

Valkyrie Profile FAQ/Walkthrough

by Captain K

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Valkyrie Profile FAQ/Walkthrough (North American version)

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11-19-2006 Version 4.0 Put some actual information in the Cave of Oblivion section. Added a new section on manipulating random numbers. Added the Charge Times for Great Magic. Made the Dragoncastle Caverns walkthrough easier to follow. Put an easier method to operate the lily pads in the Cave of Thackus. Corrected Tower of Lezard Valeth walkthrough for hopefully the last time. Added pictures for those who can't reach the save point in Arkdain. Clarified the sleeping Guardain in Palace of the Dragon. Added the Trap Search and usage of some of the possessions in Items. Added multipliers for normal attacks and corrected some PWS multipliers. Added some notes on Attack Trust in Frequently Asked Questions.

07-29-2006 Version 3.5 Added the Flamberg (no "e") and Tri-Emblem to the items section and made the items section easier to read. Added how to get out of the first dungeon. Added the differences from the PSX to PSP version in the intro. And yes, Ether Strike really is Poison elemental.

07-19-2006 Version 3.4 Corrected the Seraphic Gate walkthrough and added two item drops there. Added the Lucid Potion trick to Hints and Tips. Added the Concentration glitch. More Frequently Asked Questions.

03-01-2006 Version 3.3 Corrected the Forest of Spirits walkthrough. Clarified the Tombs of Amenti reverse walkthrough. Even more Frequently Asked Questions (YES, THIS GAME IS EXPENSIVE!). General formatting cleanup in preparation for the VP: Lenneth PSP port.

08-30-2004 Version 3.2 Corrected the Charge Time for Jayle's PWS. Corrected the Tombs of Amenti walkthrough and added a way to get out. Clarified the Seal Rating requirement in the A Ending section. Added the Demon Sword "Levantine" (whoops) and made some notes in the Items section. Added the damage multipliers for spells to the Technical Info section.

04-18-2004 Version 3.1 More Frequently Asked Questions. Clarified getting the chests in Gorhia Cult HQ. Rewrote the A ending section to make it easier to understand. Added more to the Characters section and changed some ratings. Added more to the Technical Info section.

03-08-2003 Version 3.0 Added Technical Info section. Added two more Frequently Asked Questions. Added Books of Riddles, Cure Condition, Long Sword, Shiny Rupture, and Full Plate to items section. Added info on which weapons allow Valkyrie's level 2 and 3 Nibelung Valesti to items section. Other minor typos corrected.

07-21-2002 Version 2.0 Retyped large sections of the FAQ. Moved Frequently Asked Questions section up to the beginning and expanded it. Added Glitches section. Made some corrections on the events that alter your Seal Rating. Added a couple more dropped items from monsters. Added Darkness Arrow in Tombs of Amenti. Added a few more rooms in Lezard's Tower. Added the Status skills and CP costs for raising all skills. Corrected other minor misinformations throughout the FAQ.

11-21-2001 Version 1.4 Added the Eye of Heaven in Arianrod. Added more dropped items from monsters. Added the Darkness status effect. Added third strategy for sleeping Guardian.

8-30-2001 Version 1.3 Corrected error on Arianrod Labyrinth walkthrough. Clarified Dark Tower of Xervah walkthrough. Found extra room in Palace of the Dragon. Added some info on Artolian Mountain Ruins, Tower of Lezard Valeth, and Lost City of Dipan. Filled in a significant number of dropped items. Added Lamellar and Silver Mail to armor list.

8-12-2001 Version 1.2 Added solo games section. Added spell and status effect info the battle section. Added info on character's attacks. Filled in some more dropped items. Minor additions throughout the FAQ.

7-14-2001 Version 1.1 Added skills section. Added a lot of info to Transferring characters section. Filled in many blanks on dropped items. Completed item lists. Corrected typos. Improved formatting. Revised evaluation of Llewelyn from "very, very bad" to just "very bad".

7-01-2001 Version 1.0 First posting of FAQ. All Walkthroughs are complete at this point.

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0) Glossary

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DME - Divine Materialize Energy. These are the character's hit points. Since the characters are only souls, Valkyrie must use energy to give them physical form. When DME reaches 0, that character's body disappears.

PWS - Purify Weird Soul. These are extra-strong finishing moves that characters can use under certain conditions (see Battle system).

CT - Charge Time. If a character has more than zero charge time it will not be able to use a PWS move or magic.

MP - Materialize Points. These are the "money" that you use to create items with. Go to the status screen and select Divine Items to spend them.

CP - Capacity Points. These are points you spend to purchase skills for your characters.

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1) Introduction.

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Valkyrie Profile is one of the most unique RPGs ever made. It features half realtime/half turn-based combat, 2-D platform game movement, and a story plucked from Norse Mythology. This guide will show you every nook and cranny of the game's three modes. I have left the story details out of the guide intentionally, but there are still numerous spoilers throughout in regards to solving puzzles, recruiting characters, etc. So if you like to experience your games slowly, read ahead at your own risk.

When you first start the game, you'll notice that there are three game-modes to choose from: Easy, Normal, and Hard. In each version, you will earn varying amounts of experience from the enemies. Also, the dungeons that appear in each mode vary, and there are more characters available in the harder modes. Hard mode is not really that hard, it's just longer and has some unique dungeons with more difficult puzzles. I really don't recommend Easy mode at all. Normal has everything it has to offer and then some. Plus the end of the game is actually harder in Easy than the other modes because you can't get any really good weapons.

I've referenced information from three other FAQs for this game, Keith Rhee's Best Ending Guide (in the Endings section), Steven Bruck's Hard Mode Guide (in the walkthrough for the Clockwork Mansion), and Aryuze

RV's Debug Mode FAQ (in the Transfer section).

The walkthroughs may look confusing at first. They are telling you the direction you must exit each room. "Right" means to exit the room on the right side. "Up" means to push up where it says "To the Rear". "Down" means to push down where it says "To the Front". If there is more than one exit available on the side of the room, then I will clarify which one to use. "Up and to the right" does not mean exit up, then exit right. It means move to the upper part of the screen, then exit right. This will make more sense when you start playing. In most cases, I will not specify where the treasure chests are in the room. If I list a treasure as being in a room and you do not see it, check behind scenery and on top of high ledges. Note that you can use the X button to pick up a hidden chest and walk with it to where you can open it more easily (set it down with the circle button). Also, for artifacts, I have put an asterisk (*) by the ones that you should definitely keep.

But note that you can keep all the artifacts in the game without penalty as long as you transfer at least one character per chapter.

NOTE IF YOU'RE PLAYING THE PSP VERSION

The PSP version of the game is based off the Japanese PSX version, not the superior North American version. This guide will still work, but there are some differences you should be aware of:

The anime and FMV scenes have been replaced with 12 CGI movies.

You cannot sort items.

Only your active party can change equipment.

If you switch Valkyrie from bow to sword or vice-versa, all her skills will unequip themselves. This could cause you a problem during the A ending, when she automatically gets a sword.

Some enemies like Barbarossa do not cast their Great Magics. So they will be quite a bit easier on this version.

Some of the North American censorship made it into this version (Badrach's smoking is gone), while some didn't (Lezard has a pentagram when he teleports).

The original North American voices are there, but there are new voice actors for the movies (except Lenneth, who has the same voice actor).

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2) Frequently Asked Questions
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Q: Why is this game so expensive?

A: Supply and demand. Only 73,000 copies were sold in North America. In addition, the game is extremely sensitive to scratches. The smallest scratch can make it unplayable, so not all of those copies work. Combine that with excellent word of mouth that this is a must-play game, and the game is suddenly impossible to find for less than \$100.

Q: Where can I find this game?

A: Ebay is the only consistent place to find it, but be prepared to pay steep prices. If you don't mind importing, it's very easy to find a Japanese copy (it has been reprinted several times). Be careful about buying this game used - see above note about scratches. If you own a PSP, you can now get Valkyrie Profile: Lenneth, which is the same game with minor changes.

Q: How do I get out of the first dungeon?

A: Go back to the beginning where the Fairy is. Place crystals on the wall with the square button and climb out.

Q: Where are the Flame Jewels? (Lotus Gems for the Japanese version)

A: In the Hard Mode dungeons. There's one in each of Salerno Academy, Dark Tower of Xervah, Citadel of Flame, Sunken Shrine, Arianrod Labyrinth, Celestial Castle. There's two in the Tombs of Amenti. Clockwork Mansion does not have a Flame Jewel.

Q: Which artifacts should I keep?

A: All of them. Seriously. As long as you transfer at least one high Hero Value character per Chapter, you will suffer no negative effects from this. If you insist on sending something to Odin, at least keep the ones I've marked with an asterisk (*) in the walkthrough.

Q: How do I use the Holy Grail?

A: You don't. Leave it in your inventory and each Chapter it will produce a Holy Drop that you can Use. The Golden Fowl works the same way. Note that having two Holy Grails doesn't increase the number of Holy Drops, so you can transmute one into a Bracelet of Zoe.

Q: Why won't my Seal Rating go down?

A: You're looking at the Evaluation, not the Seal Rating. Seal Rating is on Valkyrie's Status screen, where Hero Value would be on other characters.

Q: Who do I transfer in Chapter 3 if I don't have an archer?

A: Don't worry about it. You don't have to meet Freya's requirements exactly. Just send someone with a high Hero Value and you'll be fine.

Q: Easy, Normal, Hard. Which should I choose?

A: Hard mode is the best overall. You can get every character, and they all start at level 1, so you can make them stronger by using Bracelets of Zoe. Hard has eight dungeons that aren't in the other modes, and they are all puzzle-oriented. If you're not good at solving puzzles, pick Normal, because the dungeons are easier to get through. Don't ever play Easy, unless you want an extra challenge. Normal has everything that's in Easy mode, and more. You can't get any of the good weapons or skills in Easy, so it's actually harder than the other modes. Although you can reach the Seraphic Gate from all modes, you can only open the locked doors with the Flame Jewels found in Hard mode.

Q: Will there be a sequel to this game?

A: YES!!! Valkyrie Profile: Silmeria is now out for the PS2. It has a better story than VP1 but weaker gameplay, so it's a bit of a different experience.

Q: What's Attack Trust, Hit Trust, and Defend Trust?

A: These are a sort of average of the hidden stats of equipment. Each weapon has four hidden stats (chance to do full damage, random variance of damage, chance to stun, and something relating to hitting the enemy). The most

noticeable effect of Attack Trust is the random damage dealt. For example, the Angel Slayer, most powerful sword in the game has an Attack Trust of 1. Sometimes it will deal amazing damage, sometimes it will deal laughable damage. As a general rule, the higher the Attack Trust, the more reliable the damage that will be dealt. There are exceptions however (Faim Fenn and Foul Slayer). You can safely ignore Hit Trust and Defend Trust - you won't notice any effects from these during the game.

Q: What are the Xs and Os in the weapon descriptions?

A: Each character has three potential attacks they can use. The weapon equipped determines which are available. Valkyrie starts with an O X X weapon, so she can only use her first attack. The weapon Freya gives her at the end of the first dungeon is O O O, so she can attack three times.

Q: Can I beat Brahms in his castle?

A: Yes, you won't be able to hurt him with physical attacks, but magic works on him. Just make sure you have lots of Union Plumes to bring back the people he kills while you wear him down with magic. Note that beating him, losing to him, and choosing not to fight him all have the same effect.

Q: What do I do at the end of the Cave of Thackus?

A: If nothing happens when you reach the end, you forgot to get the item from the wizard's body. Go back to the dead body and search it to find what you need.

Q: Why can't I find Lezard?

A: You must complete Lezard's Tower in Chapter 4. If you leave the tower, make sure you don't see any cutscenes (such as recruiting another character). If this happens, Lezard will be gone permanently and you won't be able to meet him or get the A ending.

Q: How do I open the bookcase in Dipan?

A: Go outside the castle into the town. Enter the very first building that you come to and go upstairs. Talk to the woman there and now you can open the bookcase.

Q: How do I stop my weapons from breaking?

A: Stop using them. Most weapons that you find in dungeons have a chance of breaking at the end of each round of combat. Don't equip these weapons unless you're fighting enemies that they should be used against (like Dragon Zombies for the Dragonslayer). Note that the only time the game checks for breakage is when control shifts from the characters to the enemy. So if you can kill all the enemies in one turn, there is no chance of weapon breakage. Wands use a different system however. Wands have no chance of breaking with normal spellcasting, but can break anytime you use them in a PWS.

Q: How can I get better weapons?

A: In Lezard's Tower(Chapter 4, Normal and Hard modes only) there is an accessory called the Creation Gem (*not* the Gem of Creation! That is a totally different item!). When you get it, equip it on Valkyrie. Now transmute the Fairy Bottle (Normal) or Manual of Resurrection (Hard) to get an Orihalcon. Transmute the Orihalcon to get a Creation Jewel. If you don't

have the Fairy Bottle or Manual just try and save up 100,000 MP to buy Orihalcon in Chapter 6. Unfortunately, in Easy Mode you can't get any of these goodies. So you're stuck with what you can Divine.

Once you have the Creation Jewel, equip it on Valkyrie and start transmuting away. Some of the best items:

Broken Armor: Glare Sword

Broken Blade: Glare Guard

Broken Spear: Crimson Edge

Book of Everlasting Life: Icicle Sword

If you can manufacture another piece of Orihalcon, transmute it into Gram, a super-strong sword.

Q: Any websites for this game?

A: Check the webring:

<http://www.ringsurf.com/netring?ring=valkyrieprofileweb;action=list>

These sites are also good:

www.clubsquaresoft.com/media/valkyrie-profile

<http://tartarus.rpgclassics.com/~valkyrie/>

Q: Is Gabriel Celeste a guy?

A: Yes. This has been debated for some time, but Radiata Stories cleared it up for us. He is very definitely male.

Q: Do I have to do everything that comes up in Spiritual Concentration?

A: Nope. You may not want to go through the Caves of Oblivon. They're somewhat random and can be dangerous. Many of the monsters will wipe out parties in the early chapters.

Q: How do I defeat Bloodbane?

A: Bloodbane is one of the hardest enemies in the game because most of his attacks hit the whole party. First, make sure everyone has level 8 Guts. Then give everyone the Auto-item skill and set it so Union Plume is at 100%. Equip your front-line people with any guard that shoots out stuff like Extreme Guard, Star Guard, Glare Guard, etc. Bloodbane's accuracy isn't that great, so these will sometimes damage him and break up his attack. Anything that reduces fire and lightning damage helps, as do Mighty Checks (for the status-changing attack Diseased Tempest).

The second problem is that he casts Heal on himself on every round number ending in zero (every ten turns). If you don't combo your attacks effectively you won't be able to kill him. Here's one strategy that works well. Equip a Fairy Ring on your mage. On Round 1, cast Might Reinforce. Do normal attacks with the other characters (no PWS!). On Round 2, Cast Sap Guard. Again do normal attacks only with the other characters. On Round 3, chain all four of your PWS together for a massive damage combo. This should drain about 2/3rds of his life. After that keep attacking him and try to get his remaining hitpoints below 30% by Round 10. Once his hitpoints are below 30%, he will no longer use Heal, but will start wasting your party with the powerful Gravity Blessing spell. Just keep attacking and try to kill him before he wears through your Auto-Item/Guts combo.

Q: Where's a good place to level up?

A: In Chapter 3, you can go to the Oddrock Caves of Camille Cemetary

(Normal and Hard modes). It only costs 1 period to visit them. In Chapter 5 you can go to Arkdain Ruins. There are three ways to fight an infinite number of enemies here:

1) Exit the castle (to the woods outside the gate), then go back in.

All the enemies will reappear.

2) Near the boss room is a trap where you must kill all the enemies to escape. You can keep going in this room and the enemies will reappear.

3) Open a chest, fight the monster, don't take the treasure. Leave the room and come back, and the chest will reset. This is the worst method, but I mention it out of a sense of completeness.

Q: How do I access the Voice Collection?

A: On the title screen, go to "Sound Mode", then "Voice Collection".

It's amazing that this is a frequently asked question.

Q: Why did my Voice Collection disappear?

A: It draws from your saved games on the memory card. If you erase your save files, your voices go too.

Q: Are these the same voice actors from Pokemon/Slayers?

A: Yes. Go to www.imdb.com to learn more about voice acting. Note that the PSP version has new actors for the cutscenes (other than Lenneth), but the other voices are the same as the original version.

Q: How do I get all the quotes for (boss)?

A: You can spend hours fighting the bosses and still not hear all their quotes. So don't waste your time trying. Instead, try to complete 95% of your total voice collection (all characters combined) and the remaining 5% of the voices will fill in, including those boss quotes you couldn't get.

*** SPOILER WARNING ***

THE FOLLOWING QUESTIONS CONTAIN MILD STORY SPOILERS

Q: What happens when you lose the War in Asgard?

A: You can't. The lowest you can go down to is two Asgard warriors (if you don't transfer anyone in all eight Chapters). You also can't win the war. In other words, it has no effect on the game.

Q: Is Valkyrie Platina?

A: Yes. It should be obvious if you watched the intro.

Q: How did Lawfer die?

A: The game does not say. Most players believe he either died breaking Roland out of jail or on a dangerous adventure after breaking Roland out. Perhaps he was killed chasing down Grey. In the official VP manga, he was turned into a vampire and killed by Arngrim.

Q: Who's Lady Beliza?

A: She is never mentioned again in the game after the Belenus scene. A dropped plot-thread, most likely. The text in the Japanese version is

slightly different for that scene. It implies that Belenus's wife summoned the vampire because she was jealous of Asaka.

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3) Battle system.

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- a) Basics
- b) Spells
- c) Status effects

a) Basics

When a battle begins, the screen shifts and you will see your characters on the right side of the screen and the enemies on the left. Your characters are always in a diamond formation that corresponds to the buttons on the gamepad. Triangle is the top character, Circle the right character (the only one on the back row), X is the bottom character, and Square the left character. Enemies will number from 1 to 4, and they will either be in diamond (3 front, 1 back), square (2 front, 2 back), triangle (2 front, 1 back), or line (1 front, 1 back or 1-3 front) formation. Back row enemies can only be attacked with magic or bows. Very few enemies will attack back-row characters at all.

At the top-left of the screen there is the word "Target" along with the name of the monster currently being attacked and a bar showing that monster's approximate amount of hit points. To change which enemy you are targeting, push the directional pad.

At the top-right is a circle with a number in it that tells you the current turn number. This helps you keep track of the duration of your spells. Below that is a diagram of the button layout on the gamepad. The buttons that are lit up indicate characters which are eligible for attack. Also, a number is present (1, 2, or 3) which indicates the number of attacks that character can make. The weapon you have equipped will determine how many attacks you will get.

Along the bottom of the screen is the information about your party. It will have each character's name, DME, and a bar to show how much charge time has been accumulated by that character. When a character has more than zero charge time he/she is not able to use PWS moves or Magic.

When you attack an enemy, the character information disappears and is replaced by a circle in the bottom-left corner. This indicates the number of consecutive hits that characters have inflicted on the enemy. If too much time is spent in between attacks, this number resets to zero. Alongside this circle is a bar. When hits are scored, the bar is increased (the amount depends on the attack that was used) and a number below the bar increases. When this number reaches 100, characters that participated in the attack are eligible to use PWS moves. This will be referred to as the energy bar hereafter.

Each hit in a combo increases the damage by 1 percent. For example, when the number of hits is 25, the 26th hit will do 125% of its normal damage.

When the energy bar has reached 100 and everyone has stopped using their normal attacks, the screen will turn dark. The energy bar resets to 80 and begins draining rapidly. There is also a bar in the middle of the screen that will drain rapidly. To the right is a display of which characters are able to execute a PWS. Note that characters that have charge time, did not

participate in the attack, or were blocked by the enemy will not be able to use a PWS. Simply press the button for the eligible character to use the PWS. The character will leap forward and do their move on the enemy. These moves will also increase the number of consecutive hits and increase the energy bar as well. If the energy bar reaches 100 again, another character's PWS may be executed. However, this time the energy bar resets to 60. So it will be a little harder to reach 100 again. After the second PWS, the bar resets to 40. If the third character can get the bar back up to 100, the fourth character may use their PWS.

If you successfully chain three PWS together, the third one will do 1/3 more damage than normal. The same is true for the fourth PWS in a chain. This is why you should save your most powerful PWS for last (Freya). There may also be a bonus multiplier for an extremely high number of hits (75+), but this is unconfirmed at this time.

When battle begins, the first attack is determined by whether Valkyrie was able to hit the monster with her sword or not. If she did, the characters will have the first attack and will have zero CT. If Valkyrie bumped into the monster, one of two things will happen. Either the enemies will attack first, or the characters will strike first. But if the characters strike first, they will all start with 1 CT. Equipping a character with a Scout Orb increases the chances that the characters will strike first.

After the characters attack, the enemies will have their turn to attack. When they are finished, it is the characters' turn again. This continues until either all characters or all monsters are dead. If the characters die, the party will be ejected from the dungeon and back to the world map. This is not bad in and of itself, but it does waste time that may be needed for other things.

Hitting the enemies in certain situations knocks items out of them. If you hit them in the air (juggling), you may get a magic crystal. If you hit them while on the ground (laying on the ground, not standing and reeling backwards), you may get a purple gem. Each magic crystal increases the amount of experience you gain at the end of battle by 5 percent. You can get a maximum of 40 crystals which is 3 times the normal experience. Purple gems are distributed randomly by the game to reduce CT. You can't control who gets the gems, so try to knock as many out as possible to increase the odds of your mage getting them. Occasionally a treasure chest will be knocked out instead of a crystal or gem. Each monster will only give up 1 treasure chest. Treasure is awarded at the end of the battle, and most monsters have two different treasures that may be given.

Pressing the Select button (or L3 button on a Dual Shock controller) brings up a menu. Here you can change your party's formation, change a character's weapon (this uses up their turn), have a character use an item, cast a more powerful magic spell that either hits all enemies or does extra hits to one enemy, or flee the battle. Fleeing is a good option when you get in a battle that's over your head. Also on this menu you can select end turn. This lets the monsters go when you don't want to use all of your character's attacks. Some spells like Heal can only be cast from this menu.

After a battle is over the characters will gain experience and also receive any treasures that they may have knocked out of enemies.

b) Spells

Spells can be cast in one of two ways. Each mage can have one offensive spell

selected to cast (choose which one from the "Ability" menu). These spells are cast by pressing the mage's corresponding attack button in combat. The other way to cast spells is from the combat menu (press Select button). Any spell in the mage's inventory can be cast from this menu. This is the only way to cast non-offensive spells like Heal.

Offensive spells cast from the combat menu are identical to those cast with the attack button, with the following exceptions:

Mystic Cross, Poison Blow, Lightning Bolt, Fire Storm, Icicle Edge, and Shadow Servant will strike for full effect on all enemies instead of one.

Also, you usually cannot combo off of spells cast in this way (the hit meter and energy gauge do not appear). However some spells like Fire Storm cause a long enough hang-time for you to get a combo in.

Offensive spells have two versions for their PWS. The first is a regular PWS which is just the normal spell being cast three times in succession. The second version is called Great Magic, and can only be performed by a mage equipped with the following wands:

Element Scepter
Ether Scepter
Infinity Rod
Unicorn's Horn
Wand of Apocalypse
Wand "Mystic Sage"

Great Magic hits all enemies, and is usually much stronger than a regular PWS.

Here are all the offensive spells. After each spell is its charge time for normal casting, additional charge time for a PWS/Great Magic, number of hits for normal casting, amount added to energy gauge for normal casting, number of hits for Great Magic casting, and amount added to energy gauge for Great Magic casting. Not listed is the number of hits and energy provided by regular PWS (it's just three times the normal casting amount).

Note that the number of hits listed is the maximum possible. Actual hits will vary depending on enemy size and shape.

Sacred Javelin	3, 3/2, 5, 10 each hit, 3, 21 total	
Mystic Cross	6, 4/0, 4, 10 each hit, 7, 70 total	
Stone Torch	3, 3/2, 1, 5, 3, 48 total	May turn the enemy to Stone
Poison Blow	3, 3/2, 1, 5, 3, 51 total	May Poison enemy
Prismatic Missile	10, 0/0, 5, 10 each hit, 3, 48 total	May cause random status ailments in enemy
Lightning Bolt	9, 1/0, 3, 8 each hit, 4, 48 total	
Fire Lance	3, 3/2, 2, 20 each hit, 5, 20 total	
Fire Storm	2, 2/3, 1, 50, 1, 50	
Frigid Damsel	5, 5/0, 3, 15 each hit, 4, 64 total	May Freeze enemy
Icicle Edge	5, 5/0, 3, 5 each hit, 2, 50 total	May Freeze enemy
Dark Savior	3, 3/2, 3, 5 each hit, 1, 50	
Shadow Servant	5, 5/0, 3, 15 each hit, 7, 50 total	

Here are the support spells and their charge times:

Normalize	(1)	Cures status ailments in 1 person.
Heal	(5)	Restores 80% of maximum DME to whole party
Reflect Sorcery	(8)	Causes enemy spells to be reflected
Might Reinforce	(3)	Increases attack power of whole party
Spell Reinforce	(3)	Increases magic power of whole party
Guard Reinforce	(3)	Increases RDM of whole party
Invoke Feather	(5)	Restores slain character with 50% DME
Shield Critical	(6)	Completely worthless spell. Trust me.
Sap Guard	(1)	Decreases enemy RDM and Defend Trust
Sap Power	(1)	Decreases enemy attack power
Dampen Magic	(6)	Attempts to inflict Silence on all enemies

The best offensive spells are Mystic Cross and Poison Blow. Mystic Cross does lots of hits and has the most powerful Great Magic. Poison Blow does very high damage and there are many enemies weak against Poison.

