsters are still faster than the other one. For a good example of this one, Clay Golems have only 3-3 speed while Dragons has 4-4 speed with the same MOV Type (Heavy Type).

When your knights are being killed in the battle, they will return to your countries capital (if capital has been invaded, they will go to the castle which is the nearest to your capital) and rest their for a month. Also, be wary that sometimes your monster will fail to escape if one of your knights die. The monster that fails to escape could be used by the enemy on their next battle if you lost your current one where the monster failed to escape. This will be of course be applied to you also, when you defeated a certain knight and its monster fails to escape then you win the battle, you will have the right do whatever you want with the monster.

It seems to me that its kinda straightforward so I think you won't have any trouble understanding it.

| V. GENERAL INFORMATION: | [GNIM] |

This section will give you knowledge about the games inner thoughts which you would like to know if you want to pick the country which is quite ideal for your status (Begginer, Average or Expert player).

•-----•
GAMEPLAY | [GMEP] |
•-----•

In Brigandine, the player controls one of the six playable nations. Each nation possess a number of troops and castles. Each troop is composed by a human leader, called rune knight, and fictional creatures such as dragons, ghoulis and fairies, which are called "monsters". The goal of the player is

| Name | Summons | Income | Adjacent Castles |
|------------|--|--------|--|
| Flogeru | G-Scorpion, Jinn, Lizard Man, Hell Hound, Giant, Wyvern & Dragon | 439 | Kardiff[N] & Senadon[N] |
| Kardiff | Ghoul, Giant & Wyvern | 196 | Flogeru[N], Jukes[N], Alliryme[N] & Senadon[N] |
| Senadon | G-Scorpion, Centaur, Unicorn & Roc | 234 | Flogeru[N], Jukes[N], Kardiff[N] & Humber[N] |
| Alliryme | Jinn, Unicorn, Clay Golem & Dragon | 225 | Gorule[A] & Kardiff[N] |
| Listinoise | Ghoul, Hell Hound, Roc & Demon | 231 | Orkney[E], Kardiff[N] & Jukes[N] |
| Jukes | Pixie, Lizard Man, Gryphon & Dragon | 216 | Lidney[E], Kardiff[N], Senadon[N], Humber[N] & Alliryme[N] |
| Humber | G-Scorpion, Merman, Hell Hound & Hydra | 207 | Damas[L], Jukes[N] & Senadon[N] |

| Event List |

| Event | Requirement | Result |
|-----------------------|----------------------|--------------------|
| Introduction | None | None |
| Diplomacy with Leonia | None | None |
| Morholt Recruitment | None | Morholt Recruited |
| Luintail Recruitment | Win first battle | Luintail Recruited |
| Elaine & Roadbull | Placed in one castle | Roadbull INT +2 |
| Zerafin & Kirkmond | Placed in one castle | None |
| Guinglain & Faticia | Placed in one castle | Faticia MP +5 |
| Palomides & Yvain | None | None |
| Guinglain & Noie | None | None |
| Guinglain & Vaynard | None | None |
| Vaynard & Noie | None | None |
| Vaynard & Brangien | None | Brangien STR +2 |
| Vaynard & Esmeree | Defeat Esgares | None |
| Bulnoils Ambush | Defeat Esgares | None |
| Norgards Ending | Win as Norgard | CREDITS! Enjoy! |

NEW ALMEKIA

| Ruler : Lance | New Almekia is formerly the Padstow Kingdom ruled
| Flag : Red | by King Coel. This new country is being led by
| Knights : 12 | a kid namely Prince Lance. This is a good country
| Monsters : 31 | to start off for begginers because it starts with
| Domain : 6 | an alliance with Caerleon which makes it a bit
| Mana : 797 | easier than other countries. Lance may also turn

'-----'-----' to King when you defeat d Esgares and Acquire Logres for the ceremony. When that happens, Lance gains an additional geno-Flame spell and an improved stat growth which makes him very powerful in higher levels.

| Character List |

| Name | LV | Class/Job | RunePow | Equipments | Position |
|-----------|----|-------------|---------|---------------|-----------|
| Lance | 1 | Prince | 220 | None | Calmary |
| Gereint | 19 | Samurai | 284 | Tora | Calmary |
| Coel | 16 | Bishop | 254 | Sacred Amulet | Calmary |
| Melegeant | 20 | Avenger | 209 | None | Calmary |
| Carlota | 8 | Enchantress | 170 | Ring of | Calmary |
| | | | | '- Sorcery | |
| Loufal | 6 | Fighter | 165 | None | Phazard |
| Adilicia | 11 | Lancer | 230 | None | Camelford |
| Batercus | 11 | Grappler | 176 | None | Camelford |
| Brusom | 13 | Samurai | 158 | None | Camelford |
| Gilsus | 11 | Sorcerer | 189 | Striking | Gorule |
| | | | | Staff | |
| Aphelia | 9 | Cleric | 183 | None | Gorule |
| Liguel | 2 | Scout | 163 | None | Gorule |

| Castle List |

| Name | Summons | Income | Adjacent Castles |
|------------|---|--------|---|
| Calmary | G-Scorpion, Jinn, Centaur Unicorn, Clay Golem, Gryphon & Dragon | 405 | Phazard[A] & Camelford[A] |
| Baydonhill | Ghoul, Merman, Giant & Hydra | 239 | Phazard[A] & Squest[C] |
| Phazard | Ghoul, Mandrake, Clay Golem & Wyvern | 200 | Calmary[A] & Camelford[A] |
| Camelford | Jinn, Mandrake, Gryphon & Angel | 289 | Calmary[A], Phazard[A] Gorule[A], Eorsia[E] & Orkney[E] |
| Gorule | Pixie, Merman, Clay Golem & Wyvern | 209 | Camelford[A] & Alliryme[N] |

| Event List |

| Event | Requirement | Result |
|--------------------|----------------------|----------------------|
| Introduction | None | None |
| The Alliance | None | Alliance w/ Caerleon |
| Halley Returns | None | None |
| Halley Recruitment | None | Halley Recruited |
| Halley Leaves | None | Halley Leaves |
| Aphelia & Adilicia | Placed in one castle | None |

| | | |
|---------------------|----------------------|----------------------|
| Brusom & Malegeant | Placed in one castle | None |
| Carlota & Lance | Placed in one castle | None |
| Glauze Recruitment | Send Coel to quest | Glauze Recruited |
| | after a scene w/ him | |
| Glauze & Lance | Placed in one castle | None |
| Alsace Recruitment | None | Alsace Recruited |
| Loufal's Quest | Turn Loufal to | Obtain Mithril Sword |
| | cavalier then send | |
| | quest. | |
| Liguell's Quest | Send to quest | None |
| Lance Coronation | Defeat Esgares and | Lance - King |
| | acquire Logres | |
| New Almekia' Ending | Win as New Almekia | CREDITS! ENJOY! |
| Halley's Ending | Halley & Cadon meets | CREDITS! ENJOY! |
| | in the battlefield. | |

CAERLEON

| | |
|---------------|---|
| Ruler : Cai | Caerleon the is the country located at the South- |
| Flag : Green | West of Forsena. Caerleon is known as the "Magic |
| Knights : 8 | Country" bacause mostly of its knight are magic |
| Monsters : 23 | users including the Ruler which is Cai. Cai is |
| Domain : 6 | known as "The Silent Wise King of Caerleon" |
| Mana : 797 | because of his immense intellegent. This is the |

easiest country to defend as it seals off its border with only one castle (hervery). The alliance between New Almekia shouldn't also be forgotten which makes this country easy to gain victory either.

| Character List |

| Name | LV | Class/Job | RunePow | Equipments | Position |
|----------|----|-----------|---------|--------------|----------|
| Cai | 22 | Warlock | 319 | None | Linnuis |
| Merriot | 3 | Scout | 221 | Elven Bow | Linnuis |
| Dinadan | 23 | Paladin | 307 | None | Linnuis |
| BeauArte | 12 | Bishop | 224 | None | Linnuis |
| Janfadar | 12 | Druid | 198 | Ancient Book | Kail |
| Cierra | 15 | Sorceress | 180 | Earring of | Baynock |
| | | | | '- Sea | |
| Shast | 11 | Grappler | 172 | None | Hervery |
| Bilcock | 5 | Priest | 156 | None | Hervery |

| Castle List |

| Name | Summons | Income | Adjacent Castles |
|---------|---------------------------|--------|----------------------|
| Linnuis | Pixie, Jinn, Lizard Man, | 469 | Kail[C], Squest[C] & |
| | Unicorn, Clay Golem, | | Baynock[C] |
| | Gryphon & Dragon | | |
| Kail | Ghoul, Hell Hound & | 176 | Squest[C] & |
| | Wyvern | | Linnuis[C] |
| Squest | Merman, Lizard Man, Roc & | 211 | Kail[C], Linnuis[C], |

| | | | |
|---------|---------------------------|-----|-----------------------|
| | Hydra | | Baynock[C] & |
| | | | Baydonhill[A] |
| Baynock | Unicorn, Gryphon, Wyvern | 214 | Hervery[C], Squest[C] |
| | Dragon | | & Linnuis[C] |
| Hervery | G-Scorpion, Centaur, Clay | 223 | Xanas[I], |
| | Golem & Angel | | Salisbury[E] & |

| Event List |

| Event | Requirement | Result |
|---------------------|--|----------------------|
| Introduction | None | None |
| The Alliance | None | Alliance w/ NAlmekia |
| Cierra & Merriot | None | None |
| Millia Recruitment | None | Millia Recruited |
| Eloute Recruitment | Send Millia to quest after a scene w/ her | Eloute Recruited |
| Millia & Eloute | Placed in one castle | None |
| Gush Recruitment | Send Millia & Eloute to quest after a scene w/ them | Gush Recruited |
| Lecarra Recruitment | Send Millia, Eloute & Gush to quest after a scene with them | Lecarra Recruited |
| Cai & Bilcock (1) | Placed in one castle | None |
| Cai & Bilcock (2) | Placed in one castle | Bilcock STR +1 |
| Cai & Merriot (1) | None | None |
| Cai & Merriot (2) | None | None |
| Cai & Merriot (3) | None | None |
| Cai & Merriot (4) | None | None |
| Cai & Merriot (5) | None | None |
| Cai & Dinadan | None | None |
| Cador's Presence | Defeat Esgares | None |
| Caerleon's Ending | Win as Caerleon | CREDITS! ENJOY! |

