

Valkyrie Profile FAQ/Walkthrough

by Legion001

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*           Valkyrie Profile - Full Walkthrough v1.0           *
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I/ Introduction

This is the full walkthrough for Valkyrie Profile. If you're not a fan of this game, just ignore reading it. Actually, this walkthrough can be used by every player, whether you are an amateur or an experienced gamer. Therefore, you don't need to follow all of my instructions, but you should have a look at this guide. In this walkthrough, I have placed EVERYTHING you may get in the game, include basic controls and secrets. I'm sure that you can get all secrets if you have read this carefully.

By the way, this is my result of over 400 hours of playing and working. So do NOT use it for profiting. If you want to put it on a website for public viewing, please mail me. I made this FAQ to help gamers just for FREE, not for money. Besides, if you think there are any mistake in my guide, mail me to correct this FAQ. Thanks for reading.

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II/ Controls

- World map :

Up/Down : Look Up/Down
Left/Right : Change Direction
Hold Square + Directional buttons : Move
Circle : Accelerate (Make you move faster than with Square button)
Triangle : Menu
Start : Spiritual Concentration. This is the most important control.

*Note : On world map, press Triangle to access the menu, then press Start to sleep. Then select how many period to rest. This is the fastest way to ignore missions. You'll need this function if you have bored with leveling up and want to continue the storyline. Each time you can sleep for a maximum of your remain periods in the current chapter. Here are some details for resting :

+ 1 Period : Recovers DME to full
+ 2 Periods : Recovers DME to full and cures abnormal status but disabled
+ 3 Periods : Complete recovery

- Main controls :

Save : Access the menu then go to Data/Save. You can save anywhere of the world map, or at Memory Camps (Save Points) in dungeons
Attack : X (This will make you move first in battles)
Jump : Circle
Menu : Triangle
Crystal shoot : Square
Map : R2
Back console : L1 (Show every scripts that you have seen)
Message Cut : Hold R1 + X
Directional button : Move (Up and Down are needed for turning)
Open chest : Down + X
Ladder move : Up or Down, or Leap down by Down + Circle
Dash : Down + Circle

*Note : You can do many actions with crystal : Freeze your enemies and use them for jumping. You can also use crystal for climbing, jumping...

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III/ Walkthrough

0. Start game : There are 3 modes that you can select for playing

- Easy mode :

Exp : Many
Item type : Few
Dungeon : Few
Character : Few
Initial level : Fixed per character
Endings : B - C

- Normal mode :

Exp : Normal
Item type : Normal
Dungeon : Normal
Character : All except for Lyseria
Initial level : Fixed per character
Ending : A - B - C

- Hard mode :

Exp : Few

Item type : Many
Dungeon : Many
Character : All
Initial level : All at LV1
Ending : A - B - C

If you just want to have a look on this game, Easy mode is recommended.
If you like to enjoy the storyline, choose Normal mode. Otherwise, if you want to get EVERYTHING, choose Hard mode.

* Valhalla : After the intro, go left to meet Frei. Then you'll have to wait and see the dialogs. After that, you'll go to the world map. When you see the message "Press Start button to begin Spiritual Concentration", just press Start button, then you'll automatically head to Artolia.

* Artolia : This is your first battle. Move Angrim to the boss to begin.

Boss : Lesser Harpy
HP : 600
Weakness : ??? (probably Fire)
Exp : None
Item : None
Difficulty : Easy
Your party : Angrim, Lawfer

This boss is very weak, just attack him by pressing Square and X button. He will die soon. After that, wait and see some dialogs.

- At Angrim's house, move Angrim to the door (on the right). You'll meet Jelanda in disguised form. Wait and see some dialogs again.

- The next day, at Angrim's house : Go out, then get in the house. Now wait and see some dialogs again. Then you'll have to fight the next boss.

Boss : Ghoul
HP : 2000
Weakness : ??? (probably Holy)
Exp : None
Item : None
Difficulty : Very easy
Your party : Valkyrie, Freya, Angrim

This boss is also weak too, just do whatever you want to defeat her.

- Once again, you have to wait and see some dialogs, then you'll meet the next boss.

Boss : Lombert
HP : 600
Weakness : ??? (probably Poison)
Exp : None
Item : None
Difficulty : Very easy
Your party : Valkyrie, Angrim

Another weak enemy, do the same tactics like the previous ones.

- After you have defeated Lombert, wait for the message "Press Start button to begin spiritual concentration". Press Start again. Your next target will be...

* Artolia mountain ruins :

Item list :

Eye of Heaven
Iron - Barred Key
Book of Everlasting Life
Vegetable Seed x3
Treasure Search

Only had in Normal and Hard mode :

Nightshade
Savory
Quartz Gem
Angel Curio
Element Scepter
Foxglove
Fire Lance
Lapis Lazuli

Artifacts :

Sealed Box
Jewelled Blade "Grimrist"

Enemy list :

Ghast
HP : 600
Weakness : None
Exp : 480 (Easy) / 160 (Normal) / 112 (Hard)
Item : Leather Armor / Long Sword

Lesser Vampire (Type 1)
HP : 400
Weakness : None
Exp : 450 (Easy) / 150 (Normal) / 105 (Hard)
Item : Vegetable Seed / Sage

Pongo
HP : 1000
Weakness : None
Exp : 525 (Easy) / 175 (Normal) / 122 (Hard)
Item : Normalize / Fire Lance

Freya will teach you basic controls. You can also find those informations in this guide. Now I will give you the fastest way to beat this dungeon :

- Move right, skip the first door, enter the second, get the item (Eye of Heaven)
- Exit, move right, then go upstairs. Go left, then go up, and get the item (Iron - Barred Key)
- Now go to the door that you have skipped, enter it. You'll see a jail door. Open it by pressing X (You can only do this action if you get the Iron - Barred Key).
- Move downstairs, then jump down. Freya will teach you about Crystal. Now use your crystal to jump to the right.
- Go down the ladder on the right, then go left. You'll see two chest, grab them. Be careful because one of them were trapped. There are many chests with many kinds of trap in this game. There are also different ways to avoid them.
Item : Book of Everlasting Life, Vegetable Seed (Trapped)
- Now climb the ladder, jump down, then go down the next ladder.

- Go right, break the pillar by slashing it twice. You will get 500 Exp Orbs for this action. From now on, you will get Exp orbs when you do some special actions in some dungeons. Try to get all of them.

For Easy mode, go back to the ladder, climb up, jump to the upper right. In the next room, get the item (Vegetable Seed), then go right until you have reached the wall. Use your crystals to jump up and get 2 item (Vegetable Seed, Treasure Search). Both of them were trapped. Notice that the Treasure Search can only be equipped by Valkyrie. And it is a very useful item. Once you have equipped it, you will see a white sign when you stand near an item. You should equip it to find items easier. Now return to the ladder near the place where you broke the pillar, go left, then down, save your game, then fight the boss.

For Normal and Hard mode, go left, left, down, left, up. There will be 2 monsters fall. This is because of the height of the room. Now use crystals to make your footholds and climb up, then get 4 items on the top : Nightshade, Savory, Quartz Gem, Angel Curio (Trapped). Next, exit the room. Go right, but don't jump down. Now eliminate the monster and get on the boat. You'll see a trapped chest on your way (Element Scepter). Be careful when getting it. You may equip it, but don't use special attack when using it if you don't want it to break. Now go right, right, up, then get 2 items (Foxglove, Fire Lance). Go back to the ladder where Freya told you how to use crystals. Climb up the upper ladder, then go right. Get 3 items in the room (2x Vegetable Seed + Treasure Search). 2 of them were trapped. Now get to the lower level. In this room, you can see a floor below the top floor. There are 2 ways to get there :

- + Go up (Climb the ladder), right, then jump down
- + Dash through the slot, then use crystals to climb up

Go right, get a trapped chest (Lapis Lazuli), then go back to the ladder. Now get to the top floor, go right and Save your game.

Different between Easy mode and Normal/Hard mode in this dungeon :

- Tower gate does NOT open in Easy mode
- There is no downstairs way near the Treasure Search in Easy mode, and the boss stand at different places in each mode.

Boss : Elder Vampire

HP : 4800

Weakness : None

Exp : 3000 (Easy) / 1000 (Normal)

Item : Aqua Vitae

2x Dragon Servant

HP : 500

Weakness : Ice

Exp : 900 (Easy) / 300 (Normal) / 210 (Hard)

Item : Broad Sword / Chainmail

Difficulty : Easy

Your party : Valkyrie (with the Reiter Pallasch), Angrim, Jelanda

Strategy : The dragons are good at defense. You'll need to break their guard by using combination attack. 4 buttons : Square, Triangle, Circle, and X are attack buttons. Each control the character in the formation. Single attack may be easy for defending, but combination attack will cause the guard break, and sometimes cause unconsciousness. Besides, with your borrow sword, you can make 3 combos attack. When attack gauge reaches 100, press the attack buttons to do special attacks. The 4th special attack will be the most powerful attack of each character, so think a bit before pushing the button to decrease the HP of your enemies. If you often use Valkyrie's special attack, you will notice that her finishing move depend on her weapon. This is the different between Valkyrie and other characters.

About this boss, use combination attacks to kill the dragons first, then do it again with the boss. You may use Jelanda's Heal spell when your DME is low (Press Select button, select Magic/Heal)

Artifacts : Sealed Box

Jewelled Blade "Grimrist" (Lightning/Death)

Exp Orbs : 3000

- The Jewelled Blade "Grimrist" will be a great weapon although it has low attack power. I will explain this later.

*Note : Breakable weapons (like Element Scepter) may break anytime. The more times you use it in a turn (include special attack), the more chances of making it broken. If you want to keep those weapons, do only 1 attack with each of them in a turn.

* Note : If you give an artifacts to Odin, your Evaluation LV will increase by 1. Otherwise, it will decrease by 5. Give them to Odin, or hold them is your choice, but remember most of artifacts have special effects. Therefore, when your Evaluation LV drop zero, you will get Ending C (i.e, the Bad Ending).

* Trick : If you don' want to get Ending C, when your Evaluation LV drop zero, give Odin an useless artifact to make it become greater than 0.

Now go back to the entrance, Freya will leave your team, and she will put a sprite here. If you want to review Freya's request, just ask the sprite. She will show you those informations.

* Note : Once you have opened all artifact chests after defeating a boss, the remaining enemies will disappear.

* Game structure :

This game divides into 8 chapters, each chapter has a number of periods. Chapter 1 has 24 chapters, other chapters are different. In Easy mode there will be 16 for each chapter, for Normal mode : 24 each, and 28 in Hard mode.

To get new mission, simply use Valkyrie's spiritual concentration ability by pressing the Start button to know where to go. If you don't press the Start button, you will get nothing when you enter a town. Besides, dungeons can only appear when you do that. When you concentrate, if an event happens, you will lose 2 periods. If there is nothing, you will not lose any period.

Think carefully before enter towns or dungeons. Don't waste your time on entering places that give you nothing. Enter dungeons takes 2 periods each time and enter towns take 1 period each time.

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1. Chapter 1

- Lassen (All modes)
- Crell Monferaigne (All modes)
- Forest of Woe (Easy and Normal mode)
- Solde Catacombs (Normal and Hard mode)
- Cave of Oblivion (All modes)

I recommend going to Lassen first

New items for making with MP :

Useable :

Banish
Secure Potion

Weapons :

Name	Type
Awl - Pike	Spear
Winged - Spear	Spear
Wa - to	Katana
Tachi	Katana
Crossbow	Bow
Bolt - Crossbow	Bow

Decoration / Possession :

Name	Effect
Fairy Bottle	Reduce CT by 1, but CT won't go below 1
Poison Check	Immune to Poison
Rabbit's Foot	
Amber of Happiness	
Teachings of Bethanus	

* Lassen

Einherjar : Belenus

Type : Warrior

Class : Swordsman / Head Guard

Item : Pressed Flower (Poison DMG-90%) (found at Belenus's house)

After getting Belenus, return to his house (Right from the Entrance of the town). You can get the item in his room, use Party command to take him into your party. Now return to Angrim's house (Don't you know where is it?) and get a weapon from his room. It's a Dragon Slayer with 5% chance of breaking and 3 combos attack. Don't break it, you'll need it later in the game.

* Crell Monferaigne :

Einherjar : Llewelyn

Type : Warrior

Class : Archer / Soldier

Item : Goddess Pendant (Darkness DMG-50%) (found at the forest near the town)

* Forest of Woe : You should have your charcter learned First Aid and Counter before enter this dungeon

Item list :

Eye of Heaven
Icicle Edge
Flare Crystal x2
Element Scepter x2
Lapis Lazuli

Artifacts :

Extreme Guard
Phoenix Feather

Enemy list :

Ghast

HP : 600
Weakness : None
Exp : 480 (Easy) / 160 (Normal) / 112 (Hard)
Item : Leather Armor / Long Sword

Lesser Vampire (Type 1)

HP : 400
Weakness : None
Exp : 450 (Easy) / 150 (Normal) / 105 (Hard)
Item : Vegetable Seed / Sage

Dragon Servant

HP : 500
Weakness : Ice
Exp : 900 (Easy) / 300 (Normal) / 210 (Hard)
Item : Broad Sword / Chain mail

Go left, get the item (Eye of Heaven), then go right (don't turn), get item (Icicle Edge). Now go left, up, right, up, left (with no turning), up. Get the item (Flare Crystal), then go right, up, right. There are 2 Element Scepters in 2 chest. Both were trapped.

Go left, down, left, down, right, then up at the first turning point. Next, go left, get the item (Lapis Lazuli). Exit, then go right, then up (at the final turning point). Get the item nearby (Flare Crystal). It's trapped. Then go left, up, left. Save your game, then go left to fight the boss.

Boss : 3x Insane Yeti
HP : 5200
Weakness : Fire
Exp : 2100 (Easy) / 700 (Normal)
Item : Ebony Powder

Difficulty : Easy

Strategy : This battle will be a bit long because of the great HP of the boss. You'll need to perform combination attacks to decrease their HP quickly. But don't worry, their attacks aren't much powerful. You can beat this boss easily if your characters have learned First Aid.

Artifacts :

Extreme Guard (Fire DMG-50%, can counterattack sometimes)
Phoenix Feather (Auto cure Faint, 10% chance of breaking)
Exp orbs : 7000

* Solde Catacombs :

Item list :

Attack Pow
Short Bow
Avoid
Fire Lance
Broad Sword
Eye of Heaven
Element Scepter
Fire Lance
Frigid Damsel

Magic Pow

Artifacts :

Secrets of Damascus
Crown of Felmar
Emerald Necklace

Enemy list :

Dragon Servant
HP : 500
Weakness : Ice
Exp : 900 (Easy) / 300 (Normal) / 210 (Hard)
Item : Broad Sword / Chain mail

Lesser Vampire (Type 1)
HP : 400
Weakness : None
Exp : 450 (Easy) / 150 (Normal) / 105 (Hard)
Item : Vegetable Seed / Sage

Ghast
HP : 600
Weakness : None
Exp : 480 (Easy) / 160 (Normal) / 112 (Hard)
Item : Leather Armor / Long Sword

* Note : I recommend you to have your characters learn First Aid as soon as possible (try to learn First Aid lv8 in this dungeon). This skill is really helpful in the entire game.