The best support spells are Sap Guard and Might Reinforce. Heal and Invoke Feather are handy also.

c) Status Effects

Poison: slowly lose DME each round.
 Frozen: can't move. Being hit breaks you free.
 Faint: can't move. Being hit breaks you free.
 Paralysis: can't move.
 Silence: can't cast magic.
 Stone: can't move.
 Curse: can't perform PWS, can't change equipment (even outside of battle!) It is unknown what negative effect it has on an enemy.
 Darkness: I'm not sure what this does. May affect hit rates.

All of these status effects (except possibly Darkness) can be produced by the Prismatic Missile spell. All bosses are immune to status effects except for the Sivapithicus in the Forest of Spirits (probably a programming oversight on that one). All can be cured with the Cure Condition skill except for Darkness and Faint.

All status effect wear off with time, but some last longer than others.

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4) Crystal tricks.

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Pressing the square button when inside a dungeon shoots out a blast from Valkyrie. If it contacts a solid surface it will form a crystal. Shoot the crystal again and it will form a large crystal. Shoot the crystal a third time and the crystal will shatter, producing a cloud of dust that lasts for five seconds and drifts slowly downward. You can have up to three crystals (large or small) active at one time. Making a fourth causes the first one to disappear.

Valkyrie can stand on crystals. Jumping on a crystal once will cause it to crack. Jumping on it a second time will cause it to break. Large crystals crack the second time they are jumped on, and break the third time. Crystals can also be broken with your sword.

A broken crystal turns into 1 rectangular block and 1 small sphere. These can be picked up with the X button. When picked up, they can be

thrown with the X button or dropped with the Circle button. These broken pieces float in water, and can be used as stepping stones. I recommend ignoring the small spheres and just working with the rectangular blocks. You can have up to three sets of broken pieces at one time. Making more causes the first set to disappear.

To ascend a wall, place a crystal, jump on it, place another crystal, jump on it, and so on.

This is the procedure to make something to stand on when you can't reach an overhead ledge. Make three ice crystals on the ground and shatter them with your sword so that you have a bunch of ice chunks. Now, form a large crystal on the ground under the end of an overhead ledge (not directly under the ledge, inbetween the two ledges). Pick up a large ice chunk with the X button, and lay it on top of the crystal with the circle button. Repeat this with the other two large ice chunks. All three chunks should be laying in the same spot on top of the crystal. Now jump on top of the crystal, to the side of the chunks (not on top of them). Press the X button to pick one up, then drop it immediately with the circle button. It should stack on top of the other chunks. Press the X button again, and pick up one more chunk. Drop it with the circle button. Now you should have a stack of three chunks on top of the crystal. This is what it ends up looking like:

x=chunk, C=large crystal

```
x
x
x
CCC
CCC
```

You can now stand on the top of the stack and jump to reach whatever you need to. Note that the crystal will not break if you are standing on the broken pieces on top of it. This trick is referred to in the walkthroughs as "crystal steps". In most cases two steps on top of the crystal are sufficient to reach whatever it is above you. It takes three steps to reach the chests in the bell tower at Goria Cult HQ, and to reach the chest at the end of Palace of the Dragon requires you to build your large crystal on top of the artifact treasure chests.

When a cloud of dust is formed from shattering a crystal, Valkyrie can jump and stand on the middle of the cloud. When Valkyrie is standing on this cloud, it will not disappear after five seconds. It will disappear when she jumps off or if it touches the ground. You can use this as a stepping stone to reach higher areas. I will refer to this in the walkthrough as "crystal dust" or "dust cloud".

Shattering a crystal when Valkyrie is next to it will fling her away. She can shatter a crystal she is standing on and it will fling her upwards. There is no reason to do this, however, as it does not increase her jump height. A more useful application is to shatter a crystal on the ground while ducking next to it. This will fling Valkyrie away horizontally, allowing her to cross a narrow horizontal distance. Some dungeons require this trick to advance. I will refer to this trick in the walkthrough as the "crystal bounce."

Although it's not necessary for any part of the game, there is a neat trick you can do to walk through the air. It's useful in the Dark Tower of Xervah where you normally have to jump across those shifting platforms. What you do is shoot a crystal onto the ceiling, then turn

it into dust. Jump onto the dust platform, standing on the edge of the cloud. Now make another dust cloud on the ceiling and jump onto it. By repeating this, you can slowly make your way across the top of the screen riding the dust clouds.

Many of the treasure chests in the game require a combination of step-building and cloud-riding to reach. There is often more than one solution, so the methods I list in this FAQ are simply the ones I used.

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5) Transferring characters to Asgard
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In order to get anywhere in this game, you must transfer the warriors you've trained up to Valhalla. Don't worry, in most cases you will get them back at the end of the game. There are certain requirements to meet in each chapter for the warriors you send up. You don't need to meet all of the requirements, but try to meet as many as possible (at a bare minimum the Hero Value). You do not need to send people up at the beginning of the Chapter. You can wait until right before the Sacred Phase to do so. Just don't wait too long!

During the Sacred Phase, you will receive a certain number of Materialize Points to spend creating items. This number is increased by roughly 1000 points per person you transferred during the chapter. So, if you transfer two people per chapter, you will end up with about 2000 points more than if you transferred no one. But note that Transferring two people may prevent you from getting the A ending - see the Endings section for details.

Also during the Sacred Phase, Odin will give you items. The items that you get are determined by the combined Hero Value of all the Einherjar you have transferred throughout the game. Transferring one high Hero Value person per Chapter is sufficient to get the best items available. If you're not getting all of the "best items" listed in the following section, try transferring two characters instead of one.

There are some special scenes you can see during the Sacred Phase if you transfer two certain characters at the same time. They are:

Lawfer and Kashell (Chapter 3)
Badrach and Jelanda (Chapter 7)
Suo and Shiho (Chapter 7)

Note that if you go for the A ending you won't be able to see the Suo/Shiho scene and the Badrach/Jelanda one also.

This info originally came from Aryuze RV's Debug Mode FAQ.

Also note that Arngrim, Mystina, and Gandar can never be transferred.

Here are some quick recommendations for each Chapter. Read the section below for more detail.

Chapter 1: Llewelyn
Chapter 2: Belenus (or Lawfer or Jun)
Chapter 3: Janus (or one of your extra mages)
Chapter 4: Jelanda (or anyone else)
Chapter 5: Yumei (or Lucian)
Chapter 6: Lucian (or Jayle or Grey)
Chapter 7: Shiho (or Lorenta)

Chapter 8: None (or Suo)

Requirements:

Chapter 1: Hero Value 40. You have a choice between Llewelyn, Belenus, and Jelanda. I recommend Llewelyn, because he's not too great in combat and his Hero Value is too low to meet any other Chapter's requirements easily. Belenus will score much higher, however. If you do send Llewelyn make sure he is at least level 3 with all of his traits maxed out. Also make sure he is wearing some basic equipment.

Best items available: Element Scepter, Fire Lance, Frigid Damsel, Wait Reaction, Normalize, Combo Counter, random weapon (either Lightning Edge, Spinning Spear, Elemental Edge, Holy Prayer, Go-Shorai Blade, or Supreme Crossbow)

Chapter 2: Hero Value 50, a Warrior, Tactics, Leadership, Identify. Again, Belenus is a good choice as is Lawfer (Normal and Hard modes). You might have Jun by this point, and he works as well.

Best items available: Element Scepter, Lightning Bolt, Shadow Servant, Splash, Heal, Throw, Extreme Guard, Emerald Necklace

Chapter 3: Hero Value 65, an Archer, Find Trap, Survival. This one's simple: Janus. Llewelyn can be sent, but I don't recommend it, as Odin will not give you the best items. However, there is a chance that you won't have Janus by this chapter, so just use whoever's available.

Best items available: Element Scepter, Icicle Edge, Fire Storm, Darkness Arrow, Reflect Sorcery, Auto Item, Faim Fenn, Holy Grail, random weapon (either Radiance Sword, Heart Piercer, Ignite Sword, Acceptor Rod, Ten-Horin Blade, or Crescent Arrow)

Chapter 4: Hero Value 80, Negotiator, Trick, Demon Int, Hear Noise. Anyone can meet the skills requirement for this one. The negotiation aspect can be achieved by equipping someone with the "Angel Lips" accessory (+1 to their evaluation for each equipped). You might want to send up Jelanda at this point as you've got both Nanami and Yumei for magical support by now.

Best items available: Ether Scepter, Mystic Cross, Resist Damage, Invoke Feather, Bracelet of Zoe, Spell Reinforce, Concentration, Coin of Fortune

Chapter 5: Hero Value 90, Nimble, Swimmer, March, Attack Pow, Resist Damage, Defend. This is the first of the tricky ones. Yumei is the only Swimmer, but she can't have Attack Pow. Nevertheless, Yumei will score extremely high if you send her with all the other skills listed. Other choices for Nimble include Jun and Lucian (Normal and Hard modes). The transferred character also gains +1 to their evaluation for each "Pearl of Karula" equipped. Check the "A" ending section for more information about transferring in this Chapter.

Best items available: Ether Scepter, Guard Reinforce, Poison Blow, Holy Wand "Adventia", Stone Torch, Star Guard, random weapon (either Scarlet Forge, Holy Halberd, Violet Forge, Absolute Force, Demon Blade, or Shiny Rupture)

Chapter 6: Hero Value 100, Brave, a Sorcerer, Monster Int, Hit. Another tricky one, because there are no sorcerers with either Brave or the Hit skill. If you're only going to send one Einherjar, make it a

warrior, because sorcerers do not score well in this Chapter. Options for Brave include Grey, Jayle, and Janus. Also, the transferred character gains +1 evaluation for each "Flame Bandanna" equipped.

Best items available: Ether Scepter, Dark Savior, Prismatic Missile, Dampen Magic, Tome of Alchemy, Wand of Exchange

Chapter 7: Hero Value 110, Undead Int, a High Level Sorcerer, Avoid, Resist Magic. Several options here: Nanami, Yumei, Lorenta (Normal and Hard modes), and Lyseria (Hard mode). Take your pick. Note that if you transfer Lyseria, you will not get her back at the end of the game (it's a bug).

But on the other hand, you get to see the goofiest picture in the game when she's in Asgard (unless you're going for the A ending).

Best items available: Ether Scepter, Sacred Javelin, Shield Critical, Might Reinforce, random weapon (either Ice Coffin, Arc Wind, Bahamut Tear, Noble Desire, Ana-no-Murakumo Blade, Last Avenger, or Gram). You might want to reset if you don't get Gram. It's much better than the other weapons.

Chapter 8: Hero Value 120, March, Brave, Fight, Counter, Leadership, Formation. Although you don't really have to send anyone up in this Chapter, it does increase the Materialize Points you're given at the end of the Chapter if you do so. Suo is the perfect candidate this time.

It's also been reported that you can get a Great Spear "Dinosaur" in one of the Sacred Phases. I've played the game through more than 20 times, and I've never seen it. Consider yourself extremely lucky if you get it.

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6) Walkthrough - Chapter 0
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After the introduction, you will find Arngrim and Lawfer battling a Lesser Harpy. This is an easy fight, just press their buttons to kill the creature.

After some more exposition, you will battle the transformed Jelanda. Valkyrie, Freya, and Arngrim are available. You may notice that Freya's attack is very slow. In order to combo with her, press her button first. Then pause and press Valkyrie and Arngrim's buttons.

Next is the battle with Lombert. Again this is an easy battle.

After you use your spiritual concentration, hold the Circle button and fly towards the red dot. Note that you can change the way the map looks by pressing the select button. I prefer the full-screen map myself. When you are looking at the red arrow, press the X button to enter the Artolian Mountain Ruins.

Artolian Mountain Ruins

Lesser Vampire HP: 400 Weak: none Drop: Sage, Vegetable Seed
Ghast HP: 600 Weak: none Drop: Long Sword, Leather Armor
Pongo HP: 1000 Weak: none Drop: Normalize, Fire Lance
Dragon Servant HP: 500 Weak: Ice Drop: Chainmail, Broadsword
Elder Vampire HP: 4800 Weak: None Drop: Aqua Vitae

Items found (Normal and Hard modes): Iron-Barred Key, Eye of Heaven,

Vegetable Seed x3, Book of Everlasting Life, Angel Curio, Savory, Quartz Gem, Nightshade, Element Scepter, Fox Glove, Fire Lance, Treasure Search, Lapis Lazuli, Sealed Box, Jeweled Blade "Grimrist"

Items found (Easy mode): Iron-Barred Key, Vegetable Seed x3, Book of Everlasting Life, Treasure Search, Sealed Box, Jeweled Blade "Grimrist"

Inside the ruins, Freya will give you tips as you move along. Let's take a moment to go over all the menu items:

Press the Triangle button to open up the menu. You will see your current party as well as their DME and experience. First select skill at the top of the screen and press the X button.

In the skill menu you will see a character and the words Learn/Set Up/Traits. First press learn. You can move the cursor around and spend CP for the characters to learn skills. I suggest for new characters to learn the Counter skill from Status skills, and the First Aid skill from Reaction skill. After you've learned some skills, go to Set Up to assign them. Most skills will not work unless you assign them! You can set two Reaction skills, one Support skill, and one Attack skill. Status skill are always available and do not need to be set up. Reaction skills and support skills work automatically at the appropriate times. Attack skills require a certain button sequence to be pressed before they will activate in combat. Status skills work automatically except for Counter, which requires a button press in combat. Also from the skill menu you can increase a character's Traits by spending CP. These increase the character's Hero Value and make them better suited for the war in Asgard. Note that Arnggrim, Mystina, and Gandar cannot be transferred to Asgard, so increasing their traits is useless, and also increasing any Status skill for them that does not have a combat effect is also useless.

The next section in the menu is Use Item. The first thing you can do here is use an item for some special effect. Note that most items have no effect in and of themselves. The second thing you can do is Transmute an item. This changes the item into a totally different item. If Valkyrie is equipped with either a Creation Gem or a Creation Jewel, the things she can transmute changes. Finally, you can convert items into Materialize Points. This enables you to change unwanted items into MPs so you can buy other things.

The next section in the menu is Divine Item. This allows you to spend Materialize Points to create items, weapons, armor, and equipment.

The next menu section is Party. Here you can change the members of your party with any other characters you may have available. Valkyrie can never be removed from the party. Also in this menu is the Experience Orb. At certain points in the game, you will earn Event Experience. All such experience is stored in the Orb. When you come to this menu you can allocate that experience to whichever party member you choose. The last item on this menu is Practice. This enables you to fight an unkillable enemy to practice your combos on. Select Flee in order to end your practice session.

The last item on the top row is Ability. This lets you select which spell a mage will use to attack with normally, which order a warrior's attacks will come in (if they have more than one attack), and which attack they will use to counterattack. If you find a warrior is not connecting with their multiple attacks (like Aelia) come to this screen and change the order up.

On the next row is Equipment, which lets you change a character's

weapons, armor, and other equipment.

Transfer sends a character to Valhalla. The character is gone from your party until the end of the game. You can transfer a maximum of two characters per chapter. See the Transferring Characters section for more information.

The next item is Status, which shows you each character's statistics and some other information about them.

Configure lets you set up the audio and visual aspects of the game and also change the buttons on your controller. If you do not have a stereo television, set the sound output to Monaural or many of the voices will be muffled.

The last item on the menu is Data. This lets you save your game to a memory card, or load a previously saved game. It takes two blocks of memory to create a savefile.

Now for the walkthrough. Note that this dungeon is different in Easy mode! There is nothing past the Treasure Search room, and the boss is where the boat would normally be.

Go right, right, up, get the Iron-Barred Key, go down, down, take the first passage up, (Eye of Heaven), down, left and up, left. There is a Vegetable Seed and Book of Everlasting Life in this room. Go down, left and up, then climb the wall to find an Angel Curio, Savory, Quartz Gem, and Nightshade. Now go down, right, ride the boat (Element Scepter), right, up, (Fox Glove, Fire Lance spell), down, left, left, up. Take the bottom-right exit. Slash the pillar with your sword, then go left, up and right. There are two Vegetable Seeds and a very important item, the Treasure Search here. The Treasure Search is rather hard to reach. Climb the right wall with crystals, then jump off the platform to the left and shoot a crystal on the side of the platform with the chest. Now climb the right wall again using only two crystal (a third will make your other crystal disappear). Jump off the platform to the left, land on your crystal, and get the chest. Watch out because the chest is trapped and will hurl you off the ledge. Now go up, slide under the wall, take the lower right exit (Lapis Lazuli), left, take the top right exit, save your game, and go right. Here you will fight an Elder Vampire and two Dragon Servants. Freya will leave for this battle, but loan you a powerful sword for the fight. The easiest way to beat the Dragon Servants is for Jelanda to start with her Fire Storm spell. You may need to have her Heal as well, because the Elder Vampire can do some serious damage. After defeating them, you get a Sealed Box and the Jeweled Blade "Grimrist".

Afterwards, head back to the beginning of the dungeon. Freya will talk to you, then there will be a Fairy standing by the wall. Use crystals to climb the wall and you'll be back to the World Map.

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7) Walkthrough - Chapter 1
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When you press the Start button on the World Map, each of these things will be revealed to you. The order may vary depending on the game mode you are playing. You do not have to visit each location as soon as it is revealed. You can keep pressing Start until no new locations show up.

a) Lassen - Recruit Belenus

- b) Crell Monferaigne - Recruit Llewelyn
- c) Artolia - Get Arngrim's sword
- d) The Forest of Woe (Easy and Normal)
- e) Solde Catacombs (Normal and Hard)
- f) Cave of Oblivion (All)

a) Go to Lassen and you will recruit Belenus. After you return to the World Map, reenter Lassen and go to Belenus's house. Inside Asaka's room you will find a Pressed Flower accessory.

b) Go to Crell Monferaigne and you will recruit Llewelyn. After you return to the World Map, reenter Crell Monferaigne and you will find a Goddess Pendant in the woods.

c) Go to Arngrim's house in Artolia, and you will get a Dragon Slayer sword in his room. Don't equip it! The Dragon Slayer breaks easily, and you will want to save it for some dragon-type enemies later on.

d) The Forest of Woe. (Easy and Normal)

Lesser Vampire HP: 400 Weakness: none Drop: Sage, Vegetable Seed
Ghast HP: 600 Weakness: none Drop: Long Sword, Leather Armor
Dragon Servant HP: 500 Weakness: Ice Drop: Chainmail, Broad Sword
Insane Yeti HP: 5200 Weakness: Fire Drop: Ebony Powder

Items found: Eye of Heaven, Icicle Edge, Flare Crystal, Element Scepter x2, Lapis Lazuli, Flare Crystal, Extreme Guard, Phoenix Feather

Head left to get an Eye of Heaven. Go right to find the Icicle Edge spell. Then go left, up, up, left, left, up (there is a Flare Crystal hidden behind the tree), up to find two Element Scepters. Now go down, down, right, up (find a Lapis Lazuli), down, right, up (find a Flare Crystal), up, and left. Save your game. Now go left, and you will encounter 3 Insane Yeti. Like Valkyrie suggests, just keep beating on one until it dies. Use Jelanda's Fire Storm for extra effectiveness. After defeating them, you will get the artifacts Extreme Guard and Phoenix Feather*.

e) Solde Catacombs (Normal and Hard)

Lesser Vampire HP: 400 Weak: none Drop: Sage, Vegetable Seed
Dragon Servant HP: 500 Weak: Ice Drop: Chainmail, Broad Sword
Ramapithicus HP: 4000 Weak: None Drop: Mandrake
Drow Shaman HP: 1000 Weak: None Drop: Sap Power

Items found: Attack Pow, Short Bow, Avoid, Fire Lance, Broad Sword, Eye of Heaven, Element Scepter, Crown of Felmar, Emerald Necklace, Secret of Damascus, Magic Pow, Frigid Damsel

Head right and drop down into the hole. There is an Attack Pow skill here. Exit left (find a Short Bow), go left, then up. In this room is a pentagram with a demon statue on it. First destroy the statue with your sword. Then you must push or drag the large slab over to the pentagram. Go up to the slab and hold down the X button to grab it. After that head down, left (find an Avoid skill), up (another slab to move), down, slide under the wall, go down, right (find a Fire Lance spell and another slab to move), down (find a Broad Sword, an Eye of Heaven, and another slab to move), right (find an Element Scepter). Save your game and go up to face the Ramapithicus and two Drow Shamans. The Ramapithicus is very hard to kill, which gives the weaker Drow time

to blast you with spells. So use your own magic plus archery to kill the Drow first. After defeating them, you will get the Crown of Felmar, Emerald Necklace*, and Secret of Damascus. There is also a Magic Pow skill and a Frigid Damsel spell higher up in the room.

f) Cave of Oblivion (All)

The Cave of Oblivion is a pseudo-random dungeon that appears in every Chapter. There are actually four different Cave layouts. The Cave that appears and the enemies within are determined by which of the four game paths you are on. The enemies within the Cave are potentially very dangerous - you may fight enemies from Chapter 8 during Chapter 1! You can reap some large experience rewards if you manage to defeat these strong monsters. Most can be defeated with a Tome of Alchemy (transmute an Element Scepter).

The Caves may or may not have treasure in them. The game randomly determines which of the potential treasures listed below are actually in the Cave. Read the "Manipulating the RNG" section of this guide for the method to force the game to give you all of the treasures.

Cave Type 1 - a small "C"-shaped cave where you start at the top-right.
Potential treasures: NONE

Cave Type 2 - a horizontal shaft where you start at the top-left. There is a dip near the beginning that leads to a vertical shaft with large rooms on each side.
Potential treasures: Broken Blade, Ebony Powder, Ether Scepter, Iron Ore, Mighty Check, Mithril Ore, Neckless Doll, Nightshade

Cave Type 3 - a horizontal shaft where you start at the left. There is a small loop about three-quarters of the way through.
Potential treasures: Broken Blade, Ebony Powder, Element Scepter, Iron Ore, Mithril Ore, Ring of Learning, Ruin's Fate

Cave Type 4 - a long vertical shaft where you start at the top-right. There is a large cave on the left side of the shaft.
Potential treasures: Golden Egg (at the very end near the exit)

There are two enemies that appear only in the Caves of Oblivion and nowhere else in the game. All other enemies can be found in other dungeons.

Orbitous Dragon HP: 10,000 Weak: Holy Drop: Aconite, Mithril Ore
Two-Sword Fencer HP: 13,600 Weak: None Drop: Fine Halberd, Silver Mail

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8) Walkthrough - Chapter 2
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- a) Artolia - Recruit Lawfer (Normal and Hard only)
- b) Hai Lan - Recruit Nanami (may occur in Chapter 3 or 4 instead)
- c) Hai Lan - Recruit Jun (may occur in Chapter 3 or 4 instead)
- d) Crell Monferaigne - Recruit Janus (may occur in Chapter 3 or 4 instead)
- e) Hai Lan - Recruit Yumei (may occur in Chapter 3 or 4 instead)
- f) Dragoncastle Caverns (Easy and Normal only)
- g) Nethov Swamp (Normal and Hard only)
- h) Salerno Academy (Hard only)
- i) Cave of Oblivion (All)

a) Go to Artolia and recruit Lawfer. Lawfer does not appear in Easy mode.

b) Nanami may appear in Hai Lan. If you recruit her, return to Hai Lan and you will receive the Dragonbane weapon from Minayo in the Pleiades Shrine.

c) Jun may appear in Hai Lan. Recruit him.

d) Janus may appear in Crell Monferaigne. Recruit him. After recruiting him go back to his house at Crell Monferaigne and get a Raven Slayer.

e) Yumei may appear in Hai Lan. Recruit her. Cry a lot. Then return to Hai Lan to get a Fragment of Lapis Gem at the seashore.

f) Dragoncastle Caverns (Easy and Normal only)

Current Fish HP: 1300 Weak: Fire Drop: Fresh Meat, Beast's Fangs
Monstrous Viper HP: 900 Weak: None Drop: Broken Blade, Aconite
Venomous Spider HP: 1500 Weak: Ice Drop: Long Sword, Chainmail
Banshee HP: 400 Weak: None Drop: Frigid Damsel, Fire Storm
Lesser Dragon HP: 9000 Weak: Lightning, Holy, Poison Drop: Holy Water

Items found: Eye of Heaven, Lapis Lazuli x2, Fire Storm, Short Spear, Frigid Damsel, Fox Glove x2, Element Scepter, Nightshade, Quartz Gem, Vegetable Seed, Long Sword, Savory, Aconite, Slanting Rain, Spear "Dark Angel", Scarlet Lotus Sword

Go left, down the ladder, left (Eye of Heaven). Then go right, jump off the ladder to the left, left, down the ladder to the left, down and to the right, go to the rear. From this room go left (Lapis Lazuli, Fire Storm), right, right, right, right, up and to the left, left (find a Short Spear and a Frigid Damsel spell). Now go back right, right, down and to the left, left, left. Use crystals to climb to the top left (find a Foxglove and an Element Scepter), right, up and to the right (Nightshade and Lapis Lazuli), left, drop down to the bottom and go down, Right (Quartz Gem, Vegetable Seed, Long Sword). Now go left and drop down (Savory), right, right, right, right, save your game, right, down and to the left (Foxglove, Aconite, Slanting Rain skill), right, right.