ISCALIO

| Ruler : Dryst | Iscalio is the country beside Caerleon. This
| Flag : Yellow | country is full of weirdos and clowns including
| Knights : 12 | their ruler Dryst A.K.A "Mad Monarch Dryst". It's
| Monsters : 33 | a bit weird but I like Iscalios Story-Line alot
| Domain : 6 | rather than the other countries. The knights of
| Mana : 797 | Iscalio are all average (except for Victoria..
'-----' she SUCKS!) but their will be NO ONE that will
voluntarily join it so the lack of manpower is
one of the major challenges in using this country.

| Character List |

| Name | LV | Class/Job | RunePow | Equipments | Position |
|------|----|-----------|---------|------------|----------|
|------|----|-----------|---------|------------|----------|

| | | | | | | |
|------------|----|-----------|-----|-------------|------------|--|
| Dryst | 21 | Tyrant | 322 | None | Caelsent | |
| Iria | 20 | Valkyrie | 248 | Black Spear | Caelsent | |
| Camden | 14 | Druid | 235 | None | Caelsent | |
| Ulster | 12 | Bishop | 228 | None | Caelsent | |
| Hula | 1 | Cleric | 175 | None | Caelsent | |
| Daffy | 12 | Samurai | 181 | Horned Helm | Letishnote | |
| Bagdemagus | 16 | Berserker | 215 | Power Glove | Xanas | |
| Gallo | 9 | Ranger | 197 | None | Xanas | |
| Victoria | 11 | Sorceress | 144 | Pixie Hat | Xanas | |
| Miguel | 10 | Cavalier | 178 | None | Asten | |
| Lucia | 8 | Scout | 165 | None | Asten | |
| Teath | 2 | Fighter | 153 | None | Asten | |

| Castle List |

| Name | Summons | Income | Adjacent Castles | |
|-------------|--|--------|--|--|
| Caelsent | Ghoul, Lizard Man, Centaur, Hell Hound, Mandrake, Wyvern & Roc | 424 | Lothian[I], Broceliande[I] & Letishnote[I] | |
| Lothian | Ghoul, Lizard Man, Hell Hound & Hydra | 202 | Caelsent[I] | |
| Letishnote | Jinn, Merman, Unicorn & Giant | 208 | Xanas[I] & Caelsent[I] | |
| Broceliande | Pixie, Hell Hound, Mandrake & Demon | 253 | Asten[I] & Caelsent[I] | |
| Xanas | Pixie, Mandrake, Clay Golem & Dragon | 236 | Hervery[C], Asten[I] ,Salisbury[E] & Letishnote[I] | |
| Asten | G-Scorpion, Jinn, Centaur & Giant | 203 | Broceliande[I], Xanas[I], Hadrian[L] ,Salisbury[E] & Karnabone[E] | |

| Event List |

| Event | Requirement | Result | |
|--|----------------------|--|--|
| Introduction | None | None | |
| Gallo, Ulster & Victoria | None | None | |
| Dryst, Bagdemagus, Iria & '- Ulster | None | None | |
| Hula & Teath | Placed in one castle | None | |
| Dryst, Iria, Camden & '- Bagdemagus | None | None | |
| Miguel's Quest | Send Miguel to quest | None | |
| Lucia's Quest (1) | Send Lucia to quest | None | |
| Lucia's Quest (2) | Send Lucia to quest | Lucia STR +5, INT +5 ,AGI +5, RunePow +20 | |
| Iria, Dryst, Camden & '- Bulnoil | Defeat Esgares | None | |

| | | |
|------------------|----------------------|-----------------|
| Iria & Victoria | Placed in one castle | None |
| Iscalio's Ending | Win as Iscalio | CREDITS! ENJOY! |
| Iria's Ending?? | Iria & Halley meets | CREDITS! ENJOY! |
| | in the battlefield | |

LEONIA

```

-----
| Ruler      : Lyonesse | Many says that Leonia is PLAIN WEAK. I dont know
| Flag       : BlueGreen | about them but for me, I think Leonia is still a
| Knights    : 11        | balanced country with some various disadvantages
| Monsters   : 26        | like the others. Well, Leonia is being ruled by
| Domain     : 6         | their oracle Lyonesse. This country is very
| Mana       : 797       | effective if you put good use to their white
|-----|-----| magics for offense and defense. You may want to
                        use this country though if your feeling that you
can already handle major disadvantages at first but if you survive long
enough, they'll just gonna kneel to the Holy power of Leonia.

```

| Character List |

| Name | LV | Class/Job | RunePow | Equipments | Position |
|------------|----|-----------|---------|---------------|----------|
| Lyonesse | 3 | Queen | 262 | None | Tallas |
| Kiloph | 3 | Barbarian | 203 | None | Tallas |
| Paternus | 20 | Cardinal | 273 | Gravity Mace | Tallas |
| Asmit | 13 | Bishop | 214 | Almighty Ring | Tallas |
| Filo | 7 | Cleric | 193 | None | Whislind |
| Sophia | 7 | Cleric | 174 | None | Whislind |
| Isfas | 16 | Monk | 233 | None | Damas |
| Charlene | 12 | Lancer | 226 | Ice Javelin | Damas |
| Langueborg | 10 | Cavalier | 138 | None | Damas |
| Chantail | 6 | Mage | 168 | None | Hadrian |
| Raizen | 11 | Monk | 160 | Rivet Knuckle | Hadrian |

| Castle List |

| Name | Summons | Income | Adjacent Castles |
|----------|--|--------|---|
| Tallas | Pixie, Jinn, Centaur, unicorn, Mandrake, Gryphon & Angel | 391 | Whislind[L], Glume[L] & Kelilauns[L] |
| Whislind | unicorn, Clay Golem, Giant & Roc | 226 | Tallas[L], Glume[L], & Damas[L] |
| Glume | Pixie, Lizard Man, Gryphon & Dragon | 213 | Hadrian[L], Tallas[L] & Whislind |
| Hadrian | Jinn, Unicorn, Clay Golem & Roc | 249 | Glume[L] & Asten[I] |
| Damas | G-Scorpion, Jinn, Centaur & Gryphon | 201 | Humber[N], Whislind[L] & Kelilauns[L] |

| | | | |
|-----------|---------------------|-----|----------------------|
| Kelilauns | Merman, Lizard Man, | 195 | Tallas[L] & Damas[L] |
| | Wyvern & Roc | | |

| Event List |

| Event | Requirement | Result |
|--------------------------|----------------------|--------------------|
| Introduction | None | None |
| Norgard's Diplomacy | None | None |
| Baleen & Galonwand | None | Baleen & Galonwand |
| '- Recruitment | | '- Recruited |
| George Recruitment | Send anyone to quest | George Recruited |
| George's Quest | Send George to quest | Acquired Rierre's |
| | | '- Ring |
| Baleen & Kiloph | Placed in one castle | None |
| Baleen & Galonwand | Placed in one castle | None |
| Sophia & Filo | Placed in one castle | None |
| Paternus & Chantail | Placed in one castle | None |
| Lyonesse & Langueborg | Placed in one castle | None |
| Lyonesse, Kiloph & Asmit | None | None |
| Bulnoil's Ambush | Defeat Esgares | None |
| Leonia's Ending | Win as Leonia | CREDITS! ENJOY! |

ESGARES EMPIRE

| | | |
|----------|------------|---|
| Ruler | : Zemeckis | Okay, this special country can only be used by |
| Flag | : Violet | pressing L1 + R2 + Enter at the country selection |
| Knights | : 18 | screen. This country is at the middle of the |
| Monsters | : 58 | contenment which means it is sorrouded be all the |
| Domain | : 11 | other countries which makes this the hardest |
| Mana | : 833 | country to defend with (5 castles) and also the |

hardest country to WIN with cause their's no knight which will voluntarily join Esgares and you can't get characters from quest which is a major handicap. Anyways, if you've already played this game many times, it is not impossible to win with Esgares Empire.

| Character List |

| Name | LV | Class/Job | RunePow | Equipments | Position |
|------------|----|--------------|---------|---------------|-----------|
| Zemeckis | 27 | Emperor | 351 | None | Logres |
| Esmeree | 17 | Lector | 304 | None | Logres |
| Cador | 29 | Death knight | 275 | None | Lidney |
| Ivan | 10 | Druid | 154 | None | Lidney |
| MelTorefas | 7 | Fighter | 152 | None | Lidney |
| Gish | 20 | Wizard | 232 | Dark Robe | Orkney |
| Eniede | 11 | Archer | 192 | None | Orkney |
| Castor | 8 | Fighter | 169 | None | Orkney |
| Mira | 10 | Lancer | 223 | Goddess Spear | Eorsia |
| Millet | 10 | Sorceress | 219 | Thorn Whip | Eorsia |
| Irvin | 3 | Mage | 162 | None | Eorsia |
| Ranguinus | 16 | Sorcerer | 216 | None | Oltroute |
| Soleil | 11 | Bishop | 311 | None | Toria |
| Paradoll | 11 | Bishop | 182 | None | Salisbury |

| | | | | | |
|----------|----|----------|-----|---------------|-----------|
| Roecod | 11 | Cavalier | 177 | None | Salisbury |
| Fiel | 12 | Cavalier | 166 | None | Salisbury |
| Esclados | 26 | Shogun | 218 | None | Karnabone |
| Shiraha | 14 | Ninja | 173 | PainlessKnife | Karnabone |

 | Castle List |

| Name | Summons | Income | Adjacent Castles |
|-----------|---|--------|--|
| Logres | G-Scorpion, Jinn, Clay Golem, Giant, Gryphon, Wyvern & Dragon | 452 | Lidney[E], Toria[E], Dilworth[E] & Cadbury[E] |
| Lidney | Merman, Lizard Man, Clay Golem, Wyvern & Hydra | 301 | Jukes[N], Logres[E], Fato[E] & Cadbury[E] |
| Fato | Ghoul, G-Scorpion, Roc & Demon | 221 | Lidney[E] & Toria[E] |
| Cadbury | G-Scorpion, Lizard Man, Dragon & Angel | 236 | Orkney[E], Logres[E], Dilworth[E] & Lidney[E] |
| Dilworth | G-Scorpion, Hell Hound, Giant & Gryphon | 181 | Orkney[E], Cadbury[E] Logres[E] & Toria[E] |
| Toria | Pixie, Mandrake, Unicorn & Dragon | 215 | Logres[E], Toria[E], Fato[E], Dilworth[E] & Karnabone[E] |
| Orkney | Pixie, Centaur, Hell Hound & Dragon | 227 | Camelford[A], Listinoise[N], Eorsia[E], Dilworth[E] & Cadbury[E] |
| Eorsia | Pixie, lizard Man Unicorn , Giant & Wyvern | 202 | Camelford[A], Orkney[E] & Oltroute[E] |
| Oltroute | Ghoul, Centaur, Hydra & Demon | 228 | Eorsia[E], Toria[E] & Salisbury[E] |
| Salisbury | G-Scorpion, Giant & Wyvern | 183 | Hervery[C], Xanas[I], Asten[I], Oltroute[E] & Karnabone |
| Karnabone | Ghoul, Centaur, Hell Hound & Clay Golem | 147 | Toria[E], Asten[I] & Salisbury[E] |

 | Event List |

| Event | Requirement | Result |
|-------------|-------------|--------|
| Intoduction | None | None |