Go right, jump down the hole and get the item (Attack Pow). Go left, jump to the left and get the item (Short Bow). Now jump down, and go left. Note that the slab you see on the way shows the key to complete the dungeon. Go left until you see a door close to a ladder. Enter the door, then go left. Have you seen the writing on the slab : "Destroy the Guardian...". Yeah, it means you must destroy the demon statue on the light circle. Break it, then go right, climb up the ladder, and pull or push the stone onto the circle. You will receive 1000 Exp orbs. In this dungeon, There are total 4 light circle, and you will receive 1000 Exp orbs each time you sealed one of them by pushing a stone on it.

Exit the room, climb the ladder, go left and jump down, then go left. Climb the ladder and get the item (Avoid). Enter the door close to the ladder, seal the light circle. Now exit the room, go left (dash through the slot), down. Continue seal the light circle in the room, then go right. Open the trapped chest (Fire Lance), then seal the light circle. Next, get to the top, go right, down.

Break the demon statue (it is brighter than the previous ones) to open the door. You'll get 5000 Exp orbs. Grab the 2 items in the room (Broad Sword and Eye of Heaven), then go right, get the trapped item (Element Scepter) and Save your game. Now have Jelanda learn the Fire Lance spell and set it as the default spell to be used, and have Valkyrie equip a bow before going through the final door.

Boss : Ramapithicus
HP : 4000
Weakness : None
Exp : 3800 (Normal) / 2660 (Hard)
Item : Mandrake

2x Drow Shaman
HP : 1000
Weakness : None
Exp : 500 (Normal) / 350 (Hard)
Item : Sap Power

Difficulty : Normal

Strategy : The Ramapithicus have great HP. If you attack him, you will get struck by the 2 Drow Shamans. So that you must eliminate 2 Drow Shamans first. This is why I told you to have Jelanda learn Fire Lance, because it consume less CT than Fire Storm. Just use Jelanda's Fire Lance + Valkyrie to attack them. After 2 turns, they will die and leave the beast alone. Then you can kill him easily.

Item : Frigid Damsel, Magic Pow
Artifacts : Secrets of Damascus
Crown of Felmar
Emerald Necklace
Exp orbs : 10000

Grab all chest, then exit by climbing up the ladder.

Hero requirement for transferring : Value 40
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Sacred Phase 1-2

MP : ~ 2000
Hero requirement :

Value : 50
Type : Warrior
Skill : Tactics, Leadership, Identify
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2. Chapter 2 :

- Hai-Lan (All modes)
- Artolia (Normal and Hard mode)
- Crell Monferaigne (All modes)
- Dragoncastle Caverns (Easy and Normal mode)
- Nethov Swamps (Normal and Hard mode)
- Salerno Academy (Hard mode only)
- Cave of Oblivion (All modes)

New items for making with MP :

Useable :

Prime Elixir - Restores 99% DME
Prime Banish - Cures Stone and Curse
Combo Potion - Increases Special Attack gauge by 5, last for 2 turns

Weapon :

Name	Type
Lightning Edge	Sword
Spinning Spear	Spear
Elemental Edge	Great Sword

Holy Prayer	Wand
Go-Shorai Blade	Katana
Supreme Crossbow	Bow

Defensive Equipment :

Name	Type
Silver Sallet	Helmet
Feathered Helm	Helmet
Silver Cuirass	Armor
Heraldic Garb	Armor
Silver Tiara	Wizard Helm
Silver Cloak	Cloak
Silver Gauntlet	Gauntlet
Silver Greaves	Boots

Decoration/Possession :

Name	Effect
Paralyze Check	Lightning DMG-50%, Immune to Paralyze
Freeze Check	Ice DMG-50%, Immune to Freeze
Stun Check	Fire DMG-50%, Immune to Faint

Recommended item : Elemental Edge (for Angrim). Use this weapon to perform the triple-combo attack.

* Hai-Lan :

Einherjar : Jun (maybe in chapter 3)
Type : Warrior
Class : Samurai / ---

Einherjar : Yumei (maybe in chapter 3)
Type : Mage
Class : Sorceress / ---
Item : Fragment of Lapis Gem (at the seashore) : Ice DMG - 50%

Einherjar : Nanami (maybe in chapter 2)
Type : Mage
Class : Sorceress / Maiden
Item : Dragonbane (from Minayo at Pleiades Shrine in Hai - Lan)

* Artolia :

Einherjar : Lawfer
Type : Warrior
Class : Spearman / Knight

* Crell Monferaigne :

Einherjar : Janus (Maybe in chapter 4)
Type : Warrior
Class : Archer / ---
Item : Raven Slayer (at Janus's house in Crell Monferaigne. Effect : Very strong against birds)

* Dragoncastle Caverns :

Item list :

Eye of Heaven
Vegetable Seed
Quartz Gem
Long Sword
Lapis Lazuli x2
Foxglove x2
Element Scepter
Nightshade
Savory
Aconite
Slanting Rain
Fire Storm
Short Spear
Frigid Damsel

Artifacts :

Spear "Dark Angel"
Scarlet Lotus Sword

Enemy list :

Current Fish
HP : 1300
Weakness : Fire
Exp : 435 (Easy) / 145 (Normal)
Item : Fresh Meat / Beast's Fang

Monstrous Viper
HP : 900
Weakness : None
Exp : 450 (Easy) / 150 (Normal)
Item : Broken Blade / Aconite

Venomous Spider
HP : 1500
Weakness : Ice
Exp : 840 (Easy) / 280 (Normal)
Item : Long Sword / Chain Mail

Banshee
HP : 400
Weakness : None
Exp : 1350 (Easy) / 450 (Normal)
Item : Frigid Damsel / Fire Storm

From the entrance, go left. You'll see a ladder. Then jump down and go left. At the end of the way, open the chest and get an item (Eye of Heaven). Now go back to the ladder, go up, enter the mid-floor and go left. You'll see the second ladder on your way, but don't go up because it will lead you to an exit. It isn't important now. Instead, move ahead and jump down. You may fight the spider, or avoid it, then move right, ignore the turning point. There will be 3 items here (Vegetable Seed, Quartz Gem, Long Sword). After getting them, go back and enter the sub cave. The left-side of this sub cave will have 3 floors. The first floor has a Lapis Lazuli and a trapped chest (Fire Storm). The second will be a Save Point, and the third will be 4 items : Foxglove, Element Scepter (trapped) on left-side, Nightshade and Lapis Lazuli (trapped)

on right-side. After getting all of them, go to the right-side of the sub cave and go along the way. You'll see another ladder. This one also leads you to an exit, so don't go up and continue move left. Get the 2 items (Short Spear, Frigid Damsel), then exit the sub cave. After you have exited, go left, then jump down, get an item (Savory) then go right. There will be a Save Point on your way. From that position, go right, jump down, then go left, you will get 3 items (Foxglove, Aconite, Slanting Rain). All of them were trapped. After getting them, go left and fight the boss.

Boss : Lesser Dragon
HP : 9000
Weakness : Lightning, Poison, Holy
Exp : 15000 (Easy) / 5000 (Normal)
Item : Holy Water
Difficulty : Very Easy / Normal

Strategy : If you have any of your character with the Dragon Slayer or the Jewelled Blade "Grimrist" equipped, you will finish the battle with one attack. This mean an instant win. Otherwise, use spells and weapons with the element of Lightning, Poison or Holy to attack the dragon (much longer), and remember to use recovery items and Heal spell.

Artifacts : Spear "Dark Angel" (Spear type)
Scarlet Lotus Sword (Katana type)

* Nethov Swamp :

Item list :

Shadow Servant x2
Holy Crystal x2
Short Spear
Cure Condition
Flare Baselard
Quartz Gem
Daemon Slayer
Charge
Eye of Heaven
Wait Reaction
Element Scepter

Artifacts :

Bark of the Dryad
Inscribed Fragment

Enemy list :

Figment (Type 1)
HP : 650
Weakness : None
Exp : 960 (Easy) / 320 (Normal) / 224 (Hard)
Item : Fire Storm / Fire Lance

Vermin

HP : 530
Weakness : None
Exp : 1950 (Easy) / 650 (Normal) / 455 (Hard)
Item : Beast's Fangs / Feather

Pongo Robustus

HP : 2300

Weakness : Dark

Exp : 1200 (Easy) / 400 (Normal) / 280 (Hard)

Item : Short Spear / Long Bow

Mantrap Plant

HP : 1800

Weakness : Fire, Dark

Exp : 1590 (Easy) / 530 (Normal) / 371 (Hard)

Item : Vegetable Seed / Beast's Fangs

Go left, up, right, get the trapped item (Shadow Servant). Go left until you reached the area where there are some Mantrap Plants, get to the top. Open the trapped chest (Shadow Servant). Next, go up, right, get the trapped item (Holy Crystal).

If you don't want to fight much, go back to the entrance of this dungeon and go left, down, left, left, down, down. There are 1 item on the right (Short Spear), and 4 items on the left (Cure Condition, Quartz Gem, Flare Baselard (trapped), Daemon Slayer (Trapped)). This can be tricky because all of them will be found in the mud. Hence, equip the Treasure Search to make sure that you can get all of them.

Go right, up, right, right, cut down the tree (5000 Exp orbs). The tree will become your foothold. Get on it, then jump to the right side. Next, go right and get the item (Charge), then go up, left. You will see nothing, but your Treasure Search still react, because there are 4 items behind a very big tree. Go through the tree and you'll see them. They are : Eye of Heaven, Wait Reaction, Holy Grail (Trapped), Element Scepter (Trapped).

Go right, down, left, down, right. Save your game, then go left, left, down. Jump down, then go right to find the boss

Boss : Dragon Zombie (Type 1)

HP : 13400

Weakness : Fire, Lightning, Holy

Exp : 18000 (Easy) / 6000 (Normal) / 4200 (Hard)

Item : Neckless Doll / Broken Armor

Difficulty : Easy

Strategy : You have fight this kind of monster. So that defeating him is very easy. Only 1 hit with the Jewelled Blade "Grimrist" or the Dragon Slayer will finish him easily.

After the dragon is killed, go right and get 2 artifacts :

Bark of the Dryad

Inscribed Fragment

Exp orbs : 20000

Transmute the Inscribed Fragment into a Trap Search. This is a really helpful item. It will show you that the chest is trapped, or fragile, or not when you equip it. If the chest is trapped, it will light up with the red color and you can throw it to break the trap. If it is a fragile item (a item which will break if you throw it), it will light up with the yellow color. Note that many items are both fragile and trapped, so be cautious.

Now go right to exit the dungeon.

* Salerno Academy :

Item list :

Slanting Rain
Eye of Heaven
Icicle Edge
Element Scepter
Flame Jewel

Artifacts :

Holy Grail
Faim Fenn
Tiara of the Holy Empress

Enemy list :

Pongo Robustus
HP : 2300
Weakness : Dark
Exp : 1200 (Easy) / 400 (Normal) / 280 (Hard)
Item : Short Spear / Long Bow

Vermin
HP : 530
Weakness : None
Exp : 1950 (Easy) / 650 (Normal) / 455 (Hard)
Item : Beast's Fangs / Feather

Figment (Type 1)
HP : 650
Weakness : None
Exp : 960 (Easy) / 320 (Normal) / 224 (Hard)
Item : Fire Storm / Fire Lance

Mantrap Plant
HP : 1800
Weakness : Fire, Dark
Exp : 1590 (Easy) / 530 (Normal) / 371 (Hard)
Item : Vegetable Seed / Beast's Fangs

This is one of 7 dungeons that only appear in Hard mode. I think you must be an expert on RPG to play this mode, so I don't need to explain the dungeon's map step-by-step. Instead, I will explain it shortly, but enough for you to understand easily.

There are some creepers on your way. You can cut them off if you want. First, there is a Save point in a room near the entrance with the Research Journal. It explained how to complete this dungeon. But it takes time for you to understand. Therefore, if you are following my instructions, just ignore reading it.

First, I recommend you to eliminate all enemies in your way, and grab any item which you can take. Now it's about important things in this dungeon :

- There is a room with an acid capsule, you can get strong acid from the capsule. After using strong acid, you must return to the capsule if you want more acid.

- You can find 4 trees with different color of flowers : 2 yellow, 1 red and 1 blue. Each of them are blocking your way.

- There is a female corpse near the Yellow flower tree. You can get Blue perfume from her.

- Go left from the corpse, you will find a mud-pool in the room, where

you can get Red perfume.

- Go left from the Red flower tree, you will find a room with Yellow perfume. The Yellow perfume will cover you each time you enter that room.
- Each tree will react with perfume which is correlative to its flower's color by weakening. After that, if you enter different room, they will regrow. However, if you use strong acid, you can weaken it for a bit longer.

Now use the Blue perfume, then go to the Blue flower tree to weaken it. Then use strong acid. You will receive 11000 Exp orbs. Now read this carefully before going : Go to the mud-pool to get the Red perfume, then go through the Red flower tree to the room with Yellow perfume, then go down, go through the Yellow flower tree and find a way to the Blue flower tree. All these actions must be done as fast as possible or the Blue flower tree will regrow. If you failed, go back to the acid capsule, get the strong acid and do those actions again.

Keep going. You will see another Yellow flower tree. There is a way to go down on the left of the tree. Don't go there or you will have to do all things before again, because the door will close once you go there. Now get the Red perfume in the mud-bath nearby. You can also get a Flame Jewel in that room. This is a special type of item, which is very important for you to get EVERYTHING in the Seraphic Gate (see Seraphic Gate sections).

If you are going left, you will be washed and have no perfume by the water on the way, and you cannot go through the Red flower tree. To avoid the water, climb on the creeper, go left, then jump down when you see another creeper. Go through the Red flower tree, save your game, then go left to fight the boss

Boss : Harpy
HP : 12000
Weakness : Fire, Poison
Exp : 7000
Item : Bracelet of Zoe
Difficulty : Normal

Strategy : The boss will cast Reflect Sorcery at the beginning of the battle. To break his guard, you can use Throw, Wait Reaction. But I think you can break his guard without using those skill. Reflect Sorcery can't be used if user is hit by a physical attack, and its effect will be expired after 3 turns. So you can use this advantage to take him down.

Artifacts : Holy Grail
Faim Fenn
Tiara of the Holy Empress
Exp orbs : 30000

You can exit the dungeon quickly by going down. The door will closed after you entered.