Now you fight the Lesser Dragon. The Lesser Dragon has several weaknesses to exploit. If you have the Grimrist sword from the Artolian Mountain Ruins, you can kill it in one shot. The Dragon Slayer sword also does the job. After defeating it you get the Spear "Dark Angel" and the Scarlet Lotus Sword.

g) Nethov Swamp (Normal and Hard)

Figment HP: 650 Weak: none Drop: Fire Storm, Fire Lance
Vermin HP: 530 Weak: none Drop: Feather, Beast's Fangs
Pongo Robustus HP: 2300 Weak: Dark Drop: Long Bow, Short Spear
Mantrap Plant HP: 1800 Weak: Fire, Dark Drop: Vegetable Seed, Beast's Fangs
Dragon Zombie HP: 13,400 Weak: Fire, Lightning, Holy Drop: Broken Armor

Items found: Shadow Servant x2, Holy Crystal x2, Cure Condition, Short Spear, Quartz Gem, Daemon Slayer, Flare Baselard, Charge, Wait Reaction, Eye of Heaven, Element Scepter, Bark of the Dryad, Inscribed Fragment

Go up (Shadow Servant spell), left (another Shadow Servant spell), up (a Holy Crystal), down, right, down, down, down, left, left, down. There is a Cure

Condition skill, Short Spear, Quartz Gem, Daemon Slayer, and Flare Baselard here. Most of these are hidden under water. Press the X button while walking through the water to pick up the chests. Then walk to land and press the circle button to set them down. Now go up, right, right, slash the tree and jump on it for a ride to the right. There is a Charge skill here. Now go up (Holy Crystal, Wait Reaction skill, Eye of Heaven, Element Scepter), down, down, left, down, and drop down to the bottom. Note that this is a one-way trip, so don't drop down unless you're ready. Now you fight the Dragon Zombie. Physical attacks will do nothing to him (unless you have a Sap Guard spell, but you probably don't at this point). So to beat him you either have to use one of the Holy Crystals you just acquired or use the Dragon Slayer sword. Both of these will take him out handily. After defeating him, head right to get a Bark of the Dryad* and an Inscribed Fragment.

h) Salerno Academy (Hard)

Vermin HP: 530 Weak: None Drop: Feather, Beast's Fangs

Figment HP: 650 Weak: none Drop: Fire Storm, Fire Lance

Pongo Robustus HP: 2300 Weak: Dark Drop: Long Bow, Short Spear

Mantrap Plant HP: 1800 Weak: Fire, Dark Drop: Vegetable Seed, Beast's Fangs

Harpy HP: 12000 Weak: Fire, Poison Drop: Bracelet of Zoe

Items found: Slanting Rain, Eye of Heaven, Icicle Edge, Element Scepter, Flame Jewel, Holy Grail, Faim Fenn, Tiara of the Holy Empress

This one's tricky because you have a time limit of sorts. You must perform certain actions in order, and if you walk through too many rooms the puzzle will reset. So follow the directions below exactly.

Cut down the vines that block your way. Go down, down, left. Walk in the water. Notice there's now a little cloud of smell around you. Go right, up, cut the vines and walk to the right, down (Slanting Rain skill), right. Go up to the the vat and press X to get some Strong Acid. Now go left, down, right (Eye of Heaven), left. Walk through the vine with red flowers, then press X and you will be prompted to pour the Strong Acid on it. Do so. Now go back right and up, right and get some more acid. Then go left, down, left (walk next to the yellow flower to get a new scent), right, take the first passage up, walk through the yellow vine (do not use your acid) and examine the body to get a third scent. Now go up, right, down, right and up. Walk through the blue vine and use your acid on it. Go back down, down, left (touch the yellow flower again), down, right and up, right and up, right and up (Icicle Edge spell), up, walk through the yellow vine, go left (Element Scepter), right, up, right. There's a Flame Jewel and some more water for you to walk in. Now go left, climb the vine, left, left, down the vine, walk through the red vine, and save your game. Go left to fight the Harpy. The Harpy gets really dangerous when it's close to dying, so make sure you have a team that can pull off lots of PWS moves. High DME characters help as well. After defeating the Harpy you get the Holy Grail*, Faim Fenn, and Tiara of the Holy Empress.

i) Cave of Oblivion (All)

See Chapter 1 for information on the various Caves of Oblivion.

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9) Chapter 3 Walkthrough

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a) Camille Village - Recruit Kashell (Normal and Hard only)

b) Oddrock Caves (Normal and Hard only) (inside Camille Village)

- c) Gorhia Cult Headquarters (Easy and Normal only)
- d) Clockwork Mansion (Hard only)
- e) Brahms Castle (Normal and Hard only) (on western island)
- f) Cave of Oblivion

a) Kashell appears in Camille Village. After recruiting him, go back to Camille Village and get the Vainslayer sword. Also, you can now open the doors to the tomb that lead to the Oddrock Caves.

- b) Oddrock Caves (Normal and Hard only)

Note that this dungeon does not appear on the World Map. It is part of Camille Village, and only available after recruiting Kashell.

Lesser Vampire HP: 400 Weak: none Drop: Sage, Vegetable Seed
 Lesser Vampire HP: 2500 Weak: none Drop: Broken Spear, Broken Blade
 Knight Fiend HP: 2500 Weak: none Drop: Falchion, Warhammer
 Necromancer HP: 1000 Weak: none Drop: Icicle Edge, Stone Torch
 Drow Shaman HP: 1000 Weak: none Drop: Sap Power, Icicle Edge
 Dragon Zombie HP: 13,400 Weak: Fire, Lightning, Holy Drop: Broken Armor, Neckless Doll
 Greater Demon HP: 22,000 Weak: None Drop: Poison Blow

Items found: Bastard Sword, Defend, Flare Baselard, War Hammer, Trick Step, Eye of Heaven, Sap Guard, Dragon Slayer, Golden Fowl, Grand Sting

Go right to fight another Dragon Zombie and get a Bastard Sword. Then go left, left, up (Defend skill), down. There is a stone statue moving on the ground here. This is not an enemy and you cannot destroy it. If it touches you you will take some minor damage and freeze for a few seconds. Also, there are eyeballs stuck to the ceiling which shoot beams that produce the same freezing effect. Just avoid these as best you can. Go left, up the ladder, left (find a Flare Baselard), right, down the ladder, down, right. There is a wall of sludge here that you cannot get through. To pass, you have to get one of the eyeball beams to freeze the sludge. Place a crystal on the ground where the beam will bounce off at an angle. Once you've done that, just break the sludge with your sword and go right, down and to the right (War Hammer and Trick Step skill), left, left. There's another Dragon Zombie here, guarding an Eye of Heaven, Sap Guard spell, and a Dragon Slayer sword (yay!). Now head right, up and to the left, down. Use a crystal to bounce the beam as before, but this time you have to bounce the beam several times to reach the sludge on the far left. Place one crystal on the bottom, one on the ceiling, and another on the bottom. If the beam is still missing the sludge, jump and put one more crystal on the ceiling, which should do the trick. Now go left, break through one more piece of sludge, fight another Dragon Zombie, go left, down and to the right, down, and save your game. Head right and face the Greater Demon. If you have the Daemon Slayer from Nethov Swamp this is very easy. Otherwise, just use PWS combos starting with your mage. After beating him you get the Golden Fowl* and the Grand Sting.

- c) Gorhia Cult Headquarters (Easy and Normal only)

Lesser Vampire HP: 2500 Weak: None Drop: Broken Spear, Broken Blade
 Thaumaturgist HP: 2200 Weak: Poison Drop: Shadow Servant, Heal
 Knight Fiend HP: 2500 Weak: None Drop: Falchion, Warhammer
 Necromancer HP: 1000 Weak: None Drop: Icicle Edge, Stone Torch
 Will-O'-Wisp HP: 6500 Weak: Dark Drop: Lightning Bolt
 Noble Vampire: HP: 10,500 Weak: None Drop: Citrine

Items found: Guts, Mithril Ore, Eye of Heaven, Lapis Lazuli, Ether Scepter, Poison Check, Fairy Ring, Quartz Gem, Sap Power, Adept Illusion

Go right, right to get the Guts skill. Then left, the first path down that you get to, right, up, right, right, down and to the left. Save your game. Then go right, right to fight a Thaumaturgist and two Lesser Vampires. There is a Mithril Ore in this room.

Now you will find that all the rooms are filled with monsters. In order to proceed, you must kill 8-10 monsters. At that point you will hear a bell ringing, and the last boss will show up in the bell tower.

Make your way back to the main hallway. Then go left and down (Eye of Heaven), up, right and up, right, right (save your game), right, up and to the left, left. If you killed enough monsters you will fight the Noble Vampire and 3 Will-O'-Wisps. The Wisps are amazingly annoying. If you reduce their hit points to half or less, they will commit suicide and do massive damage on your whole party. Try damaging them about 1/3 of their life first, then doing a big PWS chain on the next round to kill them before they explode. Also, if you use a Shadow Crystal, you can kill all the Wisps in one shot. After defeating them you get the Gargoyle Statue and Incense Burner of Darlis*.

In this same room, there are some chests high above you. To reach them, you will have to build crystal steps. The minimum number of steps you need is three on top of a large crystal. From here you can jump up and grab the second chain stretched across the room by holding Up on the controller. If you're having trouble making steps this high, you can use the artifact chests left after you defeat the boss for extra height.

Here you can get a Lapis Lazuli, Ether Scepter, Poison Check, and Fairy Ring. Then go left, take the second door up (Quartz Gem), down, the first door down (Sap Power), up, then the second door down (Adept Illusion).

d) Clockwork Mansion (Hard)

Necrophidius HP: 3600 Weak: None Drop: Beast's Fangs, Bastard Sword
Chimera HP: 20000 Weak: None Drop: Bracelet of Zoe

Items found: Eye of Heaven, Adept Illusion, Guts, Mirage Robe, Mirror of Pleiades

This is a really short dungeon but it contains one doozy of a puzzle. Go right, right, right, right (Eye of Heaven), left, down, left (Adept Illusion, Guts), right, up, left, up, right, right, right to reach the puzzle area. You can press Select to display your map. Everytime you move into a room, every room's orientation changes 90 degrees except for the room you're entering and the room you're leaving. There's more than one solution, but here's a good one from Steven Bruck's Hard Mode FAQ:

Go down, jump across the water to the right (note: you have to start at the edge in order to make it over the water), right, right, up, left, left, up, up, jump across the water to the right, right, down, down, right.

If you fall down or get stuck, just stand still for a minute and a samurai head will come in the room. Touch it and you will be transported back to the beginning of the puzzle.

Once you're through the puzzle, save your game and go right to face the

Chimera. It can really do a lot of damage to your whole party, so be careful. If you have the Beast Slayer from Brahms Castle it will make short work of your foe. After defeating it you get the Mirage Robe* and the Mirror of Pleiades*.

e) Brahms Castle (Normal and Hard)

Important: If you are concerned about the ending you get, you should not complete this castle yet. You can take all the treasures, but don't visit the boss until a later chapter (see the section on Endings for more information).

Lesser Vampire HP: 2500 Weak: None Drop: Broken Spear, Broken Blade
Demon Servant HP: 2000 Weak: None Drop: Chainmail, Falchion
Vampire Lord HP: 5000 Weak: None Drop: Shadow Servant, Invoke Feather
Succubus HP: 2000 Weak: None Drop: Dampen Magic, Heal
Ram Guardian HP: 25600 Weak: None Drop: Vegetable Seed, Ebony Powder
Brahms HP: 52000 Weak: None Drop: N/A

Items found: Unicorn Horn, Moonflax, Normalize, Burgundy Flask, Beast Slayer, Combo Counter, Nightshade, Heal, Flare Baselard, Vegetable Seed, Throw, Warhammer, Lapis Lazuli, Mithril Ore, Savory, Stone Torch.

This castle does not appear in Spiritual Concentration. It is on the island west of Artolia. Look for a red dot on the map that wasn't there before.

You have a time limit in this castle. The time only passes while you are walking around, not while you are in battle. If time runs out, you are sent back to the World Map. Many of the treasure chests are facing the wrong way, so pick them up and move them in order to open them.

Right, up, up, left (Unicorn Horn, Moonflax), right, right, take the first passage down (Normalize), up, the next passage down (Burgundy Flask), up, right, down (Beast Slayer), up, right, up the stairs (Combo Counter skill, Nightshade), down, down, down, down, down, left, up (Heal), down, left, left (Flare Baselard), right, right, up, up, left and up (Vegetable Seed), down, right and up (Throw skill), down, right, up the stairs to the right, up (Warhammer, Lapis Lazuli, Mithril Ore), down, down (Savory, Stone Torch), up, left, jump across to the left, left. Here you face Brahms. You can either "Fight on regardless" or "Pause to consider". Your Seal Rating will drop by 10 regardless of what you choose and if you defeat him or not.

f) Cave of Oblivion (All)

See Chapter 1 Walkthrough for information about the various Caves of Oblivion.

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10) Chapter 4 Walkthrough
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- a) Villnore - Recruit Aelia (Normal and Hard only)
- b) Black Dream Tower (Easy and Normal only)
- c) Cave of Thackus (Normal and Hard only)
- d) Dark Tower of Xervah (Hard only)
- e) Flenceburg - Recruit Lorenta and visit the Tower of Lezard Valeth (Normal and Hard only)
- f) Cave of Oblivion

a) Aelia appears in Villnore (Normal and Hard only). Recruit her.

b) Black Dream Tower (Easy and Normal only)

Grave Mist HP: 2500 Weak: None Drop: Sap Power, Sap Guard
Lesser Demon HP: 2400 Weak: None Drop: Lamellar, Bastard Sword
Monstrous Glowfly HP: 7000 Weak: Dark Drop: Normalize, Sap Guard
Harpy HP: 6000 Weak: None Drop: Rapid Bow, Invoke Feather
Dragon-Tooth Warrior HP: 15000 Weak: Holy Drop: Rapid Bow, Breastplate
Wise Sorcerer HP: 25000 Weak: None Drop: Holy Relic

Items found: Vainslayer, Auto Item, War Hammer, Noise Arrow, Element Scepter, Hit, Splash, Quartz Gem, Dancing Sword, Lightning Bolt, Eye of Heaven, Fairy Bottle, Bewitching Statue

This tower is very confusing, so make sure you follow these directions exactly. Go up, down (Vainslayer, Auto Item skill), left and up, up, left and up (War Hammer), right and down (Noise Arrow skill, Element Scepter), up, left and down, jump up and climb the "ladder" up, then go left and down, down, down, take the first door up and immediately pull left. You can get the Hit skill, Splash skill, and Quartz Gem in this room. If you fall to the bottom, you can either climb back up using Crystal Steps/Dust or you can exit out the bottom, which will put you near the dungeon's entrance (check your map). Assuming you didn't fall, go up, right and up (Dancing Sword skill), down, far to the left and up, take the first passage up, up (Lightning Bolt spell, Eye of Heaven), down right and down (save your game), left and up. Now you will fight the Wise Sorcerer and a Dragon-Tooth Warrior. If possible, kill the Sorcerer first with archery and magic. If you don't, killing the Dragon-Tooth Warrior will cause the Sorcerer to become "possessed". A possessed creature is healed of all damage, given double hit points, increased attack and magic power, and increased defense. You can still beat the Sorcerer if this happens though. After winning you get the Fairy Bottle* and the Bewitching Statue.

c) Cave of Thackus (Normal and Hard only)

Monstrous Glowfly HP: 7000 Weak: Dark Drop: Normalize, Sap Guard
Harpy HP: 6000 Weak: None Drop: Invoke Feather, Rapid Bow
Mire Creeper HP: 2200 Weak: None Drop: Bastard Sword, Lamellar
Crab Giant HP: 1000 Weak: Fire Drop: Fresh Meat, Broken Bow
Dragon Zombie HP: 15000 Weak: Holy Drop: Mithril Ore, Aconite
Kraken HP: 24000 Weak: Fire Drop: Dampen Magic

Items found: Eye of Heaven, Strike Edge, Flare Baselard, Bracelet of Zoe, Coin of Fortune

The Crab Giants have extremely high RDM, so a mage with a fire spell is almost a necessity here. Go left, left, left (jump up to find an Eye of Heaven), left (slide under the wall to find a Strike Edge skill), down. You'll see a rock floating in the water attached to a string. Go down in the water and crouch down on top of the rock. Then swing your sword to cut the string and rise to the top. There are several floating rocks like this in this dungeon. Now go right. Save your game and talk to the ghost. Then examine the dead body. This is very important! Now go right, down, left, down, left and up (Flare Baselard), down, right and up, up and to the left, left, jump across to the left, drop through the hole in the ground. There is a ball floating on the other side of the water stream. Jump and shoot it with a crystal to activate it. Now go right, up and to the left, and activate the control panel. Drop through the hole again (you can pick up the ball, but it doesn't do anything), go left, save your game, and go left.

Now if nothing happens here, you forgot to check the body of the dead magician. Go back and get the item from him, then return.

You'll fight the Kraken and three Crab Giants. They're all weak against fire, so bust out the fire spells. You might want to use more than one mage. When you win, you'll get the Bracelet of Zoe* and the Coin of Fortune*. On your way out, talk to the ghost again for a little more experience.

d) Dark Tower of Xervah (Hard)

Lesser Demon HP: 2400 Weak: None Drop: Lamellar, Bastard Sword
Undead Carcass HP: 4600 Weak: None Drop: Raw Meat, Mandrake
Crying Soul HP: 3650 Weak: None Drop: Lightning Bolt, Fire Storm
Fire Elemental HP: 6000 Weak: Ice Drop: Sap Power, Sap Guard
Inferior HP: 4900 Weak: Poison, Holy, Dark Drop: Long Flail,
Breastplate
Iron Golem HP: 20000 Weak: None Drop: Raptor's Claw, Burgundy Flask
Hel Servant HP: 22000 Weak: None Drop: Dampen Magic

Items found: Eye of Heaven, Poison Blow x2, Warhammer, Bastard Sword, Auto Item, Hit, Quartz Gem, Mandrake, Mage Slayer, Flame Jewel, Flare Baselard, Holy Relic, Savory, Lightning Bolt, Invisibility Potion x2, Noise Arrow, Vegetable Seed, Lapis Lazuli, Manual of Resurrection, Holy Sword "Seraphy", Spear "Basilisk"

Go right (Eye of Heaven), take the top exit right, right (Poison Blow spell), up and to the left, left (Warhammer, Bastard Sword, Auto Item skill), right, right, down and to the left, left. Take the middle exit right, right (Hit skill), up and to the left. Slash the heart with your sword to get it pumping. Now go right, down and to the left, left, take the bottom exit right, right (Quartz Gem, Mandrake). There's a gaping maw with teeth in the floor. Jump into it. In the new room there is a Mage Slayer and a Flame Jewel hidden to the left at your feet. Once you get these jump into the blood vessel in the middle. Now go right, jump into the middle of the teeth and wait for them to let you through. Go right, climb the wall up and to the left (Flare Baselard, Holy Relic). Now go right, take the bottom exit left, left (Savory). Here you'll have to jump across the blood vessels. But you must do it quickly or they will suck you in! After you get across go left, left (Lightning Bolt spell), up and to the right to find an Invisibility Potion and another heart. Hit this heart as before, but you must attack it many times in order to make it pump enough blood to open up all of the passages. Then go left, left (Noise Arrow skill), left (Invisibility Potion, Poison Blow), down and to the right (Vegetable Seed, Lapis Lazuli), right (if your way is blocked go back and hit the heart some more) and save your game. Go right to face two Hel Servants. This is a tough fight. They do extreme damage to your characters, are mostly immune to magic, and if you don't kill them both at the same time they'll revive each other. Take your strongest warriors with strong weapons here. Attack one until its hit points are almost depleted, then switch and do the same to the other. Then try to kill them both on the same turn. The Guts skill will really help you in this battle. After defeating them you get the Manual of Resurrection*, Holy Sword "Seraphy", and Spear "Basilisk".

e) Lorenta appears in Flenceburg (Normal and Hard). After recruiting her you will be in the Tower of Lezard Valeth.

Tower of Lezard Valeth (Normal and Hard only)

Dragon-Tooth Warrior HP: 15000 Weak: Holy Drop: Breastplate, Rapid Bow

Blood Sucker HP: 4000 Weak: none Drop: Raptor's Claw, Ghoul Powder
Wise Sorcerer HP: 4400 Weak: Poison Drop: Stone Torch, Invoke Feather
Manticore HP: 13000 Weak: none Drop: Broken Bow, Broken Blade
Fatal Glimmer HP: 9200 Weak: Dark Drop: Poison Blow, Shadow Servant
Dragon Zombie HP: 24000 Weak: Lightning Drop: Broken Armor, Broken Spear
Dragon-Tooth Warrior HP: 14000 Weak: None Drop: n/a
Lezard Valeth HP: 10000 Weak: none Drop: n/a

Items found: Book of Everlasting Life, War Hammer, Eye of Heaven, Splash, Nightshade, Frigid Damsel, Bastard Sword, Icicle Edge, Teachings of Asa, Creation Gem, Timer Ring, Ether Scepter, Dancing Sword, Lapis Lazuli, Citrine x2, Base Metal, Normalize.

IMPORTANT NOTE: If you do not complete this dungeon in Chapter 4, Lezard will not appear at the end and you will be unable to recruit Mystina or get the "A" ending. Also, it is recommended that you not leave the tower. If you see any other cutscenes before you meet Lezard (such as recruiting a character), he will not appear, destroying your chance at getting the A ending sequence! If you must leave the tower to levelup, just go to a dungeon that you've been through already.

This dungeon is considerably harder than any you've faced so far. Make sure you use a party that you're comfortable with. I really recommend the newly recruited Lorenta (even though she starts at level 1 in Hard), because she comes with an array of useful spells. Teach her Shadow Servant (for the deadly Fatal Glimmers) and Poison Blow (for the Wise Sorcerers) and use Mystic Cross as her main attack. The Manticores can be killed easily with a Beast Slayer if you went through Brahms Castle. So use Sap Guard on them and whack away. The Dragon Zombies can be killed with Grimrist or a Dragon Slayer, but if you don't have that it's Sap Guard time again. Don't be embarrassed to Flee a fight here. It can get out of hand quickly. Your map is near useless here because the rooms are so packed together, so follow the directions below carefully.

Go up, left where you'll find yourself in an elevator. Wait until it stops, then go right, up, right and down, left, up, right to find a Book of Everlasting Life. Then go left, down, right, up, left and down, left (elevator again). When it stops, go right, then back left again (nothing on this floor). When it stops again, go right, down (save your game), left, up, left (another elevator). Right (War Hammer, Eye of Heaven), left (elevator), right, down, right (Splash skill), left, up, left (elevator). Now go right, down (Nightshade, Frigid Damsel spell), right, up, left, down, right, take the first passage up, left (another elevator), right, left (elevator), right (Bastard Sword, Citrine, Icicle Edge), left (elevator), right, left (elevator), right, up, left (Teachings of Asa), right, go far to the right and down, left and up, right, up, left (use your sword to activate the crystal), right, down, left, up, left, left and down, down, right (activate the crystal), left, up, up, right, down, down. There's a magic circle on the floor which can be used to teleport. Do so. Now go right, up, left (Creation Gem, Timer Ring, Ether Scepter), right, down, left, and teleport again. Now go left and up, up, left, take the first passage down, down. Save your game and get the three treasures on the right of the teleporter (Dancing Sword skill, Lapis Lazuli, Citrine). Go through the teleporter (Base Metal, Normalize spell) and go left. You will face Lezard Valeth and two Dragon-Tooth Warriors. The warriors are easy to kill with a Dragon Slayer, but if you do that Lezard will be possessed twice. So use archery and magic to kill him first (rather easily), then deal with the Warriors.

f) Cave of Oblivion (All)

See the Chapter 1 Walkthrough for information on the various Caves of Oblivion.

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11) Chapter 5 Walkthrough
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- a) Villnore - Recruit Badrach (may occur in Chapter 6)
- b) Crell Monferaigne - Recruit Jayle (may occur in Chapter 6)
- c) Hai Lan - Recruit Shiho (may occur in Chapter 6)
- d) Flenceburg - Recruit Mystina (Normal and Hard only)
- e) Gerabellum - Recruit Lucain (Normal and Hard only)
- f) Arkdain Ruins (All)
- g) Arkdain Ruins - Recruit Grey (may occur in Chapter 6)
- h) Citadel of Flame (Hard only)
- i) Cave of Oblivion (All)

a) Badrach may appear in Villnore. After recruiting him, go to the graveyard in Camille Village and get the Handwoven Bandanna.

b) Jayle may appear in Crell Monferaigne. There is an easy battle here against Genevieve.