Informations for each rulers is the topic of this section. Well, not much to say..just read it if you want their starting inner stats.

| L | SYMBOL | MEANING | NOTE: |
|---|----------|-------------------|---|
| | [C]..... | Critical Attack | I'll still be using some of the SYMBOLS that are not only covered in this section, so for better use of this guide, better familiarize it before taking any action again. |
| E | NE..... | Non-Elemental | |
| | B..... | Black Elemental | |
| | L..... | Blue Elemental | |
| G | R..... | Red Elemental | |
| | W..... | White Elemental | |
| | G..... | Green Elemental | |
| E | Hex..... | Hexagon/s | |
| | HP..... | Health Points | |
| | MP..... | Mana/Magic POINTs | |
| N | STR..... | Strenght | ~~~~~ |
| | INT..... | Intelligence | |
| | AGI..... | Agility | |
| D | ATK..... | Attack | |
| | DEF..... | Defense | |
| | MOV..... | Movement | |
| | EXP..... | Experience | |

VAYNARD - "White Wolf"

Vaynard is the Lord of Norgard and also known as the "White Wolf". Vaynard is a Blue Elemental knight which means his weak against Dragons and other red elemental enemies (specialy Zemeckis) which could kill him easily. Vaynard's STR growth is good which makes him a physical powerhouse. At level 20+, he can also cast geno-frost twice which is quite deadly.

| Class | LV | RunePow | RuneArea | MOV Type | Elements | EXP |
|-------|----|---------|----------|--------------|----------|-------|
| Lord | 18 | 332 | 5 | Armored type | L NE NE | 15317 |

| HP | MP | STR | INT | AGI | ATK | DEF | MOV | Next Level |
|---------|---------|-----|-----|-----|-----|-----|-----|------------|
| 637/637 | 304/304 | 93 | 82 | 79 | 266 | 135 | 4-6 | 1678 |

| Attack | Hex | what it does? |
|-----------|-----|---------------------------|
| Caladbolg | 1 | Attack twice with Halberd |
| Wolf Fang | 1 | [C] |

| Magic(Element) | Hex | MP | What it does? |
|----------------|-----|----|---------------|
|----------------|-----|----|---------------|

| | | | |
|---------------|---|-----|-----------------------------|
| Frost(L) | 3 | 68 | Freezes Enemies |
| Geno-Frost(L) | 3 | 166 | Freezes Surrounding Enemies |
| Fog(L) | 4 | 49 | Covers Enemies in smoke |

LANCE

Lance is the mediocre Prince of New Almekia at the start of the game. Well I just said start of the game because if you use him always and get him to level 30, Errr...he will just demolish anyone who stands in his way! for short "HOLY CRAP!". His stats at level 30 are superb and the good news is, he levels very quick that you might not even notice that his already 30!

| Class | LV | RunePow | RuneArea | MOV Type | Elements | EXP |
|--------|----|---------|----------|--------------|----------|-----|
| Prince | 1 | 220 | 5 | Armored type | NE NE NE | 0 |

| HP | MP | STR | INT | AGI | ATK | DEF | MOV | Next Level |
|---------|---------|-----|-----|-----|-----|-----|-----|------------|
| 446/446 | 161/161 | 64 | 63 | 65 | 203 | 121 | 4-6 | 301 |

| Attack | Hex | what it does? |
|------------|-----|------------------------|
| Twin Slash | 1 | Attack with two swords |
| Wing Slash | 1 | [C] |

| Magic(Element) | Hex | MP | What it does? |
|----------------|-----|----|------------------------------|
| Heal(W) | 3 | 65 | Recovers HP |
| Flame(R) | 3 | 68 | Throws a fireball to enemies |

CAI - "Silent Wise King"

Cai is the very intelligent ruler of Caerleon which is known as the "Magic Kingdom" for mostly of its knights are spell casters which is quite powerful. Cai's magic is hell powerful, evenmore that he can cast three (3) any of its genos in one battle which can almost kill everything. The only downpart for Cai is that his very fragile, so the need to protect him more with better HP units (Dinadan/Dragons) is very recommended.

| Class | LV | RunePow | RuneArea | MOV Type | Elements | EXP |
|---------|----|---------|----------|-----------|----------|-------|
| Warlock | 22 | 319 | 5 | Land type | R L G | 23051 |

| HP | MP | STR | INT | AGI | ATK | DEF | MOV | Next Level |
|---------|---------|-----|-----|-----|-----|-----|-----|------------|
| 480/480 | 533/533 | 59 | 96 | 62 | 178 | 110 | 4-6 | 2106 |

| Attack | Hex | what it does? |
|---------------|-----|------------------|
| Word of Magic | 1 | Attack with book |

| Magic (Element) | Hex | MP | What it does? |
|------------------|-----|-----|---------------------------------------|
| Heal (W) | 3 | 65 | Recovers HP |
| Flame (R) | 3 | 68 | Throws a fireball to enemies |
| Geno-Flame (R) | 3 | 166 | Summons a firestorm and burns enemies |
| Thunder (R) | 3 | 91 | Calls a thunderbolt from the air |
| Geno-Thunder (R) | 3 | 193 | Summons unlimited thunderbolts |
| Exa-Blast (R) | 2 | 152 | Calls forth a thermal explosion |
| Frost (L) | 3 | 68 | Freezes Enemies |
| Geno-Frost (L) | 3 | 166 | Freezes Surrounding Enemies |
| Flight (L) | 3 | 90 | Allows characters to float |
| Silent (G) | 4 | 50 | Keeps enemies from casting spells |

DRYST - "Mad Monarch Dryst"

Dryst is the tyrant (more like a clown) of Iscalio - the place for geeks and weirdos all over the continent^__^. Okay, enough with that nonsense! Dryst is one powerful sunavvab***h. He can kill any white elemental units (Lyonesse, Angel & ETC) within just 2-3 turns with only his mighty scythe on the use. This guy will turn more evil when you reach level 30 which makes him a super Tyrant and acquires an additional Meteor Doom Spell!!....which you can't use due to lack of MP (booo!!). Anyway, you can still use it if you got any MP improving potions or equipments.

| Class | LV | RunePow | RuneArea | MOV Type | Elements | EXP |
|--------|----|---------|----------|--------------|----------|-------|
| Tyrant | 21 | 322 | 5 | Armored type | B R NE | 20650 |

| HP | MP | STR | INT | AGI | ATK | DEF | MOV | Next Level |
|---------|---------|-----|-----|-----|-----|-----|-----|------------|
| 652/652 | 202/202 | 91 | 65 | 89 | 262 | 136 | 4-6 | 1981 |

| Attack | Hex | what it does? |
|---------------|-----|--|
| Vandal Scythe | 1 | Attack with a scythe (kind of obvious^__^) |
| Dark Spiral | 1 | [C] |

| Magic (Element) | Hex | MP | What it does? |
|-----------------|-----|-----|---------------------------------------|
| Curse (B) | 2 | 108 | Damages enemies by hex |
| Weakness (B) | 4 | 64 | Lowers the power of enemies briefly |
| Flame (R) | 3 | 68 | Throws a fireball to enemies |
| Power (R) | 4 | 62 | increases offensive power temporarily |

LYONESSE

Lyonesse is the young and beautiful Queen of Leonia. Lyonesse can be an excellent back-up or killer depending the way you uses her skills. If you want her to be a back-up, put her 2-3 hexes away from the front line to avoid contact with enemies and just keep on using her healing abilities. On the other hand, if you want her to be a killer, put her behind your front line and have good use of her powerful divine ray and holy word. when she reaches level 20+ she can use her holy word three times for every single battle (I think).

| Class | LV | RunePow | RuneArea | MOV Type | Elements | EXP |
|-------|----|---------|----------|-----------|----------|-----|
| Queen | 3 | 262 | 5 | Land Type | W W NE | 661 |

| HP | MP | STR | INT | AGI | ATK | DEF | MOV | Next Level |
|---------|---------|-----|-----|-----|-----|-----|-----|------------|
| 358/358 | 362/362 | 33 | 81 | 58 | 181 | 109 | 4-6 | 421 |

| Attack | Hex | what it does? |
|------------|-----|-----------------------------------|
| Liath-Fail | 1 | Apply damage with the orb's flash |

| Magic(Element) | Hex | MP | What it does? |
|----------------|-----|-----|------------------------------------|
| Heal(W) | 3 | 65 | Recovers HP |
| Area Heal(W) | 2 | 147 | Recovers sorrounding allies |
| Cure(W) | 4 | 54 | Cures abnormal status |
| Divine Ray(W) | 2 | 112 | Sacred Ray destroys enemies |
| Holy Word(W) | 4 | 183 | Holy Word destroys enemies |
| Charm(L) | 2 | 110 | Causes enemeis to fight each other |
| Protect(G) | 4 | 61 | Increases defense power briefly |

ZEMECKIS

Okay...now your asking who's this guy. This guy is a monster! He can shoot some blue elemental mages to death with just one shot (this happens to my Cortina..sob). What's more scary is that, he can attack three hexes away from you because his a crossbow man. With power used on him...just say bye-bye to the one he targets.

| Class | LV | RunePow | RuneArea | MOV Type | Elements | EXP |
|---------|----|---------|----------|--------------|----------|-------|
| Emperor | 27 | 351 | 5 | Armored Type | R R NE | 34151 |

| HP | MP | STR | INT | AGI | ATK | DEF | MOV | Next Level |
|---------|---------|-----|-----|-----|-----|-----|-----|------------|
| 738/738 | 196/196 | 98 | 74 | 78 | 276 | 138 | 4-6 | 2641 |

```

.-----|.-----|.-----|.-----|.
| Attack      | Hex | what it does? |
'|-----'|-----'|-----'|-----'|
| Tempest Bow | 3   | Attack with HUGE crossbow |
| Lightning Bow | 3   | [C] |
'|-----'|-----'|-----'|-----'|

```

```

.-----|.-----|.-----|.-----|.
| Magic(Element) | Hex | MP | What it does? |
'|-----'|-----'|-----'|-----'|
| Geno-Thunder(R) | 3   | 193 | Summons unlimited thunderbolts |
| Power(R)        | 4   | 62  | Increases offensive power temporarily |
'|-----'|-----'|-----'|-----'|

```

```

•-----•-----•-----•-----•-----•-----•-----•-----•-----•-----•-----•-----•
MENU OVERVIEW [MNOV]
•-----•-----•-----•-----•-----•-----•-----•-----•-----•-----•-----•-----•

```

The menu options in here are being explained.