=====
Sacred Phase 2-3 :

MP : ~ 5000
Hero Requirement :

Value : 65
Type : Archer
Skill : Find Trap, Survival

=====
3. Chapter 3 :

- Hai-Lan (All modes)
- Camille Village (Normal and Hard modes)
- Oddrock Caves (Normal and Hard modes)
- Gorhia Cult HQ (Easy and Normal mode)
- Brahms Castle (Normal and Hard mode)
- Clockwork Mansion (Hard mode only)
- Cave of Oblivion (All modes)

New item for making with MP :

Weapon :

Name	Type
Walloon Sword	Sword
Colichemarde	Sword
Boarding - Pike	Spear
Corsesca	Spear
Zweihander	Great Sword
Striking - Sword	Great Sword
Crystal Wand	Wand
Seventh Sword	Katana
No - Dachi	Katana
Rapid - Crossbow	Bow
Windlass - Crossbow	Bow

Decoration / Possession :

Name	Effect
Power Bangle	Attack power + 30%
Magic Bangle	Magic Attack power + 30%
Protect Jewel	RDM + 30%
Resist Jewel	RST + 30%
Combo Jewel	Special Attack gauge + 2
Material Earring	Max DME + 15%
Stone Check	Immune to Petrify
Angel Curio	Auto cures Faint (30% chance of breaking)
Protect Charm	Immune to physical DMG (30% chance of breaking)
Magic Charm	Immune to magic DMG (25% chance of breaking)
Resist Charm	Immune to abnormal status (25% chance of breaking)
Angel Lips	
Shell of Laliu	
Sleipnir's Mane	Reduce chance of breaking equipment by a bit
Demonic Tome	Same effect like Demon Int skill.

Recommended item : Rapid - Crossbow, or Windlass - Crossbow (200MP each) for Valkyrie. Both of them are cheap, and each has 2 attacks. Have Valyrie equip bows is better than sword at this time. By using Valkyrie's ability of Bows, combination attacks become easier.

* Hai-Lan :

Einherjar : Yumei (maybe in chapter 2)

Type : Mage

Class : Sorceress / ---

Item : Fragment of Lapis Gem (at the seashore) : Ice DMG - 50%

Einherjar : Jun (maybe in chapter 2)

Type : Warrior

Class : Samurai / ---

* Camille Village :

Einherjar : Kashell

Type : Warrior

Class : Heavy Knight / Adventurer

Item : Vainslayer (found near Camille Village's church)

* Oddrock Caves :

Item list :

Bastard Sword
Defend
Flare Baselard
Warhammer
Trick Step
Sap Guard
Dragon Slayer
Eye of Heaven

Enemy list :

Knight Fiend

HP : 2500

Weakness : None

Exp : 1560 (Easy) / 520 (Normal) / 364 (Hard)

Item : Falchion / Warhammer

Lesser Vampire (Type 1)

HP : 400

Weakness : None

Exp : 450 (Easy) / 150 (Normal) / 105 (Normal)

Item : Vegetable Seed / Sage

Dragon Zombie (Type 1)

HP : 13400

Weakness : Fire, Lighting, Holy

Exp : 18000 (Easy) / 6000 (Normal) / 4200 (Hard)

Item : Neckless Doll / Broken Armor

Lesser Vampire (Type 2)

HP : 2500

Weakness : None

Exp : 2100 (Easy) / 700 (Normal) / 490 (Hard)

Item : Broken Spear / Broken Blade

Necromancer

HP : 1000

Weakness : None

HP : 1800 (Easy) / 600 (Normal) / 420 (Hard)

Item : Stone Torch / Icicle Edge

Drow Shaman

HP : 1000

Weakness : None

Exp : 1500 (Easy) / 500 (Normal) / 350 (Hard)

Item : Sap Power

This is a special dungeon, which can be found near the Camille Village's church. Entering this dungeon take 0 period, so you can use this advantage to get some items from the monsters here.

- Go downstairs, climb down the ladder, then go right. Defeat the dragon and get the item (Bastard Sword). Next, go left, left, left, up, get a trapped item (Defend).

- Exit the room, go left, jump over the statue. Notice the big eye that can shoot ice rays - the Icicle Eye. It can freeze you, so be careful. Now go left, left, climb up the ladder. Go left and get item (Flare Baselard).

- Go right, climb down the ladder, then go left, down. Jump over the statue, then go right, right. You can see an ethereal pillar blocking your way in this room, and you cannot cut it. Don't worry. Actually, you can break it. But there is a trick here : Put a crystal at the target of the ice ray, then the direction of the ice ray will change. If you put it in a right position, the pillar should be frozen, then you can break it easily (6000 Exp).

- Go right, downstairs, climb down the ladder, then go right. Open the 2 trapped chests (Warhammer, Trick Step), then go left, left. Eliminate the dragon and get 3 trapped items (Sap Guard, Dragon Slayer, Eye of Heaven)

- Go back to the room where you broke the pillar before. Go left, down. Now you will need to break 2 ethereal pillars. The first one should be no problem for you. But the second one is harder. You will have to use 3 crystals to break it (2 on the ground, 1 on the ceiling). Note : If the target of the ice ray close to the pillar, shoot the third crystal until it break, and the target of the ray should go lower. You will receive 12000 Exp orbs for this action.

- Go left until you reached another pillar. Break it, then go left, go downstairs. Climb down the ladder. You don't need to go to the left, although there are a Save Point there. Instead, go right, down, and you will find another Save Point. Save your game, then equip the Daemon Slayer and go right.

Boss : Greater Demon

HP : 22000

Weakness : None

Exp : 13000 (Normal) / 9100 (Hard)

Item : Poison Blow

Difficulty : Very easy

Strategy : Only 2 hit with the Daemon Slayer will finish the demon. This battle is extremely easy, right ?

Artifacts : Golden Fowl

Grand Sting

Exp orbs : 30000

* Gorhiah Cult HQ :

Item list :

Eye of Heaven

Guts

Poison Check

Fairy Ring

Lapis Lazuli

Ether Scepter

Adept Illusion

Quartz Gem

Sap Power

Mithril Ore

Artifacts :

Incense Burner of Darlis
Gargoyle Statue

Enemy list :

Lesser Vampire (Type 1)
HP : 400
Weakness : None
Exp : 450 (Easy) / 150 (Normal) / 105 (Hard)
Item : Vegetable Seed / Sage

Lesser Vampire (Type 2)
HP : 2500
Weakness : None
Exp : 2100 (Easy) / 700 (Normal) / 490 (Hard)
Item : Broken Spear / Broken Blade

Thaumaturgist
HP : 2200
Weakness : Poison
Exp : 2400 (Easy) / 800 (Normal) / 560 (Hard)
Item : Shadow Servant / Heal

Knight Fiend
HP : 2500
Weakness : None
Exp : 1560 (Easy) / 520 (Normal) / 364 (Hard)
Item : Falchion / Warhammer

Drow Shaman
HP : 1000
Weakness : None
Exp : 1500 (Easy) / 500 (Normal) / 350 (Hard)
Item : Sap Power

Necromancer
HP : 1000
Weakness : None
HP : 1800 (Easy) / 600 (Normal) / 420 (Hard)
Item : Stone Torch / Icicle Edge

This dungeon is strange, because you will see no enemy here. They will appear later. So, before they appear, follow my instructions to get all items to make the stage becomes easier.

First, go right. There will be 2 crossroads on your way. At the first one, turn down and get an item (Eye of Heaven). Exit, go right, don't turn at the crossroad. You'll find an item in the room at the end (Guts). Learn the Guts skill and go back to the second crossroad which you have passed, turn up, then go straight ahead. There is a Save Point on the way.

Remember to equip the Treasure Search. You'll find a room with a great bell on your way. That room has 4 trapped chest, and it will be a bit hard for you to get them if you play this game the first time. In order to do this, first you need to learn how to use crystals well. If you are familiar with shooting crystals, you get the 4 chests easily. Now shoot a big crystal on

the floor, then break it. Repeat until you get 3 big fragments, then create another big crystal. Put 3 fragments on the big crystal, and you will get a foothold. Jump on it, then hold Up + press X button to reach the chains. Now you can get 4 items (Poison Check, Fairy Ring, Lapis Lazuli, Ether Scepter). All of them have been trapped, so be careful when you get them.

Ether Scepter is a powerful wand. Have Jelanda equip it before fighting the boss. Now go left, and turn down at the first crossroad. Get an item (Adept Illusion) and exit. At the second crossroad, turn up to get the Quartz Gem, turn down to get the Sap Power.

Return to the second crossroad from the entrance. turn down, follow the way to meet the boss. There is a Save Point. You may save your game if you want.

Sub-Boss : Thaumaturgist

HP : 2200

Weakness : Poison

Exp : 2400 (Easy) / 800 (Normal) / 560 (Hard)

Item : Shadow Servant / Heal

2x Lesser Vampire (Type 2)

HP : 2500

Weakness : None

Exp : 2100 (Easy) / 700 (Normal) / 490 (Hard)

Item : Broken Spear / Broken Blade

Difficulty : Easy

Strategy : Use magic spells on all enemies (like Fire Storm). If you are powerful enough, you can win the battle in only 1 hit. Beware of the vampires because the Hydrophobia attack will make you poisoned.

After defeating the sub-boss, remember to get the item in the room (Mithril Ore). Now the enemies have appeared. Your objective is to find the boss and kill him. First, return to the entrance, but don't exit. You should hear the sound of a bell ringing. Then go back to the bell room (The room with 4 trapped chests). The boss will appear. Note that you must go to the entrance first to make the boss appear.

Boss : Noble Vampire

HP : 10500

Weakness : None

Exp : 27000 (Easy) / 9000 (Normal)

Item : Citrine

3x Will - O' - Wisp

HP : 6500

Weakness : Dark

Exp : 2400 (Easy) / 800 (Normal)

Item : Lightning Bolt

Difficulty : Normal

Strategy : Will- O' - Wisps explode when their HP is less than a half. When explodes, they will cause great damage. Think carefully before attacking to save your DME. The boss should be defeated soon.

Artifacts : Incense Burner of Darlis

Gargoyle Statue

Exp orbs : 30000

The Incense Burner of Darlis is not a great item, but if you Transmute it into a Mirror of Pleiades, you will be pleased. That item is great, because it gives you 50% chance of reflecting magic spells and it is non-breakable. I recommend equipping it to Valkyrie.

* Brahms Castle :

Item list :

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

Enemy list :

Demon Servant

HP : 2000
Weakness : None
Exp : 1000 (Normal) / 700 (Hard)
Item : Chainmail / Falchion

Succubus

HP : 2000
Weakness : Holy
Exp : 500 (Normal) / 350 (Hard)
Item : Dampen Magic / Heal

Lesser Vampire (Type 2)

HP : 2500
Weakness : None
Exp : 2100 (Easy) / 700 (Normal) / 490 (Hard)
Item : Broken Spear / Broken Blade

Vampire Lord

HP : 5000
Weakness : None
Exp : 600 (Normal) / 420 (Hard)
Item : Shadow Servant / Invoke Feather

Ram Guardian

HP : 25600
Weakness : None
Exp : 13000 (Normal) / 9100 (Hard)
Item : Vegetable Seed / Ebony Powder

Unlike normal dungeons, this dungeon will disappear each morning. This is why you have only 4 minutes to explore the castle. When the time is out, you will return to the World Map. So read my instructions carefully before exploring this dungeon. Besides, activating Mini Map, Camp Menu, or fighting enemies will not affect your time. This is really helpful for you because you can pause and determine where to go. Here are my instructions :

- Go right, right, down, down, left. Item : Flare Baselard (trapped)
 - Go right, up, up, up, up, left. Item : Unicorn Horn, Moonflax (Both of them were trapped)
 - Go right, right, down. Item : Normalize
 - Exit the room, go right, down. Item : Burgundy Flask
 - Exit the room, go right, right down. Item : Beast Slayer (trapped)
 - Exit the room, go right, upstairs, upstairs. Item : Nightshade, Combo Counter
 - Return to the root of the stair, go down, down, down, down
 - If you want to Save, go right. If not, go left, left, up. Item : Heal
 - Exit the room, go left, left up, up, left up. Item : Vegetable Seed
 - Exit the room, go right, up. Item : Throw
 - Exit the room, go right, upstairs, upstairs, jump to the right. Then go right, right down. Item : Savory, Stone Torch (trapped).
 - Exit the room, go up, right. Item : Warhammer, Lapis Lazuli, Mithril Ore (trapped)
 - Exit the room, go left, left and Save the game. Now learn and equip Guts immediately if you haven't done yet. Next, go left to meet Brahms.
 - After a dialogue between Valkyrie and Brahms, you will have to choose one of two following option :
 - + Fight on regardless
 - + Pause to consider
- If you don't want to fight him, choose the second option. If you want to give a try, choose the first one. No matter what you fight him or not, you won't get anything. Then your Seal Value will reduce by 12.

Boss : Brahms
HP : 52000
Weakness : None
Exp : 0
Item : None
Difficulty : Hard

Strategy : Try attack Brahms with melee weapons, you will see only 0 and 1 damage. At this time, you can only damage him with magic spells and magic crystals or gems. Guts is a must because each character will die in 1 perfect attack of Brahms. Auto Item is really helpful if you don't want to waste your time on resurrecting your characters. Keep attack him by magic and you will defeat him after awhile.

* Clockwork Mansion :

Item list :

Adept Illusion
Guts
Eye of Heaven

Artifacts :

Mirage Robe
Mirror of Pleiades

Enemy list :

Necrophidius

HP : 3600

Weakness : None

Exp : 630 (Hard)

Item : Bastard Sword / Beast's Fangs

This dungeon is fairly hard to beat if this is the first time you enter it. I recommend you to explore the outer area and grab all items first before enter the Maze of Rotation - the hardest thing of the entire dungeon. You can find the entrance of the Maze easily, because you will receive the Map Scroll when you go there. Usage : Press Select button (effect only in Maze area).

After pressing the Select button, the map will appear. It shows details about all rooms in the Maze. Each time you go to another room, all rooms of the Maze except for the current and the previous ones will turn its directions to the left by 90 degree (counterclockwise). You may try to find the exit by yourself, but you have to be patient to do that (it took me 45 minutes).

Now read some advices below. Those informations may help you if you have troubles :

- If there is a mistake that make you impossible to go (e.g : jumping to a deep hole, etc...), just wait and do nothing. A flying object will appear and send you outta the Maze if he catches you.

- If ladders turn to horizontal direction, you can use them as chains to move easier.

- The most important : If you stand on water, you can't jump as high as normally. Therefore, you must stand at the edge of the water if you want to jump to another room.

The map of the Maze of Rotation can be divide into 25 cells like this :

```
1  2  3  4  5
6  7  8  9 10
11 12 13 14 15
16 17 18 19 20
21 22 23 24 25
```

This is my method to pass the maze : Start from 11 -> 6 -> 1 -> 2 -> 7 -> 2 -> 7 -> 12 -> 7 -> 2 -> 3 -> 4 -> 9 -> 4 -> 9 -> 14 -> 15 -> Exit

If you failed in following my method, exit the Maze, then do it again. Besides, there are also different methods which you may try to find. If you know a really short way (much shorter than my way), please tell me. If you succeed, you will receive 20000 Exp orbs at the exit. Then go right and save your game at the Save Point before fighting with the boss.