Genevieve HP: 10000 Weak: None Drop: N/A

c) Shiho may appear in Hai Lan. Recruit her if she does.

d) Mystina appears in Flenceburg (Normal and Hard only, and only if you completed the Tower of Lezard Valeth in Chapter 4). After recruiting her, go to her room in Flenceburg to get the Infinity Rod.

e) Lucian appears in Gerabellum (Normal and Hard only). Recruit him.

f) Arkdain Ruins (All)

Rib Forager HP: 6800 Weak: None Drop: Estoc, Footman's Axe

Brackish Muck HP: 7000 Weak: None Drop: Burgundy Flask, Base Metal

Necrophiliac HP: 6000 Weak: Poison Drop: Mystic Cross, Lightning Bolt

Raver Lord HP: 16000 Weak: None Drop: Tome of Alchemy

Items found: Raptor's Claw, Sap Power x2, Stun Magic, Ranseur, Ether Scepter x2, Sap Guard x2, Dark, Nightshade, Resist Magic, Eye of Heaven, Stun Check, Darkness Arrow, Estoc, Vegetable Seed, Resist Damage, Lapis Lazuli, Quartz Gem, Savory, Beast Slayer, Combo Jewel, Daemon Slayer, Holy Wand "Adventia", Robe of Bryttain, Star Guard, Mighty Check.

A relatively short dungeon, but almost every treasure chest has a monster in it. Very annoying.

Right (Raptor's Claw), right (Sap Power spell), right (Stun Magic skill), up (Ranseur), up and to the left (Ether Scepter, Sap Guard spell), down (Dark skill), up, right, down, left, down (Nightshade), make a crystal and jump up and to the right (Resist Magic skill, Eye of Heaven), right, right (Stun Check), right, up (Darkness Arrow skill, Estoc, Vegetable Seed), down, right, down and to the left (Ether Scepter, Resist Damage skill, Lapis Lazuli), right, up and to the left, left, drop down and exit up, up, right (Quartz Gem, Sap Power spell, Savory). Kill the monsters to exit the room.

Now you need to reach the upper platform where the save point is. A lot of

people have trouble with this, so I'll go through it slowly.

Method 1:

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=====  =====  
    CC L  
    CC L  
      L  
      L  
      L
```

Shoot a large crystal underneath the left platform. Place it so that it sticks out a bit into the gap. Then climb the ladder about halfway and jump onto the top of your crystal.

Method 2:

```
=====  =====  
    CC  
    CC  
  
    x  
    x  
    CC  
    CC
```

This method doesn't involve the ladder. Put a large crystal on the floor and put two crystal chunks on top of it to stand on. Shoot straight up and form a large crystal under the platform. Shoot the crystal a third time and it will turn into dust. Wait until it floats down a bit, then jump on the dust and onto the other platform.

If you're still having trouble with this, read the Crystal Tricks section of this guide and practice!

Left (Beast Slayer, Sap Guard spell), right, jump up over the save point to reach a Combo Jewel and a Daemon Slayer. Go right to fight three Raver Lords. Pretty easy fight, just keep your hit points up. Stun/Mighty checks help. After beating them you get the Holy Wand 'Adventia', Robe of Bryttain, and a Star Guard. There is a Mighty Check behind the girl in the crystal. You can't do anything with the girl in the crystal, so just leave for now.

g) Grey may appear in the Arkdain ruins. Recruit him if he's available.

h) Citadel of Flame (Hard only)

Beetle Giant HP: 5000 Weak: Ice Drop: Nightshade, Aconite
Rib Forager HP: 6800 Weak: None Drop: Estoc, Footman's Axe
Necrophiliac HP: 6000 Weak: Poison Drop: Mystic Cross, Lightning Bolt
Fire Elemental HP: 15200 Weak: Ice Drop: Sap Power, Lightning Bolt
Gelatinous Ooze HP: 7500 Weak: None Drop: Iron Ore, Foxglove
Figment HP: 3500 Weak: Ice Drop: Fire Lance, Sap Guard
Fire Elemental HP: 36000 Weak: Ice Drop: Bracelet of Zoe

Items found: Eye of Heaven, Shadow Servant, Soul Slayer, Dark Savior, Ghoul Powder, Estoc, Stone Torch, Ranseur, Flame Jewel, Eternal Lamp, Infernas, Holy Water of Mithra.

Icicle Swords are highly recommended here. They'll kill most of the monsters here in 1 hit, including the boss.

The first room contains an Eye of Heaven. But it's a pain to get because of the fireballs dropping on you from the sky. Inch your way to the right, avoiding the fireballs and slashing them with your sword. There's no way to get through this easily. Go right. In this room, you'll need to do a "crystal bounce" to get across to the right and reach the Shadow Servant spell. From here go down. You'll find a Soul Slayer and a machine with a floating orb. Press the X button to activate the machine. Now go up, crystal bounce, take the new exit up. There's a Dark Savior spell, Ghoul Powder, Estoc, and a Stone Torch spell in this room. Use the crystal bounce three times to move across the platforms at the top of the room. Now go up. This room contains a Ranseur and a Flame Jewel (on the left side, use a crystal to reach it). The exit from this room is in the middle, on a platform that is hard to reach. The best way to get to it is to form a cloud of dust on the edge of the platform, then use that as a step to reach the platform. You get some Event Experience for doing this. Now go up, left and down, down, activate the machine on the left, take the new passage up, save your game, and go up. There is a pot on the left side of the room that you can pick up with the X button. Throw the pot so that it goes under the wall. Walk to the right side of the pot and pick it up again (you may have to do this several times to get it past the wall). Holding the pot over your head, walk to the right. More fireballs appear. Try and catch them in the pot. After you've caught several, the fireballs stop and the boss, a Fire Elemental appears. Destroy him with an Icicle Sword or Ice magic. After defeating him, you get the Eternal Lamp*, Infernas*, and Holy Water of Mithra* Wow, three good artifacts in one shot.

i) Cave of Oblivion (All)

See the Chapter 1 Walkthrough for information about the various Caves of Oblivion.

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12) Chapter 6 Walkthrough
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- a) Lost City of Dipan (all)
- b) Sunken Shrine (Hard only)
- c) Cave of Oblivion (all)
- d) Lost City of Dipan (All)

Barbarossa HP: 62700 Weak: None Drop: N/A
Harpy HP: 22000 Weak: Fire Drop: Prismatic Missile, Poison Blow
Victory HP: 10000 Weak: Lightning Drop: Flamberg, Full Plate
Lifestealer HP: 25700 Weak: Lightning Drop: Aconite, Raptor's Claw
Wise Sorceror HP: 5600 Weak: Poison Drop: Shield Critical, Dark Savior
Evil Eye HP: 24900 Weak: None Drop: Invisibility Potion, Neckless Doll (Hard mode only)
Dallas HP: 18000 Weak: None Drop: Noble Banish
Gyne HP: 18000 Weak: None Drop: Noble Elixir
Walther HP: 30000 Weak: None Drop: Fairy Ring

Items found: Eye of Heaven, Dark Savior, Ranseur, Triple Distress, Neckless Doll, Burgundy Flask, Invoke Feather, Estoc, Reflect Sorcery, Ether Scepter, Nightshade, Mystic Cross, Concentration, Ruin's Fate, Rust-red Circlet, Dragoon Tyrant

IMPORTANT NOTE: If you do not complete this dungeon in Chapter 6, Barbarossa will not appear and you will be unable to unlock the second

part of the castle and fight the bosses.

Okay, as soon as you enter the city you're going to get spanked by Barbarossa. Everything up until this point was a cakewalk. You may need to seriously rethink your strategy on this guy. Basically, you need to kill him in three rounds, or he'll nuke your whole party with Calamity Blast. I suggest a mage with Sap Guard and Might Reinforce, as well as your heaviest-hitting fighters. Don't pull any punches. After you beat him, you get to do it again! Just so the game knows you didn't get lucky the first time.

After you take care of business, you get to check out the rest of the castle. Notice that the monsters here are all weak against Lightning or Poison. Sounds like good spells for your mage to have would be Lightning Bolt and Poison Blow. Also instant-kill swords like Grimrist will make things easier too.

Down, right, right, right, down, right, down and to the left, left, left. You will find yourself in the castle of the past. Exit the castle and go talk to every townsperson. Then reenter the castle and notice that there's a staircase leading up that wasn't there in the castle's future. Go up, right, right, up and to the left, left, up and to the right, right, up and to the left, left, left, push the bookcase, left. After the cutscene, you'll be back in the present. Go up on the same staircase in the main hall. There's a save point. If you want to fight monsters, you can retrace your steps to where the Queen was hidden, stopping in each side room along the way to pick up treasure chests. Otherwise, you can fight the bosses first, then get the treasures when the monsters are gone. The bosses are hidden above the save point. You have to build a crystal step and make your way up to the stained glass window. Break the window with your sword and go through. After going left you will face Dallas, Gyne, and Walther.

Mages are key in this battle. You'll need at least one, with Reflect Sorcery. Sap Guard and Might Reinforce help too. Basically, keep Reflect Sorcery going at all times. Make sure you pop out plenty of gems to keep your mage's CT down. Kill Gyne first because he can resurrect the others. Unfortunately, Gyne also happens to be the hardest to kill. He has a very high RDM, so make sure you have your strongest weapons equipped. After Gyne falls, the other two are easy. Your prizes are a Rust-red Circlet and a Dragoon Tyrant.

b) Sunken Shrine (Hard only)

Giant Squid	HP: 42600	Weak: Poison, Holy	Drop: Fresh Meat, Savory
Red Lobster	HP: 20000	Weak: Poison, Holy	Drop: Fresh Meat, Ghoul Powder
Bream Giant	HP: 18400	Weak: Poison, Holy	Drop: Mystic Cross, Normalize
Roper	HP: 17200	Weak: Poison, Holy	Drop: Broken Spear, Foxglove
Inferior Eye	HP: 40000	Weak: None	Drop: Raw Meat, Sacred Javelin
Gill-Man	HP: 15300	Weak: Poison	Drop: Composite Bow, Silver Mail
Wraith	HP: 100000	Weak: None	Drop: Magic Charm

Items found: Eye of Heaven, Sacred Javelin, Dark, Angel Curio, Lapis Lazuli, Prismatic Missile, Ruin's Fate, Footman's Axe, Charge, Flame Jewel, Reflect Armor, Slashing Sword "Farewell", Tear of the Cosmos.

Nearly every enemy here can be killed in one hit from the Glare Sword. If you don't have one, you can still bust heads with the Mystic Cross spell.

Go right, right, right. Jump on the pedestals in the water, then jump on the statue's head when it lowers. Go right (Eye of Heaven), down, right, right, right. Grab the stone with the X button and drag it to the left. Now go left, left, left. Jump on the left side of the clockwork apparatus and hang on until it reaches the bottom. Now go right. Pull out both sides of the basin with the X button. Go right, take the middle exit right (Sacred Javelin), left, take the top exit right (Dark skill), right, right. Hit the crystal twice with your sword. Go left, left, take the top exit right, right, push the basins in, right, up (Angel Curio), down, left, pull the basins, left, left, bottom right, right. Hit the crystal twice. Go left, left, top right, right, push the basins in, right, up, left (Lapis Lazuli, Prismatic Missile). Make a crystal and then shatter with your sword. Pick up a fragment and walk with it into the water. Release it with the circle button when you're standing under the switch. Now go left. Use a crystal to reflect the beam so that it hits the orb. Go up, left (Ruin's Fate, Footman's Axe). Ride a floating crystal fragment up just like you did in the Cave of Thackus. Go left, and use two crystal fragments to operate the switches. When you go up, start jumping as fast as you can. Try to reach the top before the walls close. You'll find a Charge skill there. Now go right (Flame Jewel), up, right. Use two crystals to bounce the beams. Turn the second crystal into dust, and as it drifts down the beams will activate all the orbs. Now go right and save your game. Go right and face Wraith. He can be killed instantly with the Holy Water of Mithra. Otherwise, just slug it out with him. Make sure you have everyone with Guts, because he can cast Gravity Blessing to wipe out the whole party. After defeating him you get Reflect Armor, Slashing Sword "Farewell" and Tear of the Cosmos*.

c) Cave of Oblivion (All)

See the Chapter 1 Walkthrough for information on the various Caves of Oblivion.

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13) Chapter 7 Walkthrough

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- a) Hai Lan - Recruit Suo.
- b) Arkdain Ruins - Recruit Lyseria (Hard only)
- c) Forest of Spirits (All)
- d) Tombs of Amenti (Hard only)
- e) Cave of Oblivion (All)

a) Go to Hai Lan and recruit Suo.

b) Lyseria appears in the boss room of the Arkdain Ruins. (Hard mode only) You have an easy fight against her before she joins you.

Lyseria HP: 12000 Weak: None Drop: n/a

c) Forest of Spirits (All)

Corrosive Vine HP: 7000 Weak: Fire Drop: Savory, Vegetable Seed
Corsair Beetle HP: 3600 Weak: Fire Drop: Burgundy Flask, Beast's Fangs
Crustacean Monster HP: 14300 Weak: Fire Drop: Wassail-Rapier, Fine Halberd
Mandragora HP: 32500 Weak: Fire Drop: Dampen Magic, Shield Critical
Viscous Clod HP: 8049 Weak: None Drop: Composite Bow, Full Plate
Harpy HP: 23000 Weak: Fire Drop: Reflect Sorcery, Dark Savior
Cockatrice HP: 50000 Weak: Fire Drop: Feather

Venemous Spider HP: 30000 Weak: Holy Drop: Chainmail, Long Sword
Sivapithecus HP: 42000 Weak: Ice Drop: n/a

Items found: Eye of Heaven, Lucerne Hammer, Sap Power, Golden Egg x3, Dampen Magic x2, Sacred Javelin, Lapis Lazuli, Invoke Feather, Wassail-Rapier, Timer Ring, Reflect Sorcery, Mystic Cross, Heal, Sylphan Robe, Accursed Flame Gem, Elven Bow, Arectaris.

Some monster notes: the Crustacean Monsters are extremely hard to kill without Fire magic. The Corsair Beetles have very high defense but magic kills them quickly. Mandragoras are extremely dangerous! If you encounter them it's best to flee. They are far harder than any of the bosses here. They can kill your entire party in one shot! If you have the Infernas sword from the Citadel of Flame you can kill them easily, though.

There's an Eye of Heaven in the first area. Then go left, left, left and talk to the Elf. She will take you to the Elven Village. After you speak with the Elf, go right, right, take the first path up, go left and up, left (Lucerne Hammer), up, go down at the path next to the Elf. There is a save point, Sap Power spell, and a Golden Egg here. Now go right and fight the Cockatrice. After beating him go left, up, right and down, right, right (Dampen Magic spell), up (Sacred Javelin spell), down at the Elf (Lapis Lazuli, Golden Egg, Invoke Feather spell), right. Here you fight the Venemous Spider. Now go left, up, right (Wassail-Rapier), right, down, down, left. The Sivapithecus is high in the tree. After defeating it, go left, down, down, left to find the Polar Fountain. Talk to the Elf, then go right and immediately back left again. The Fountain will be full, and you can get the Polar Drops. Now go right, right, (Timer Ring, Golden Egg, Dampen Magic spell, Reflect Sorcery spell), left, down (Mystic Cross spell), left, left (Heal spell, Sylphan Robe), right, right, up, up, left, left. Talk to the Elf and she will repair the Accursed Flame Gem. Give the Gem to Odin - it's useless. Now exit the Forest.

After exiting the Forest go back in. A new area will be opened up. Go left, left, left, left, down, left, down, left. There is another Cockatrice here. After defeating it you get the Elven Bow* and Arectaris greatsword.

d) Tombs of Amenti (Hard only)

Undead Slave HP: 19000 Weak: Holy Drop: Guard Reinforce, Icicle Edge
Lizardman HP: 15000 Weak: Holy Drop: Wassail-Rapier, Silver Mail
Dullahan HP: 35000 Weak: None Drop: Broken Blade, Broken Armor
Basilisk HP: 22000 Weak: None Drop: Basilisk Scale, Mandrake
Stealer Robin HP: 9000 Weak: None Drop: Raptor's Claw, Feather
Wise Sorcerer HP: 10000 Weak: Poison Drop: Guard Reinforce, Frigid Damsel
Ram Guardian HP: 25600 Weak: None Drop: Vegetable Seed, Ebony Powder
Akhetamen HP: 130000 Weak: Holy Drop: Ring of Healing

Items found: Eye of Heaven, Flame Jewel x2, Base Metal, Darkness Arrow, Mithril Plate, Stone Check, Resist Magic, Ruin's Fate, Iron Ore, Mystic Cross, Mithril Ore, Lucerne Hammer, Unicorn Horn, Wassail-Rapier, Invoke Feather, Reflect Sorcery, Raven Slayer x2, Guard Reinforce, Basilisk Scale, Lapis Lazuli, Ether Scepter, Ambrosia, Ruby Music Box, Bracelet of Basilisk, Mask of the Dead King, Richebourg.

The Tombs aren't particularly hard, but they are long. Many of the treasure chests have monsters in them. You may want to equip a Scout Orb to get the first attack on them. In the first room, there is an Eye of Heaven above the door. You'll need to make some crystal steps to reach it. Now go right, and there is a Flame Jewel above the door. Many of the remaining chests in the

Tombs are hidden on high ledges like this. Now go right, up and to the left (Base Metal), right, right, right, up and to the left (Darkness Arrow skill), left, down, right (Mithril Plate), then take the upper right exit. There is a Blue Gem in this room. Pick it up, and the door will seal behind you. To escape, form a crystal on the platform where the Gem was and shatter it with your sword. The weight of the fragments will trigger the switch (like Raiders of the Lost Ark!). Now go left, down and to the right (Stone Check), right, down and to the left, left (Save your game), up and to the right. A giant head will come towards you. To get past it, kneel and cut its beard and chin, then slide under it. There is a Resist Magic skill in this room. Go left, left. Hit the bottom spike wall with your sword to stop it from moving, then jump over it when the top wall passes to reach the Ruin's Fate. Now go right, take the bottom exit right, ride the moving platform to the upper right exit (remember this room, you may need to return to it later), ride the moving platform to the upper right exit (pick up an Iron Ore along the way), right, up, up and to the left (Mystic Cross spell), left (Mithril Ore), right, ride the spikes up to the right, right (Lucerne Hammer), down and to the left, left (Unicorn Horn), left, take the second exit down, use a crystal to jump to the door on the triangle above you (the left one), and from there jump to the door above the right triangle (press up here), jump on the spikes to ride up, left (Wassail-Rapier), up and to the right (Save your game), right, up and to the left, up and to the left. There is a Red Gem here. Take it in the same way you did the Blue Gem. Now go right, down and to the left, cut the statue's chin and slide under, left, up, right (Invoke Feather spell), right, right (Reflect Sorcery spell), down and to the left. From this point on, you will see floating heads in the air. If you touch one, you will be teleported to the room to the right of the vertical passage you just came from. To escape this room, you have to cut the three heads on the right wall with your sword. You'll have to use crystals to reach the higher ones. Keep hacking them until they stop making noise. You may want to go through this once to get the Event Experience. Continuing on, go left, down and to the right (Raven Slayer), right (Flame Jewel), down and to the left (Guard Reinforce spell), take the bottom exit left (Basilisk Scale), right, take the bottom exit right (Lapis Lazuli), left, take the top exit left, down, down, right (Raven Slayer), right (Save your game), right. You will be asked a riddle in this room, but it doesn't matter which answer you choose. They're all the same ("Man" is the classical answer). Go right, pick up the Ether Scepter, then place the Blue and Red Gems on the pedestal in the center of the room. You will now fight Akhetamen and two Undead Slaves. He's fairly tough. It's a good idea to have all of your party members with Holy resistance (Mighty Checks are your best bet). You can nuke him with the Holy Water of Mithra, but wait until you damage him a bit or he'll cast Heal on himself. After defeating him you get Ambrosia*, Ruby Music Box, Bracelet of Basilisk*, Mask of the Dead King*, and Richebourg. Check your Evaluation level if you're the type to keep all artifacts. Losing 25 points at once could put you in the danger zone here.

Now here comes the part many people have trouble with - getting out of the Tombs! So for this dungeon only, you get a reverse walkthrough!

Left, climb the statue left, left, left, up, up, right, ride the spike platforms to the upper right, let the floating head touch you, destroy the faces and go left, up and to the left, left, left, down, right, right, right, down and left (save point), left, down and right, down, drop down to the ground and go up, right, right, right, up and to the left, down, left, jump across to the left, up and to the left (stand on the edge of the block to avoid the flames), left, left, up, right, right, down and left, left, left, left. And you're out!

e) Cave of Oblivion (all)

See the Chapter 1 walkthrough for information on the various Caves of Oblivion

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14) Chapter 8 Walkthrough
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- a) Palace of the Dragon (Normal and Hard)
- b) Arianrod Labyrinth (Hard only)
- c) Celestial Castle (Hard only)
- d) Cave of Oblivion (All)

- a) Palace of the Dragon (Normal and Hard)

Grey Bones HP: 27000 Weak: None Drop: Lucerne Hammer, Damascus Sword
Dullahan Lord HP: 40000 Weak: None Drop: Broken Spear, Broken Bow
Mage Lord HP: 12000 Weak: Poison Drop: Might Reinforce, Dampen Magic
Eternal Chimera HP: 40000 Weak: None Drop: Prismatic Missile, Shield
Critical
Dragonewt HP: 20000 Weak: None Drop: Broken Armor, Broken Spear
Dark Pudding HP: 9200 Weak: None Drop: Broken Blade, Broken Bow
Gandar HP: 35000 Weak: None Drop: n/a

Items found: Eye of Heaven, Wassail-Rapier, Lapis Lazuli x2, Quartz Gem x2, Guard Reinforce, Ether Scepter, Lucerne Hammer, Fire Storm, Burgundy Flask, Sacred Javelin, Eye of Heaven, Frigid Damsel, Shield Critical, Dragon Slayer, Lightning Bolt, Might Reinforce, Spell Reinforce, Savory, Prismatic Missile, Scroll of Golem, Hourglass of the Gods, Dragoon Faith, Great Spear "Dinosaur".

Go right, right, press X at the picture twice (Full Moon Stone), left, take the second passage up, use the Full Moon Stone, down, left (Eye of Heaven, Wassail-Rapier), right, right (Lapis Lazuli), left, push the stone, up (Lapis Lazuli), right, right, right (Eclipse Stone), left, left, push the stone and go up (Quartz Gem, Guard Reinforce spell), down, left, down, left and up, use the Eclipse Stone, down, right and up (Ether Scepter), right, right. Move the statues so the top one faces left, the left one faces right, the bottom one faces up, and the right one faces down. Now go right and get the Crescent Moon Stone, left, left, take the first passage up (Lucerne Hammer, Fire Storm spell), down, left and up, (Burgundy Flask, Darkspot Stone), down, left, down, left and up, use the Crescent Moon Stone, left, left (Darkpath Stone), right, right, use the Darkpath Stone, left. There are eight doors in this room. You have to enter them in a certain order. Numbered from one to eight starting at the far left, enter them in this order: third, seventh, fifth, fourth, second, first, sixth, eighth (the far right one is last). After you do this go left (Sacred Javelin spell, New Moon Stone), right, right, use the New Moon Stone, left, left (Eye of Heaven). Operate the machine at the top, then go right, right, use the Darkspot Stone, left, left (Frigid Damsel spell), up (Save your game), right, right (Shield Critical spell), up and to the left. The next few rooms feature moving statues called Guardians. If you touch one, it will teleport you to a poison-filled series of rooms. To escape, you have to find a statue and use the Darkspot Stone to return to the main Palace. The spot the Guardian teleports you to is random, so just keep looking for the statue. Now, in this first Guardian room, you have to follow behind him. When he gets to the end, jump over him (don't let him touch you!). Follow behind him again and you will see him open a passage up. Go up. There is a Dragon Slayer in this room, and another Guardian. Go right and up (Lightning Bolt spell, Quartz Gem), down (watch out for the Guardian), left and up, left (Might Reinforce spell, Spell Reinforce spell). In this room you have to wait until the Guardian falls asleep. This can be a little tricky. There's several ways

to do it, but these are the most reliable:

1. When opening the chest in the center of the room, leave it on the screen that tells you what item you got. The Guardian will move back and forth across the room, but as long as you're still opening the chest, it won't touch you. Once the Guardian stops appearing, it's safe to continue on.
2. Build a large crystal on the floor near the treasure chest in the center of the room. Stand on top of it. When the Guardian comes by, just hop over it.

After 2-4 passes he will stop moving, and it will be safe to touch him and get the Blood-Red Stone. Now go right, down, down, down and to the left, left, down, right, right, use the Blood-Red Stone, left (Save your game), left. Here you will fight Gandar. If you made it this far, he should be easy for you. After defeating him, you get the Scroll of Golem, Hourglass of the Gods*, Dragoon Faith*. Also the Great Spear "Dinosaur" is in this room on a high ledge. To reach it, you need to build a combination of crystal steps with the treasure chests, then jump up using crystal dust.

When you leave, use the Full Moon Stone on the statue and go down, right/up, right, right/up to get a Savory and a Prismatic Missile spell. Use the Eclipse Stone to return to the entrance.

b) Arianrod Labyrinth (Hard only)

Argent Knight HP: 18000 Weak: None Drop: Cranequin-Crossbow, Mithril Plate
Hell Gaze HP: 20000 Weak: None Drop: Reflect Sorcery, Shield Critical
Dark Sorceress HP: 18700 Weak: Poison Drop: Heal, Invoke Feather
Wraith Lord HP: 65000 Weak: Holy Drop: Poison Blow, Frigid Damsel
Silver Golem HP: 80000 Weak: Ice, Lightning Drop: Frigid Damsel,
Poison Blow
Spectator HP: 24600 Weak: Ice Drop: Neckless Doll, Savory
Demon "Wiead" HP: 55700 Weak: None Drop: Nightshade, Ghoul Powder
Ridiculer HP: 18700 Weak: None Drop: n/a
Demon "Vallan" HP: 70000 Weak: None Drop: Mithril Ore
Dark Lord HP: 415000 Weak: Holy Drop: Magic Blade "Cromrea"

Items found: Eye of Heaven, Magic Blade "Cromrea", Eternal Fault, Wand of Apocalypse, Foul Slayer, Flame Jewel, Shazard, Secrets of Zolon, Unicorn's Horn

This dungeon is built of teleporters. Each room has one or two machines with numbers on them. You can flip a switch to change the numbers. Basic math (agghh, math!) will tell you where you're teleporting to. If the left machine says "3", and the right machine says "x5", then you will teleport to room 15. If there is no operand, just add the two numbers together. Okay, ready for the shortest walkthrough ever?

(Eye of Heaven), 10, 8 (Magic Blade "Cromrea"), 18, 16, 21 (Wand of Apocalypse), 12, 13 (Eternal Fault), 12, 14 (Foul Slayer), 7, 6, 11 (Flame Jewel), 17 (Save your game), 25.

In room 25 you will fight Dark Lord and two Demon "Vallan". I highly recommend that you take three mages for this battle. Kill one of the demons, but don't kill the other one. Blast Dark Lord with magic (and a bow on Valkyrie) until he dies (which takes a very long time). The reason you don't want to kill both demons is that Dark Lord won't attack while he's in the back row. In the front row, he uses Insanity Blast about 90% of the time, which does extreme damage to all four party members. Ouch. Needless to say, Guts and Auto-Item (Union Plume-100%) are absolute necessities if you decide to

slug it out in hand-to-hand with him. After defeating him you get Shadzard*, Secrets of Zolon, and a Unicorn's Horn*.

c) Celestial Castle (Hard only)

Inferior HP: 4900 Weak: Poison, Holy, Dark Drop: Long Flail, Breastplate
Grey Bones HP: 27000 Weak: None Drop: Lucerne Hammer, Damascus Sword
Mage Lord HP: 12000 Weak: Poison Drop: Might Reinforce, Dampen Magic
Forager HP: 44000 Weak: None Drop: Mithril Plate, Cranequin-Crossbow
Monstrous Vermin HP: 10200 Weak: None Drop: Iron Ore, Feather
Harpy HP: 30000 Weak: None Drop: Base Metal, Nightshade
Haunt HP: 62000 Weak: Holy Drop: Heal, Sacred Javelin
Mandragora HP: 32500 Weak: Fire Drop: Dampen Magic, Shield Critical
Daemon Baron HP: 42000 Weak: None Drop: Quartz Gem
Genevieve HP: 188,000 Weak: None Drop: Ether Scepter

Items found: Eye of Heaven, Ghoul Powder x2, Flame Jewel, Wassail-Rapier, Vegetable Seed, Shield Critical, Quartz Gem, Reflect Sorcery, Concentration, Lucerne Hammer, Aqua Vitae, Sword of Silvans, Armor of Aleph, Harp of Atrasia, Berserker Bow

I really, really, really hate the Celestial Castle. Just thought I'd get that off my chest. Go right, up and to the right, right, take the first passage down (Eye of Heaven), up, right and down, right and up (Ghoul Powder), down, left and up, left, left, down and to the right, up (Flame Jewel), right and down, go right and take the first passage up, down and right. The bottom of the screen here is open air. If you fall, you will be back on the World Map and will have to waste two periods to start the Castle over. I highly recommend that you skip the treasure chests until after you beat the boss and the monsters are gone. Most of the chests have explosion traps, so pay attention to which way you're facing when they blow you backwards. Anyway, swing on the chains to the right (passing a Wassail-Rapier, Vegetable Seed, Shield Critical spell, Quartz Gem). In the next room, there's a Reflect Sorcery spell, Concentration skill, Lucerne Hammer, Aqua Vitae, and a Ghoul Powder. Exit right, up, left. Kill all the butterflies in this room with your sword, then go left. In this room you have to kill the butterflies again, but each time the lasers hit you another butterfly is created. Go left (Sword of Silvans), save your game, down, left, up, right, right, right, right, right, right, save your game, right. Here you fight Genevieve and two Daemon Barons. The Pressed Flower and Bracelet of Basilisk help against her strong Poison Blows. Items that resist Dark will help against her Cosmic Spear magic. Otherwise just beat on her. If you've still got a Holy Water of Mithra, you can use that to finish her off. After defeating her you get Armor of Aleph*, Harp of Atrasia, and Berserker Bow*

d) Cave of Oblivion (all)

Check the Chapter 1 Walkthrough for information about the various Caves of Oblivion.

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15) Jotunheim Palace

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Vanir HP: 14000 Weak: Poison Drop: Guard Reinforce, Might Reinforce
Vanir HP: 22000 Weak: None Drop: Reflect Sorcery, Dampen Magic
Vanir HP: 22000 Weak: None Drop: Sap Power, Sap Guard
Vanir HP: 22000 Weak: None Drop: Dampen Magic, Shield Critical
Wise Sorcerer HP: 10000 Weak: Poison Drop: Sap Power, Sap Guard
Mithril Golem HP: 100000 Weak: None Drop: Vegetable Seed, Foxglove

Bloodbane HP: 222000 Weak: None Drop: Angel Curio

Surt HP: 300000 Weak: None Drop: n/a