• WORLD MAP MAIN MENU •

The main menu can be opened by pressing select at the world map.

- EXECUTE --- This ends the phase that your currently positioned.
- LOCATION --- Shows a tabular list of all your knights with the command that are given to them and the current castle which they're positioned.
- DOMAIN --- Shows your current domain on the world map.
- SAVE --- Saves your game.
- OPTION --- Views up the settings for the game that can be changed.

• ORGANIZE PHASE MENU •

This can be opened by pressing the x button while the cursor is placed in one of your castle.

- STATUS --- Views the status of knights/monsters.
 - Views the units attacks, Magics & Skills.
 - Views informations about the knight (cannot be applied to monsters).
- ORGANIZE --- Allows you to arrange the formation of your knights and monsters.
 - Allows you to change your units classes.
 - Allows you to equip your knights with some various equipments (knights only).
 - Allows you to use items and potions to units.
 - Allows you to change the names of your monsters.
 - Allows you to delete unwanted monsters.
- MOVE --- Lets you move your knights from one castle to another.
- WAIT --- Cancels command like move or quest.
- QUEST --- Lets your knights go to quest.
- SUMMON --- Lets you summon monsters in a castle with atleast one knight.

• ATTACK PHASE MENU •

Can also be opened by pressing x to a particular castle.

STATUS --- Same as Organize Phase.
ATTACK --- Lets you to target your attack to an opponets castle.
WAIT --- Cancels attack.

• IN-BATTLE MAIN MENU •

Pressing select during battle will open this.

CONDITION--- Views various information about the battle.
END --- Ends the turn of your current team.
AUTO --- Lets computer fight for you.
SAVE --- Saves your game.
OPTION --- Views up the settings for the game that can be changed.

• IN-BATTLE UNIT MENU •

Pressing x on your units will show this menu.

MOVE --- Lets you decide to move your unit.
MAGIC --- Lets you choose the spells your going to use.
SPECIAL --- Lets you use the special attack for each unit.
RETREAT --- Retreats to the castle of your choice (knights only).
WAIT --- Lets your unit wait for its next turn.

.....
MODES [MDES]
.....

• Preparation Mode

In this mode, each turn is represented by a in-game "month". The player may navigate and view statistics of all castles of the continent (although only the castles of the nation may be managed). Each month has an organize phase and an attack phase. In the organize phase, the player may re-allocate troops between castles, re-allocate monsters between troops, summon new monsters, equip and use items, change rune knights' classes and promote monsters. The player may also send rune knights to quests.

To summon additional monsters, a certain amount of mana must be spent. Each nations acquires an income of mana on the beginning of each turn. The amount of mana depends on the number of the castles belonging to the nation. Monsters also have an upkeep cost; they consume an amount of mana every turn. Because of this, there is an option of deleting monsters.

Quest is not quite a gameplay mode, since they are not playable; they make the rune knight (and its troop) unavailable for a variable amount of turns. During this time, the character is involved in events (mostly random), which may benefit or impair the player. Rulers cannot participate on quests.

In the attack phase, each nation may allocate its own troops to adjacent enemy castles, which is treated as an attack. If the defending castle is occupied, a battle is marked to occur between the two groups of troops, unless the castle originating the troops is attacked first (the order of attack depends on the level of the rune knights). When battles are marked to occur, the game switches to the battle mode in the end of the organize phase.

• Battle Mode

In this mode, each turn is a combat round. Battles take place in hexagonal grids; each unit (rune knight or monster) occupies one hexagon. Each unit, with rare exceptions, may act once on each turn, and the units belonging to the same troop must act in sequence. A unit's action usually consists in a movement followed by a physical attack, or by a magic spell/special attack.

Each side may bring only up to 3 troops to a single battle, regardless of the number of troops that are attacking or defending the castle. Once a battle starts, the attacking side has 13 turns to gain victory, by defeating all troops of the opposing side. A troop is defeated by having its leader reduced to 0 hit points, or when the leader retreats. If the ruler of a nation is reduced to 0 hit points or retreats, all other rune knights belonging to the same side retreat. If the attacking side fails to gain victory within 13 turns, all its rune knights retreat.

In battle, each rune knight has an area around it called rune area. Outside of this area, the monsters belonging to the rune knight's troop become weaker. When a rune knight is reduced to 0 hit points or retreats, the monsters belonging to its troop may either retreat or be captured by the opposing side. A monster which is outside the leader's rune area has an increased chance of being captured.

Monsters which are reduced to 0 hit points are considered to be killed, and disappear forever. Rune knights reduced to 0 hit points become unavailable to be used for 1 in-game month, but aren't affected otherwise. Units and magic spells frequently have elements associated with them: red, blue, green, white or black. Physical attacks and spells from units associated with a certain element are more effective against units associated with the opposing element (red opposes blue, white opposes black). Likewise, physical attacks and spells are less effective against units associated with the same element.

TIPS & TRICKS [TPTR]

- For Norgard. Be sure to win your first battle so that Luintail will join your cause.
- When your the one to win a first battle against Esgares, Schutleis joins you to save his friend Soleil.
- Opposite colored elements deals 25% more damage with each other than same colored elements which lessens damage by 10% (I guess).

RED <--o--> BLUE
BLACK <--o--> WHITE

- For Norgard. Norgard's knights are just few levels away from there third class so keep them leveling to acquire ultimate power.
- Halo, while giving additional points for experience it will also assure that your next attack will be 100% accurate.
- When playing at Medium and Hard Mode, the enemy will only stand still until your 3-4 hexes away before they attack. You may want to form your formation first then try to lure them by sending one bait (Ghoul) for them to attack.

- Occurrence of the snake of chaos varies on the difficulty level. Easy = 60 years, Medium = 30 years & Difficult = 15 years.
- Keep your monsters within its masters RuneArea as it will be weakened if it is outside the RuneArea (the blue thingy during battles) of its master.
- Dual Classing is a method in which you can still use the abilities or spells of your previous class even when you're in a different class (understand?).

Example: Roadbull reaches LV 15 and is already EXPERT in the bishop class. You can change him to Mage class with the additional spells from being a bishop (cure, heal & etc.).

- Getting the last hit means getting a better amount of experience for the unit that hits it last.
- Enemy units will always attack units with lower STR than them.
- Attack your opponent's choke points as it will greatly weaken them and will be more easier to end them.
- Use power spell on your dragons (Bahamuts, Salamanders & Fafnirs are great examples) and use their breath attack then don't be shocked by the amount of damage they're gonna put to all of the enemies on the line.
- Have balance in each of your team. Don't let all of your strong units be in one team cause you will have troubles in defending some parts of your country.
- Formations in the battles is the most important ingredient in winning each battles. There are lots of formations that you can do but I'm just gonna show here two of my favorites.

--Half Circle Formation--

```

      _
     /H\
    /H\ /H\
   /H\ /M\ /H\
  \_ /M\ /M\ /
  /H\ /P\ /H\
  \_ / \_ / \_ /

```

H --> High HP Units
M --> Magic Users/Ranged Units
P --> Phoenix

This formation is very compatible for Leonia cause they already have the Phoenix which is the main course for this formation.

HOW IT WORKS??

-- Let your Phoenix be in the middle of the band surrounded by magic users/ranged units/high HP monsters. When your units gets critical or severe damage, use the Phoenix skill to heal all of your allies which are inside the range of the skill.

--V-Shaped Formation--

```

      _           _
     /D\         /D\
    \_ /D\     \_ /D\
   /M\ /D\   /M\
  \_ /M\   \_ /M\
  \_ /M\   \_ /M\
  \_ /M\   \_ /M\

```

D --> Any monsters with breath attack (Dragons are recommended).
M --> Magic users/Ranged Units

This formation will be more deadly if there are mages which can cast Power to your frontliners.

Fine..so you have chosen the ONLY women ruler in the game. They say that Leonia is the "WEAKEST" country of all but I think their's not much difference in each every country. Anyways, Leonia is located at the east of Forsena which is protected by mountains. This country is also the only one that is not directly connected to any of the castles from Esgares (this means getting Schutleis is just a matter of luck).

ATTACK SUMMARY

Ol'right..your first mission is to take of Iscalio. You can end them using two teams. The first one could have Lyonnesse, Kiloph and Paternus while the other have Isfas, Charlene and Sophia or Filo. The rest should go to quest to get additional knights and the other should defend their castles from Norgard attacks. I can end Iscalio within 7-8 months with an additional back-up to hold the open castles. After you defeated Iscalio, make good use of your new knights and proceed to Caerleon. Just concentrate your attacks to their Lord or their knights to have them retreating. After that, proceed to New Almekia and follow them up with Esgares attacking from below upto the Norgard to end the crap.

vi. ESGARES EMPIRE

Okay..so you just used the code huh. Anyways, you got a demon with a cross-bow on your team and a whole bunch of its powerful minions to help him. Well, winning a battle with this country is just a piece of crap but defending it is a whole bunch of crap. Esgares is located at the center of the continent and means that all the other countries surround them which makes you sometimes tingle from fear but you shouldn't 'cause like I told you, winning with battle's using this country is a piece of cake.

ATTACK SUMMARY

Attack Norgard first to end them quick (it will probably take 6 months to end them quick). After you have defeated Norgard, you can pick between Leonia and New Almekia be the one you'll going to end next. If you choose Leonia, you can then follow it up with beating down Iscalio then Caerleon and New Almekia. If you choose to end New Almekia first, proceed Caerleon next and end iscalio then Leonia. Pretty easy to win with all of those knights.

| VII. QUESTS:

Sending knights to quest may lead to many paths as sometimes they can get items, additional stats, Rune Knights and Monster that could help you alot. Sometimes, knights that are being sent to quest may return wounded because of accidents or some various reasons. When that happens, your knights will be forced to rest for a month. After the knights quest, S/he will return to the castle where the ruler of your country is currently positioned.