Boss : Chimera

HP : 20000

Weakness : None

Exp : 12600

Item : Bracelet of Zoe

Difficulty : Easy / Normal

Strategy : If you have the Beast Slayer and want a short fight, use it to finish the beast. Otherwise, equip the Freeze Check and Poison Check to protect your characters against the attack of the beast (Three Deck). This beast is not so powerful, so you can beat him in a few turns without troubles.

Artifacts : Mirage Robe
Mirror of Pleiades
Exp orbs : 50000

* Note : Mirror of Pleiades is an useful equipment (50% chances of reflecting magic attacks), especially in battles with mages.

=====
Sacred Phase 3-4 :

MP : ~ 8000

Hero Requirement :

Value : 80

Skill : Negotiate, Trick, Demon Int, Hear Noise
=====

4. Chapter 4 :

- Crell Monferaigne (All modes)
- Hai-Lan (All modes)
- Villnore (Normal and Hard mode)
- Black Dream Tower (Easy and Normal mode)
- Cave of Thackus (Normal and Hard mode)
- Dark Tower of Xervah (Hard mode only)
- Flenceburg (Normal and Hard mode)
- Tower of Lezard Valeth (Normal and Hard mode)
- Cave of Oblivion (All modes)

New items for making with MP :

Useable :

Noble Elixir - Restore 99% DME for all characters

Noble Banish - Cures all abnormal status for all characters

Charge Break - Use 30% of max DME to reduce Charge Turn (CT) to 0

Weapon :

Name	Type
Radiance Sword	Sword
Heart Piercer	Spear
Ignite Sword	Great Sword
Acceptor Rod	Wand
Ten - Horin Blade	Katana
Crescent Arrow	Bow

Defensive :

Name	Type
Duel Helm	Helmet
Winged Helm	Helmet
Duel Armor	Armor

Radiant Garb	Armor
Anointed Tiara	Tiara
Anointed Cloak	Cloak
Duel Guarder	Gauntlet
Duel Greaves	Boots
Suede Boots	Boots

Decoration / Possession :

Name	Effect
Materia Gem	Max DME + 30%
Curse Check	Immune to Curse
Pearl of Karula	
Flame Bandana	

Recommended items :

- Radiance Sword - for Belenus
- Heart Piercer - for Lawfer (if you like to control him)
- Ten - Horin Blade - for Jun (if he is in your party)
- Crescent Arrow - for Valkyrie. This is worthy for spending 5000MP. It is a very useful weapon, although it is not much powerful.

* Note : All 4 items which I have listed have the 3 combos attack

* Crell Monferaigne :

Einherjar : Janus (maybe in chapter 2)

Type : Warrior

Class : Archer / ---

Item : Raven Slayer (at Janus's house in Crell Monferaigne. Effect : Very strong against birds)

* Hai - Lan :

Einherjar : Nanami (maybe in chapter 2)

Type : Mage

Class : Sorceress / Maiden

Item : Dragonbane (from Minayo at Pleiades Shrine in Hai - Lan)

* Villnore :

Einherjar : Aelia

Type : Warrior

Class : Spearman / Adventurer

* Black Dream Tower :

This dungeon is a little special, because if I give you instructions of the map, it will be very hard for you to move. Instead, use the mini map. Here are the mini map controls :

- R2 : Activate mini map
- Square + Directional Buttons : Change View
- Directional Buttons : Drag map
- L1 / R1 : Zoom
- Triangle : Instructions how to use mini map
- X : Hide some parts of the map

If you are not sure you can reveal all of the map, use an Eye of Heaven.
Places that are not visited are marked as blue.

This dungeon isn't hard. All you need is viewing the mini map to find
your way and some skills like Jumping, using Crystal...

There are 2 Save Points at this dungeon. The boss can be found near the
Save Point on the top - floor. Good luck!

Item list :

Vain Slayer
Auto Item
Hit
Quartz Gem
Splash
Warhammer
Noise Arrow
Element Scepter
Dancing Sword
Eye of Heaven
Lightning Bolt
Flare Baselard

Artifacts :

Bewitching Statue
Fairy Bottle

Enemy list :

Lesser Demon
HP : 2400
Weakness : None
Exp : 1950 (Easy) / 650 (Normal) / 455 (Hard)
Item : Lamellar / Bastard Sword

Grave Mist
HP : 2500
Weakness : None
Exp : 2400 (Easy) / 800 (Normal) / 560 (Hard)
Item : Sap Power / Sap Guard

Harpy (Type 1)
HP : 6000
Weakness : None
Exp : 7800 (Easy) / 2600 (Normal) / 1820 (Hard)
Item : Invoke Feather / Rapid Bow

Monstrous Glowfly
HP : 7000
Weakness : Dark
Exp : 9900 (Easy) / 3300 (Normal) / 2310 (Hard)
Item : Sap Guard / Normalize

Boss : Dragon - Tooth Warrior
HP : 15000
Weakness : Holy
Exp : 10800 (Easy) / 3600 (Normal) / 2520 (Hard)
Item : Breastplate / Rapid Bow

Wise Sorcerer
HP : 12500
Weakness : None
Exp : 45000 (Easy) / 15000 (Normal)
Item : Holy Relic

Difficulty : Easy / Normal

Strategy : If you want to win easily, kill the sorcerer first by using Valkyrie's bow and Jelanda's (or any wizard) magics (like Prismatic Missile). The boss should fall easily.

If you want to fight harder, kill the dragon first. Once he is dead, he will use his Possess skill to double the Sorcerer's stats (HP, Defend, and attack power). Fighting the sorcerer isn't hard, but you will need some restore items.

Artifacts : Bewitching Statue
Fairy Bottle
Exp orbs : 55000

* Cave of Thackus :

Item list :

Eye of Heaven
Strike Edge
Flare Baselard

Artifacts :

Bracelet of Zoe
Coin of Fortune

Enemy list :

Mire Creeper
HP : 2200
Weakness : None
Exp : 990 (Normal) / 693 (Hard)
Item : Lamellar / Bastard Sword

Harpy (Type 1)
HP : 6000
Weakness : None
Exp : 7800 (Easy) / 2600 (Normal) / 1820 (Hard)
Item : Invoke Feather / Rapid Bow

Dragon Zombie (Type 2)
HP : 15000
Weakness : Holy
Exp : 10000 (Normal) / 7000 (Hard)
Item : Mithril Ore / Aconite

Crab Giant
HP : 1000
Weakness : Fire
Exp : 600 (Normal) / 420 (Hard)
Item : Fresh Meat / Broken Bow

Monstrous Glowfly

HP : 7000

Weakness : Dark

Exp : 9900 (Easy) / 3300 (Normal) / 2310 (Hard)

Item : Sap Guard / Normalize

Go left, left, left. Get to the top and grab the trapped item (Eye of Heaven). Jump down, then go left, left. Dash through the slot, get the trapped item (Strike Edge) and exit.

Go down, then dive into the water. Stand on the green object, then cut it. It will float on the water surface. Jump to the right. Go right and you'll see a mage's soul on your way. Talk to him twice.

Go right, right, down, left. Stand on and cut the final green object, then jump to the left. Next, dive into the water. Go down, left, up, left. Repeat stand on and cut the green object, then get the trapped item (Flare Baselard).

Go back to the place where you jumped into water. Stand on and cut the green object, then get to the top left. Next, go left, left, jump down, then go left.

Freeze the black sphere. You will get 2000 Exp orbs. Now go right, then jump to the top left. Go left and you will find a control panel. Press X at the panel, then the flood gate will close (15000 Exp orbs).

Jump down the hole, go left, left. Save your game, then go left, jump down, go left again.

Boss : Kraken

HP : 24000

Weakness : Fire

Exp : 24000 (Normal) / 16000 (Hard)

Item : Dampen Magic

3x Crab Giant

HP : 1000

Weakness : Fire

Exp : 600 (Normal) / 420 (Hard)

Item : Fresh Meat / Broken Bow

Difficulty : Easy

Strategy : Use Fire Storm to take out the 3 crabs. Equip Fire - based weapons and using Fire Lance to attack the boss. He should die quickly. His attack is not very strong, but may cause abnormal status, so be careful.

Artifacts : Bracelet of Zoe (+300 Max DME when level up)

Coin of Fortune (Exp x1.6)

Exp orbs : 60000

Both of the 2 artifacts are useful. I recommend keeping all of them.

While exiting this dungeon, talk to the sorcerer's soul to give him a salvation. You'll get 500 Exp orbs for this action.

* Dark Tower of Xervah :

Item list :

Eye of Heaven

Poison Blow x2

Bastard Sword

Warhammer
Auto Item
Hit
Mandrake
Quartz Gem
Flame Jewel
Mage Slayer
Flare Baselard
Invisibility Potion x2
Holy Relic
Savory
Lightning Bolt
Noise Arrow
Vegetable Seed
Lapis Lazuli

Enemy list :

Undead Carcass

HP : 4600
Weakness : None
Exp : 427 (Hard)
Item : Mandrake / Raw Meat

Crying Soul

HP : 3650
Weakness : None
Exp : 560 (Hard)
Item : Fire Storm / Lightning Bolt

Lesser Demon

HP : 2400
Weakness : None
Exp : 1950 (Easy) / 650 (Normal) / 455 (Hard)
Item : Lamellar / Bastard Sword

Fire Elemental (Type 3)

HP : 6000
Weakness : Ice
Exp : 483 (Hard)
Item : Sap Guard / Sap Power

Iron Golem

HP : 20000
Weakness : None
Exp : 14000
Item : Raptor's Claw

Near the entrance, there is a ladder. I recommend going to the second floor first. There will be a heart in the room at the end of the floor. Attack it to make it throbs (12000 Exp orbs), then go to the third floor. When going back, jump into the mouth on the way. It will take you to the stomach. Grabs 2 trapped chest in the stomach (Flame Jewel, Mage Slayer), then jump on the bowel on the left to go back to the ladder.

Next, enter the first floor. Remember to jump into a mouth on your way to open the middle bowel and the object that blocking the way, then enter the middle bowel to go back.

Keep moving. On the way, you will meet 2 teeth which open when the eye

nearby opens. Jump over them by holding the Right button and pressing the X button repeatedly.

Continue going until you reached a place where there is a floor at the upper. Go to that floor, grab some items, then enter the bowel on the right. Go left to a place where there are mouths and some footholds. Beware, those "footholds" will pull you to those mouths to obstruct your going. Jump quickly and accurately to pass this area.

Next, go upstairs until you reached the top, jump to the right. You will see a heart in the room. Attack it to operate it (12000 Exp orbs), then go to the remaining area. You will find the boss at the end of the dungeon.

Boss : 2x Hel Servant
HP : 22000
Weakness : None
Exp : 14000 (Hard)
Item : Dampen Magic
Difficulty : Hard

Strategy : This is not an easy battle, because the enemies can revive each other. This mean you must finish all of them in the same turn. Attack them until their HP is nearly zero, then use 2 characters to attack each of them. 2 remaining characters should kill them without any problem.

Artifacts : Manual of Resurrection
Holy Sword "Seraphy"
Spear "Basilisk"
Exp orbs : 60000

Get all artifacts, then find a mouth to jump into, and exit through the left bowel.

* Flenceburg :

Einherjar : Lorenta
Type : Mage
Class : Sorceress / Teacher

* Tower of Lezard Valeth :

Item list :

Book of Everlasting Life
Warhammer
Eye of Heaven
Splash
Nightshade
Frigid Damsel
Bastard Sword
Citrine x2
Icicle Edge
Teaching of Asa
Lapis Lazuli
Dancing Sword
Creation Gem
Timer Ring
Ether Scepter
Base Metal
Normalize

Enemy list :

Blood Sucker

HP : 4000

Weakness : None

Exp : 2400 (Easy) / 800 (Normal) / 560 (Hard)

Item : Rapter's Claw / Ghoul Powder

Manticore

HP : 13000

Weakness : None

Exp : 19500 (Easy) / 6500 (Normal) / 4550 (Hard)

Item : Broken Blade / Broken Bow

Wise Sorcerer (Type 2)

HP : 4400

Weakness : Poison

Exp : 1750 (Normal) / 1225 (Hard)

Item : Invoke Feather / Stone Torch

Fatal Glimmer

HP : 9200

Weakness : Dark

Exp : 12600 (Easy) / 4200 (Normal) / 2940 (Hard)

Item : Poison Blow / Shadow Servant

Dragon - Tooth Warrior

HP : 15000

Weakness : Holy

Exp : 10800 (Easy) / 3600 (Normal) / 2520 (Hard)

Item : Breastplate / Rapid Bow

Dragon Zombie (Type 3)

HP : 24000

Weakness : Lightning

Exp : 10000 (Normal) / 7000 (Hard)

Item : Broken Spear / Broken Armor

You will go to this dungeon directly after getting Lorenta. Note that you must complete this dungeon in disc 1. If you don't, you won'tt meet Lezard in chapter 5 or later. Because of the complexity of this dungeon, I will not guide you step-by-step. Instead, I will explain in plain words as much as I can do, because this dungeon's map seem hard to see, but actually fairly easy.

You will start at the Save Point. And you should save your game, because some enemies here are fairly dangerous. I will divide this tower into 2 areas. The first area and the second will look different than each other. The first Save Point is located near Elevator #1, one of the 3 elevators in this tower.

Elevator #1 :

- Level 1 (current level) : There are 2 ways : To Elevator #2, or to roof.

- Level 2 : Book of Everlasting Life (trapped)

- Level 3 : Nothing

Elevator #2 :

- Level 1 : To the first Save Point

- Level 2 : Warhammer (trapped), Eye of Heaven (trapped)

- Level 3 :

+ Right side : Splash

- + Left side : To Elevator #3, or to Level 4
- Level 4 : Frigid Damsel, Nightshade (trapped)
- Level 5 : None

Elevator #3 :

- Level 1 : Bastard Sword, Citrine, Icicle Edge (all were trapped)
- Level 2 : Entrance of the Elevator
- Level 3 :
 - + Left side : Teaching of Asa
 - + Right side : To area 2

Area 2 : Go to the left door.

- Go to the right side will lead you to a room with a Manticore at the door. Kill him and get into the room. Slash the sapphire to light it up. You will get 12000 Exp orb.

- Go o the left side will lead you to a stair with 2 ways (Left and Down)

+ Go left first. You will find a room with a dragoon at the door. Kill him, then get into the room, light up the sapphire (12000 Exp)

+ From the top of the stair, don't go down. Instead, go to the start of area 2, use the Transfer Equipment. Explore the area (very simple because there are only one way), you will find 3 trapped chests (Creation Gem, Timer Ring, Ether Scepter). Equip the Creation Gem, then transmute Shadow Servant into Mystic Cross and have your mage learn it.