Items found: Mental Reaction, Freeze Check x3, Foxglove x4, Eye of Heaven, Flare Crystal x2, Vegetable Seed x3, Ether Scepter, Scarlet Edge, Demon Sword "Levantine", Lapis Lazuli, Noble Elixir

Jotunheim Palace is the default place for you to end up at the end of the game. You can Divine items anywhere here, not just on the save points.

Go up, up (Mental Reaction skill), left (Freeze Check, Foxglove), left, left (Foxglove, Eye of Heaven - these are below the ice bridge), left, left. There are four pedestals in this room, three of which have flames burning on them. Jump across to the top left and press X to get the Red Flame. Drop down to the bottom and place the Red Flame on the empty pedestal. Now get the Blue Flame from the right hand side and put it on the bottom pedestal. It will form Daisy Fire, which you can pick up. Doing this opens the passage to Bloodbane later on. Now return to the palace entrance.

From the entrance go left, left, up and to the right, up, up (Flare Crystal, Vegetable Seed), down, down, left, left (Flare Crystal), down and right, right, down and left, left (watch out for the falling icicles), left (Freeze Check, Ether Scepter), left (Scarlet Edge skill), up and right, right, up and left, take the passage up, up, left (Foxglove, Ether Scepter). Now you need to go up and right. You can jump off the ice platforms, but you may find it easier to get on the ledge below and use the crystal steps/dust trick to reach the overhang. Now go right and save. Be sure to save! To the right is Bloodbane, arguably the hardest monster in the game. This fight is optional, but you can try it to test your abilities. All four party members will need maxed out Guts skills and either Auto-Item (Union Plume-100%) or Angel Curios. A mage with Sap Guard and Might Reinforce helps immensely. It also helps to have items that resist Fire (like Stun Checks) and Mighty Checks. Bloodbane is just a tough customer. Almost every one of his attacks hits the whole party for big damage, so you must have a way of reviving yourself. He also casts Heal on himself every 10 turns (unless he's very near death) so you have a bit of a time limit as well. When he gets seriously injured he'll start blowing you away with Gravity Blessing. After defeating him you get the Levantine Sword, the strongest weapon outside of the Seraphic Gate.

Now go left, down and right, down, down, up and right, up and left, up and right, right, right, up and right. You'll need to jump across the platforms here. Make a crystal to stand on at the middle one for some extra jumping height. There is also a Freeze Check and a Lapis Lazuli in this room (they're well hidden). Now go right, right, down and left, left, left, left (Noble Elixir), left. The Fires of Purgatoy are burning in this room. Once you get it there is a time limit. If you take too long it will burn out. You must go to the right and fight each of the Vanir you encounter. You can't jump over them because the icicles will knock you back and you will run out of time. The time spent in battles does not count towards the flame burning out. From the Fires room run right (fight the Vanir), right (fight the Vanir), right. There will be a passage up that wasn't there before. Go through it. If you didn't make it before the Fires burned out, just return to the Fires room and pick it up again. Once you've made it through the passage go up (Foxglove), left (Vegetable Seed), up and to the left, left, up and to the left, left (Vegetable Seed, Noble Elixir), left and down, down, right. Save your game and go right. You'll face Surt and two Vanir. Surt's much easier than Bloodbane. Once again, items that resist Fire will be a big help. After you defeat him, the game is over and you get the B ending.

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16) Asgard Hill
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Vanir HP: 14000 Weak: Poison Drop: Guard Reinforce, Might Reinforce
Vanir HP: 22000 Weak: None Drop: Sap Power, Sap Guard
Vanir HP: 22000 Weak: None Drop: Dampen Magic, Shield Critical
Phantom Lord HP: 45000 Weak: Holy Drop: ?,?
Fire Elemental HP: 52000 Weak: Ice Drop: Spell Reinforce, Sap Guard
Charon HP: 52000 Weak: None Drop: Spell Reinforce, ?
Ram Guardian HP: 25600 Weak: None Drop: Vegetable Seed, Ebony Powder
Mind Flayer HP: 54900 Weak: None Drop: Haste Ring, ?
Bloodbane HP: 222000 Weak: None Drop: Angel Curio
Fenrir HP: 250000 Weak: Fire Drop: Ambrosia
Loki HP: 400000 Weak: None Drop: n/a

Items found: Demon Sword "Levantine"

In order to reach Asgard Hill you must complete the steps for the A ending sequence. Most of the regular enemies are simple enough. The one fight to watch out for is the Mind Flayer/Ram Guardian combo. If you kill the Ram Guardian first, the Mind Flayer will become possessed and then resurrect the Guardian. You must kill the Mind Flayer first! Sap Guard may be needed.

Gee, and I thought the Arianrod Labyrinth walkthrough was short. All you do here is go up, up, up, up, and so on. When you get to a savepoint, use it! First you'll run into Bloodbane. Make sure at a bare minimum you have all four party members with maxed out Guts and either Auto-Item (Union Plume-100%) or Angel Curios. Sap Guard and Might Reinforce help a lot as well.

Next is Fenrir. You fight him the same way as Bloodbane, but watch out for his Frost Bait attack. When he gets near death he will use this every single round. It will either kill or freeze every member of your party. If you don't have the Eternal Lamp, make sure that each party member has a Freeze or Mighty Check. If you have the Infernas sword, you can kill him in one hit.

Finally it's Loki. At first you won't be able to hurt him. Just make sure you survive for three rounds. Then Valkyrie will power up like He-Man (you think I'm joking) and the battle will restart. Again, just beat on him and make sure you have plenty of Union Plumes. And that's the end!

After the credits don't turn the game off! There's some more dialogue several minutes after the "Fin" screen appears.

=====
17) Seraphic Gate
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The Seraphic Gate is accessible from the title screen once your party has saved at the final Save Point (whether Jotunheim Palace or Asgard Hill). Select Seraphic Gate, then your savefile to start. Note that the Seraphic Gate is a one-way trip! If you save in the Gate your party will not be able to return to the regular game!

Gill-Man Leader HP: 30,000 Weak: Lightning Drop: ?,?
Fire Elemental HP: 52,000 Weak: Ice Drop: Spell Reinforce, Sap Guard
Unburied Dead HP: 21,600 Weak: none Drop: ?,?
Bream Giant HP: 18,400 Weak: Poison, Holy Drop: Mystic Cross, Normalize
Anemone HP: 42,600 Weak: none Drop: Daemon Slayer, Beast Slayer

Hell Gaze HP: 20,000 Weak: none Drop: Shield Critical, Reflect Sorcery
 Brutal Gaze HP: 54,900 Weak: none Drop: Lapis Lazuli, Wand of Exchange
 Lesser Vampire HP: 22,600 Weak: none Drop: Beast's Fangs, Burgundy Flask
 Ancient Golem HP: 120,000 Weak: none Drop: Mage Slayer, Raven Slayer
 Misery Seeker HP: 47,700 Weak: none Drop: ?,?
 King Kraken HP: 64,000 Weak: none Drop: Dragoon Faith, ?
 Unliving Vapor HP: 52,300 Weak: Holy Drop: ?,?
 Unholy Terror HP: 62,000 Weak: none Drop: Dimension Slip, Lapis Lazuli
 Necro Centipede HP: 41,600 Weak: Poison Drop: ?,?
 Larvae HP: 282,600 Weak: none Drop: ?,?
 Venom HP: 100,000 Weak: none Drop: ?,?
 Mummy HP: 45,600 Weak: Fire Drop: ?,?
 Abyss HP: 205,000 Weak: none Drop: ?,?
 Lycurgus HP: 188,000 Weak: Poison Drop: ?,?
 Wise Sorcerer HP: 260,000 Weak: Poison Drop: ?,?
 Dragon Tyrant HP: 950,000 Weak: none Drop: Lapis Lazuli, ?
 Demon "Zorkreyl" HP: 299,900 Weak: none Drop: Lapis Lazuli, ?
 Accused One HP: 380,000 Weak: none Drop: Lapis Lazuli, ?
 Setkhefre HP: 500,000 Weak: none Drop: Noble Elixir, Noble Banish
 Disaster Eye HP: 500,000 Weak: none Drop: Lapis Lazuli,?
 Carnage Beast HP: 652,000 Weak: Fire Drop: Demon Sword "Nefarious", ?
 Lich HP: 546,000 Weak: none Drop: Eternal Garb, ?
 Vanir HP: 22,000 Weak: none Drop: Reflect Sorcery, Dampen Magic
 Giant Lord HP: 750,000 Weak: none Drop: Wand "Mystic Sage", Holy Wand of
 Telos
 Loki Shade HP: 752,000 Weak: none Drop: Ethereal Divide, ?
 Hamster HP: 400,000 Weak: none Drop: Dainslef, Wand "Mystic Sage"
 Dark Valkyrie HP: 440,000 Weak: none Drop: Glance Reviver, ?
 Lezard Valeth HP: 100,000 Weak: none Drop: Glance Reviver
 Brahms HP: 172,000 Weak: none Drop: Razor Shaft
 Freya HP: 300,000 Weak: none Drop: n/a
 Gabriel Celeste HP: 800,000 Weak: none Drop: n/a
 Iseria Queen HP: 2,300,000 Weak: none Drop: n/a

Items found: Golden Egg x15, Spell Reinforce, Fire Lance, Gem of Creation,
 Mighty Check x2, Might Reinforce, Razor Shaft, Eternal Garb x4, Poison Blow,
 Sap Guard, Fire Storm, Soul Sword "Kusanagi", Wand "Mystic Sage", Frigid
 Damsel, Scout Orb, Ethereal Divide, Holy Wand of Telos, Lightning Bolt, Shield
 Critical, Demon Sword "Nefarious", Bloody-Duster, Icicle Edge, Dainslef, Ether
 Laser, Lapis Lazuli, Wand of Exchange, Quartz Gem, Tri-Emblem, Book of Riddles
 #1-8, Angel Slayer

Many of the monsters in the Gate drop only one type of treasure or none at
 all. There are eight locked doors in the Gate which can only be opened with a
 Flame Jewel. The Flame Jewels are found in the Hard Mode dungeons. You can
 still play through the Seraphic Gate without the Flame Jewels, but you will
 not be able to get the bonus characters and some of the best weapons. In the
 following walkthrough, sections where you need a Flame Jewel are blocked off
 [*** like this ***]. If you don't have a Flame Jewel, just skip past that
 section and continue on with the walkthrough. There is only one savepoint in
 the Gate, right at the beginning. You can Divine items anywhere in the Gate,
 not just at the savepoint.

Go right, right (Golden Egg, Spell Reinforce spell), down and to the left,
 left (Golden Egg), right, down and to the right, right (Golden Egg), right, up
 and to the right, up and to the left (Fire Lance spell), up and to the left
 (Gem of Creation, Mighty Check), right, right, down and to the left, down and
 to the right (Might Reinforce spell), left, down and to the left, left, [***
 up and to the left, left (Razor Shaft, Eternal Garb), right, right ***] up and
 to the right. Step into the glowing sphere to teleport. Now go right, right

and teleport again. Go left (Golden Egg), [*** down and to the left, left (teleport), right. Now you will fight Lezard Valeth, a Brutal Gaze, and a Hell Gaze. This isn't too hard, just be sure to kill the two eyes at the same time to avoid them Restoring each other. Try to knock a treasure chest out of Lezard to get the useful Glance Reviver. After beating him he will join your party. Go left (teleport), right, right ***] up and to the left, (Golden Egg, Eternal Garb, Poison Blow spell), left (Sap Guard spell, Golden Egg, Fire Storm spell), right, up and to the right, right (Golden Egg, Eternal Garb), up and to the left, left, left [*** up and to the right (Soul Sword "Kusanagi", Wand "Mystic Sage"), left ***], left. Don't fall through the bottom of the screen! Jump/swing across (Frigid Damsel spell, Mighty Check, Golden Egg, Golden Egg), left (form a large crystal to step on and jump up to the ropes), left (Scout Orb), left, down and to the right (teleport), left (Golden Egg), down and to the right, right [*** up and to the right, right (Golden Egg), right, right, down and to the left, (Ethereal Divide, Holy Wand of Telos), right, up and to the left, left, left, left ***], down and to the right. Now fall through the bottom of the screen, hugging the left wall. Pick up the Golden Egg. [*** Go left, left (Eternal Garb, Lightning Bolt spell), up and to the right. Here you will fight Brahms. He will probably kill the character he attacks, but he can't hurt more than one, so you should have no problem beating him if you have plenty of Union Plumes. After you defeat him he joins you. Now go left, down and to the right, right ***], drop down to the bottom, left (teleport, Shield Critical spell), right, down and to the right, right, down and to the right, drop down while hugging the right wall, go right [*** up and to the right, right, right (Golden Egg), up and to the left, down and to the left (Demon Sword "Nefarious", Bloody-Duster), right, right, down and to the left, left, left ***], down and to the right, down and to the left, left (Icicle Edge spell). Cut the panels in the floor with your sword and drop down. Make sure you cut every panel. [*** There is a locked door halfway down. Go right (teleport), right, right. Here you fight Freya. She's very strong, but she can't hurt more than one person at a time, so just keep Union Plumes available. After defeating her she joins you. Now go left, left (teleport), left ***] At the bottom go left, left (teleport), left, drop down hugging the right wall. Go right, down and to the right, down and to the left, left. You should be at the top of the area where you cut all the panels in the floor. You need to fall down from the very top straight through to the switch on the bottom. Do a vertical jump to position yourself correctly. If you fell from the very top, the switch will open the door on the right. Go right (teleport), left, left (Golden Egg). Climb the ropes up to the left. Go left and you will fight Gabriel Celeste. He's a real wimp. Just do some big PWS combos on him and he'll die easily enough. He does have some dangerous attacks, but he won't last long enough to give you much of a problem. After defeating him go down and to the right (teleport), left, up and to the right, up and to the right [*** up and to the left (teleport), left, left (teleport), left, up and to the right (Dainslef, Ether Laser), left, down and to the right (teleport), right, right (teleport), right ***], down and to the right, down and to the right (Golden Egg, Lapis Lazuli), down and to the left, down and to the left (Wand of Exchange, Quartz Gem), right, down and to the right, right, down and to the left, left, left. Here you will fight Iseria Queen. She's basically the same as Gabriel Celeste except she has more hit points and can inflict more damage. Guts, Auto-Item(Union Plume-100%), and/or Angel Curios are recommended. If you have the Sylphan Robe, equip it on a mage to enable it to survive her Cosmic Spear attack. After defeating her you get the Tri-Emblem. You can now return to the save point (all enemies are gone) and save. Exiting left from the save point gets you a Congratulation message. The next eight times you defeat Iseria Queen you will get a Book of Riddles. These don't do anything. Each time you beat her after that you will get an Angel Slayer, the most powerful sword in the game (but with Attack Trust of 1).

There are a couple of special battles in the Seraphic Gate. On the last floor before you get to Iseria Queen, there is a floating eyeball. Usually it's three Disaster Eyes. But sometimes it will be a Giant Lord and two Vanir. The Giant Lord has all of Surt's voice samples that you can add to your Voice Collection. I highly recommend having the Sap Guard spell before you fight him or you will have a hard time hurting him. A few rooms later, right before Iseria Queen, there is a room with a knight walking around (the Dark Valkyrie) and a mage floating in the air. The mage is usually a Loki Shade, but sometimes it will be four Hamsters. The Hamsters are the hardest enemies in the game. They are extremely small and very few attacks can actually hit them. Your best bet for beating them is to have a mage (or two or three) cast Poison Blow on them every round. I highly recommend equipping Angel Curios on all four party members for this fight. Guts is usually not enough to survive.

Besides Gabriel Celeste, Iseria Queen, and the Giant Lord, other places to pad your Voice Collection are the Loki Shade (has all of Loki's voice samples), and the Dark Valkyrie (has all of Hrist's except her death samples).

=====
18) Endings
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a) "C" ending

To get the C ending, your evaluation must drop very low and stay there. The easiest way to get it is as follows:

When you get out of the Artolian Ruins and return to the World Map, go to the status screen and Rest (Start button) until the end of the Chapter. Continue to do this until your Evaluation drops to zero. Once it has done that enter any dungeon and come back out again. Freya will appear and berate you. Then she will leave and you will have 1 Evaluation point. Rest again until it drops back down to zero. Then enter any dungeon and leave again. Freya will come back and blow you to kingdom come. She is extremely difficult to kill without a Gameshark. If you do defeat her the same thing happens as if you lost to her.

b) "B" ending

You get the B ending when you reach the end of Chapter 8 and you have not triggered either the C ending (by having a low Evaluation) or the A ending (by fulfilling the steps listed in the next section). You will go to Jotunheim palace as listed in section 14 and once you defeat Surt you get the B ending.

c) "A" ending

In order to get the A ending you have to fulfill several requirements. Most of this information comes from Keith Rhee's best ending guide. Note that you cannot get the A ending in Easy mode.

You must finish the Tower of Lezard Valeth in Chapter 4.
You must recruit Mystina and Lucian in Chapter 5.
You must transfer Lucian to Valhalla in Chapter 5 or 6.
Your Seal Rating (not Evaluation!) must reach 37 or less during Chapter 7.

The tricky part is getting the Seal Rating low and keeping it low. In Chapter 4, it's best to Transfer someone at the beginning of the Chapter, before you do anything else. From there, play normally and be sure to complete Lezard's Tower. Also take off Valkyrie's Nibelung Ring before the end of the chapter. Do not replace it until Chapter 7. (You can wear it in

the dungeons, but don't forget to take it back off before the Sacred Phase.)

Now, you need to do the events that reduce your Seal Rating. Either do these after transferring a character in Chapter 4, or before doing Spiritual Concentration in Chapter 5. First go to Gerabellum and talk to Lucian there. Then go to Weeping Lily Meadow. Then go through Brahms Castle and meet Brahms. It doesn't matter if you decline to fight him, fight and beat him, or fight and lose to him. Your Seal Rating drops the same amount either way. Note that you can do these three steps in earlier Chapters, but it's best if you do them here to control your Seal Rating.

In Chapter 5, recruit Lucian and Mystina, as well as anyone else who shows up. Complete any dungeons you like, but remember that you must transfer Lucian in either Chapter 5 or 6. You should be able to transfer one additional person in either Chapter 5 or 6 (not both!) without hurting yourself (check your Seal Rating to make sure). In most cases you can transfer Yumei in Chapter 5 and Lucian in Chapter 6.

If your Seal Rating is already 37 or less after the Chapter 6-7 Sacred Phase, you will see a special scene at the beginning of Chapter 7. Otherwise, you will see the scene whenever you get your Seal Rating down to 37 during Chapter 7. Once you see this scene you are in the clear so you may do whatever you want for the remaining Chapters (just don't let your Evaluation drop to zero or you'll get the C ending).

In Chapter 8, Spiritual Concentration will reveal something going on at Weeping Lily Meadow. Once you visit there, the A ending sequence begins and you will not be able to return to the World Map! So do everything else that you want to first before you go there. If you choose not to go there then the game will continue with the B ending sequence at the end of Chapter 8.

Here are the amounts that each action affects your Seal Rating by:

Visit Lucian in Gerabellum: -15
Visit Weeping Lily Meadow: -15
Meet Brahms in his castle: -10
Defeat Lezard Valeth in his Tower: -15
Recruit Mystina: -15
Recruit Lucian: -20
Recruit Lorenta, Lyseria: no change
Recruit any other characters: -2
Not wearing the Nieblung Ring in the Sacred Phase: -2
Wearing the Nieblung Ring in the Sacred Phase: +2
Transferring each character: +12 (including Lucian!)

Note that it doesn't matter if you choose to fight Brahms or not. Meeting him is sufficient to reduce your Seal Rating.

=====
19) Characters
=====

The following lists all the characters and their starting stats. The stats for characters at starting levels greater than 1 are random, but this should still give you an idea of their comparative strengths. Each character has a rating of * to ***** indicating how good they are overall. Since all mages are basically interchangeable, I gave them all the same rating (****).

The numbers for the attacks is the number of hits, energy added, and damage multiplier per hit.

Valkyrie

"Come to me, Dark Warriors! Battle awaits us!"

Modes available: all (Chapter 0)

Starting stats (level 1) DME: 1000 Str: 15 Int: 10 Agl: 10 Dex: 5

Attacks (sword): Bolt Slash (1, 25, x1), Moment Slide (1, 15, x1), Vertical Raid (2, 24, x.5). PWS: Nibelung Valesti (varies, varies, 4 CT)

Attacks (bow): Spread Shot (2, 20, x1), Tri-Blast (3, 9, x2), Infinity Blast (4, 24, x.5). PWS: Nibelung Valesti (varies, varies, 4 CT)

Optimum PWS position: second (sword), third (bow)

Damage multipliers for Nibelung Valesti

NV1Sword: 4 (eight hits of 0.5)

NV2Sword: 6 (0.5x8 + 2)

NV3Sword: 11 (0.5x8 + 2 + 5)

NV1Bow: 6 (0.5x12)

NV2Bow: 8 (0.5x12 + 2)

NV3Bow: 13 (0.5x12 + 2 + 5)

Well, you don't have a lot of choice about using her. She's in all but a very few battles. Luckily, she's quite good. Her sword attacks are capable of hitting all types of opponents (she's one of a very few characters who can hit the hamsters), and equipping her with a bow is an even better option. In fact, I recommend keeping her with a three-hit bow throughout the game, as she's the strongest bow user in the game. Her PWS has three different power levels which depend on the weapon she has equipped. The third level is only available in the final battle of Asgard Hill and in the Seraphic Gate.

Rating *****

Freya

"I am Freya. Recall the name on your journey to Hel."

Modes available: all (Chapter 0 temporarily), Hard (Seraphic Gate)

Starting stats (level 2) DME: 6064 Str: 208 Int: 214 Agl: 102 Dex: 101

Starting stats (level 30) DME: 36001 Str: 431 Int: 532 Agl: 201 Dex: 182

Attacks: Critical Flare (6, 24, x.5), Aerial Blast (3, 21, x.25), Thunder Sword (5, 50, x.25). PWS: Ether Strike(1,10, 5 CT, x15)

Optimum PWS position: fourth

Taking a look at her stats should give you an idea about how good she is. She tags along in the Artolian Mountain Ruins to make sure you don't lose any fights. In the Seraphic Gate, she may very well be your most powerful fighter, and her PWS does more damage than any other. The only problem with her is that she has a very long delay between each attack. This makes her a royal pain to combo with. Her third attack is unblockable (except when you're fighting against her).

A special note about her PWS: it's Poison elemental. It will do double damage to enemies weak against Poison. So try it out against some of these enemies in the Seraphic Gate if you want to see some 1,000,000+ damage numbers. The PWSes of other characters are not elemental, even though some of them look

like they are.

Rating *****

Arngrim

"Now die and be silent!"

Modes available: all (Chapter 0)

Starting stats (level 1) DME: 2000 Str: 30 Int: 5 Agl: 10 Dex: 3

Attacks: Spinning Back-Knuckle (1, 15, x1), High Wind (1, 30, x1), Wrenching Swing (1, 25, x1). PWS: Final Blast (8, 80, 6 CT, x.75)

Optimum PWS position: third

Arngrim is a powerhouse early on. His PWS does decent damage and adds a huge amount of energy, but it has a tremendous charge time to match. His normal attacks hit rather high, meaning he tends to miss short enemies. He is very good at hitting flying creatures, though. Not an exceptional character, but a good one.

Rating ****

Jelanda

"Valkyrie, do you even need our help?"

Modes available: all (Chapter 0)

Starting stats (level 1) DME: 300 Str: 2 Int: 15 Agl: 20 Dex: 3

Jelanda is the first mage you get, and will serve you well in the early chapters. Her Fire Storm spell is weak, but it adds a great deal of energy to the combo gauge. This will be the only way you will be able to get the meter up to 100 until you get some better weapons. She also comes equipped with the highly useful Heal.

Rating ****

Lawfer

"I pledge my strength to the Lady Valkyrie!"

Modes available: Normal and Hard (Chapter 2)

Starting stats (level 1) DME: 1500 Str: 10 Int: 6 Agl: 10 Dex: 5

The best character outside the Seraphic Gate. His normal attacks are good, and his PWS does insane damage. But the PWS adds very little energy, so make sure you use it last in a chain. With a Combo Jewel or Energy Ring he can fill up the energy gauge by himself. A good candidate for transfer also.

Attacks: Smash Axe (1, 24, x1), Prisoner Fang (1, 30, x1), Triple Thrust (3, 30, x1). PWS: Justice Stream (10, 25, 2 CT, x.8787 damage multiplier per hit)

Optimum PWS position: fourth

Rating *****

Belenus

"Reap the judgement of the gods."

Modes available: all (Chapter 1)

Starting stats (level 1) DME: 1500 Str: 10 Int: 6 Agl: 10 Dex: 5

Attacks: First Slash (1, 15, x1), Rising Slash (2, 24, x.5), Piercing Crusade (2, 20, x.5). PWS: Extreme Void (2, 30, 3 CT, x3.75 damage multiplier per hit)

Optimum PWS position: fourth

You will usually end up transferring him because of his high Hero Value, but he is a good addition to the party as well. His PWS does very strong damage, one of the highest in the game. His normal attacks are almost identical to those of Valkyrie (with sword).

Rating ****

Llewelyn

"With enemies like this even I might have a chance!"

Modes available: all (Chapter 1)

Starting stats (level 1) DME: 700 Str: 10 Int: 6 Agl: 10 Dex: 5

Attacks: First Shot (1, 5, x1), Twin Shot (2, 10, x.5), Aiming Wisp (2-3, 10, x.29834). PWS: Layer Storm (varies, 5 per hit, 2 CT, x.6738 damage multiplier per hit)

Optimum PWS position: first

He's pretty bad. The only good thing about him is his PWS. It does a variable number of hits depending on the enemy's size and positioning. Seven is a common number of hits, but I've seen as many as 18 against large enemies. He doesn't even make good transfer material because his Hero Value is so low. Also, his third attack is unblockable, so use it to set up combos.

Rating *

Kashell

"All right! Feeling good!"

Modes available: Normal and Hard (Chapter 3)

Starting stats (level 1) DME: 2000 Str: 10 Int: 6 Agl: 10 Dex: 5

Attacks: Low Swing (1, 10, x1), Beast Tackle (2, 30, x.5), Air Pressure (1, 15, x1). PWS: Flashing Blade (3, 69, 5 CT, x1.1718 damage multiplier)

Optimum PWS position: third

He is weaker than Arngrim, with slightly better normal attacks and a much worse PWS. Some of his voice samples are annoying, but his enthusiasm can be infectious.

Rating **

Janus

"For my honor! Finishing Strike: Guilty Break!"

Modes available: all (Chapter 2, 3, or 4)

Starting stats (level 1) DME: 800 Str: 10 Int: 6 Agl: 10 Dex: 5

Attacks: Diseased Needle (2, 2, x.5), Tri-Stinger (3, 3, x.3), Restrain Flame (1, 50, x1.5). PWS: Guilty Break (9, 72, 2 CT, x.75 damage multiplier per hit)

Optimum PWS position: third

The best archer, other than Valkyrie. His first attack, Diseased Needle, actually poisons the enemy. I cannot begin to tell you how useful that is. And his PWS is very good as well, doing 9 auto-hits and adding 72 to the energy gauge.

Rating ****

Nanami

"I have drawn daikichi. excellent fortune!"

Modes available: all (Chapter 2, 3, or 4)

Starting stats (level 1) DME: 300 Str: 5 Int: 16 Agl: 10 Dex: 5

Another mage. Her Lightning Bolt is quite a bit stronger than the other spells you'll get early in the game. And after you recruit her you can get Dragonbane, a very useful weapon. If you're lucky enough to get her in Chapter 2, you can pretty much win every battle in Chapters 2 and 3 just by casting Lightning Bolt on all enemies with Dragonbane equipped.

Rating ****

Yumei

"Go back to the hole you crawled in from!"

Modes available: all (Chapter 2, 3, or 4)

Starting stats (level 1) DME: 300 Str: 5 Int: 16 Agl: 10 Dex: 5

Yet another mage. If you don't cry the first time you see her recruitment scene, you are one heartless individual. Nothing really special about her, but she does have some hilarious animations in battle.

Rating ****

Aelia

"Now you have felt my strength."

Modes available: Normal and Hard (Chapter 4)

Starting stats (level 1) DME: 1400 Str: 10 Int: 20 Agl: 5 Dex: 15

Attacks: Roundkick (2, 6, x.5), Sonic Edge (1, 15, x1), Spinning Edge (3, 24, x.33).

PWS: Dreaded Dragon (1, 45, 3 CT, x7.5 damage multiplier)

Optimum PWS position: fourth

Her attacks and PWS do strong damage. But if you equip her with a three-hit weapon be sure that you change the order her attacks come in or you'll never