In here, I have separated the common quest from the others which I named Uncommon quest (^ ___ ^).

.....

Wounded ---> Rest for a month

Nothing ---> Gets nothing

RND ---> Random

| Normal Quest | What do I get?? |
|----------------------|--|
| Kettle on the ground | MP |
| Edge of the lake | AGI / MP |
| Talking Rabbit | Equipment / wounded |
| Unattended Boat | RunePow / Promotion Item |
| Ancient Runes | Equipment / Wounded / Nothing |
| The Bard | MP |
| Mayor on the Village | Secondary Monster / Nothing |
| Haunted Castle | Equipment |
| Never seen dragon | Equipment / Wounded |
| Mysterious Fountain | RND Attributes / Nothing / Equipment / Wounded |
| Man at the Bar | Equipment / Nothing |
| Old Mushroom | Equipment / RND Attribute |
| Soothsayer | RND Attribute |
| Flower Girl | RND Attribute |
| Fastest Animal | STR |
| Snake of Chaos | Nothing |
| Free Drink | AGI / Nothing |
| Kind Merchant | Equipment |
| Forbidden Tower | INT / Wounded |
| Man from the Story | INT |
| Sandstone | HP / STR |
| Woman in the rain | Equipment |
| Dark Cave | Equipment / Wounded / Monster |
| Drowsy Flower | RND Attribute / Nothing |

.....

UNCOMMON QUESTS

[UCQS]

.....

| Country | Character Required | Requirements | What do i get?? |
|-------------|-----------------------|---------------|------------------------|
| Caerleon | Millia | None | Eloute Recruited |
| Caerleon | Millia & Eloute | Event w/ them | Gush Recruited |
| Caerleon | Millia, Eloute & Gush | Event w/ them | Lecarra Recruited |
| New Almekia | Loufal | Cavalier Form | Mithril Sword |
| New Almekia | Coel | Event w/ him | Glauze Recruited |
| Iscalio | Lucia | Send 2 times | +5STR,AGI,INT +20RunPw |
| Leonia | Any | None | George Recruited |
| Leonia | George | None | Rierre's Ring |
| Iscalio | Miguel | None | None |
| Esgares | Castor | None | None |
| New Almekia | Liguel | None | None |

.....

| Knight Quests | |
|--------------------|--|
| Knights Recruited | Requirements |
| Cortina | None |
| Hyude | None |
| Limlight | Send Hyude to quest |
| Balder | None |
| Dogal | None |
| Lyoneil | None |
| Aldis | # of castles must be low (Atleast 2 or 3) |
| Klaques & Cathleen | Send any knights with healing spells |
| Shiraha | Esgares Defeated |
| Mira & Millet | Esgares Defeated |
| Carmine | Send Mira & Millet to quest (joins after a year) |
| Raguinus | Scene with Mira, Millet & Rain |

VIII. ITEMS or EQUIPMENTS: [ITEQ]

Inside this section are the list of all the equipments that I have obtained, if you have something to add, please email me and credits will be yours.

AUTHORS NOTE:

If you don't really know, Items or Equipments can only be gotten from quest which makes that a very important factor in the game. In this section, the items have a separated table from Equipments which is divided into two namely the weapon list and the armor list (which means theirs 3 table in all).

All the list in here are arrange alphabetically for your convenience. You may also want to read the types of weapons or armors before the table to gain knowledge if what kind of class could equip them.

PS.

Equipments with [!] this symbol on them can only be gotten on special terms.

WEAPONS

- Sword -----> Paladin, Cavalier & Avengers
- Axe -----> Barbarian & Berserkers
- Spear -----> Lancer & Valkyries
- Knuckle -----> Ranger, Monk, Grappler, Champion & Guardians
- Staff -----> Druid, Wizard, Sorcerer, Mage & Necromancers
- Mace -----> Cardinal,, Priest & Bishops
- Rods -----> Lector, Cleric & Saints
- Whip -----> Echantress, Sorceress & Witch
- Bow -----> Scout, Archer & Artemis
- Knife -----> Ninja & Ninja Master
- Katana -----> Samurai & Shogun
- Blade -----> Fighter