+ Go back to the top of the stair, go down. Grab 3 trapped chests (Citrine, Lapis Lazuli, Dancing Sword). Remember to get them from the top, or you will lose one of them.

- Save your game, then use the Transfer Equipment. Get the 2 trapped chest (Base Metal, Normalize) before going to the room on the left.

Boss : Lezard Valet

HP : 10000

Weakness : None

Exp : 40000 (Normal) / 28000 (Hard)

Item : None

2x Dragon - Tooth Warrior (Type 2)

HP : 14000

Weakness : None

Exp : 2500 (Normal) / 1750 (Hard)

Item : None

Difficulty : Easy / Normal / Hard

Strategy : Anyway, winning this battle will give you nothing, even EXP. If you want a short fight, use 2 or 3 Holy Crystals. If you want a bit harder battle, kill Lezard first, then continue with 2 beasts. Otherwise, if you want a real challenge, kill the 2 breast first. Then Lezard's status will be doubled. This means you may be killed if you are not cautious.

Meeting with Lezard will make Valkyrie's Seal Value decrease by 15.

=====
Sacred Phase 4-5 :

MP : ~ 10000

Hero Requirement :

Value : 90

Type : Someone who can swim + Swordsman

Skill : Nimble, March, Attack Pow, Resist Damage, Defend

=====

5. Chapter 5 :

- Crell Monferaigne (All modes)
- Villnore (All modes)
- Flenceburg (Normal and Hard mode)
- Gerabellum (Normal and Hard mode)
- Arkdain Ruins (All modes)
- Citadel of Flame (Hard mode only)
- Cave of Oblivion (All modes)

New item for making with MP :

Weapon :

Name	Type
Sinclair Saber	Sword
Pallasch	Sword
Halberd	Spear
Pole - Axe	Spear
Claymore	Great Sword
Flamberge	Great Sword
Alchemy Wand	Wand
Shisen - To	Katana
Kongou - To	Katana
Fire - Crossbow	Bow
Arbalest	Bow

Decoration / Possession :

Name	Effect
Fairy Ring	Reduce CT by 2
Monster Tome	

Recommended item : Flamberge (For Angrim)

* Crell Monferaigne :

Einherjar : Jayle (Maybe in chapter 6)

Type : Warrior

Class : Swordsman / Knight

Boss : Genevieve
HP : 10000
Weakness : None
Exp : 0
Item : None
Difficulty : Very easy

I don't need to talk about the strategy here. This is one of the easiest battles, and you can win in only 1 turn. Anyway, you will get nothing after beating the boss. But you will meet her later in the game if you are playing in Hard Mode.

* Villnore :

Einherjar : Badrach

Type : Warrior

Class : Archer / Thief

Item : Handwoven Bandanna (Go to the Church in Camille Village, a girl will give him the item)

* Flenceburg :

Einherjar : Mystina

Type : Mage

Class : Sorceress / Researcher

Item : Infinity Rod (at Mystina's room in Flenceburg)

Getting Mystina will make your Seal Value reduce by 20

* Gerabellum :

Einherjar : Lucian

Type : Warrior

Class : Swordsman / ---

This is the most useful character. His special attack is not really powerful, but his normal attack is unique. Equip him with a triple - combos sword and you pleased with 90% chance of taking items from enemies, and 100% attack gauge easily. Unfortunatenately, he is also the key to the best ending. Valkyrie's Seal Value will reduce by 20 when getting him.

* Arkdain Ruins :

Item list :

Raptor's Claw

Sap Power x2

Sap Guard x2

Stun Magic

Ranseur

Ether Scepter x2

Dark

Nightshade

Resist Magic

Resist Damage

Eye of Heaven

Stun Check

Mighty Check

Darkness Arrow

Estoc

Vegetable Seed

Lapis Lazuli

Base Metal (Quartz Gem)

Savory

Daemon Slayer

Beast Slayer

Combo Jewel

Artifacts :

Star Guard

Holy Wand "Adventia"

Robe of Bryttain

Enemy list :

Rib Forager

HP : 6800

Weakness : None

Exp : 3300 (Easy) / 1100 (Normal) / 770 (Hard)

Item : Footman's Axe / Estoc

Brackish Muck

HP : 7000

Weakness : None

Exp : 4200 (Easy) / 1400 (Normal) / 980 (Hard)

Item : Burgundy Flask / Base Metal

Necrophiliac

HP : 6000

Weakness : Poison

Exp : 6000 (Easy) / 2000 (Normal) / 1400 (Hard)

Item : Mystic Cross / Lightning Bolt

* Note : In this dungeon, you will see flying boxes and chains. They will be helpful in jumping. Besides, all item chests except white chests in this ruin are trapped. Most of them were monster traps. One more, if you exit through the gate then re-enter, the enemies will appear again. This may be useful if you want to level up your character.

- First, go right and enter the gate.
- Climb up the ladder and get the item (Raptor's Claw), go to the next room
- Get item (Sap Power), then go right
- Get item (Stun Magic), then go up
- Go down the ladder to get the item (Ranseur), then use the flying box or climb the ladder to get into the room on the top - left.
- Get item (Ether Scepter), then jump down and get item (Sap Guard)
- Go down, get item (Dark)
- Return to the 2nd room (from the start), go down and get item (Nightshade)
- Go right, get 2 items (Resit Magic + Eye of Heaven), go right
- If you want to Save your game, go to the top, then enter the room. If you don't, jump down, then go right
- Use crystals + Flying Boxes to get to the top and get the item (Stun Check)
- Go right, up, get 3 items (Darkness Arrow, Estoc, Vegetable Seed)
- Exit, then go right, jump down, go left, get 3 items on the top of the room (Resist Damage, Lapis Lazuli, Ether Scepter)
- Return to the room with 3 flyingboxes. From the ground, go up, up.
- Go left, beat all monsters and get 3 items (Base Metal or Quartz Gem, Sap Power, Savory). You'll receive 10000 Exp.
- Exit, get to the upper Save Point by using Crystals or using the ladder.
- Use Crystals to get 2 items on the top (Daemon Slayer, Combo Jewel)
- Go left, jump down, get item (Sap Guard), then get another item on the top (Beast Slayer)
- Return to the Save Point, save then enter the right room to fight the boss

Boss : 3x Raver Lord

HP : 16000

Weakness : None

Exp : 60000 (Easy) / 20000 (Normal) / 14000 (Hard)

Item : Tome of Alchemy

Difficulty : Normal

Strategy : The boss is not too powerful, but their attack may cause you unconscious. You'll need to kill attack one of them until he died. Repeat the strategy and you will win easily.

Artifacts : Star Guard
Holy Wand "Adventia"
Robe of Bryttain (RDM : 1400 / Holy DMG - 90%)
Exp orbs : 80000
Item : Mighty Check (Behind Lyseria)

The "Robe of Bryttain" is an excellent cloak for mages, don't give it to Odin. Instead, equip it. Besides, notice the woman in the crystal. Her name is Lyseria. You can get her later if you are playing Normal or Hard mode.

* Arkdain Ruins (Revisited)

Einherjar : Grey (maybe in chapter 6)
Type : Warrior
Class : Heavy Knight / Adventurer

* Citadel of Flame :

Item list :

Eye of Heaven
Shadow Servant
Soul Slayer
Estoc
Dark Savior
Ghoul Powder
Stone Torch
Ranseur
Flame Jewel

Enemy list :

Rib Forager
HP : 6800
Weakness : None
Exp : 3300 (Easy) / 1100 (Normal) / 770 (Hard)
Item : Footman's Axe / Estoc

Beetle Giant
HP : 5000
Weakness : Ice
Exp : 3450 (Easy) / 805 (Hard)
Item : Aconite / Nightshade

Necrophiliac
HP : 6000
Weakness : Poison
Exp : 6000 (Easy) / 2000 (Normal) / 1400 (Hard)
Item : Mystic Cross / Lightning Bolt

Fire Elemental (Type 1)
HP : 15200
Weakness : Ice
Exp : 3900 (Easy) / 910 (Hard)
Item : Sap Power / Lightning Bolt

Gelatinous Ooze
HP : 7500
Weakness : None

Exp : 1022 (Hard)
Item : Foxglove / Iron Ore

Figment (Type 2)
HP : 3500
Weakness : Ice
Exp : 686 (Hard)
Item : Sap Guard / Fire Lance

The entrance of this dungeon is full of falling volcanoes. You will have to lose some DME to overcome those obstacles. There will be a hole on the way. Jump down, and find a switch (the flying sphere). Turn the switch on (10000 Exp orbs), then go back. A new path will appear.

This dungeon is the test of your crystal using skill. If you are quite familiar with using crystals, you will beat the dungeon easily. Now use your crystals to overcome the volcano stream.

Continue moving. Once you have reach the area where there are some Gelatinous Oozes, you will have to use crystals to get the trapped item (Flame Jewel) by shooting footholds. Use same tactics with the edge near the incline to jump on it (40000 Exp orbs).

Next area : beware of fires you may get in the way. Jump down, then go to the wall on the left, then use crystals to get to the top. You will find a switch on the top. Turn it on (10000 Exp orbs), then go up the ladder. Next, enter the way which is recently opened.

Save your game, then carry the Gold Jug through the slot (you will have to throw it). Then use the Gold Jug to catch falling volcanoes. You will get 50000 Exp orbs and the boss will appear.

Boss : Fire Elemental
HP : 36000
Weakness : Ice
Exp : 31500
Item : Bracelet of Zoe
Difficult : Normal

Strategy : Use Reflect Sorcery to reverse attacks of the boss. Healing is also needed if your DME is low.

Artifacts : Eternal Lamp
Infernas
Holy Water of Mithra
Exp orbs : 120000

Infernas is a very useful weapon, especially useful in the Forest of Spirits, because it will kill any monster whose weakness is Fire. I recommend keeping it.

=====

Sacred Phase 5 - 6 :

MP : ~ 14000
Hero requirement :

Value : 100
Type : Sorcerer / Swordsman
Skill : Brave, Monster Int, Hit

=====

6. Chapter 6 :

- Arkdain Ruins (All modes)
- Hai - Lan (All modes)
- Crell Monferaigne (All modes)
- Lost City of Dipan (All modes)
- Sunken Shrine (Hard mode only)
- Cave of Oblivion (All modes)

New items for making with MP :

Useable :

Name	Effect
Orihalcon	Transmute it with the Creation Gem to get the Creation Jewel. Transmute it with the Creation Jewel to get the Gram sword (A very powerful sword in the main game)
Might Potion	Attack Pow + 50% for 2 turns
Nectar Potion	Protect against abnormal status for 2 turns. Doesn't cure those status
Secure Potion	Prevent fainting for 2 turns
Lucid Potion	Transparent for 5 turns. Negated by player's attack

Weapon :

Name	Type
Scarlet Forge	Sword
Holy Halberd	Spear
Violet Forge	Great Sword
Absolute Force	Wand
Demon Blade	Katana
Shiny Rupture	Bow

Defensive :

Name	Type
Valor Helm	Helmet
Aerial Garland	Helmet
Valor Armor	Armor
Divinity Garb	Armor
Anointed Garland	Wizard Helm
Anointed Garb	Cloak
Valor Gauntlet	Gloves
Valor Greaves	Boots
Elven Boots	Boots

Decoration / Possession : Skull of Devone

* Arkdain Ruins :

Einherjar : Grey (Maybe in chapter 5)

Type : Warrior

Class : Heavy Knight / Adventurer

* Hai - Lan :

Einherjar : Shiho

Type : Mage
Class : Sorceress / Song - Maiden

* Crell Monferaigne :

Einherjar : Jayle (Maybe in chapter 5)
Type : Warrior
Class : Swordsman / Knight

Boss : Genevieve
HP : 10000
Weakness : None
Exp : 0
Item : None
Difficulty : Very easy

I don't need to talk about the strategy here. This is one of the easiest battles, and you can win in only 1 turn. Anyway, you will get nothing after beating the boss. But you will meet her later in the game if you are playing in Hard Mode.

* Lost City of Dipan :

*Note : This dungeon MUST be completed before chapter 6 concluded. Otherwise, you will NOT meet the boss.

Sub - Boss : Barbarossa
HP : 62700
Weakness : None
Exp : 0 (All modes)
Item : None
Difficulty : Hard

Strategy : You'll have to fight him for 2 times, and get nothing after each battle. He will revive forever after you killed him. So don't waste your time in battling with him. Fight him only 2 times, then follow my instructions later. First, this boss is tougher than any boss that you have fight before. Before the battle, give your character powerful weapons (like Violet Forge for Angrim). You should have about 20+ Union Plumes and have all of your party learned First Aid and Guts (If you are more careful, have them learned Auto Item). Remember : Barbarossa have a strong special attack (Calamity Blast), and he also have Guard Reinforce. So Sap Power and Sap Guard are also needed. A little careful will make you win this battle easily.

Now you will have to find the real boss of this dungeon. Notice that the enemies here are much powerful than in other dungeons before, especially Life Stealers. Now follow my instructions :

- Go left, down, right until you reached Dipan Castle.
- Go right, right, down, right, down stair, left, left. You will be send to the past. Now the castle have changed. Exit the castle. Now you can see Hrist (Lenneth's elder sister) prepare to execute Barbarossa. If you don't need to know what happened, enter the nearest Private house, then go to the 2nd floor. Enter the room, ask the woman to get the information about the hidden room in the castle.
- Exit the house, then enter the castle.
- Go right, right, up, right, right, upstairs. Go left, left, upstairs, right, upstairs, left, left, left. Now go to the wall with a bookshelf, press X, then choose Yes. Enter the room. You will meet Malabeth (the Queen)
- After the sequence, Barbarossa will disappear, then the real boss appears.

But you'll have to find them first.

- Enter Dipan Castle again, go right, right, up. The boss will be found near this Save Point. If you want to level up and get items first, explore this castle by yourself. I don't need to place any guide about the castle's map, because it is very simple. Here are item list :

Dark Savior
Ranseur
Neckless Doll
Invoke Feather
Reflect Sorcery
Nightshade
Concentration
Eye of Heaven
Triple Distress
Burgundy Flask
Estoc
Ether Scepter
Mystic Cross
Ruin's Fate

Artifacts :

Dragoon Tyrant
Rust - Red Circlet

Enemy list :

Life Stealer
HP : 25700
Weakness : Lightning
Exp : 8040 (Easy) / 2680 (Normal) / 1876 (Hard)
Item : Raptor's Claw / Aconite

Harpy (Type 2)
HP : 22000
Weakness : Fire
Exp : 16800 (Easy) / 5600 (Normal) / 3920 (Hard)
Item : Poison Blow / Prismatic Missile

Victory
HP : 10000
Weakness : Lightning
Exp : 4800 (Easy) / 1600 (Normal) / 1120 (Hard)
Item : Full Plate / Flamberge

Wise Sorcerer (Type 1)
HP : 5600
Weakness : Poison
Exp : 5400 (Easy) / 1800 (Normal) / 1260 (Hard)
Item : Shield Critical / Dark Savior

Evil Eye (appear only in Hard mode)
HP : 24900
Weakness : None
Exp : 18690 (Hard)
Item : Invisibility Potion

* Note : The "Jewelled Blade "Grimrist"" will be a deadly weapon against 2 kinds of enemies here. Keep it in mind to win more easier.