hit with all of them. A strong character, but you'll get tired of hearing her voice after a while.

Rating ****

Jun

"Now your future is emptiness!"

Modes available: all (Chapter 2, 3, or 4)

Starting stats (level 1) DME: 1300 Str: 8 Int: 3 Agl: 20 Dex: 25

Attacks: Senko-Zan (2, 10, x.5), Koei-Zan (1, 5, x1), So-Enbu (2, 24, x.5).

PWS: Senko-jin (15, 30, 2 CT, x.375 per hit)

Optimum PWS position: first

Jun's major redeeming feature is his PWS. It does decent damage, spread out among 15 hits and 30 energy. This makes him the ideal leadoff man in a PWS chain. By building up the hit meter he lets the other characters do more damage. His normal attacks are rather poor though. Good luck connecting with them all.

Rating ***

Lyseria

"I cannot suffer you to live!"

Modes available: Hard (Chapter 7)

Starting stats: (level 1) DME: 300 Str: 1 Int: 50 Agl: 20 Dex: 5

Kind of annoying, and butt ugly. She's one of the stronger mages. Don't transfer her to Valhalla, or she'll be gone for good. But if you do, you'll get to see her horribly ugly portrait during the Sacred Phase. Good for a laugh.

Rating ****

Badrach

"Killing is thirsty work! I need a drink."

Modes available: all (Chapter 5 or 6)

Starting stats (level 1) DME: 800 Str: 5 Int: 1 Agl: 20 Dex: 35

Attacks: Flare Shot (1, 15, x1), Fifth Way (varies, 1 per hit, x.1992), Lunatic Shot (varies, 1 per hit, x.09375). PWS: Sphere Strike (1, 30, 2 CT, x3.75 damage multiplier)

Optimum PWS position: first (fourth is a waste of the damage bonus)

His attacks don't do good damage, don't build up the energy gauge well, and his PWS is a very bad joke. But there is one thing he's good at. He's the best character for knocking experience crystals out of the enemies. He can help your party level up fairly quickly. Just make sure you bring some real characters along to actually hurt the enemies. This is an expert's character, not for beginners.

Rating **

Grey

"I invoke the power of the Glacial Blade! Finishing Strike: Icicle Disaster!"

Modes available: all (Chapter 5 or 6)

Starting stats (level 1) DME: 1000 Str: 10 Int: 25 Agl: 8 Dex: 8

Attacks: Razor Edge (1, 15, x1), Mortal Razor (1, 25, x1), Energy Cannon (3, 15, x.47). PWS: Icicle Disaster (8, 58, 2 CT, 2 hits at x.75, 6 hits at x.1494)

Optimum PWS position: second

He has the coolest voice samples of any character. Unfortunately, he's not a good choice for battle. He has some extreme problems dealing damage to the enemies, with the weakest PWS in the game. Easily the weakest of the three heavy knights. The little wisps that trail after him are unblockable, though.

Rating *

Lorenta

"Such a will to live!"

Modes available: Normal and Hard (Chapter 4)

Starting stats (level 1) DME: 300 Str: 2 Int: 26 Agl: 2 Dex: 3

Yep, another mage. She's fairly useful when you first get her because she comes with the Mystic Cross spell. But I don't care for her voice and that stupid staff flying around in battle really aggravates me.

Rating ****

Mystina

"Feast your eyes on me. It'll be your last vision of beauty."

Modes available: Normal and Hard (Chapter 5)

Starting stats (level 1) DME: 300 Str: 10 Int: 30 Agl: 10 Dex: 10

She has some funny voice samples, but many are so muted you can barely hear them. One of the better mages in the game.

Rating ****

Shiho

"It's a blessing I cannot look upon you."

Modes available: all (Chapter 5 or 6)

Starting stats (level 1) DME: 300 Str: 3 Int: 18 Agl: 2 Dex: 1

If you use her be sure to give her an attack spell since she doesn't come with any. Otherwise she's just another mage.

Rating ****

Jayle

"I don't think so."

Modes available: all (Chapter 5 or 6)

Starting stats (level 1) DME: 1000 Str: 12 Int: 8 Agl: 8 Dex: 8

Attacks: Gleam Charge (1, 25, x1), Round Dance (1, 15, x1), Hind Edge (1, 10, x1). PWS: Eternal Raid (7, 56, 4 CT, x.75 damage multiplier)

Optimum PWS position: second

An average character. Well balanced, with a decent PWS. Be careful using her PWS against flying opponents. It will often miss.

Rating ***

Suo

"My path is strewn with corpses!"

Modes available: all (Chapter 7)

Starting stats (level 1) DME: 1000 Str: 30 Int: 7 Agl: 7 Dex: 18

Attacks: Shisen (1, 25, x1), Hyo-Reppa (1, 10, x1), Yasha-Uchi (2, 16, x.5). PWS: Hyoso-Hojin (6, 48, 3 CT, x.75 damage multiplier)

Optimum PWS position: second

A rather average character who makes good transfer material. He has some great voice samples. The PWS is a little weak.

Rating ***

Gandar

"My life's ambition... reduced to nothing!"

Modes available: Normal and Hard (Chapter 8)

Starting stats (level 1) DME: 1300 Str: 8 Int: 80 Agl: 2 Dex: 5

He is potentially the most powerful mage. He can have more DME than Lezard by using Bracelets of Zoe, and his intelligence is usually slightly higher by the time he reaches level 30.

Rating ****

Lucian

"... and take this!"

Modes available: Normal and Hard (Chapter 5)

Starting stats (level 1) DME: 1000 Str: 10 Int: 15 Agl: 8 Dex: 8

Attacks: Air Slash (1, 25, x1), Slanting Blow (1, 15, x1), Shining Bolt (12, 36*, 6 hits at x.5 /6 hits at x.105). PWS: Round Rip Saber (5, 40, 3 CT, x.75)

*Although it's supposed to add 36, Shining Bolt will usually add a full 100 to the energy gauge. It also does 24 hits instead of 12 when this happens. Seems to be a glitch, but it's a good one. Press the attack button rapidly to

activate this glitch.

Optimum PWS position: first

Rather unremarkable, except for one thing. His third attack, Shining Bolt, is the best normal attack in the game. It can crush guards easily, and it knocks out a slew of gems and a treasure chest against a fallen enemy. Teamed with Badrach and a couple of sword users, you can get 40 experience crystals in one round. He is also capable of filling up the energy gauge by himself due to the strange properties of Shining Bolt. Only his weak PWS keeps him from being a 5-star character.

Rating ****

Lezard Valeth

"Hahahahahahahahahahaha!"

Modes available: Hard (Seraphic Gate)

Starting stats (level 30) DME: 21296 Str: 97 Int: 564 Agl: 101 Dex: 98

A powerhouse mage. He's got great voice samples and a funny personality. He's the only character who can't reach 90,000 DME by equipping two Bracelets of Zoe, so keep an Ambrosia for him.

Rating ****

Brahms

"Ha! A real battle! Glorious!"

Modes available: Hard (Seraphic Gate)

Starting stats (level 30) DME: 32817 Str: 266 Int: 521 Agl: 130

Dex: 121

Attacks: Bloody Knuckle (1, 30, x1), Deadly Raid (2, 30, x.5), Immortal Blow (3, 30, x.33). PWS: Bloody Curse (17, 42, 2 CT, x.52725 punching portion/x.37065 fire portion)

Optimum PWS position: first

Another powerful fighter. His PWS does the most hits in the game - up to 17 (not counting unreliable Llewelyn). Comboing is a bit tricky with him, as you have to pause slightly in between his attacks.

Rating *****

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20) Item lists
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I think I have every item in the game at this point. If you find an item that's not on these lists let me know and tell me where you found it.

In the "Equipped by" fields, the following abbreviations are used:

- V - Valkyrie only
- R - Freya only
- W - Warriors only (includes swordsmen, heavy knights, archers, spearmen, samurai, Freya, and Brahms)

S - Sorcerers only
 F - Females only
 M - Males only
 FW - Female warriors only
 MW - Male warriors only
 FS - Female sorcerers only
 MS - Male sorcerers only

Normal Swords

These weapons can be equipped by Valkyrie, Belenus, Jayle, and Lucian. Ones marked with an asterisk (*) after their name can also be equipped by Arngrim, Kashell, Grey, Jun, and Suo. The Jewelled Blade "Grimrist" can also be equipped by Jun and Suo.

Antler Sword, Colichemarde, Viking Sword, and Walloon Sword can be transmuted into Flare Gems. Pallasch, Reiter Pallasch, Schweizer Sword, and Sinclair Saber can be transmuted into Flare Crystals.

Demon Sword "Levantine", Gram, Holy Sword "Seraphy", Ice Coffin, Lightning Edge, Magic Blade "Cromrea", Radiance Sword, Reiter Pallasch, Ruin's Fate, Scarlet Forge, Schweizer Sword, Sinclair Saber, Slashing Sword "Farewell", and Sword of Silvans will allow Valkyrie to use her level 2 Nibelung Valesti.

Angel Slayer, Dainslef, and Glance Reviver will allow Valkyrie to use her level 3 Nibelung Valesti.

Name/Attack Power/Attack Trust/Hit/Hit Trust/Number of attacks/Converted MP/Special

Angel Slayer*	20000/1	700/210	000	0	
Antler Sword	100/30	90/32	OXX	15	
Bastard Sword*	290/50	146/48	OXX	20	6% Break
Beast Slayer*	200/100	500/175	000	800	5% Break, does extreme damage to beasts (Pongo, Manticore, etc.) [1]
Broad Sword*	130/20	65/26	XXO	5	6% Break
Colichemarde	150/25	120/45	OOX	35	
Daemon Slayer*	200/100	500/175	000	800	5% Break, does extreme damage to daemons (Succubus, Inferior, etc.) [1]
Dainslef	8000/35	300/100	000	0	Slay Holy [2]
Damascus Sword*	700/5	250/82	OXO	200	3% Break
Demon Sword "Levantine"	2200/40	300/90	000	0	gets stronger as DME decreases [3]
Dragon Slayer*	200/100	500/175	000	800	5% Break, does extreme damage to dragons (Lizardman, Dragon-tooth Warrior, etc.) [1]
Estoc*	570/45	200/62	XOO	40	8% Break
Faim Fenn	60/1	100/25	000	1750	[4]
Flamberg*	700/35	165/53	OXO	30	4% Break
Flare Baselard*	300/60	150/52	XOX	650	5% Break, Fire+50%
Glance Reviver	6000/75	300/95	000	0	Slay Dark [2], 8% chance of killing a non-boss enemy instantly and healing user by amount equal to enemy's max hit points.
Glare Sword*	1200/1	300/85	OXO	3750	Slay Poison [2], may petrify enemy

Gram*	2000/44	270/92	OOO	0	Slay Dark [2]
Holy Sword "Seraphy"	200/45	200/75	OXO	4000	10% chance of doubling magic gems, Holy+90%
Ice Coffin	550/64	300/92	OOO	3000	Absorb Ice [5],Ice+50%
Icicle Sword*	1200/1	300/85	OXO	3600	Slay Ice [2], may freeze enemy
Jewelled Blade "Grimrist"	100/1	100/30	XXO	1500	Slay Lightning [2]
Lightning Edge	70/62	100/40	OOX	500	Absorb Lightning [5], Lightning+50%
Long Sword*	98/35	87/31	OXX	10	5% Break
Magic Blade "Cromrea"*	1800/49	240/77	OXO	6000	-70% Normal damage, +50% PWS damage, Dark+50%
Moonflax*	200/20	130/37	OXO	700	5% Break, Holy+50%
Pallasch	200/26	180/50	OOO	75	
Radiance Sword	170/64	200/64	OOO	1000	Absorb Holy[5], Holy+50%
Reiter Pallasch	400/16	250/82	OOO	210	
Ruin's Fate*	400/27	200/60	OOX	1500	5% Break, Dark+50%
Scarlet Forge	230/62	200/67	OOO	2000	Absorb Fire[5], Fire+50%
Schweizer Sword	620/40	220/70	OXO	210	
Sinclair Saber	600/20	200/65	OXX	75	
Slashing Sword "Farewell"	320/47	210/62	OOO	10000	damage increases with each hit
Sword of Silvans*	800/30	260/75	OOO	2550	10% chance to paralyze Undead, Holy+50%
Valkyrie-Favor*	1600/29	350/102	OOO	14000	
Viking Sword	70/7	90/27	XXO	15	
Walloon Sword	300/12	140/40	OXX	35	
Wassail-Rapier*	1120/65	240/65	OXO	70	7% Break

[1] Against these enemies, your Attack is multiplied by x30, and you ignore the enemy's RDM.

[2] Against an enemy weak to this element, each hit will do damage equal to the enemy's maximum HP, with no damage reduction at all.

[3] The formula seems to be (%DME lost + 1)* base damage. So if you are at 50% DME, the sword's strength will be 3300.

[4] Despite its listed Attack Trust of 1, this weapon always inflicts maximum damage.

[5] Normal magic spells of this element (like Lightning Bolt) will heal the user. The absorption does not apply to Great Magic (like Gravity Blessing) or elemental physical attacks (like the Harpy's Thunder Strike).

Greatswords

These weapons can be equipped by Arngrim, Kshell, and Grey.

Hack-Blade, Striking-Sword, Two-Handed-Sword, and Zweihander can be transmuted into Thunder Gems. Brandish-Sword, Brutish-Edge, Claymore, and Flamberge can be transmuted into Thunder Crystals.

Name/Attack Power/Attack Trust/Hit/Hit Trust/Number of attacks/Converted MP/Special

Arectaris 750/1 400/115 OXO 10000 Holy+50%

Bahamut Tear	1200/40	300/90	OOO	3500	PWS damage+30%, Lightning+50%
Brandish-Sword	400/25	200/55	OOO	400	
Brutish-Edge	1600/25	220/67	XXO	400	
Claymore	800/22	190/57	XXO	200	
Demon Sword "Nefarious"	13000/25	300/90	XXO	0	Slay Ice [1]
Elemental Edge	80/32	100/40	OOO	500	PWS damage+30%,Holy+50%
Flamberge	200/22	170/52	OOO	200	
Grand Sting	500/55	340/95	XXO	1500	Lightning+50%
Hack Blade	100/15	80/45	XXO	50	
Ignite Sword	450/45	200/70	OXX	1000	PWS damage+30%,Fire+50%
Infernas	285/45	220/70	OOO	1000	Slay Fire [1], drains DME
Shadzard	900/70	250/72	OOO	15000	Slay Lightning [1]
Striking-Sword	500/7	100/30	XXO	100	
Two-Handed-Sword	80/15	80/45	XOX	50	
Vainslayer	270/55	160/57	OOX	750	5% Break, Dark+50%
Violet Forge	1200/42	200/70	OXX	2000	PWS damage+30%, Poison+50%
Zweihander	150/22	100/45	OOX	100	

[1] Against an enemy weak to this element, each hit will do damage equal to the enemy's maximum HP, with no damage reduction at all.

Yamato Swords

These weapons can be equipped by Jun and Suo.

No-Dachi, Seventh Sword, Tachi, and Wa-To can be transmuted into Ice Gems.
Kongou-To, Masamune, Muramasa, and Shisen-To can be transmuted into Ice Crystals.

Name/Attack Power/Attack Trust/Hit/Hit Trust/Number of attacks/Converted MP/Special

Ana-no-Murakumo Blade	500/43	300/92	OOO	4000	Reduces CT by 1, Ice+50%
Demon Blade	200/48	200/67	OOO	2500	Reduces CT by 1,Poison+50%
Go-Shorai Blade	50/40	100/40	OXO	750	Reduces CT by 1, Lightning+50%
Kongou-To	600/5	220/70	XXO	80	
Masamune	400/27	280/75	OOO	400	
Muramasa	1000/27	230/77	OXX	400	
No-Dachi	300/20	180/60	XOX	40	
Scarlet Lotus Sword	140/10	100/50	OOX	1500	Fire+50%
Seventh Sword	150/20	165/46	OXO	40	
Shisen-To	200/37	200/60	OOO	80	
Soul Sword "Kusanagi"	2990/40	200/90	OOO	25000	Slay Holy [1]
Tachi	100/30	110/37	XOX	20	
Ten-Horin Blade	150/41	200/66	OOO	1500	Reduces CT by 1, Fire+50%
Wa-To	70/20	120/45	OXX	20	

[1] Against an enemy weak to this element, each hit will do damage equal to the enemy's maximum HP, with no damage reduction at all.

Spears

These weapons can be equipped by Lawfer and Aelia.

Awl-Pike, Boarding-Pike, Corsesca, and Winged-Spear can be transmuted into

Poison Gems. Ahlspiess, Halberd, Pole-Axe, and Saber-Halberd can be transmuted into Poison Crystals.

Name/Attack	Power/Attack	Trust/Hit	Hit Trust	Number of attacks	Converted
MP/Special					
Ahlspiess	1200/40	220/70	XOX	400	
Arc Wind	600/52	300/92	OOO	4000	+20 CP/level, Lightning+50%
Awl-Pike	100/24	95/30	OXX	50	
Boarding-Pike	300/15	120/35	XOX	100	
Corsesca	150/22	100/35	OXO	100	
Crimson Edge	1200/24	240/70	OOO	6050	Fire+90%
Dragoon Tyrant	300/10	299/99	OOO	7500	
Eternal Fault	900/82	300/92	OOO	10000	Poison+90%
Ethereal Divide	3300/50	350/112	OOO	0	
Fine Halberd	1000/30	230/62	XOX	200	1% Break
Footman's Axe	500/29	180/50	OXX	35	2% Break
Glaive	95/27	75/33	XOX	5	5% Break
Great Spear "Dinosaur"	3000/68	220/75	XXO	6000	
Halberd	200/25	160/45	OOO	200	
Heart Piercer	150/37	200/62	OOO	2100	+20 CP/level, Ice+50%
Holy Halberd	200/45	200/65	OOO	3100	+20 CP/level, Holy+50%
Long Flail	250/27	130/37	XXO	15	5% Break
Lucerne Hammer	1100/30	240/77	XXO	100	2% Break
Pole-Axe	600/30	180/55	XOX	200	
Ranseur	600/29	200/65	XXO	40	5% Break
Saber-Halberd	400/32	240/65	OOO	400	
Short Spear	100/27	80/35	OXX	10	5% Break
Spear "Basilisk"	200/21	150/52	OOX	2500	10% chance of Stoning enemy
Spear "Dark Angel"	65/42	120/40	OXO	1250	
Spinning Spear	50/35	100/35	OOO	1250	+20 CP/level, Poison+50%
Warhammer	300/27	140/50	OXX	20	5% Break
Winged-Spear	80/30	70/22	XXO	50	

Bows

These weapons can be equipped by Valkyrie, Llewelyn, Janus, and Badrach.

Bolt-Crossbow, Crossbow, Rapid-Crossbow, and Windlass-Crossbow can be transmuted into Holy Gems. Arbalest, Bolt-Aqqar, Fire-Crossbow, and Serstine-lock-Gun can be transmuted into Holy Crystals.

Arbalest, Berserker Bow, Bolt-Aqqar, Crescent Arrow, Elven Bow, Fire-Crossbow, Foul Slayer, Last Avenger, Serstine-lock-Gun, Shiny Rupture, and Supreme Crossbow allow Valkyrie to perform her level 2 Nibelung Valesti.

Razor Shaft allows Valkyrie to perform her level 3 Nibelung Valesti.

Name/Attack	Power/Attack	Trust/Hit	Hit Trust	Number of attacks	Converted
MP/Special					

Arbalest	600/45	180/60	OXX	200	
Berserker Bow	2400/1	350/112	XXO	10000	Poison+50%
Bolt-Aqqar	1200/52	230/62	OXX	400	
Bolt-Crossbow	60/32	90/37	XOX	50	
Composite Bow	300/50	120/40	OOX	80	5% Break
Cranequin-Crossbow	500/55	220/65	OOO	200	5% Break
Crescent Arrow	150/22	200/65	OOO	1500	Lightning+50%
Crossbow	100/22	70/22	XXO	50	

Elven Bow	700/67	500/135	000	8500	
Fire-Crossbow	200/1	140/40	000	200	
Foul Slayer	600/1	400/100	000	3300	[1]
Last Avenger	400/22	300/95	000	3500	Fire+50%
Long Bow	100/45	70/27	00X	25	5% Break
Mage Slayer	200/100	500/175	000	800	5% Break, does extreme damage to mages (Necrophiliac, Drow Shaman, etc.) [2]
Rapid Bow	150/45	90/32	00X	40	5% Break
Rapid-Crossbow	150/22	120/40	00X	100	
Raven Slayer	200/100	500/175	000	800	5% Break, does extreme damage to birds (Vermin, Harpy, etc.) [2]
Razor Shaft	3000/30	300/105	000	0	
Serstine-lock-Gun	400/12	200/65	000	400	
Shiny Rupture	200/22	200/70	000	2500	Poison+50%
Short Bow	100/45	50/22	00X	10	5% Break
Soul Slayer	200/100	500/175	000	800	5% Break, absorbs DME
Supreme Crossbow	50/22	100/35	000	1000	Holy+50%
Windlass-Crossbow	150/22	120/40	X00	100	

[1] Despite its listed Attack Trust of 1, this weapon always inflicts maximum damage.

[2] Against these enemies, your Attack is multiplied by x30, and you ignore the enemy's RDM.

Magic Wands

These weapons can be equipped by Jelanda, Nanami, Yumei, Lorenta, Mystina, Shiho, Lyseria, Gandar, and Lezard Valeth.

Crystal Wand and Ruby Mace can be transmuted into Shadow Gems. Alchemy Wand and Deluge Scepter can be transmuted into Shadow Crystals. Element Scepter and Ether Scepter can be transmuted into Tomes of Alchemy.

Note that breakable wands only have a chance of breaking if you perform a PWS with them.

Name/Attack Power/Converted MP/Special

Absolute Force	600	3250	
Acceptor Rod	400	2250	
Alchemy Wand	500	200	
Crystal Wand	250	100	
Deluge Scepter	1000	400	
Dragonbane	600	2500	
Element Scepter	300	1000	50% Break, can cast Great Magic [1]
Ether Scepter	1600	2000	30% Break, can cast Great Magic [1]
Holy Prayer	200	1250	
Holy Wand "Adventia"	750	7500	
Holy Wand of Telos	9920	20000	
Infinity Rod	880	0	10% Break, can cast Great Magic [1]
Noble Desire	1200	4250	
Ruby Mace	120	50	
Unicorn's Horn	1300	19000	can cast Great Magic [1]
Wand of Apocalypse	1750	10000	can cast Great Magic [1]
Wand "Mystic Sage"	8500	0	can cast Great Magic [1]

[1] When performing a PWS, the normal triple-spellcast will be replaced by a full-motion video that does damage to all enemies.

Knuckles

These weapons can be equipped by Brahms.

Name/Attack Power/Attack Trust/Hit/Hit Trust/Number of attacks/Converted MP/Special

Bloody-Duster	8000/32	400/125	000	0
Bloody-Knuckle	1500/40	300/100	OXX	0

Ether Weapons

These weapons can be equipped by Freya.

Name/Attack Power/Attack Trust/Hit/Hit Trust/Number of attacks/Converted MP/Special

Ether Laser	7800/3	800/215	000	0	Slay Dark [1]
Ether Freeze	300/70	300/100	XOX	0	

[1] Against an enemy weak to this element, each hit will do damage equal to the enemy's maximum HP, with no damage reduction at all.

Helmets

Name/Equipped by/Reduce Damage/Defend Trust/Converted MP/Special

Aerial Garland	V	40/4	950	Poison-50%
Anointed Garland	S	16/1	180	
Anointed Tiara	S	8/1	90	
Crown of Felmar	All	2/1	300	Dark-50%
Dragoon Faith	W	200/20	14000	Lightning-50%
Duel Helm	W	20/2	150	
Empress Garland	R	100/10	0	+80 Avoid
Feathered Helm	V	10/1	250	Ice-50%
Feathered Tiara	V	5/1	125	Fire-50%
Handwoven Bandanna	MW	5/1	35	Holy-50%
Mask of the Dead King	All	100/10	15000	Weak against Holy
Rust-Red Circlet	MS	20/2	5000	Holy-50%
Sallet	W	5/1	25	
Seraphic Garland	V	80/8	1500	Holy-50%
Silver Sallet	W	10/1	75	
Silver Tiara	S	4/1	20	
Supreme Garland	S	24/2	460	
Tiara	S	2/1	10	
Tiara of the Holy Empress	FS	15/1	400	Dark-50%
Valiant Helm	W	80/8	600	
Valor Helm	W	40/4	300	
Winged Helm	V	20/2	350	Lightning-50%

Armor

The Mirage Robe can be transmuted into a Bracelet of Zoe

Name/Equipped by/Reduce Damage/Defend Trust/Defend/Converted MP/Special

Aegea Garb	V	55/1/5	90	Dark-50%
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Anointed Cloak	S	250/1/0	125	Fire-50%
Anointed Garb	S	600/30/0	200	
Armor of Aleph	W	2000/192/2	25000	Poison-90%
Breastplate	W	320/22/0	100	
Chainmail	W	100/1/0	50	
Cloak	S	30/1/0	20	Fire-50%
Cuirass	W	50/1/0	90	
Divinity Garb	V	1000/90/10	740	Lightning-50%
Duel Armor	W	300/22/2	250	
Eternal Garb	All	3000/280/0	0	Lightning-90%, +20 Avoid
Eternal Shine	R	10/101/100	0	
Full Plate	W	820/72/0	200	
Heraldic Garb	V	120/1/10	190	Poison-50%
Lamellar	W	320/2/0	100	
Leather Armor	W	100/1/0	50	
Mirage Robe	S	400/10/0	2250	Poison-90%, +100 Avoid
Mithril Plate	W	1600/150/0	900	Holy-90%
Radiant Garb	V	350/23/10	340	Holy-50%
Reflect Armor	W	1500/150/0	3100	Holy-90%
Robe of Bryttain	FS	1400/140/0	2000	Holy-90%
Seraphic Garb	V	1700/160/10	1900	Ice-50%
Silver Cloak	S	70/1/0	60	Fire-50%
Silver Mail	W	820/52/0	200	
Silver Cuirass	W	100/6/1	60	
Supreme Garb	S	1200/90/0	400	
Sylphan Robe	S	1800/180/0	3050	Dark-90%
Valiant Armor	W	1500/144/4	1000	
Valor Armor	W	800/73/3	500	

Guards

Name/Equipped by/Reduce Damage/Defend Trust/Defend/Converted MP/Special

Blaze Guard	All	0/15/15	900	Fire-50%, counterattacks
Duel Guarder	W	20/17/15	30	
Extreme Guard	All	0/20/20	2500	Fire-50%, counterattacks
Gauntlet	W	5/10/10	5	
Glare Guard	All	0/15/15	900	Dark-50%, counterattacks, petrifies
Icicle Guard	All	0/15/15	900	Ice-50%, counterattacks, freezes
Silver Gauntlet	W	10/11/10	15	
Star Guard	W	0/20/20	15000	Holy-50%, counterattacks
Valor Gauntlet	W	40/24/20	60	
Valiant Guarder	W	80/30/22	170	

Leg Protection

Name/Equipped by/Reduce Damage/Defend Trust/Avoid/Converted MP/Special

Duel Greaves	W	8/1/100	60	
Elven Boots	S	20/2/60	25	Ice-50%
Greaves	All	2/1/25	10	
Leather Boots	S	1/1/10	2	
Orihalcon Boots	R	10/1/0	0	
Silver Greaves	W	4/1/50	30	
Suede Boots	S	5/1/30	5	Ice-50%
Valiant Greaves	W	32/3/250	300	
Valor Greaves	W	16/1/150	150	

Decorations

Name/Equipped by/Converted MP/Special

Angel Curio	All	1200	30% Break, Revives upon death
Bracelet of Zoe	All	2100	Adds 300 DME at level up
Brisingal	R	0	Adds 100 Defend
Combo Jewel	All	1500	Adds two energy with each hit
Crack Ring	W	750	Makes Guard Crush easier
Curse Check	All	400	Prevents Curse, Holy-50%
Earring of Healing	F	40	Restores 10% DME per round
Emerald Necklace	All	5000	Adds 100 CP at level up
Energy Ring	W	750	Adds two energy with each hit
Fairy Earring	FS	900	Reduces CT by 1
Fairy Ring	All	1700	Reduce CT by 2
Fragment of Lapis Gem	S	800	Ice-50%, RDM+10
Freeze Check	All	600	Prevents Freeze, Ice-50%
Gem of Activity	All	1500	Increases CT gems that appear
Gem of Creation	All	1500	Increases experience crystals that appear
Goddess Pendant	M	12	Dark-50%
Haste Ring	W	750	Reduces CT by 1
Magic Bangle	S	110	Magic attack up 30%
Magic Charm	All	650	25% Break, immune to magic damage
Material Earring	FS	750	Max DME up 15%
Material Gem	All	2000	Max DME up 30%
Mighty Check	All	7500	Holy-90%, immune to abnormal status
Nibelungen Ring	V	0	Dark-50%, affects Seal Rating
Paralyze Check	All	100	Prevents Paralyze, Lightning-50%
Poison Check	All	50	Prevents Poison, Poison-50%
Power Bangle	W	110	Attack up 30%
Pressed Flower	W	50	Poison-90%
Protect Charm	All	650	30% Break, immune to physical damage and abnormal status
Protect Jewel	All	175	Reduce damage up 30%
Resist Charm	All	650	25% Break, immune to abnormal status
Resist Jewel	All	175	Resist up 30%
Ring of Healing	W	75	Restores 5% DME per round
Ring of Learning	All	75	Gained experience up 30%
Scout Orb	All	100	Increases chance of attacking first
Stone Check	All	200	Prevents Stone, Dark-50%
Stun Check	All	600	Prevents Faint, Fire-50%
Tri-Emblem	All	0	Adds 3000 RDM, 200 Avoid, 25 Defend, Fire-90%

Possessions

The Mirror of Pleiades transmutes into the Incense Burner of Darlis.

Name/Equipped by/Converted MP/Special

Amber of Happiness	All	5	Counteracts Worrier?
Angel Lips	All	15	Increases Negotiator
Coin of Fortune	All	150	Gained experience up 60%
Creation Gem	V	0	Allows Special transmute
Creation Jewel	V	0	Allows High-level transmute
Demonic Tome	All	15	Increases Demon Int
Dimension Slip	V	0	Can walk through all non-boss enemies
Enemy Search	V	0	Red Orb appears when enemies in room
Flame Bandanna	All	25	Increases Brave
Malice Search	V	0	Hostile enemies flash red
Mirror of Pleiades	All	2650	50% chance of reflecting enemy spell
Monster Tome	All	25	Increases Monster Int
Pearl of Karula	All	20	Increases Swimming

Phoenix Feather	All	750	10% Break, Revives upon death
Rabbit's Foot	All	5	Counteracts Unlucky?
Shell of Laliu	All	40	Increases Hear Noise
Skull of Devone	All	30	Increases Undead Int
Sleipnir's Mane	All	15	Increases Valkyrie's running speed, Nimble
Teachings of Bethanus	All	5	Counteracts Sacrificing[1]
Timer Ring	V	0	Slows speed of moving enemies
Trap Search	V	0	Trapped chests flash
Treasure Search	V	0	Blue Orb appears when treasure in room

[1]Characters with the Sacrificing Trait tend to kill themselves in Asgard if they lose a battle. Teachings of Bethanus prevents this. As long as you send your characters up with a high Hero Value, you don't need to worry about them losing any battles.

Other Items and Artifacts

Name/Converted MP/Normal Transmute/Creation Gem Transmute/Creation Jewel Transmute/Special

Aconite		5	Flare Crystal/Flare Crystal/--
Accursed Flame Gem		0	--/--/--
Adept Illusion		0	Dancing Sword/--/-- skill
Ambrosia	2500	--/--/--	increases DME by 6000
Aqua Vitae		25	Quartz Gem/Icicle Guard/--
Attack Pow		0	Defend/--/-- skill
Auto Item		0	Cure Condition/--/-- skill
Avoid		0	Guts/--/-- skill
Banish		5	--/--/-- cures abnormal status
Bark of the Dryad	400	--/Dimension Slip/--	
Base Metal		0	Ebony Powder/Crack Ring/Gem of Illusion
Basilisk Scale		0	Union Plume/Union Plume/Union Plume
Beast's Fangs		0	Holy Crystal/Holy Crystal/--
Bewitching Statue	400	Gem of Activity/False Arrow/Unicorn Horn	
Book of Riddles 1		0	--/--/-- Message from programmers
Book of Riddles 2		0	--/--/-- Message from programmers
Book of Riddles 3		0	--/--/-- Message from programmers
Book of Riddles 4		0	--/--/-- Message from programmers
Book of Riddles 5		0	--/--/-- Message from programmers
Book of Riddles 6		0	--/--/-- Message from programmers
Book of Riddles 7		0	--/--/-- Message from programmers
Book of Riddles 8		0	--/--/-- Message from programmers
Book of Everlasting Life		5	--/Lapis Lazuli/Icicle Sword
Broken Armor		0	Chainmail/Breastplate/Glare Sword
Broken Blade		0	Broad Sword/Bastard Sword/Glare Guard
Broken Bow		0	Long Bow/Rapid Bow/Cranequin-Crossbow
Broken Spear		0	Glaive/Warhammer/Crimson Edge
Burgundy Flask		0	Shadow Crystal/Shadow Crystal/--
Charge		0	Strike Edge/--/-- skill
Charge Break	180	--/--/--	reduces CT at cost of DME
Citrine		0	Lapis Lazuli/Quartz Gem/Quartz Gem
Combo Counter		0	Slanting Rain/--/-- skill
Combo Potion	75	--/--/--	increases special attack gauge
Concentration		0	--/--/Mental Reaction skill
Cure Condition		0	Auto Item/--/-- skill
Dampen Magic	200	Sap Power/--/--	spell
Dancing Sword		0	Adept Illusion/--/-- skill
Dark		0	--/--/Reverie skill
Dark Savior	200	Shadow Servant/Sacred Javelin/--	spell
Darkness Arrow		0	--/--/False Arrow skill

Defend	0	Attack Pow/--/-- skill
Ebony Powder	0	Skill Potion/Skill Potion/Material Potion
Elixir	7	--/--/-- restores DME
Eternal Lamp	4100	--/--/-- party cannot be frozen
Eye of Heaven	1000	--/--/-- allows you to see unvisited areas of dungeon on map
Fairy Bottle	550	Gem of Creation/Orihalcon/Gem of Illusion
False Arrow	0	--/--/Darkness Arrow skill
Feather	0	Elxir/Prime Banish/Noble Elixir
Fire Lance	200	Fire Storm/Icicle Edge/-- spell
Fire Storm	200	Fire Lance/Frigid Damsel/-- spell
Flame Jewel	0	--/--/-- opens locked doors in Seraphic Gate
Flare Crystal	20	Ice Crystal/Ice Crystal/Ice Crystal Casts Fire Storm
Flare Gem	5	Ice Gem/Ice Gem/Flare Crystal Casts Fire Lance
Foxglove	3	Union Plume/Union Plume/Union Plume
Fresh Meat	0	Banish/Prime Elixir/Noble Banish
Frigid Damsel	200	Icicle Edge/Fire Storm/-- spell
Gargoyle Statue	500	Angel Curio/Angel Curio/Angel Curio
Gem of Illusion	1500	--/--/-- acts as Spectacles
Ghoul Powder	2	Ice Crystal/Ice Crystal/--
Golden Egg	4000	Bracelet of Zoe/--/--increases STR, INT, AGL, DEX
Golden Fowl	2300	--/--/-- lays Golden Eggs
Guard Reinforce	200	Spell Reinforce/--/-- spell
Guts	0	Avoid/--/-- skill
Harp of Atrasia	7500	--/--/--
Heal	200	Normalize/--/-- spell
Holy Crystal	20	Shadow Crystal/Shadow Crystal/Shadow Crystal Casts Mystic Cross
Holy Gem	5	Shadow Gem/Shadow Gem/Holy Crystal Casts Sacred Javelin
Holy Drop	150	--/--/-- increases STR, INT, AGL, DEX
Holy Grail	10000	Bracelet of Zoe/--/-- makes Holy Drops
Holy Relic	10	--/Quartz Gem/Icicle Sword
Holy Water	25	Lapis Lazuli/Blaze Guard/--
Holy Water of Mithra	5000	--/--/-- damages Undead creature
Hourglass of the Gods	12500	--/--/-- restores five periods of time
Ice Crystal	20	Thunder Crystal/Thunder Crystal/ThunderCrystal Casts Icicle Edge
Ice Gem	5	Thunder Gem/Thunder Gem/Ice Crystal Casts Frigid Damsel
Icicle Edge	200	Frigid Damsel/Fire Lance/-- spell
Incense Burner of Darlis	3000	Mirror of Pleiades/--/-- increases party's DME
Inscribed Fragment	600	Trap Search/Trap Search/Trap Search
Invisibility Potion	2	Lucid Potion/Lucid Potion/Lucid Potion