ARMORS

- Accessories -----[ACC]-----> All

- Robes -----[ROB]-----> All except Rulers
- Hats -----[HAT]-----> All except Rulers
- Boots -----[BOO]-----> All except Rulers
- Gloves -----[GLO]-----> All except Rulers, Mages, Wizards,
Sorcerer/Sorceress, Druid,
Necromancer, Enchantress, Witch,
Mystics & Sages
- Helmets -----[HEL]-----> Fighters, Babarians, Berserkers,
Paladins, Cavaliers, Avenger,
Samurais, Shoguns, Lancers &
Valkyries
- Metal Armor -----[MET]-----> All except Rulers, Mages, Wizards,
Sorcerer/Sorceress, Druid,
Necromancer, Enchantress, Witch,
Mystics & Sages, Rangers, Monks,
Grapplers, Guardians, Champions,
Ninjas & Ninja Masters
- Shields -----[SHI]-----> Priests, Bishops, Cardinals,
Clerics, Lector, Saints, Cavaliers,
Paladins & Avengers

```

.------.
| Item List | | [ITMS] |
'------'
| Item | What does it do?? |
'------'
| Fruit of Vice | Promotes Seraph to Lucifer |
| Life Potion | Increases HP |
| Liquor of Charm | Promotes Satan to Lilith |
| Magic Potion | Increases MP by 14 |
| Power Potion | Increases STR by 3 |
| Rage Lightning | Promotes Titan to Thor |
| Rune Potion | Increases RunePow by 10 (Knights only) |
| Rune-A Potion | Increases RuneArea by 1 (Knights only) |
| Speed Potion | Increases AGI by 3 |
| Wisdom Potion | Increases INT by 3 |
| Wisdom Seed | Promotes Gigas to Loki |
'------'

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.------.
| Weapon List | | [WPNS] |
'------'
| Weapon | Stats (Type) | Element |
'------'
| Answeller | Atk +14 (Sword) | White |
| Balor | Atk +18 (Axe) | Black |
| Bastard Sword | Atk +6 (Sword) | ----- |
| Beheading Axe | Atk +8 (Axe) | Black |
| Black Spear | Atk +6 (Spear) | Black |
| Blast Knuckle | Atk +18 (Knuckle) | Red |
| Blue Staff | Int +4 (Staff) | Blue |
| Brave Hammer | Atk +10 HP +10 (Mace) | ----- |
| Brionac | Atk +16 (Spear) | ----- |
| Cat O' Nine Tail | Atk +12 (Whip) | ----- |
| Claimh Solais | MP +30 (Sword) | White |
| Claymore | Atk +10 (Blade) | ----- |
| Crescent Bow | Atk +19 INT +2 Hit +8 (Bow) | ----- |
| Death Master | Atk +22 Hit -10 (Blade) | ----- |
| Death Rod | Atk +12 INT +2 (Rod) | Black |
| Dwarf Axe | Atk +6 Hit +5 (Axe) | ----- |

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| | | |
|----------------|--|-------|
| Elven Bow | Atk +5 Hit +6 (Bow) | ----- |
| Evil Buster | Atk +12 Hit +5 (Blade) | White |
| Flame Axe | Atk +10 (Axe) | Red |
| Flame Bow | Atk +8 (Bow) | Red |
| Flame Edge | Atk +8 (Sword) | Red |
| Gae Bolg | Atk +18 Hit +10 (Spear) | ----- |
| Ganbantein | Atk +8 INT +8 (Staff) | ----- |
| Giant Sword | Atk -6 Hit -5 Def +6 RunePow +15 (Blade) | ----- |
| Goddess Spear | Atk +8 (Spear) | White |
| Gram | Atk +18 (Sword) | ----- |
| Gravity Mace | Atk +12 (Mace) | ----- |
| Gungnir | Atk +24 Hit +5 (Spear) | ----- |
| Heaven Bow | Atk +15 (Bow) | White |
| Ice Javelin | Atk +10 (Spear) | Blue |
| Ice Sword | Atk +8 (Sword) | Blue |
| Judgement Mace | Atk +6 (Mace) | White |
| Kaze | Atk +10 (Katana) | Black |
| Kokoro | Atk +16 Hit +10 RunePow -30 (Katana) | ----- |
| Kusanagi | Atk +5 RunePow +20 (Katana) | ----- |
| Laevatein | Atk +20 Hit -5 (Sword) | Red |
| Love Whip | Atk -10 Hit -10 RunePow +10 (Whip) | ----- |
| Madonna's Rod | INT +4 (Rod) | White |
| Mithril Bow | Atk +10 INT +4 MP +20 (Bow) | ----- |
| Mithril Mace | Atk +8 INT +4 MP +20 (Mace) | ----- |
| Mithril Rod | Atk +6 INT +4 MP +20 (Rod) | ----- |
| Mithril Spear | Atk +12 INT +2 MP +20 (Spear) | ----- |
| Mithril Staff | Atk +12 INT +2 MP +20 (Staff) | ----- |
| Mithril Sword | Atk +10 INT +4 MP +20 (Sword) | ----- |
| Ogre Knuckle | Atk +13 (Knuckle) | Black |
| Painless Knife | Atk +8 (Knife) | ----- |
| Red Staff | INT +4 (Staff) | Red |
| Revolving Axe | Atk +14 Hit +8 (Axe) | ----- |
| Rivet Knuckle | Atk +6 (Knuckle) | ----- |
| Shock Knife | Atk +14 Hit +10 (Knife) | Red |
| Skull Flail | Atk +18 (Mace) | Black |
| Snake Tongue | Atk +8 Hit +10 (Whip) | Red |
| Speed Knuckle | Atk +9 Hit +10 (Knuckle) | ----- |
| Striking Staff | Atk +10 (Staff) | ----- |
| Telesis | Atk +18 Hit +15 (Rod) | ----- |
| The Ripper | Atk +9 INT -10 MP -20 (Knife) | ----- |
| Tora | Atk +8 (Katana) | ----- |
| Thorn Whip | Atk +6 (Whip) | ----- |
| Tsuki | Atk +19 HP +5 (Katana) | Blue |
| Tyrhung | Atk +14 Hit +5 (Sword) | Black |
| Wind Knuckle | Atk +16 (Knuckle) | Blue |
| ----- | | |

| | | |
|----------------|-------------------------------------|---------|
| .-----. | | |
| Armor List | | [ARMR] |
| ----- | | |
| Armor | Stats/Description (Type) | Element |
| ----- | | |
| Aegis | Atk +8 (SHI) | ----- |
| Aiguil Helm | HP +10 Def +10 (HEL) | ----- |
| Almighty Ring | STR +3 INT +3 AGI +3 Def +4 (ACC) | ----- |
| Ancient Book | INT +6 (ACC) | ----- |
| AntiMagic Ring | Lowers damage caused by magic (ACC) | ----- |
| Apostle's Horn | RuneArea +1 (ACC) | ----- |
| Aqua Shoes | MOV Type: Shoal (BOO) | ----- |
| Battle Shield | Atk +4 Def +8 (SHI) | ----- |

| | | |
|--------------------|--|-------|
| Bell of Comfort | RunePow +15 (ACC) | ----- |
| Black Amulet | Black resist up (ACC) | ----- |
| Brute Mask | HP +20 Atk +4 INT -8 (HEL) | ----- |
| Circle of Wits | INT +6 (HAT) | ----- |
| Cool Hat | Def +3 Blue resist up (HAT) | ----- |
| Dark Robe | Def +8 Black resist up (ROB) | ----- |
| Diamond Mail- -> | Evade -30 Def +22 MOV: down | ----- |
| -> | Red resist down (MET) | ----- |
| Earring of the Sea | Def +2 Blue resist up (ACC) | ----- |
| Evil Armor | Def +12 (MET) | Black |
| Fairy Crown | INT +4 Def +4 (HAT) | ----- |
| Fairy Pumps | Evade +5 MOV: up (BOO) | ----- |
| Fire Amulet | Red resist up (ACC) | ----- |
| Flame Shield | Def +7 Red resist up (SHI) | ----- |
| Flipper Boots | Def +3 MOV Type: Water (BOO) | ----- |
| Forest Amulet | Green resist up (ACC) | ----- |
| Heal Ring | Gain 20 HP every turn (ACC) | ----- |
| Heavy Armor | Def +6 (MET) | ----- |
| Holy Armor | Def +12 (MET) | White |
| Horned Helm | Def +5 (HEL) | ----- |
| Ice Amulet | Blue resist up (ACC) | ----- |
| Ice Mail | Def +10 (MET) | Blue |
| Ice Shield | Def +7 Blue resist up (SHI) | ----- |
| IceFog Robe | Def +6 Blue resist up (ROB) | ----- |
| Large Shield | def +5 (SHI) | ----- |
| Light Robe | Def + 8 White resist up (ROB) | ----- |
| Mirage Robe | Evade +10 Def +4 (ROB) | ----- |
| Pin of Defense [!] | Def +8 Lowers damage by magic (ACC) | ----- |
| Pirates medal | AGI +2 (ACC) | ----- |
| Pixie Hat | INT +2 Def +2 (HAT) | ----- |
| Power Glove | Atk +8 Def +4 (GLO) | ----- |
| Precise Glove | Hit +15 Def+6 (GLO) | ----- |
| Rierre's Ring [!] | INT +5 Def +5 Red resist up (ACC) | ----- |
| Ring of Sorcery | MP +30 INT +4 (ACC) | ----- |
| Ruby Glove | MP +20 Def +8 Red resist up (GLO) | ----- |
| Rune Armband | RunePow +25 (ACC) | ----- |
| Rune Helm | Def +4 RuneArea +1 (HEL) | ----- |
| Sacred Amulet | White resist up (ACC) | ----- |
| Solar Robe | Def +6 Red resist up (ROB) | ----- |
| Soldier's medal | HP +20 STR +2 (ACC) | ----- |
| Solomon's Ring | RunePow +30 RuneArea +1 (ACC) | ----- |
| Speed Boots | MOV: up (BOO) | ----- |
| Star Robe | Evade +5 Def +5 (ROB) | ----- |
| Talisman | Prevent status disorder (ACC) | ----- |
| Valient Wing | MOV Type: High Sky (BOO) | ----- |
| Volcano Armor | Def +15 (MET) | Red |
| Wind Armband | Agi +5 (ACC) | ----- |
| Wing Shoes | Def +2 MOV: Down, MOV Type: High Sky (BOO) | ----- |
| Wiseman Medal | MP +10 INT +2 (ACC) | ----- |

Pin of Defense --- Can only be acquired through Mira & Millet's quest.

Rierre's Ring --- Can only be acquired through George's quest (Leonina ONLY).

| IX. BESTIARY/MOSTERS: | [BTMN] |

The statistics for each and every monster in the game is listed here. I have separated them from Primary Form (LV1-9), Secondary Form (10-19) and Final

- NE ---> Non-Elemental
- B ---> Black Elemental
- L ---> Blue Elemental
- RnCst > RuneCost
- R ---> Red Elemental
- W ---> White Elemental
- G ---> Green Elemental

| ----- | | | | | | |
|-----------------------|------|----------------|-------|--------|-----|------------|
| Primary Form (LV 1-9) | | | | | | |
| ----- | | | | | | |
| Name | Mana | Magics & | RnCst | UpKeep | MOV | MOV Type |
| (Element) | | Special[S] | | | | |
| ----- | | | | | | |
| Angel | 500 | Heal | 85 | 50 | 5-5 | High Sky |
| (W) (W) (NE) | | Divine Ray | | | | |
| ----- | | | | | | |