- After getting all items, go back to the Save Point. Use Crystals to climb the wall, then slash it to make it break. You will get 35000 Exp orbs. Enter the hole, then go left, up. The boss will show up.

Boss : Dallas, Gyne
HP : 18000
Weakness : None
Exp : 3000 (Easy) / 1000 (Normal) / 700 (Hard)
Item : Noble Elixir, Noble Banish

Walther
HP : 30000
Weakness : None
Exp : 120000 (Easy) / 40000 (Normal) / 28000 (Hard)
Item : Fairy Ring

Difficulty : Normal

Strategy : 3 of them use magic, use Reflect Sorcery against them. Kill Dallas and Gyne first because they are weaker. Keep attacking and healing and you will win the battle. Remember that Gyne have high defense. Use Sap Guard with him

Artifacts : Dragoon Tyrant
Rust - Red Circlet
Exp orbs : 180000

* Sunken Shrine :

Item list :

Eye of Heaven
Sacred Javelin
Dark
Angel Curio
Lapis Lazuli
Prismatic Missile
Ruin's Fate
Footman's Axe
Charge
Flame Jewel

Artifacts :

Reflect Armor
Slashing Sword "Farewell"
Tear of the Cosmos

Enemy list :

Giant Squid
HP : 42600
Weakness : Poison, Holy
Exp : 8000 (Normal) / 5600 (Hard)
Item : Fresh Meat / Savory

Red Lobster
HP : 20000
Weakness : Poison, Holy

Exp : 21000 (Hard)
Item : Fresh Meat / Ghoul Powder

Bream Giant

HP : 18400
Weakness : Poison, Holy
Exp : 3600 (Easy) / 1200 (Normal) / 840 (Hard)
Item : Mystic Cross / Normalize

Roper

HP : 17200
Weakness : Poison, Holy
Exp : 1120 (Hard)
Item : Foxglove / Broken Spear

Inferior Eye

HP : 40000
Weakness : None
Exp : 24000 (Normal) / 16800 (Hard)
Item : Raw Meat / Sacred Javelin

Gill - Man

HP : 15300
Weakness : Poison
Exp : 980 (Hard)
Item : Silver Mail / Composite Bow

* Note : This is one of the hardest dungeons. Hence, I recommend you to follow my instructions to save your time.

Near the entrance, there is a pool with 2 beast's heads. To cross it, you will need to jump on the right switch to operate 2 heads. Then jump on the right head and wait for it to float on the water.

Item : Eye of Heaven (trapped)

Now find a room where there are a shining orb. Did you notice the stone slab at the entrance of the room? Whenever you find it, pull it to the left as far as possible, then return to the machine near the water pool. Operate it by holding the shaft on the left. You will receive 5000 Exp orbs. Keep holding it until it cannot go down anymore.

Next, enter the room on the right, then push 2 switch on the device in the room (5500 Exp). Now go to the room where you found the orb. Slash the orb twice (3000 Exp orbs), then go left, left. Swim to the second floor and grab the trapped chest (Sacred Javelin). Next, go to the third floor, get the trapped item (Dark), then enter the room on the right.

Operate the device in the room, then enter the room on the right and get the trapped item (Angel Curio). Now return to the orb room, slash it twice again, then return to the 3rd floor.

Operate the device in the 3rd floor, then go right, jump down and enter the room. Get 2 items in this area (Lapis Lazuli, Prismatic Missile). Then open the door on the left of the pool by carrying a crystal fragment to the middle of the pool, then release the crystal fragment by pressing the Circle button (the crystal must collide the yellow switch).

In the next area, you will see a head shooting an ice ray. Use a crystal to change the direction of the ray to the sphere. You will receive 40000 Exp orbs.

Go to the next area (the long water pool), get 2 items (Ruin's Fate, Footman's Axe). Now scatter crystal fragments on the pool by carrying them into the water and releasing them to cross the pool.

Dive into the water, then use 2 crystal fragments to open the door at the bottom. Now enter the door and swim up quickly before the wall collapse. If you fail, exit, then open the door again.

Item : Charge, Flame Jewel (Both were trapped)

Keep moving until you see a head shooting an ice ray. Point the ice ray to 3 spheres to open the door (60000 Exp orbs). Then eliminate all enemies and save your game before fighting the boss.

Boss : Wraith
HP : 100000
Weakness : None
Exp : 70000
Item : Magic Charm
Difficulty : Hard

Strategy : This boss has a powerful special attack. You will have to set up Guts and Auto Item with 100% Union Plume priority before fighting him if you don't want to lose the battle.

Artifacts : Reflect Armor
Slashing Sword "Farewell"
Tear of the Cosmos
Exp orbs : 300000

I recommend equipping the Reflect Armor because it has great Resistance of Holy magic.

=====
Sacred Phase 6 - 7 :

MP : ~ 17000
Mission : Repair Accursed Flame Gem
Hero Requirement :

Value :
Type : Mage
Skill : Undead Int, Avoid, Resist Magic

* Note : If you are playing in Hard mode, Odin will appear and order you to go to Arkdain Ruins to get Lyseria.

=====
7. Chapter 7 :

- Hai - Lan (All modes)
- Arkdain Ruins (Hard mode only)
- Forest of Spirits (All modes)
- Tombs of Amenti (Hard mode only)
- Cave of Oblivion (All modes)

New item for making with MP :

Weapon :

Name	Type
------	------

Reiter Pallasch	Sword
Schweizer - Sword	Sword
Ahlspiess	Spear
Saber - Halberd	Spear
Brandish - Sword	Great Sword
Brutish - Edge	Great Sword
Deluge Scepter	Wand
Masamune	Katana
Muramasa	Katana
Serstine - Lock - Gun	Bow
Bolt - Aqqar	Bow

Recommended items : Most of those weapon in the list are worthy to buy,
because they are cheap and useful. You can choose a few :

- Reiter Pallasch
- Saber - Halberd
- Brandish - Sword
- Brutish - Edge
- Masamune
- Serstine - Lock - Gun

* Hai - Lan :

Einherjar : Suo
Type : Warrior
Class : Samurai / ---

* Arkdain Ruins :

Einherjar : Lyseria
Type : Mage
Class : Sorceress / Seeress

Unlike with other characters, you will have to fight Lyseria before she join you.

Boss : Lyseria
HP : 12000
Weakness : None
Exp : 0
Item : None
Difficulty : Easy

Strategy : An easy battle. Nothing to talk about this.

* Forest of Spirits :

Item list :

Eye of Heaven
Mystic Cross
Heal
Sylphan Robe
Timer Ring
Golden Egg x3
Dampen Magic x2
Reflect Sorcery
Wassail - Rapier
Sacred Javelin
Lapis Lazuli

Invoke Feather
Lucerne Hammer
Sap Power

Artifact : Accursed Flame Gem

Enemy list :

Corrosive Vine

HP : 7000

Weakness : Fire

Exp : 9000 (Easy) / 3000 (Normal) / 2100 (Hard)

Item : Savory / Vegetable Seed

Viscous Clod

HP : 8049

Weakness : None

Exp : 7500 (Easy) / 2500 (Normal) / 1750 (Hard)

Item : Composite Bow / Full Plate

Crustacean Monster

HP : 14300

Weakness : Fire

Exp : 7350 (Easy) / 2450 (Normal) / 1715 (Hard)

Item : Wassail - Rapier / Fine Halberd

Mandragora

HP : 32500

Weakness : Fire

Exp : 12000 (Easy) / 4000 (Normal) / 2800 (Hard)

Item : Dampen Magic / Shield Critical

Cosair Beetle

HP : 3600

Weakness : Fire

Exp : 6000 (Easy) / 2000 (Normal) / 1400 (Hard)

Item : Beast's Fangs / Burgundy Flask

* Note :

- Most of enemies here has low Fire Resistance. Therefore, set up Fire Lance as default spell to be used.
- Crustacean Monsters has great RDM value, use Sap Guard and magic spells against them.
- Beware of Mandragoras (Human-like flowers). They are EXTREMELY dangerous because of their attacks (cause great damage and abnormal status), so be careful when fighting them.
- Each event here will give you 16000 Exp Orbs

At the entrance, get the trapped chest in the tree (Eye of Heaven), then go left until you meet an elf (I'll call her Elf #1 from now on). Talk to her. She'll take you to her house. Go left and talk to her again.

Your objective here is to repair the Broken Accursed Flame Gem. The Elf #1 will tell you that she needs 4 materials to repair the gem :

- Polar Drops (Found at holy water fountain)
- Silver Thread (Get it after battling with the Great Spider)

- Golden Candlestick (Get it from the Giant Ape)
- Charm Feather (From the Cockatrice)

Here is the fastest way to complete this mission :

- After talking with Elf #1, go right, right, right, down, left
- You will see Elf #2 stand near a fountain. If it is filled with water, go left and get the "Polar Drops" by pressing the X button. If not, go right, then left again until it is filled.
- Go right until you meet the Elf #3, go down, right, get item (Mystic Cross). Now go left until you reached a place with leaves. There are 2 items in the area. One is at the corner (Heal). The other is in the tree (Sylphan Robe), a high defensive cloak for mages. Have your mage equip it immediately. It's trapped, so watch out when getting it.
- Return to the place where Elf #3 stand, then go right, get 4 items (Timer Ring, Golden Egg (Trapped), Dampen Magic, Reflect Sorcery). If you haven't a Timer Ring before, equip it cause you'll need it in this dungeon.
- Go up, up, right, up, right, up, left, get item (Wassail - Rapier). Beware of the Mandragoras here.
- Go left, you'll see Elf #4 here. Now go left and get the item (Sacred Javelin), then go back to Elf #4.
- Go down, get 3 items (Golden Egg, Lapis Lazuli, Invoke Feather), then go right and fight the spider

Boss : Venomous Spider
 HP : 30000
 Weakness : Holy
 Exp : 1500 (Easy) / 500 (Normal) / 350 (Hard)
 Item : Long Sword
 Difficulty : Easy

Strategy : No special strategy here. Simply fight normally. You can defeat this boss in only 1 turn easily. After the battle, you will get the "Silver Thread".

- Now go to elf #4. Go left, down, get the trapped item (Dampen Magic).
- Go left, left, get the item (Lucerne Hammer), then go right, up.
- Equip the Timer Ring immediately if you don't want to be struck first because the Cosair Beetles is very fast, then go left. The Elf #5 she stands here. Go down, get 2 items (Golden Egg, Sap Power), then save your game.
- Go right and fight the Cockatrice

Boss : Cockatrice
 HP : 50000
 Weakness : Fire
 Exp : 150000 (Easy) / 50000 (Normal) / 35000 (Hard)
 Item : Feather
 Difficulty : Easy

Strategy : Do like with the previous one. You will get the "Charm Feather" after the battle.

- Go back to Elf #5, go right, down, right, down, right. You can see the Elf #6 here. Use crystals to get to the top and fight the ape.

Boss : Sivapithecus
 HP : 42000
 Weakness : Ice
 Exp : 150000 (Easy) / 50000 (Normal) / 35000 (Hard)
 Item : None
 Difficulty : Easy

Strategy : Just do like with the previous ones. After the battle, you will get the "Golden Candlestick".

- Go back to Elf #1's house, talk to her to repair the gem.

Artifacts : Accursed Flame Gem (it's useless, you'd better give it to Odin)

You will be surprise that the theme music hadn't changed. Don't worry, because you haven't defeat the boss yet. Now exit this dungeon, then re-enter.

* Forest of Spirits (Revisited) :

New enemy type :

Harpy (Type 3) (found at the Foggy Maze)
HP : 23000
Weakness : Fire
Exp : 30000 (Easy) / 10000 (Normal) / 7000 (Hard)
Item : Reflect Sorcery / Dark Savior

Go back to the place where you meet the Elf #1 the first time, enter the foggy area. Instead of going to the elf's house, you'll enter the Foggy Maze. If you don't use the map, you'll become lost. If you want to quit the maze, go right. This maze has 3 exits. The first is the entrance that you have entered. The second is El #1's house, the third leads to the boss's hideout.

From the entrance of the maze, go left, down, left, down, left. You'll meet the boss

Boss : Cockatrice
HP : 50000
Weakness : Fire
Exp : 150000 (Easy) / 50000 (Normal) / 35000 (Hard)
Item : Feather
Difficulty : Easy

Strategy : Same like the last time.

Artifacts : Arectaris
Elven Bow
Exp Orbs : 240000

- The Elven Bow is a most useful bow in the main game. It has 3 combos attack and the attack power of 700. It is highly recommended that you'll have Valkyrie equip it.

* Tombs of Amenti :

Item list :

Eye of Heaven
Flame Jewel x2
Darkness Arrow
Mithril Plate
Stone Check
Lucerne Hammer
Unicorn's Horn
Iron Ore
Resist Magic
Ruin's Fate

Base Metal
Mystic Cross
Mithril Ore
Wassail - Rapier
Invoke Feather
Raven Slayer x2
Guard Reinforce
Basilisk Scale
Lapis Lazuli
Ether Scepter

Artifacts :

Ambrosia
Ruby Music Box
Bracelet of Basilisk
Mask of the Dead King
Richebourg

Enemy list :

Undead Slave
HP : 19000
Weakness : Holy
Exp : 1680 (Hard)
Item : Icicle Edge / Guard Reinforce

Basilisk
HP : 22000
Weakness : None
Exp : 2800 (Hard)
Item : Mandrake / Basilisk Scale

Dullahan
HP : 35000
Weakness : None
Exp : 22400 (Hard)
Item : Broken Blade / Broken Armor

Lizardman
HP : 15000
Weakness : Holy
Exp : 2100 (Hard)
Item : Silver Mail / Wassail - Rapier

Wise Sorcerer (Type 5)
HP : 10000
Weakness : Poison
Exp : 2240 (Hard)
Item : Guard Reinforce / Frigid Damsel

Stealer Robin
HP : 9000
Weakness : None
Exp : 2500 (Normal) / 1750 (Hard)
Item : Raptor's Claw / Feather

I will not guide you step-by-step in this dungeon because the map is very complex. Instead, I will place small hints here.

- Like Arkdain Ruins, you will meet monster traps in this dungeon. One more, most chest in this dungeon have traps. So be careful when you open them.

- Use an Eye of Heaven and watch the mini map carefully. Also equip both the Treasure Search and the Trap Search.

- Beware of fires on the walls and ground, and thorn objects.

- You must find 2 gems : the Blue Gem, and the Red Gem, in order to meet the boss. Getting each of them will give you 60000 Exp orbs, then the door of the room which contains the gem will close. To open the door, put a crystal fragment in the platform where you get the gem.

- If you see a pharaoh's head come near you, use your sword to break its chin (35000 Exp), then you can cross it by dashing.