Invoke Feather	200	Shield Critical/--/-- spell
Iron-Barred Key	0	--/--/--
Iron Ore	0	Ebony Powder/Energy Ring/Ring of Activity
Lapis Lazuli	0	Enemy Search/--/Last Trial
Last Trial	0	--/--/Resist Damage skill
Lightning Bolt	200	Prismatic Missile/Poison Blow/-- spell
Lucid Potion	300	--/--/-- makes character invisible
Magic Pow	0	Hit/--/-- skill
Mandrake	1	Thunder Crystal/Thunder Crystal/--
Manual of Resurrection	2000	--/Orihalcon/---
Material Potion	0	--/--/-- increases DME
Mental Reaction	0	--/--/Magic Pow
Might Potion	9	--/--/-- increases attack power
Might Reinforce	200	--/--/-- spell

Mithril Ore	0	Earring of Healing/Ring of Healing/Ring of Learning
Mystic Cross	200	Sacred Javelin/Shadow Servant /-- spell
Neckless Doll	5	Scout Orb/Haste Ring/Gem of Creation
Nectar Potion	13	--/--/-- prevents abnormal status
Nightshade	1	Combo Potion/Combo Potion/Combo Potion
Noble Banish	150	--/--/-- cures abnormal status
Noble Elixir	600	--/--/-- restores DME
Noise Arrow	0	Wait Reaction/--/-- skill
Normalize	200	Heal/--/-- spell
Orihalcon	50000	--/Creation Jewel/Gram
Poison Blow	200	Stone Torch/Lightning Bolt/-- spell
Poison Crystal	20	Holy Crystal/Holy Crystal/Holy Crystal Casts Poison Blow
Poison Gem	5	Holy Gem/Holy Gem/Poison Crystal Casts Stone Torch
Prime Banish	60	--/--/-- cures abnormal status
Prime Elixir	150	--/--/-- restores DME
Prismatic Missile	200	Lightning Bolt/Stone Torch/-- spell
Quartz Gem	0	Malice Search/--/Scarlet Edge
Raptor's Claw	0	Poison Crystal/Poison Crystal/--
Raw Meat	0	Elixir/Prime Banish/Noble Elixir
Reflect Sorcery	200	Dampen Magic/--/-- spell
Resist Damage	0	--/--/Triple Distress skill
Resist Magic	0	--/--/Noise Arrow skill
Reverie	0	--/--/Dark skill
Richebourg	17250	--/--/--
Ruby Music Box	10000	--/--/--
Sacred Javelin	200	Mystic Cross/Dark Savior/-- spell
Sage	0	Banish/Prime Elixir/Noble Banish
Sap Guard	200	Dampen Magic/--/-- spell
Sap Power	200	Sap Guard/--/-- spell
Savory	4	Banish/Prime Elixir/Noble Banish
Scarlet Edge	0	--/--/Charge skill
Scroll of Golem	10000	--/--/--
Sealed Box	2500	Noble Elixir/Noble Elixir/Noble Elixir
Secret of Damascus	1000	Fairy Earring/Fairy Earring/Fairy Earring
Secrets of Zolon	15000	--/--/--
Secure Potion	10	--/--/-- prevents fainting
Shadow Crystal	20	Flare Crystal/Flare Crystal/Flare Crystal Casts Shadow Servant
Shadow Gem	5	Flare Gem/Flare Gem/Shadow Crystal Casts Dark Savior
Shadow Servant	200	Dark Savior/Mystic Cross/-- spell
Shield Critical	200	Invoke Feather/--/-- spell
Skill Potion	0	--/--/-- increases CP
Slanting Rain	0	Combo Counter/--/-- skill
Spectacles	1	--/--/-- show enemy's hit points, weaknesses, and experience
Spell Reinforce	200	Reflect Sorcery/--/-- spell
Splash	0	Throw/--/-- skill
Steal Magic	0	--/--/Stun Magic
Stone Torch	200	Poison Blow/Prismatic Missile/-- spell
Strike Edge	0	Scarlet Edge/--/-- skill
Stun Magic	0	--/--/Steal magic skill
Teachings of Asa	5	Lapis Lazuli/--/--
Tear of the Cosmos	2500	--/--/Holy Water of Mithra
Throw	0	Splash/--/-- skill
Thunder Crystal	20	Poison Crystal/Poison Crystal/Poison Crystal Casts Lightning Bolt

Thunder Gem	5	Poison Gem/Poison Gem/Thunder Crystal Casts Prismatic Missile
Tome of Alchemy	300	--/--/-- turns non-boss enemies into crystals
Trick Step	0	Noise Arrow/--/-- skill
Triple Distress	0	--/--/Last Trial skill
Unicorn Horn	0	--/--/Unicorn's Horn
Union Plume	50	--/--/--
Vegetable Seed	2	Elxir/Prime Banish/Noble Elixir
Wait Reaction	0	Trick Step/--/-- skill
Wand of Exchange	3100	--/--/-- switches back-row enemies with front-row ones

This is a list of which items are available from Divine Items in each Chapter.

Chapter 0

Spectacles, Elixir, Union Plume, Might Potion, Nectar Potion, Lucid Potion, Antler Sword, Viking Sword, Two-Handed-Sword, Hack-Blade, Ruby Mace, Sallet, Cuirass, Aegea Garb, Tiara, Feathered Tiara, Cloak, Gauntlet, Greaves

Chapter 1

Banish, Secure Potion, Awl-Pike, Winged-Spear, Wa-to, Tachi, Crossbow, Bolt-Crossbow, Fairy Earring, Poison Check, Rabbit's Foot, Amber of Happiness, Teachings of Bethanus

Chapter 2

Prime Elixir, Prime Banish, Combo Potion, Lightning Edge, Spinning Spear, Elemental Edge, Holy Prayer, Go-Shorai Blade, Supreme Crossbow, Silver Sallet, Feathered Helm, Silver Cuirass, Heraldic Garb, Silver Tiara, Silver Cloak, Silver Gauntlet, Silver Greaves, Paralyze Check, Freeze Check, Stun Check

Chapter 3

Walloon Sword, Colichemarde, Boarding-Pike, Corsesca, Zweihander, Striking-Sword, Crystal Wand, Seventh Sword, No-Dachi, Rapid-Crossbow, Windlass-Crossbow, Power Bangle, Magic Bangle, Protect Jewel, Resist Jewel, Combo Jewel, Material Earring, Stone Check, Angel Curio, Protect Charm, Magic Charm, Resist Charm, Angel Lips, Shell of Laliu, Sleipnir's Mane, Demonic Tome

Chapter 4

Noble Elixir, Noble Banish, Charge Break, Radiance Sword, Heart Piercer, Ignite Sword, Acceptor Rod, Ten-Horin Blade, Crescent Arrow, Duel Helm, Winged Helm, Duel Armor, Radiant Garb, Anointed Tiara, Anointed Cloak, Duel Guarder, Duel Greaves, Suede Boots, Material Gem, Curse Check, Pearl of Karula, Flame Bandanna

Chapter 5

Sinclair Saber, Pallasch, Halberd, Pole-Axe, Claymore, Flamberge, Alchemy Wand, Shisen-To, Kongou-To, Fire-Crossbow, Arbalest, Fairy Ring, Monster Tome

Chapter 6

Orihalcon, Scarlet Forge, Holy Halberd, Violet Forge, Absolute Force, Demon Blade, Shiny Rupture, Valor Helm, Aerial Garland, Valor Armor, Divinity Garb, Anointed Garland, Anointed Garb, Valor Gauntlet, Valor Greaves, Elven Boots, Skull of Devone

Chapter 7

Reiter Pallasch, Schweizer-Sword, Ahlspiess, Saber-Halberd, Brandish-Sword, Brutish-Edge, Deluge Scepter, Masamune, Muramasa, Serstine-Lock-Gun, Bolt-Aqqar

Chapter 8

Ice Coffin, Valkyrie-Favor, Arc Wind, Bahamut Tear, Noble Desire, Ama-no-Murakumo Blade, Last Avenger, Valiant Helm, Seraphic Garland, Valiant Armor, Seraphic Garb, Supreme Garland, Supreme Guard, Valiant Guarder, Valiant Greaves

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21) Skills
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"Warrior" here refers to a swordsman, spearman, heavy knight, samurai, Freya, or Brahms. It does not include archers. The numbers afterward indicate how many CP it takes to raise its level.

A) Reaction skills.

Unless otherwise specified, these skills activate automatically in combat when conditions are right. You can set up two of these skills at once. They will have no effect if not set up!

First Aid All Randomly heals a party member other than yourself.
Amount healed depends on skill level and person's max DME.
12/12/14/14/26/26/48/48

Auto-Item All Will use an item when needed. Extremely useful at the end of the game. On the set up screen, press the square button and move the directional pad to choose the percentage chance that each item will be used. Don't put every item at 100% or they won't be used at the right time. For example, set Union Plume to 100%, Elixir to 99%, Banish to 98%. That way the most important item will be used first.
4/4/8/8/12/12/16/16

Throw Warriors Shoots up to two small projectiles before an attack. These do light damage and add 1 to the energy gauge.
25

Cure Condition All Randomly cures abnormal status of party member other than yourself.
15/15/15/20/20/30/30/40

Guts All The most useful skill in the game. When killed, you may revive with single-digit DME. Works about 60% of the time at level 8.
15/15/20/20/40/40/60/80

Adept Illusion Sorcerers Increases a sorcerer's chance of dodging attacks.
12/13/14/25/26/27/38/49

Dancing Sword Sorcerers A horrible skill. Whenever you dodge an attack, press the character's button to counterattack. Doesn't work all the time, rarely connects, does lousy damage, and worst of all, your character can't attack the following turn!
5/5/10/10/20/20/30/40

Last Trial Sorcerers When killed, the enemy who killed you suffers damage and sometimes a status ailment. Not bad, except for the fact that you have to die to make it work!

25/25/25/38/38/38/51/64

B) Support skills

All of these skills activate automatically when conditions are right.

Splash Warriors Each hit on enemy inflicts additional damage (20%?) and adds 1 more to energy meter.

20/20/30/55/55/75/80/90

Reverie Warriors Shadows follow warrior and inflict additional attacks that cause 30% of regular attack damage. These do add to the hit meter, but not the energy meter. Also works on counterattacks. The shadow can be "killed", but this is only likely in long battles.

90/90/90/90/90/90/90/90

Combo Counter Warriors, Archers Can use all your attacks on a counter.
40

Noise Arrow Archers Inflicts Silence on enemy. Rather effective, but do not use it on Wise Sorcerers! They will start using their Fiendish Shape move every round when silenced!

20/20/20/35/35/35/40/50

Triple Distress Archers Decreases enemy's chance of avoiding, guarding, and counterattacking.

40/40/40/55/55/55/60/60

Steal Magic Sorcerers When an enemy is killed, absorb a portion of its max hitpoints as DME.

20/20/35/35/50/50/60/60

Stun Magic Sorcerers All magic attacks (including Wait Reaction!) have a chance to inflict Faint on enemies.

60/70/70/80/80/90/90/90

Concentration Sorcerers When a PWS is performed, your DME is reduced and your CT may go down. Yes, "may". See the glitches section for more details. Don't use this skill.

30/40/50/60/70

C) Attack skills

All of these skills require a button input of some kind to activate.

Scarlet Edge Warriors Tap the attack button quickly to knock an enemy to the ground. Uses DME.

90

Charge Warriors Tap the attack button quickly to inflict extra damage. Uses DME.

60

Strike Edge Warriors Tap the attack button quickly to inflict Faint on enemy. Uses DME.

50

Dark Warriors Hold the directional button left before pressing the button to attack the enemy from behind. Useful for juggling combos. If Valkyrie is the only person in the party, she can attack from the back row with this skill.

50

Trick Step Warriors You have to hold the directional button right, not left, before attacking to make this work. May cause the enemy to whiff a counterattack, giving you a free shot. Doesn't work often enough to be useful. If Valkyrie is the only person in the party, she can attack from the back row with this skill.

50

Slanting Rain Archers Press the directional button left immediately after pressing attack to launch a single strong hit at all enemies.

30

Darkness Arrow Archers Press the directional button left immediately after pressing attack to launch a weak attack at all enemies that supposedly reduces their avoid rate. Doesn't seem to work.

90

False Arrow Archers Press the directional button left immediately After pressing attack to shoot three arrows that force an enemy to block. I guess this is supposed to set up guard crush combos.

60

Mental Reaction Sorcerers Press the sorcerer's button when they have Charge time, and their CT will drop to zero. Consumes a huge amount of DME.

95/95/95/95

Wait Reaction Sorcerers Awesome skill! Press the sorcerer's button when they have CT, and a familiar will fly out and damage enemy. The familiar is considered a magic attack for most purposes, so it is unblockable! Great for starting combos. It won't hit very short enemies, though.

5/10/20/40/80/80/90/90

D) Status skills

These skills satisfy the requirements for transferring characters to Asgard. Some also increase stats (they'll say if they do). Note that there is no reason to increase the non-stat-raising skills for characters that can't be transferred (like Valkyrie and Arngrim). They don't do anything else.

The one oddball skill in this section is Counter, available to Warriors and Archers. This is actually a combat skill. When a character dodges an attack, press their button to perform a counterattack on the enemy.

Tactics All 5/5/10/10/20/20/30/30

Hear Noise All 5/5/10/10/20/20/30/30

Find Trap All 5/5/10/10/20/20/30/30

Survival All 15/25/35/45/55/65/75/85

Identify All 5/5/10/10/20/20/30/30

Leadership All 5/5/10/10/20/20/30/30

Fight All 10/10/20/20/30/40/50/60

Trick All 5/5/10/10/20/20/30/30

March All 5/5/10/10/20/20/30/30

Formation All 5/5/10/10/20/20/30/30

Attack Pow Warriors, Archers 5/10/20/30/40/50/60/70

Defend All 10/20/20/25/25/30/30/40

Avoid All 5/15/15/25/25/35/45/55

Hit Warriors, Archers 5/10/15/20/25/30/40/50

Resist Damage All 5/5/10/20/30/40/50/60

Magic Pow Sorcerers 20/20/30/30/40/40/50/60

Resist Magic All 5/5/10/10/20/20/30/30

Monster Int All 5/5/10/10/20/20/30/30

Undead Int All 5/5/10/10/20/20/30/30

Demon Int All 5/5/10/10/20/20/30/30

Counter Warriors, Archers 20

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22) Hints and Tips
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Remove Freya's weapon in the Artolian Ruins and she'll have a much more useful attack!

Run away! Fleeing works 70% of the time, and not only will you escape the battle, but the monster will be gone from the screen for good! Also, it only

takes one person to flee, so you can have your mage Heal the party or cast Invoke Feather or Normalize on someone before you flee.

Sap Guard and Might Reinforce are very useful spells for bosses. Unlike most games, stat-reducing spells actually work on bosses in Valkyrie Profile!

Might Reinforce and Spell Reinforce say they can be used only once per battle but can actually be used as much as you want! (They only have an effect every ten turns though). Guard Reinforce really is once per battle.

Invincibility: Guts level 8, Auto-Item (set Union Plume to 100%), Angel Curio. Even the Hamsters can't beat all of that.

Invincibility part 2: Sap Power, Guard Reinforce, Tri-Emblem, and Protect Jewel. Iseria Queen's Empress Massacre only does about 30 damage to you!

Invincibility part 3: Using a Lucid Potion prevents an enemy from targeting you. But attacking by pressing your character's button causes the potion to wear off. However, you can still use commands from the menu (press Select)! You can even cast magic from the menu and you'll still be protected by the Lucid Potion!

Weapons that can kill certain elemental weaknesses instantly are very useful. Especially Grimrist, because you find it so early in the game. The weapons that can score instant kills are Grimrist (Lightning), Infernas (Fire), Shazard (Lightning), Glare Sword (Poison), Icicle Sword (Ice), Gram (Dark), Demon Sword "Nefarious" (Ice), Soul Sword "Kusanagi" (Holy), Dainslef (Holy), Glance Reviver (Dark). The last four are of dubious value, since there's so few enemies that are weak to them that late in the game.

Enemy protected by Reflect Sorcery? Start a combo with a weapon attack, then use a spell. Reflect Sorcery won't stop spells used in combos!

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23)Glitches
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If you transfer Lyseria, she's gone for good. You will not get her back in Jotunheim Palace or the Seraphic Gate.

If Valkyrie is the only character in the party, the game will lock up when an enemy performs Great Magic or when Valkyrie performs her PWS with a bow equipped. Both of these can be prevented by having a second character in the party, even if that character dies during the fight.

During the fight against Hrist with Brahms, Arngrim, Mystina, and Lezard, the game will lock up if Mystina attempts to cast Great Magic.

If you attempt to rewind the text during Gandar's recruitment scene by pressing the L buttons, the game will lock up.

The game will sometimes freeze after a battle is over. This is pretty rare, but seems to happen most often in Brahms Castle and the first section of the Seraphic Gate.

Sometimes a loud buzzing will be heard over the regular sounds. The only way to get rid of it is to save your game and then reset your Playstation.

Characters will sometimes have delayed PWS voice samples or sometimes start saying all of their voice samples one after the other. This happens most often

with Grey and Janus.

In the Citadel of Flame, you can get stuck in the ceiling if you're hit by the fireballs while opening the chest in the first room.

Also in the Citadel of Flame, attacks (by characters other than Janus) will sometimes poison the enemies.

If Valkyrie does her bow attacks when the enemy is very close, a strange pillar of fire animation appears instead of the normal animation.

The Concentration skill does not work properly. It's supposed to drop your CT to 2 after using a PWS. Instead, the results vary by spell:

fire storm: 5 to 2

fire lance: 5 to 3

stone torch:5 to 3

poison blow:5 to 3

prismatic missile: 10 to 10

lightning bolt: 9 to 9

dark savior: 5 to 3

shadow servant: 5 to 5

frigid damsel: 5 to 5

icicle edge: 5 to 5

sacred javelin: 5 to 3

mystic cross: 6 to 6

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Technical Info
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Thanks to the great work of some people on the gamefaqs.com and rpgdl.com message boards, we now have some hard data on the nuts and bolts of the game.

These are the stat gains per level. The formula for DME gains is currently unknown. You get an extra-large boost to DME at levels 5, 9, 13, 17, 21, 25, 29, 33, 39, 49, 79, and 89.

Swordsmen(this includes Grey even though he's listed as a heavy knight, all Samurai, Valkyrie (regardless of weapon equipped), Freya, and Brahms in addition to the standard swordsmen)

Str: 6-10
Int: 10-14
Agl: 2-6
Dex: 1-5

Mages

Str: 1-5
Int: 15-19
Agl: 1-5
Dex: 1-5

Heavy Knights(Kashell and Arngrim)

Str: 10-14
Int: 3-7
Agl: 1-5
Dex: 1-5

Bowmen

Str: 2-6
Int: 10-14
Agl: 3-7
Dex: 3-7

Spearmen

Str: 4-8
Int: 8-12
Agl: 2-6
Dex: 1-5

Next we have the order of power for each character's PWS, also by SSJVegeta69. Note that this does not include Valkyrie's bow PWS (which should be comparable to the sword ones). Also note that your mileage will vary in an actual game when characters have different strengths and weapons with different attack powers.

"All tests were done with everyone at equal attack power(11,700). And they did not have weapons equipped, because being unequipped results in the highest possible attack trust, so each hit will do maximum damage possible. Yes, I used a gameshark for this to ensure that high of a base strength. Here are the following damage totals in order. Keep in mind that characters with higher strengths mean nothing in this list, as my attack power was exactly the same for everyone. My first test resulted in a three-way tie between Brahms, Aelia, and Belenus for damage. After that I increased my attack power even further for a bigger difference. The difference between Aelia and Belenus is still quite moot. In a normal game, his higher strength would give him more damage though."

- 1.Freya:189,550
- 2.Valkyrie 3:153,000
- 3.Lawfer:115,000
- 4.Brahms:101,250
- 5.Aelia:97,500
- 6.Belenus:95,250
- 7.Janus:87,350
- 8.Valkyrie 2:83,000
- 9.Arngrim:78,000
- 10.Jun:75,750
- 11.Jayle:68,000
- 12.LleweIn:62,500(since his does a random number of hits, I took the damage from 7 hits, since the menu description says "about 7 hits". If you're fighting a big enemy and it can get in 17 or so hits, it'll actually be the third strongest PWS in the game!)
- 13.Suo:58,500
- 14.Valkyrie:55,500
- 15.Lucian:48,150
- 16.Badrach:47,500
- 17.Kashell:45,000
- 18.Grey:31,500(Hah, pathetic....)

Another version of the PWS power rankings comes from metroid composite, who ranks them in order of the damage multipliers each PWS receives. Note that these numbers are relative to one normal attack (like Valkyrie swinging her sword).

1. Freya: x15
2. Valkyrie(bow, level 3): x13
3. Valkyrie(sword, level 3): x11
4. Meteor Swarm or Celestial Star GM: x10.5
5. Lawfer: x8.787
6. Valkyrie (bow, level 2): x8
7. Belenus, Aelia, Brahms, Calamity Blast GM: x7.5
8. Janus: x6.75
9. Valkyrie(sword level 2 or bow level 1), Arngrim, Dragon Bolt or Absolute Zero GM: x6
10. Jun: x5.625
11. Jayle: x5.25
12. Llewelyn (7 hits): x4.7166
13. Suo, Carnage Anthem or Petro Disruption or Dragon Orb or Gravity Blessing or Seraphic Law GMs: x4.5
14. Lucian, Badrach: x3.75
15. Kashell: x3.5154
16. Crystal Strike or Cosmic Spear or Ifreet Caress GM: x3
17. Grey: x2.3964

This table lists the damage multipliers for all spells.

Fire Storm: 1 hit at 1.5x, Fire
Fire Lance: 2 hits at 1x, Fire
Icicle Edge: 3 hits at 1x, Ice, adds Freeze
Frigid Damsel: 3 hits at 1x, Ice, adds Freeze
Dark Savior: 3 hits at 1x, Dark
Shadow Servant: 3 hits at 1x, Dark
Mystic Cross: 4 hits at 1x, Holy
Sacred Javelin: 5 hits at 1x, Holy
Lightning Bolt: 3 hits at 1x, Lightning
Prismatic Missile: 5 hits at .75x, Lightning
Stone Torch: 1 hit at 1x, Poison, adds Petrify
Poison Blow: 1 hit at 4x, Poison, adds Poison

Ifrit Caress: 1 hit at 3x to all, Fire
Calamity Blast: 5 hits at 1.5x to all, Fire
Crystal Strike: 2 hits at 1.5x to all, Ice
Absolute Zero: 4 hits at 1.5x to all, Ice
Cosmic Spear: 1 hit at 3x to all, Dark
Meteor Swarm: 7 hits at 1.5x to all, Dark
Celestial Star: 7 hits at 1.5x to all, Holy
Seraphic Law: 3 hits at 1.5x to all, Holy
Dragon Bolt: 4 hits at 1.5x to all, Lightning
Gravity Blessing: 3 hits at 1.5x to all, Lightning
Carnage Anthem: 3 hits at 1.5x to all, Poison
Petro Disruption: 3 hits at 1.5x to all, Poison
Dragon Orb: 3 hits at 1.5x to all, Ice

Here's the experience tables for all characters, from Orlandu17.

Level Exp After
1 0 2000
2 2000 5000
3 7000 5000

4 12000 5000
5 17000 10000
6 27000 10000
7 37000 10000
8 47000 10000
9 57000 22500
10 79500 22500
11 102000 22500
12 124500 22500
13 147000 30000
14 177000 30000
15 207000 30000
16 237000 30000
17 267000 60000
18 327000 60000
19 387000 60000
20 447000 60000
21 507000 80000
22 587000 80000
23 667000 80000
24 747000 80000
25 827000 180000
26 1007000 180000
27 1187000 180000
28 1367000 180000
29 1547000 240000
30 1787000 240000
31 2027000 240000
32 2267000 240000
33 2507000 300000
34 2807000 300000
35 3107000 300000
36 3407000 300000
37 3707000 300000
38 4007000 300000
39 4307000 400000
40 4707000 400000
41 5107000 400000
42 5507000 400000
43 5907000 400000
44 6307000 400000
45 6707000 400000
46 7107000 400000
47 7507000 400000
48 7907000 400000
49 8307000 500000
50 8807000 500000
51 9307000 500000
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72 19807000 500000
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74 20807000 500000
75 21307000 500000
76 21807000 500000
77 22307000 500000
78 22807000 500000
79 23307000 600000
80 23907000 600000
81 24507000 600000
82 25107000 600000
83 25707000 600000
84 26307000 600000
85 26907000 600000
86 27507000 600000
87 28107000 600000
88 28707000 600000
89 29307000 700000
90 30007000 700000
91 30707000 700000
92 31407000 700000
93 32107000 700000
94 32807000 700000
95 33507000 700000
96 34207000 700000
97 34907000 700000
98 35607000 700000
99 36307000 700000

Finally, just a little info on how the derived stats are calculated:

Attack power(non-mages) = Strength + weapon's Attack power

Attack power(mages) = Intelligence + weapon's Attack power

Hit = Dexterity + weapon's Hit

Avoid = Agility + greaves' Avoid

Resist(non-mages) = Intelligence/2

Resist(mages) = Intelligence/2 + weapon's Attack power

Note that Strength and Dexterity seem to have no benefit to mages. So use your Golden Eggs and Holy Drops on non-mages instead.

Damage is (ATK-RDM) x damage multiplier for physical attacks, (MAG-Resist) x damage multiplier for magic attacks. Because RDM is subtracted before you multiply, RDM affects all characters equally, whether they have one strong move or several weaker ones.

The Wait Reaction skill is a magic attack that works like a physical one. Its formula is (MAG-RDM) x multiplier. The multipliers for each level are:

Level 1: x.14

Level 2: x.15

Level 3: x.17

Level 4: x.19
Level 5: x.20
Level 6: x.22
Level 7: x.23
Level 8: x.25

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25) Solo games
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Just like in Star Ocean 2, you can complete a game with only one character! Of course, that character is Valkyrie, since she is the only character who can't be removed from the party. In this section I'll list some of the tips you can use to complete your game. You can also do pseudo-solo games with Valkyrie in the back row where she can't attack or be attacked and one other character. So far I've completed a Jelanda game on Easy and a Lawfer game on Hard.

Try Normal difficulty first. You'll need the Creation items that can't be obtained in Easy.

The first dungeon is hell. You'll be burning elixirs like crazy just to stay alive. Spend your first 20 CP on Counter. It'll be your main source of damage. When you finally get to level 2, spend your CP on anything that increases your Avoid rating (Fight and Hear Noise). The game get a lot easier now. Divine a Feathered Tiara and wear it for the boss fight.

After the Artolian Mountain Ruins, create a Bolt-Crossbow. This weapon will increase your damage capability and also allow you to guard crush the Dragon Servants.

In each following Chapter, create the strongest 3-hit bow available (except Fire Crossbow - it sucks). These will make the game easy. Don't use swords. The bows inflict much more damage. The 150 attack Crescent Arrow in Chapter 4 does more damage than the 1200 attack Icicle Sword!

Some other useful skills are Combo Counter, Auto Item (set Elixir to 100%), Slanting Rain.

The best items include Mirror of Pleiades, Earring of Healing (very important!), Bracelet of Zoe (you'll need lots of hitpoints towards the end), Phoenix Feather (should last you throughout the game - you won't die often).

There is a bad glitch in the game. If Valkyrie is the only person in the party, the game will freeze when an enemy casts a Great Magic. This includes Lezard, Barbarossa, Gandar, Bloodbane, and Surt. To get by this problem, include a second low-level party member and let them die. The game won't freeze as long as you started the battle with at least 2 people. The game will also freeze if Valkyrie tries to perform her bow PWS.

Towards the end of the game you'll have the Gram sword. It's better than your normal bows, especially against high-RDM enemies like Gyne. However, once you get the Elven Bow from the Forest of Spirits, you'll probably want to switch back to bows. The Elven Bow does roughly the same amount of damage as Gram with the Reverie skill.

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26) Manipulating the RNG
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For determining random numbers, VP uses a pseudo-random number generator. Actions like swinging your sword and opening the menu can be used to force the game to give you desired results.

For the following tricks, one savefile at the Worldmap and one in a dungeon are used. For the dungeon save, characters must not have negative status effects like Poison. There must not be any special effects on the screen (snow, rain, fireballs). Saves in Salerno Academy, Forest of Spirits, Arianrod Labyrinth, and the first save point in Tombs of Amenti should not be used.

Trick 1: Max stats at levelup

This will give a character the maximum STR, AGL, DEX, and INT possible when leveling up.

- reset the game
- load a world map save
- open and close the menu twice
- load a dungeon save with four nonmages in the party
- swing your sword 3 times
- open the menu and use the Experience Orb to level the character one time

If you want to use this trick for a save on the World Map, use this method instead:

- load a world map save
- open and close the menu
- load a dungeon save with X nonmages
- swing your sword 7-X times
- load your world map save
- open the menu and use the Experience Orb to level the character one time

Trick 2: All chests in Cave of Oblivion

This will make all the potential treasure chests appear in a Cave of Oblivion. You'll have to go into the Cave to see which type it is (read the descriptions in the Chapter 1 Walkthrough above). Remember that the small C-shaped Cave has no treasure. The first method should work on the Japanese and PSP versions.

Type 2

- reset the game
- load a dungeon save with one nonmage in the party
- load the world map save and enter the Cave

Type 3

- reset the game
- load a dungeon save with two nonmages in the party
- load the world map save and enter the Cave

Type 4

- reset the game
- load the world map save
- open and close the menu 5 times
- enter the Cave

For the North American PSX version, use this method:

Type 2

-reset the game
-load a dungeon save with two nonmages in the party
-load the world map save
-open and close the menu 3 times
-enter the Cave

Type 3

-reset the game
-load a dungeon save with two nonmages in the party
-load the world map save
-enter the Cave

Type 4

-reset the game
-load the world map save
-open and close the menu 5 times
-enter the Cave

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27) Thanks

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CjayC for making Gamefaqs the best source of videogaming information in the world

Visit www.rpgdl.com for battles between your favorite RPG characters!