| Centaur | 160 | ~~~~~ | 35 | 16 | 6-6 | Horse |
| (G) (NE) (NE) | | ~~~~~ | | | | |
| ----- | | | | | | |
| Clay Golem | 240 | ~~~~~ | 45 | 24 | 3-3 | Heavy |
| (NE) (NE) (NE) | | ~~~~~ | | | | |
| ----- | | | | | | |
| Demon | 480 | Venom | 85 | 48 | 5-5 | High Sky |
| (B) (B) (NE) | | Curse | | | | |
| ----- | | | | | | |
| Dragon | 420 | Acid Breath[S] | 75 | 42 | 4-4 | Heavy |
| (R) (NE) (NE) | | ~~~~~ | | | | |
| ----- | | | | | | |
| Ghoul | 60 | ~~~~~ | 15 | 6 | 4-6 | Land |
| (B) (NE) (NE) | | ~~~~~ | | | | |
| ----- | | | | | | |
| Giant | 280 | ~~~~~ | 60 | 28 | 4-4 | Heavy |
| (R) (NE) (NE) | | ~~~~~ | | | | |
| ----- | | | | | | |
| Gryphon | 300 | ~~~~~ | 55 | 30 | 6-6 | High Sky |
| (W) (NE) (NE) | | ~~~~~ | | | | |
| ----- | | | | | | |
| G-Scorpion | 100 | ~~~~~ | 20 | 10 | 3-5 | Slithering |
| (R) (NE) (NE) | | ~~~~~ | | | | |
| ----- | | | | | | |
| Hell Hound | 180 | Hell Fire[S] | 35 | 15 | 5-7 | Land |
| (B) (NE) (NE) | | ~~~~~ | | | | |
| ----- | | | | | | |
| Hydra | 460 | Ice Breath[S] | 80 | 46 | 3-6 | Water |
| (L) (L) (NE) | | ~~~~~ | | | | |
| ----- | | | | | | |
| Jinn | 120 | Air Storm[S] | 30 | 12 | 5-5 | Low Sky |
| (NE) (NE) (NE) | | ~~~~~ | | | | |
| ----- | | | | | | |
| Lizard Man | 140 | ~~~~~ | 30 | 14 | 4-4 | Shoal |
| (L) (NE) (NE) | | ~~~~~ | | | | |
| ----- | | | | | | |
| Mandrake | 200 | ~~~~~ | 35 | 20 | 3-6 | Forest |
| (G) (NE) (NE) | | ~~~~~ | | | | |
| ----- | | | | | | |
| Merman | 120 | ~~~~~ | 25 | 12 | 3-6 | Water |
| (L) (NE) (NE) | | ~~~~~ | | | | |
| ----- | | | | | | |
| Pixie | 120 | Protect | 30 | 12 | 5-5 | Low Sky |
| (G) (NE) (NE) | | Silent | | | | |

| | | | | | | |
|--------------------------|-----|----------------------|----|----|-----|----------|
| Roc (NE) (NE) (NE) | 380 | Cry Bird[S] ~~~~~ | 70 | 38 | 6-6 | High Sky |
| Unicorn (W) (NE) (NE) | 220 | Heal Cure | 40 | 22 | 6-6 | Horse |
| Wyvern (NE) (NE) (NE) | 320 | ~~~~~ ~~~~~ | 60 | 32 | 7-7 | High Sky |

| Secondary Form (LV 10-19) |

| Name (Element) (Requirement) | Magics Special[S] 2+Hex Atk[N] | RnCst | UpKeep | MOV | MOV Type |
|--|---|-------|--------|-----|------------|
| Arch Angel (W) (W) (W) Angel LV10+ | Heal Halo Divine Ray Holy Word | 105 | 74 | 5-5 | High Sky |
| Arch Demon (B) (B) (B) Demon LV10+ | Venom Curse Weakness Dimension | 105 | 72 | 6-6 | High Sky |
| Couatl (NE) (NE) (NE) Wyvern LV10+ | Dragon Roar[S] ~~~~~ ~~~~~ | 80 | 50 | 7-7 | High Sky |
| Dao (B) (NE) (NE) Jinn LV10+ | Rotten Storm[S] ~~~~~ ~~~~~ | 45 | 28 | 6-6 | Low Sky |
| Death Needle (R) (R) (NE) G-Scorpion LV10+ | ~~~~~ ~~~~~ ~~~~~ | 35 | 22 | 4-6 | Slithering |
| Djinni (W) (NE) (NE) Jinn LV10+ | Ray Storm[S] ~~~~~ ~~~~~ | 45 | 28 | 6-6 | Low Sky |
| Efreeti (R) (NE) (NE) Jinn LV10+ | Fire Storm[S] ~~~~~ ~~~~~ | 45 | 28 | 6-6 | Low Sky |
| Fairy (G) (NE) (NE) Pixie LV10+ | Protect Paralyze React Silent | 45 | 28 | 6-6 | Low Sky |
| Fenrir (B) (B) (NE) Hell Hound LV10+ | Inferno[S] ~~~~~ ~~~~~ | 50 | 36 | 5-8 | Land |
| Gigas (B) (R) (NE) Giant LV10+ | ~~~~~ ~~~~~ ~~~~~ | 75 | 48 | 4-4 | Heavy |

| | | | | | |
|---|------------------------------------|-----|----|-----|----------|
| High Centaur (G) (G) (NE) Centaur LV10+ | ~~~~~ ~~~~~ ~~~~~ | 50 | 32 | 7-7 | Horse |
| Holy Griffin (W) (W) (NE) Gryphon LV10+ | Feather Clash[N] ~~~~~ ~~~~~ | 80 | 48 | 6-6 | High Sky |
| Lizard Guard (L) (L) (NE) Lizard Man LV10+ | Poison Breath[S] ~~~~~ ~~~~~ | 45 | 32 | 5-5 | Shoal |
| Man Eater (G) (G) (NE) Mandrake LV10+ | Spine Missile[N] ~~~~~ ~~~~~ | 50 | 36 | 3-7 | Forest |
| Marid (L) (NE) (NE) Jinn LV10+ | Aqua Storm[S] ~~~~~ ~~~~~ | 45 | 28 | 6-6 | Low Sky |
| Nightmare (B) (B) (NE) unicorn LV10+ | Dimension Weakness ~~~~~ | 55 | 38 | 7-7 | Horse |
| Pegasus (W) (W) (NE) Unicorn LV10+ | Heal Cure Halo | 55 | 38 | 6-6 | High Sky |
| Phoenix (R) (R) (R) Roc LV10+ | Heal Voice[S] ~~~~~ ~~~~~ | 95 | 58 | 6-6 | High Sky |
| Red Dragon (R) (R) (NE) Dragon LV10+ | Fire Breath[S] ~~~~~ ~~~~~ | 95 | 64 | 5-5 | Heavy |
| Stone Golem (NE) (NE) (NE) Clay Golem LV10+ | Rock Throw[N] ~~~~~ ~~~~~ | 55 | 38 | 4-4 | Heavy |
| Tiamat (L) (L) (B) Hydra LV10+ | Death Breath[S] ~~~~~ ~~~~~ | 110 | 70 | 3-7 | Water |
| Titan (B) (R) (NE) Giant LV10+ | ~~~~~ ~~~~~ ~~~~~ | 75 | 48 | 4-4 | Heavy |
| Triton (L) (L) (NE) Merman LV10+ | Maelstorm[S] ~~~~~ ~~~~~ | 40 | 33 | 3-7 | Water |
| Vampire (B) (B) (NE) Ghoul LV10+ | ~~~~~ ~~~~~ ~~~~~ | 30 | 12 | 4-6 | Land |
| White Dragon (W) (R) (NE) Dragon LV10+ | Energy Bolt ~~~~~ ~~~~~ | 100 | 64 | 5-5 | High Sky |

Final Form (LV 20+ or Item Used)

| Name (Element) (Requirement) | Magics Special[S] 2+Hex Atk[N] | RnCst | UpKeep | MOV | MOV Type |
|---|--|-------|--------|-----|----------|
| Bahamut (NE) (NE) (NE) Couatl LV20+ | Final Breath[S] Dragon Roar[S] ~~~~~ | 110 | 76 | 6-6 | High Sky |
| Bronze Golem (NE) (NE) (NE) Stone Golem LV20+ | Rock Throw[N] ~~~~~ ~~~~~ | 70 | 52 | 4-4 | Heavy |
| Fafnir (W) (W) (R) White Dragon LV20+ | Photon[S] Dragon Roar[S] ~~~~~ | 115 | 86 | 5-5 | High Sky |
| Lilith (W) (B) (L) Satan + Liquor of Charm | Chaos Needle[N] Heal Divine Ray Venom Meteor Doom Curse Dimension Weakness Necro Rebirth Frost Charm | 120 | 120 | 6-6 | High Sky |
| Loki (B) (B) (R) Gigas + Wisdom Seed | Dimension Meteor Doom ~~~~~ | 95 | 66 | 5-5 | Heavy |
| Lucifer (W) (R) (B) Seraph + Fruit of Vise | Chaos Feather[N] Heal Area Heal Cure Halo Divine Ray Holy Word Meteor Doom Dimension Flame Power | 125 | 122 | 6-6 | High Sky |
| Poseidon (L) (L) (L) Triton LV20+ | MaelStorm[S] ~~~~~ ~~~~~ | 55 | 44 | 4-8 | Water |
| Salamander (R) (R) (R) Red Dragon LV20+ | Grand Flame[S] Dragon Roar[S] ~~~~~ | 110 | 86 | 5-5 | High Sky |
| Satan (B) (B) (B) Arch Demon LV20+ | Nasty Needle[N] Venom Meteor Doom | 115 | 96 | 6-6 | High Sky |

| | | | | | |
|-------------------|------------------|-----|----|-----|----------|
| | Curse | | | | |
| | Necro Rebirth | | | | |
| | Dimension | | | | |
| | Weakness | | | | |
| ----- | | | | | |
| Seraph | Light Feather[N] | 120 | 98 | 6-6 | High Sky |
| (W) (W) (W) | Heal | | | | |
| Arch Angel LV20+ | Area Heal | | | | |
| | Cure | | | | |
| | Halo | | | | |
| | Holy Word | | | | |
| | Divine Ray | | | | |
| ----- | | | | | |
| Talos | Rock Throw[N] | 90 | 66 | 4-4 | Heavy |
| (NE) (NE) (NE) | ~~~~~ | | | | |
| Bronze Golem LV30 | ~~~~~ | | | | |
| ----- | | | | | |
| Thor | Thor Hammer[S] | 95 | 66 | 4-4 | Heavy |
| (W) (W) (R) | ~~~~~ | | | | |
| Titan + Rage | ~~~~~ | | | | |
| Lighting | ~~~~~ | | | | |
| ----- | | | | | |
| Vampire Lord | Bat Attack[S] | 70 | 42 | 6-6 | Low Sky |
| (B) (B) (B) | Weakness | | | | |
| Vampire LV20+ | Necro Rebirth | | | | |
| ----- | | | | | |

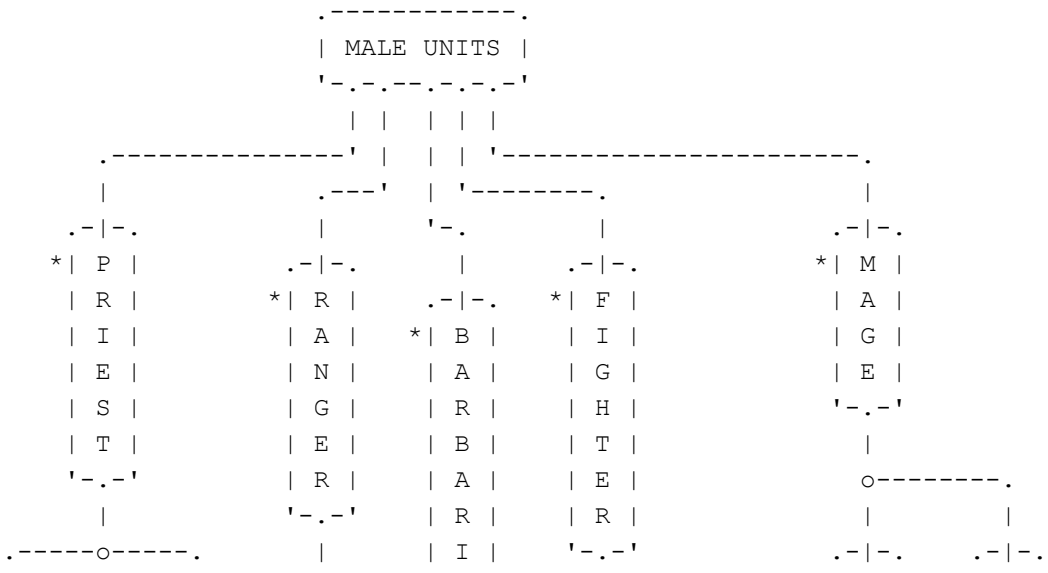
 | X. JOB BUILD-UPS: | [JBBU] |

The types, the knights classes and their requirement are listed in here so if you want a certain class and you don't know how to attain it...This is the section for you.

Under here too are some flow charts that displays the flow of the classes, it's somewhat weird but I hope you understand it^____^.

MALE CLASSES

- * -----> LV 1-9
- ** -----> LV 10-19
- *** -----> LV 20-30



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.-|- .-|- .-|- | A | | *| S | *| D |
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'-.-' .-|- | E | *| B | *| S | *| C | | R | .-|-
| *| G | | R | *| E | *| A | *| A | '-.-' *| N |
.-|- *| U | '-.-' | R | | M | | V | | *| E |
*| C | *| A | | | S | | U | | A | .-|- *| C |
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*| R | | D | *| C | | R | | A | | I | *| I | | O |
| D | | I | *| H | | K | | I | | E | *| Z | | M |
| I | | A | *| A | | E | '-.-' | R | | A | | A |
| N | | N | | M | | R | | '-.-' | R | | N |
| A | '-.-' | P | '-.-' .-|- | | D | | C |
| L | | I | | *| S | .-|- '-.-' | E |
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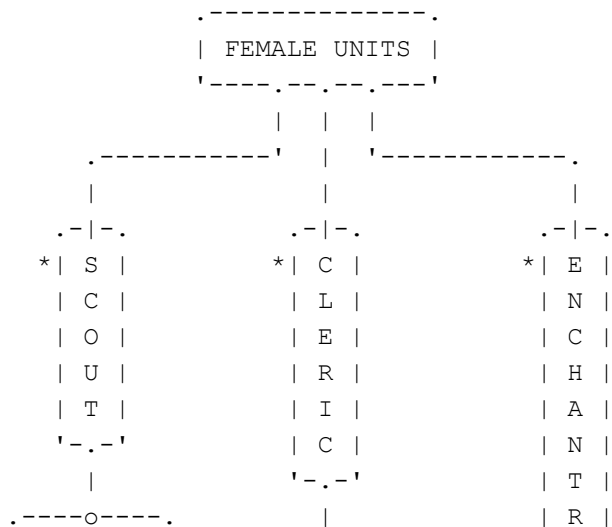
| Male Classes |

| Class | Requirement | Element | Magics |
|---------------|------------------------------|----------------|--|
| Priest(*) | ~~~~~ | (W) (NE) (NE) | Heal & Cure |
| Barbarian(*) | ~~~~~ | (NE) (NE) (NE) | ~~~~~ |
| Fighter(*) | ~~~~~ | (NE) (NE) (NE) | ~~~~~ |
| Ranger(*) | ~~~~~ | (NE) (NE) (NE) | ~~~~~ |
| Mage(*) | ~~~~~ | (R) (NE) (NE) | Flame, Geno-Flame, Thunder & Power |