- In the room with 2 thorn objects come toward you, slash the lower one repeatedly to keep it from its position until the other one is stopped. Then you can jump over the object to get the item in the room.

- Gold Pharaoh's Heads will send you to a detention room when they catch you. To open the door of the room, break 3 faces on the right wall (20000 Exp orbs).

- The most simple way to avoid Gold Pharaoh's Heads is to equip the Dimension Slip (if you have it).

- There are 2 rooms with some windows. You will have to get on a window in the left room if you want to find the boss.

- To enter the room of the boss, you will have to answer a question. Just choose any answer, and the door will open.

- Set up Guts and Auto Item with 100% priority of Union Plume before placing 2 gems on the platform in the middle of the boss's room.

Boss : Akhetamen

HP : 130000

Weakness : Holy

Exp : 140000 (Hard)

Item : Ring of Healing

2x Undead Slave

HP : 19000

Weakness : Holy

Exp : 1680 (Hard)

Item : Icicle Edge / Guard Reinforce

Difficulty : Hard

Strategy : Your equipment should have high Resistance of Holy to protect your character from the special attack of the boss. I recommend the Mighty Check and the Reflect Armor (or Mithril Plate).

Artifacts : Ambrosia

Ruby Music Box

Bracelet of Basilisk

Mask of the Dead King

Richebourg

Exp orbs : 1000000

Be careful when exiting this dungeon.

=====
Sacred Phase 7 - 8 :

MP : ~ 20000

Hero Requirement :

Value : 120

Skill : March, Brave, Fight, Counter, Leadership, Formation
=====

8. Chapter 8 :

- Cave of Oblivion (All modes)
 - Palace of the Dragon (Normal and Hard mode)
 - Adrianrod Labyrinth (Hard mode only)
 - Celestial Castle (Hard mode only)
 - Weeping Lily Meadow (Normal and Hard mode - Available only with Ending A)
-

New item for making with MP :

Weapon :

Name	Type
Ice Coffin	Sword
Valkyrie - Favor	Sword
Arc Wind	Spear
Bahamut Tear	Great Sword
Noble Desire	Wand
Ama - no - Murakumo Blade	Katana
Last Avenger	Bow

Defensive Equipment :

Name	Type
Valiant Helm	Helmet
Seraphic Garland	Helmet
Valiant Armor	Armor
Seraphic Garb	Armor
Supreme Garland	Wizard Helm
Supreme Garb	Cloak
Valiant Guarder	Gloves
Valiant Greaves	Boots

Recommended item :

- Seraphic Garb (RDM 1700, Ice DMG - 50%) for Valkyrie
 - Valkyrie - Favor (28000 MP, 3 combos attack) for swordmen
 - Arc Wind (3 combos) for spearmen
 - Bahamut Tear (3 combos, +30% special attack power) for Angrim
 - Ama - no - Murakumo Blade (3 combos) for samurais.
-

* Palace of the Dragon :

Item list :

Lapis Lazuli x2
Eye of Heaven x2

Wassail - Rapier
Quartz Gem x2
Guard Reinforce
Ether Scepter
Burgundy Flask
Lucerne Hammer
Fire Storm
Sacred Javelin
Frigid Damsel
Shield Critical
Prismatic Missile
Savory
Dragon Slayer
Lightning Bolt
Might Reinforce
Spell Reinforce
Great Spear "Dinosaur"

Artifacts :

Hourglass of the Gods
Scroll of Golem
Dragoon Faith

Enemy list :

Dragonewt

HP : 20000
Weakness : None
Exp : 3100 (Normal) / 2170 (Hard)
Item : Broken Armor / Broken Spear

Mage Lord

HP : 12000
Weakness : Poison
Exp : 4000 (Normal) / 2800 (Hard)
Item : Might Reinforce / Dampen Magic

Grey Bones

HP : 27000
Weakness : None
Exp : 8000 (Normal) / 5600 (Hard)
Item : Damascus Sword / Lucerne Hammer

Dark Pudding

HP : 9200
Weakness : None
Exp : 3500 (Normal) / 2450 (Hard)
Item : Broken Blade / Broken Bow

Dullahan Lord

HP : 40000
Weakness : None
Exp : 120000 (Normal) / 84000 (Hard)
Item : Broken Bow / Broken Spear

Eternal Chimera

HP : 40000
Weakness : None
Exp : 24000 (Normal) / 16800 (Hard)

This dungeon divided into 8 areas. 7 areas are required to move with 7 stones. To go to each area, you have to put a stone that defines that area in the transport statue. Each of the first 7 areas has a room with a transport statue (a woman statue which has a hole to put a stone in). The 8th statue can be found in the 8th area - the Jail area. Picking each stone will give you 1600 Exp orbs.

- Eclipse area : Go right, right to a room with a picture (The Tower). Check the picture to get the Full Moon Stone. Next, go to the transport room and put the Full Moon Stone in the statue.

- Full Moon area : Find a room with a picture (The World), get item (Lapis Lazuli), then go to the room which is located at the left of this area, get item : Eye of Heaven (trapped), Wassail - Rapier. In this area, you can find a large rock which is blocking the way. Push the rock to another position, then enter the door.

Get item (Lapis Lazuli), then go right, push the rock to open the door, then enter. Now get 2 items (Quartz Gem, Guard Reinforce). You can use the Save Point if you want.

Exit, go right. You will see 4 statues. Remember their directions, then go to the room on the right. Now kill the Chimera, then check the picture (Wheel of Fortune) to get the Eclipse Stone. Next, go back to the Eclipse Area

- Eclipse Area : Enter the closed door (Now you can open it), get the trapped item (Ether Scepter). Go right, enter the closed door, open a trapped chest (Burgundy Flask), then check the picture (Death) to get a Darkspot Stone. Now exit, then push the rock to open the door in Full Moon Area, then enter the door nearby. There are 2 items (Lucerne Hammer, Fire Storm). Both of them were trapped.

Exit the room, go right, then change 4 statues's direction like the 4 ones you have seen in the Full Moon area. You will receive 5000 Exp orbs and the door on the right will open. Enter that door, then check the picture in the room (Emperor) to get a Crescent Moon Stone. Now go back to the Full Moon Area.

- Full Moon Area : Go to the remaining door, get 2 items in the room : Savory (Trapped), Prismatic Missile. Next, go to the Crescent Moon Area.

- Crescent Moon Area : Go left, left, kill the chimera, then check the picture (Chariot) to get a Darkpath Stone. Now enter the Darkpath Area.

- Darkpath Area : There are a closed door in this area, which must be opened to complete the dungeon. Have you read the writings on the woman statue here : "Youngest first. Except for fools." Yeah, that's the key to open the door. Have you remember 8 pictures you have seen in the Crescent Moon area ? Each of them has a Roman number. From left to right, those numbers should be : 16, 13, 4, 12, 10, 21, 7, 0. Each door in this area stands in the positions of those pictures. You MUST enter 8 doors with the correct order to open the door on the left. Now, back to the writings on the statue : "Youngest first". It means you must enter 8 doors with the correlative numbers from small to big. You may though the "youngest" may be the eight one (The Fool - 0). But the remaining part of the instruction : "Except for fools" will negate it. Then the correct order should be : 3, 7, 5, 4, 2, 16, 8 (The Fool is the final door to enter).

You will receive 20000 Exp orbs, and the door will open. Go through that door, get the trapped item (Sacred Javelin), then check the picture in the room (The Hanged Man) to get a New Moon Stone. Now go to New Moon Area.

- New Moon Area : Go left until you cannot go further. Get the trapped item (Eye of Heaven), then operate the machine in the room. Next, go to Darkspot Area.

- Darkspot Area : Go left until you cannot go further. You will see that the machine in this room will operate, open the way for you (50000 Exp orbs). Now get the trapped item (Frigid Damsel), then enter the door which you have just opened.

Go right, right. You will see 2 statues on your way. The first one say : "Be not found by the Guardian", and the second one will say : "The path opens before the Guardian". Now get the trapped item (Shield Critical), then get to the top and go left. You will see a red statue which often move slowly, but he will accelerate if he see you. That's the Guardian. Don't touch him, then wait until he comes near and jump over him. Repeat that action until a door opens.

Get the trapped item (Dragon Slayer), then go to the door which recently opened. Go right, up, get items (Quartz Gem, Lightning Bolt), then exit, go left, up.

Go left. You will see a woman statue. She will say : "The Sleeping Guard holds the key". Go left, and you will see another statue which say : "Sleep is needed, when the Guardian grows weary". Now you have to avoid the Guardian until he stopped, and get a Blood - Red Stone from him. There are 2 trapped chests here (Might Reinforce, Spell Reinforce), then go to Blood - Red Area.

* Trick : You can use a chest to avoid the Guardian very easily. Just get the item in the chest, but don't press X when you have touched it. The Guardian will go through you without sending you to the Jail Area.

* Jail Area : You can found a Dullahan Lord in this area. Fighting him will give you a fairly large amount of Exp. If you want to quit, find a transport statue in this area.

- Blood - Red Area : Go left, save your game, then go left.

Boss : Gandar
HP : 35000
Weakness : None
Exp : 0
Item : None
Difficulty : Easy

Strategy : This is an easy battle. Do whatever you want to defeat him. I think you would finish him in only 1 turn.

Artifacts : Hourglass of the Gods
Scroll of Golem
Dragoon Faith
Exp orbs : 500000
Item : Great Spear "Dinosaur" (Trapped, use crystals to get it)

Dragoon Faith is the most valuable item. It is the most powerful helm. Besides, you can convert it into 12000 MP. And don't forget to get the Great Spear "Dinosaur" if you want to beat Freya without using Gameshark codes.

Einherjar : Gandar
Type : Mage
Class : Wizard / Officer

* Adrianrod Labyrinth :

Item list :

Eye of Heaven
Magic Blade "Cromrea"
Foul Slayer
Wand of Apocalypse
Eternal Fault
Flame Jewel

Artifacts :

Shazard
Secret of Zolon
Unicorn's Horn

Enemy list :

Spectator
HP : 24600
Weakness : Ice
Exp : 4620 (Hard)
Item : Neckless Doll / Savory

Silver Golem
HP : 80000
Weakness : Ice, Lightning
Exp : 35000 (Hard)
Item : Poison Blow / Frigid Damsel

Argent Knight
HP : 18000
Weakness : None
Exp : 3500 (Hard)
Item : Mithril Plate / Cranequin - Crossbow

Hell Gaze
HP : 20000
Weakness : None
Exp : 21700 (Hard)
Item : Shield Critical / Reflect Sorcery

Dark Sorceress
HP : 18700
Weakness : Poison
Exp : 2240 (Hard)
Item : Heal / Invoke Feather

Wraith Lord
HP : 65000
Weakness : Holy
Exp : 70000 (Hard)
Item : Frigid Damsel / Poison Blow

Ridiculer

HP : 18700
Weakness : None
Exp : 2800 (Hard)
Item : None

Demon "Wiead"

HP : 55700
Weakness : None
Exp : 36050 (Hard)
Item : Nightshade / Ghoul Powder

Don't ignore this dungeon, because this is the only place for you to get the Magic Blade "Cromrea", which raise special attack power by 70%, and the Wand of Apocalypse - a non-breakable wand and also the most powerful wand in the main game. Exploring it takes a long period, so that you should follow my instructions for saving your time.

This dungeon divides into 25 rooms. You can cross between them by using transfer equipments in each room. When you turn the black sphere, the number of the sphere will change. If there are 2 spheres in a room, it mean you must calculate the number by mathematic operation to determine which room to go. Note that the number of the entrance is 1. And the boss's is located at the 25th room.

Here are the targets of each room :

1/ 3, 10
2/ 9, 20
3/ 1, 5, 16, 24
4/ 1, 2, 13, 23
5/ 7
6/ 4, 11, 14, 21
7/ 3, 6
8/ 9, 18
9/ 3
10/ 8, 13
11/ 10, 15, 17, 18
12/ 13, 14
13/ 5, 12
14/ 7, 21
15/ 8, 19
16/ 21
17/ 12, 15, 20, 25
18/ 16, 18, 20, 22
19/ 10, 14
20/ 9, 24
21/ 1, 2, 12, 13
22/ 2, 18
23/ 1
24/ 1, 15
25/ 1

Boss : Dark Lord

HP : 415000
Weakness : Holy
Exp : 210000
Item : Magic Blade "Cromrea"

2x Demon "Vallan"

HP : 70000

Weakness : None
Exp : 10500
Item : Mithril Ore

Difficulty : Hard

Strategy : This battle is quite hard, because the boss has great HP and strength. Therefore, Guts and Auto Item with 100% priority of Union Plume must be set up to all characters. You better equip Holy-based weapons, then use Sap Guard + Might Reinforce and attack the boss until he is dead.

Artifacts : Shazard
 Secret of Zolon
 Unicorn's Horn
Exp orbs : 500000

Don't give the Shazard to Odin. It is a really good weapon, because of its Lightning / Death element + Triple Combos + 900 Attack power. This make it much better than the Jewelled Blade "Grimrist".

* Celestial Castle :

Item list :

Eye of Heaven
Ghoul Powder x2
Flame Jewel
Vegetable Seed
Shield Critical
Wassail - Rapier
Quartz Gem
Reflect Sorcery
Concentration
Lucerne Hammer
Aqua Vitae
Sword of Silvans

Artifacts :

Harp of Atrasia
Berserker Bow
Armor of Aleph

Enemy list :

Inferior
HP : 4900
Weakness : Poison, Holy, Dark
Exp : 1950 (Easy) / 455 (Hard)
Item : Breastplate / Long Flail

Mage Lord
HP : 12000
Weakness : Poison
Exp : 4000 (Normal) / 2800 (Hard)
Item : Might Reinforce / Dampen Magic

Grey Bones
HP : 27000
Weakness : None

Exp : 8000 (Normal) / 5600 (Hard)
Item : Damascus Sword / Lucerne Hammer

Forager

HP : 44000
Weakness : None
Exp : 28000 (Hard)
Item : Mithril Plate

Monstrous Vermin

HP : 10200
Weakness : None
Exp : 11400 (Easy) / 3800 (Normal) / 2660 (Hard)
Item : Feather / Iron Ore

Harpy (Type 4)

HP : 30000
Weakness : None
Exp : 17500 (Hard)
Item : Base Metal / Nightshade

Mandragora

HP : 32500
Weakness : Fire
Exp : 12000 (Easy) / 4000 (Normal) / 2800 (Hard)
Item : Dampen Magic / Shield Critical

Haunt

HP : 62000
Weakness : Holy
Exp : 50000 (Normal) / 35000 (Hard)
Item : Sacred Javelin / Heal

Save your game before enter this dungeon. Be careful when you open item chests because explosion traps can be send to the world map.

There is a garden in the castle where a creeper blocks your way. To remove it, kill all butterfly in the garden by your sword. You will receive 80000 Exp orbs if you succeed.