| Bishop(**) | Expert Priest | (W) (W) (NE) | Heal, Area Heal, Cure , Halo & Divine Ray |
| Monk(**) | Expert Priest | (W) (NE) (NE) | Heal & Cure |
| Berserker(**) | Expert Barbarian /Fighter | (B) (NE) (NE) | ~~~~~ |
| Cavalier(**) | Expert Barbarian /Fighter | (W) (NE) (NE) | Heal |
| Samurai(**) | Expert Barbarian /Fighter | (NE) (NE) (NE) | ~~~~~ |
| Grappler(**) | Expert Ranger | (NE) (NE) (NE) | ~~~~~ |

| | | | |
|------------------|------------------|----------------|---|
| Sorcerer(**) | Expert Mage | (L) (R) (NE) | Flame, Geno-Flame, Thunder, Exa-Blast, Power, frost & Fog |
| Druid(**) | Expert Mage | (R) (B) (NE) | Venom, Course, Weakness, Flame, Geno-Flame, Thunder & Power |
| Cardinal(***) | Expert Bishop | (W) (W) (L) | Heal, Area Heal, Cure , Halo, Divine Ray, Holy Word, Flight & Charm |
| Guardian(***) | Expert Monk | (W) (W) (NE) | Heal, AreaHeal & Cure |
| Avenger(***) | Expert Berserker | (B) (B) (NE) | Curse & Weakness |
| Paladin(***) | Expert Cavalier | (W) (W) (NE) | Heal, cure & HolyWord |
| Shogun(***) | Expert Samurai | (NE) (NE) (NE) | ~~~~~ |
| Champion(***) | Expert Grappler | (NE) (NE) (NE) | ~~~~~ |
| Wizard(***) | Expert Sorcerer | (R) (L) (G) | Flame, geno-Flame, Thunder, Geno-Thunder Exa-Blast, Power, Frost, geno-Frost, Fog & React |
| Necromancer(***) | Expert Druid | (B) (B) (R) | Venom, Meteor Doom, Curse, Dimension, Weakness, Necro Rebirth, Flame, Geno- Flame, Thunder & Power |

FEMALE CLASSES

- * -----> LV 1-9
- ** -----> LV 10-19
- *** -----> LV 20-30



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      |           |           | o----- | E |
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*| A | *| L | .-|- | | S |
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  | C |   | N | *| E |   |
  | H |   | C |   | C |   o--<----o
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  '-.-' '-.-' | R | *| M | *| S |
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 | Female Classes |

| Class | Requirement | Element | Magics |
|----------------|-------------------------------|----------------|---|
| Scout(*) | ~~~~~ | (NE) (NE) (NE) | ~~~~~ |
| Cleric(*) | ~~~~~ | (W) (NE) (NE) | Heal & Halo |
| Enchantress(*) | ~~~~~ | (L) (NE) (NE) | Frost, Geno-Frost, Fog & Charm |
| Archer(**) | Expert Scout | (G) (NE) (NE) | Accel, Paralyze & Silent |
| Lancer(**) | Expert Scout | (L) (NE) (NE) | Fog |
| Lector(**) | Expert Cleric | (W) (W) (NE) | Heal, Area Heal, Cure , Halo & Holy Word |
| Mystic(**) | Expert Cleric/ Enchantress | (L) (W) (NE) | Frost, Geno-Frost, Flight Charm, Fog, Heal & Halo |
| Sorceress(**) | Expert Enchantress | (L) (B) (NE) | Frost Geno-Frost, Fog , Charm, Venom, Dimension & Fall Berg |
| Artemis(***) | Expert Archer | (G) (G) (NE) | Accel, Paralyze, Silent, Protect, Solid & React |
| Valkyrie(***) | Expert Lancer | (W) (W) (L) | Fog, Holy Word & Heal |

| | | | |
|-------------|------------------|-------------|---|
| Saint (***) | Expert Lector | (W) (W) (W) | Heal, Halo, Area Heal Cure, Holy Word & Divine Ray |
| Sage (***) | Expert Mystic | (W) (L) (R) | Heal, Halo, Frost, Geno-Frost, Fog, Charm, Flight, Area Heal, Exa-Blast & Power |
| Witch (***) | Expert Sorceress | (B) (B) (L) | Frost, Geno-Frost, Charm, Fog, Fall Berg , Venom, Curse, Meteor Doom & Flight |

XI. SPELLS: [SPLS]

NOTE: [A] ---> Area [R] ---> Range

| Name | Hex | MP Cost | Element |
|------------------|-------------|---------|---------|
| Frost | 3 [R] | 68 | Blue |
| Geno-Frost [A] | 3 [A] | 166 | Blue |
| Fog | 4 [R] | 49 | Blue |
| Flight | 3 [R] | 90 | Blue |
| Charm | 2 [R] | 110 | Blue |
| Fall Berg | 2 [R] | 135 | Blue |
| Flame | 3 [R] | 68 | Red |
| Geno-Flame [A] | 3 [A] | 166 | Red |
| Thunder | 3 [R] | 91 | Red |
| Geno-Thunder [A] | 3 [R] 2 [A] | 193 | Red |
| Power | 4 [R] | 62 | Red |
| Exa-Blast | 2 [R] | 152 | Red |
| Venom | 3 [R] | 45 | Black |
| Meteor Doom [A] | 3 [R] 3 [A] | 255 | Black |
| Curse | 2 [R] | 108 | Black |
| Dimension | 4 [R] | 83 | Black |
| Weakness | 4 [R] | 66 | Black |
| Necro Rebirth | 1 [R] | 97 | Black |
| Heal | 3 [R] | 65 | White |
| Area-Heal [A] | 2 [A] | 147 | White |
| Divine Ray | 2 [R] | 112 | White |
| Cure | 4 [R] | 54 | White |
| Halo | 4 [R] | 88 | White |
| Holy Word | 4 [A] | 183 | White |
| Protect | 4 [R] | 61 | Green |
| Silent | 4 [R] | 50 | Green |
| React | 2 [R] | 126 | Green |
| Accel | 3 [R] | 59 | Green |
| Paralyze | 3 [R] | 77 | Green |
| Solid | 3 [R] | 85 | Green |

XII. BATTLE FIELD EVENTS: [BFEV]

- Cortina & Zemeckis
- Cierra & Victoria
- Gish & Janfadar
- Gilsus & Brangien
- Vaynard & Isfas
- Schutleis & Soleil
- Shiraha & Kazan
- Layoneil & Esclados
- Cathleen & Zemeckis
- Liguell & Castor
- Zemeckis & Kiloph
- Cai & Languborg
- Vaynard & Esmeree
- Dinadan & Esclados
- Dryst & Adilicia
- Miguel, Liguell & Castor
- Helrato & Layoneil
- Mira & Millet
- Gereint & Ivan
- Bagdemagus & Shiraha
- Lance & Zemeckis
- Dryst & Cador
- Cador & Lance
- Vaynard & Esclados
- Vaynard & Dinadan
- Cador & Dinadan
- Vaynard & Cai
- Vaynard & Dryst
- Vaynard & Coel
- Gereint & Cador
- Halley & Zemeckis
- Halley & Iria
- Halley & Cador
- Merriot & Ulster
- Castor & Miguel
- Dryst & MelTorefas
- Layoneil & Dinadan
- Rain & Millet
- Gereint & Esclados
- Irvin & Lance
- Brangien & Lyonesse
- Dryst & Paternus
- Charlene & Guinglain
- Cai & Bagdemagus
- Zemeckis & Raizen
- Zemeckis & Charlene
- Vaynard & MelTorefas
- Lance & MelTorefas
- Lance & Daffy
- Lyonesse & Iria
- Esclados & Iria
- Zemeckis & Brangien
- Zemeckis & Morholt
- Merriot & Languborg
- Miguel & Liguell
- Camden & Kiloph
- Adilicia, Carlota & Aphelia
- Isfas & Zemeckis
- Gereint & Luintail

 |XIII. FREQUENTLY ASKED QUESTIONS: |

| [FAQS] |

Q: I have read an article that says this game is only produced in Japan and has never been released to U.S.. How come this is English?

A: The game that your talking about is probably Brigandine: Grand Edition - it is the remake of this game Brigandine: The Legend of Forsena (incase you still didn't know xD) - but unfortunately it was never released in the U.S..

Q: Does Brigandine: Grand Edition is still the same as this one?

A: It's much likely thesame with Anime (like) Scenes and many additions to its gameplay.

Q: It says in the game that Noie will die because of her illness. Is it recommended NOT to use her 'cause she's gonna die?

A: NO. You can use her as long as you want 'cause she's not gonna die in the middle of the game but ONLY when you already unified the continent using Norgard.

Q: Do I really need to change Lucia to Archer class before I can end her quest?

A: NO.

Q: Does Halley leave the monsters that are given to her when she leaves?

A: YES.

Q: How do I use Esgares Empire?

A: Coudn't you people read? Press L1 + R2 + ENTER at the country selection screen.

Q: How do I fight Bulnoil?

A: I have no idea on this planet on how to fight him. I guess you can't fight him here at LOF and maybe that's why GE is created for you to kick this geeks ass.

Q: Who got the highest RunePow of them all at level 30?

A: Lance

Q: Who got the lowest RunePow of them all at level 30?

A: Victoria (she sucks!)

Q: How do I get some opponent monster easily?

A: I'm not 100% sure about this but I'm using this sometimes and it works.

1st - Lower opponent monster's HP upto 1/8.

2nd - Cast Charm on the monster.

3rd - Cast Dimension and make sure it's out range to its masters RuneArea.

4th - Kill the knight that hold it or make them retreat.

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| XIV. THANK YOU & CREDITS: | [TYSC] |  
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- Thanks to this site <http://www.network-science.de/ascii/> for providing the title for this guide...More Powers.
- Thanks to gamefaqs for giving me an idea that even the most weirdest, Idiotic, dumbess and laziest person in the world like me could still create a guide which makes me proud of myself. MANY MANY MANY THANKS!
- Thanks to Atlus for making such great games.
- Thanks to Sony for creating the the PlayStationOne, the best console of its existence.
- Thanks to YOU for making such effort in reading this guide. You that it only takes a moment in saying thank you but it takes a whole day of reading this thing.

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