At the second garden : do the same as the previous one, but you will have to avoid the ice rays from 2 spheres. Do it quickly, because butterflies will appear again after a period of time. You will receive 80000 Exp orbs.

There is 2 Save Points in the dungeon. The boss is located near the 2nd. Set up Guts and Auto Item before fighting her.

Boss : Genevieve

HP : 188800
Weakness : None
Exp : 140000
Item : Ether Scepter

2x Daemoniac Baron

HP : 42000
Weakness : None
Exp : 14000 (Hard)
Item : Quartz Gem

Difficulty : Easy / Hard

Strategy : Want a short fight ? There will be a way : You must have 2x Holy Water of Mithra, and a Tome of Alchemy. First, use the Tome of Alchemy to kill 2 subordinate of Genevieve, then use 2x Holy Water of Mitha on her to win the battle.

If you do not want to waste those items, then you must have the Reflect Sorcery and the Might Reinforce spell. Remember the Reflect Sorcery will last for 3 turns, so that you will have to use the spell very often.

Artifacts : Harp of Atrasia
 Berserker Bow
 Armor of Aleph
Exp : 500000

The Armor of Aleph is a very good protective equipment against poison. Besides, it has high defense (RDM 2000). You better don't send it to Odin.

* Weeping Lily Meadow :

After a long dialogue, you will fight the boss at Brahms Castle.

 Boss : Hrist
 HP : 12000
 Weakness : None
 Exp : 0
 Item : None
Your party : Brahms, Angrim, Lezard, Mystina
Difficulty : Very easy

Strategy : There is no strategy here. The boss is too weak. Anyway, try to use Brahms's special attack (Bloody Curse). That should be interesting, right ?

After the battle, you will directly go to the Final Stage (Asgard Hill)

=====

9. Caves of Oblivion :

This is a special type of dungeon, with no map activated when you press the R2 button. In each chapter, there will be 1 cave appeared. Some caves will be hard if your characters have low level. If you think your characters aren't powerful enough, don't enter, save it for next chapters because each cave will disappear after you have exited. I found that 8 caves appears randomly each time you play the game, but at certain place, and their map can be one of 4 following maps :

- Type 1 :

```
+-----+-----+-----+-----+
|Exit |           |           |           |
+-----+     +-----+-----+-----+
      |           |           |           |
      +-----+     +-----+-----+
                |           |           | | |
                |     +----+     |           |
                |     |     |     |           |
      +-----+     |     |     |           |
      |           |     |     |     |           |
      |           +----+     |     +-----+
      |           |     |           |
```

```
  |        | |         +-----+
  |        | |         | Exit|
  +-----+ +-----+

```

- Type 2 :

```

          +-----+
          |        | |         | Exit|
          +-----+ +-----+
              |        |
              |        |
              |        |
              +-----+ |
              |          + |
              |          | |
          +-----+ |   |
          |         | |   |
          |          +-----+ |
          |          | |   |
          |          |   +-----+
          |          | |         | Exit|
          +-----+ +-----+

```

- Type 3 :

```

          +-----+
          |Exit | |         |         |
          +-----+^ ^ ^+-----+           +           +           |
                                   |           |           |           |
                                   +-----+   +   +-----+
                                   |           |           |
                                   +-----+   +   +-----+
                                   |           |           |
                                   +-----+

```

- Type 4 :

```

          +-----+ +-----+
          |         | Exit|
          |         +-----+
          |         |
          |         |
+-----+ |         |
|         |         |
|  - - - +-----+ +-----+
|         |         |
+-----+ +-----+ |
          |         |
          |         |
          |         |
          +-----+

```

* Position of all caves :

- #1 : Near Lost City of Dipan - Map type : 3
- #2 : Near Cave of Thackus - Map type : 4

#3 : Near Brahms Castle - Map type : 1
#4 : South of the World Map (Near Citadel of Flame) - Map type : 2
#5 : Near Nethov Swamp - Map type : 4
#6 : Near Villnore - Map type : 1
#7 : Near Forest of Spirits - Map type : 3
#8 : Near Artolia - Map type : 2

* Possible items : Some caves may contain following items :

Iron Ore
Mithril Ore
Broken Blade
Nightshade
Mighty Check
Ebony Powder
Element Scepter
Ether Scepter
Ruin's Fate
Neckless Doll

* Possible enemies :

Vermin
HP : 530
Weakness : None
Exp : 1950 (Easy) / 650 (Normal) / 455 (Hard)
Item : Beast's Fangs / Feather

Monstrous Vermin
HP : 10200
Weakness : None
Exp : 11400 (Easy) / 3800 (Normal) / 2660 (Hard)
Item : Feather / Iron Ore

Stealer Robin
HP : 9000
Weakness : None
Exp : 2500 (Normal) / 1750 (Hard)
Item : Raptor's Claw / Feather

Pongo
HP : 1000
Weakness : None
Exp : 525 (Easy) / 175 (Normal) / 122 (Hard)
Item : Normalize / Fire Lance

Pongo Robustus
HP : 2300
Weakness : Dark
Exp : 1200 (Easy) / 400 (Normal) / 280 (Hard)
Item : Short Spear / Long Bow

Figment (Type 1)
HP : 650
Weakness : None
Exp : 960 (Easy) / 320 (Normal) / 224 (Hard)
Item : Fire Storm / Fire Lance

Fire Elemental (Type 1)
HP : 15200

Weakness : Ice
Exp : 3900 (Easy) / 910 (Hard)
Item : Sap Power / Lightning Bolt

Dragon Servant

HP : 500
Weakness : Ice
Exp : 900 (Easy) / 300 (Normal) / 210 (Hard)
Item : Broad Sword / Chain mail

Lizardman

HP : 15000
Weakness : Holy
Exp : 2100 (Hard)
Item : Silver Mail / Wassail - Rapier

Dragonewt

HP : 20000
Weakness : None
Exp : 3100 (Normal) / 2170 (Hard)
Item : Broken Armor / Broken Spear

Dragon Zombie (Type 1)

HP : 13400
Weakness : Fire, Lightning, Holy
Exp : 18000 (Easy) / 6000 (Normal) / 4200 (Hard)
Item : Neckless Doll / Broken Armor

Dragon Zombie (Type 2)

HP : 15000
Weakness : Holy
Exp : 10000 (Normal) / 7000 (Hard)
Item : Mithril Ore / Aconite

Dragon Zombie (Type 3)

HP : 24000
Weakness : Lightning
Exp : 10000 (Normal) / 7000 (Hard)
Item : Broken Spear / Broken Armor

Basilisk

HP : 22000
Weakness : None
Exp : 2800 (Hard)
Item : Mandrake / Basilisk Scale

Knight Fiend

HP : 2500
Weakness : None
Exp : 1560 (Easy) / 520 (Normal) / 364 (Hard)
Item : Falchion / Warhammer

Rib Forager

HP : 6800
Weakness : None
Exp : 3300 (Easy) / 1100 (Normal) / 770 (Hard)
Item : Footman's Axe / Estoc

Victory

HP : 10000

Weakness : Lightning
Exp : 4800 (Easy) / 1600 (Normal) / 1120 (Hard)
Item : Full Plate / Flamberge

Necrophidius

HP : 3600
Weakness : None
Exp : 630 (Hard)
Item : Bastard Sword / Beast's Fangs

Lesser Demon

HP : 2400
Weakness : None
Exp : 1950 (Easy) / 650 (Normal) / 455 (Hard)
Item : Lamellar / Bastard Sword

Inferior

HP : 4900
Weakness : Poison, Holy, Dark
Exp : 1950 (Easy) / 455 (Hard)
Item : Breastplate / Long Flail

Harpy (Type 1)

HP : 6000
Weakness : None
Exp : 7800 (Easy) / 2600 (Normal) / 1820 (Hard)
Item : Invoke Feather / Rapid Bow

Harpy (Type 2)

HP : 22000
Weakness : Fire
Exp : 16800 (Easy) / 5600 (Normal) / 3920 (Hard)
Item : Poison Blow / Prismatic Missile

Harpy (Type 3)

HP : 23000
Weakness : Fire
Exp : 30000 (Easy) / 10000 (Normal) / 7000 (Hard)
Item : Reflect Sorcery / Dark Savior

Harpy (Type 4)

HP : 30000
Weakness : None
Exp : 17500 (Hard)
Item : Base Metal / Nightshade

Dragon - Tooth Warrior

HP : 15000
Weakness : Holy
Exp : 10800 (Easy) / 3600 (Normal) / 2520 (Hard)
Item : Breastplate / Rapid Bow

Two - Sword Fencer

HP : 13600
Weakness : None
Exp : 4000 (Normal)
Item : Fine Halberd / Silver Mail

Ram Guardian

HP : 25600

Weakness : None
Exp : 13000 (Normal) / 9100 (Hard)
Item : Vegetable Seed / Ebony Powder

Lesser Vampire (Type 1)

HP : 400
Weakness : None
Exp : 450 (Easy) / 150 (Normal) / 105 (Hard)
Item : Vegetable Seed / Sage

Lesser Vampire (Type 2)

HP : 2500
Weakness : None
Exp : 2100 (Easy) / 700 (Normal) / 490 (Hard)
Item : Broken Spear / Broken Blade

Undead Slave

HP : 19000
Weakness : Holy
Exp : 1680 (Hard)
Item : Icicle Edge / Guard Reinforce

Monstrous Glowfly

HP : 7000
Weakness : Dark
Exp : 9900 (Easy) / 3300 (Normal) / 2310 (Hard)
Item : Sap Guard / Normalize

Fatal Glimmer

HP : 9200
Weakness : Dark
Exp : 12600 (Easy) / 4200 (Normal) / 2940 (Hard)
Item : Poison Blow / Shadow Servant

Mantrap Plant

HP : 1800
Weakness : Fire, Dark
Exp : 1590 (Easy) / 530 (Normal) / 371 (Hard)
Item : Vegetable Seed / Beast's Fangs

Banshee

HP : 400
Weakness : None
Exp : 1350 (Easy) / 450 (Normal)
Item : Frigid Damsel / Fire Storm

Grave Mist

HP : 2500
Weakness : None
Exp : 2400 (Easy) / 800 (Normal) / 560 (Hard)
Item : Sap Power / Sap Guard

Current Fish

HP : 1300
Weakness : Fire
Exp : 435 (Easy) / 145 (Normal)
Item : Fresh Meat / Beast's Fang

Mire Creeper

HP : 2200

Weakness : None
Exp : 990 (Normal) / 693 (Hard)
Item : Lamellar / Bastard Sword

Dark Pudding

HP : 9200
Weakness : None
Exp : 3500 (Normal) / 2450 (Hard)
Item : Broken Blade / Broken Bow

Blood Sucker

HP : 4000
Weakness : None
Exp : 2400 (Easy) / 800 (Normal) / 560 (Hard)
Item : Rapter's Claw / Ghoul Powder

Manticore

HP : 13000
Weakness : None
Exp : 19500 (Easy) / 6500 (Normal) / 4550 (Hard)
Item : Broken Blade / Broken Bow

Kraken

HP : 24000
Weakness : Fire
Exp : 24000 (Normal) / 16000 (Hard)
Item : Dampen Magic

Giant Squid

HP : 42600
Weakness : Poison, Holy
Exp : 8000 (Normal) / 5600 (Hard)
Item : Fresh Meat / Savory

King Kraken

HP : 64000
Weakness : None
Exp : 120000 (Easy)
Item : Dragoon Faith

Evil Eye

HP : 24900
Weakness : None
Exp : 80100 (Easy)
Item : Invisibility Potion

Inferior Eye

HP : 40000
Weakness : None
Exp : 24000 (Normal) / 16800 (Hard)
Item : Raw Meat / Sacred Javelin

Hel Servant

HP : 22000
Weakness : None
Exp : 14000 (Hard)
Item : Dampen Magic

Beetle Giant

HP : 5000

Weakness : Ice
Exp : 3450 (Easy) / 805 (Hard)
Item : Aconite / Nightshade

Necromancer

HP : 1000
Weakness : None
HP : 1800 (Easy) / 600 (Normal) / 420 (Hard)
Item : Stone Torch / Icicle Edge

Drow Shaman

HP : 1000
Weakness : None
Exp : 1500 (Easy) / 500 (Normal) / 350 (Hard)
Item : Sap Power

Necrophiliac

HP : 6000
Weakness : Poison
Exp : 6000 (Easy) / 2000 (Normal) / 1400 (Hard)
Item : Mystic Cross / Lightning Bolt

Thaumaturgist

HP : 2200
Weakness : Poison
Exp : 2400 (Easy) / 800 (Normal) / 560 (Hard)
Item : Shadow Servant / Heal

Wise Sorcerer (Type 1)

HP : 5600
Weakness : Poison
Exp : 5400 (Easy) / 1800 (Normal) / 1260 (Hard)
Item : Shield Critical / Dark Savior

Wise Sorcerer (Type 2)

HP : 4400
Weakness : Poison
Exp : 1750 (Normal) / 1225 (Hard)
Item : Invoke Feather / Stone Torch

Mage Lord

HP : 12000
Weakness : Poison
Exp : 4000 (Normal) / 2800 (Hard)
Item : Might Reinforce / Dampen Magic

Haunt

HP : 62000
Weakness : Holy
Exp : 50000 (Normal) / 35000 (Hard)
Item : Sacred Javelin / Heal

Crab Giant

HP : 1000
Weakness : Fire
Exp : 600 (Normal) / 420 (Hard)
Item : Fresh Meat / Broken Bow

Gill - Man

HP : 15300

Weakness : Poison
Exp : 980 (Hard)
Item : Silver Mail / Composite Bow

Spectator

HP : 24600
Weakness : Ice
Exp : 4620 (Hard)
Item : Neckless Doll / Savory

=====
Ragnarok : This will lead you to the final stage

MP : ~ 22000 (If the dungeon is Jotunheim Palace)
=====

10. Final Stage :

There are 2 final stages. The first is Jotunheim Palace, which leads you to ending B (Normal ending). The second is Asgard Hill, only appear if you meet all required conditions. It leads you to ending A (Good ending). Both of them have unlimited enemies and about a half of them cannot be frozen.

a/ Jotunheim Palace :

Item list :

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

Enemy list :

Vanir (Type 1)
HP : 22000
Weakness : None
Exp : 18000 (Easy) / 6000 (Normal) / 4200 (Hard)
Item : Dampen Magic / Reflect Sorcery

Vanir (Type 2)
HP : 14000
Weakness : Poison
Exp : 18000 (Easy) / 6000 (Normal) / 4200 (Hard)
Item : Might Reinforce / Guard Reinforce

Vanir (Type 3)
HP : 22000
Weakness : None
Exp : 18000 (Easy) / 6000 (Normal) / 4200 (Hard)
Item : Sap Power / Sap Guard

Wise Sorcerer (Type 3)
HP : 10000
Weakness : Poison

Exp : 15000 (Easy) / 5000 (Normal) / 3500 (Hard)

Item : Sap Power / Sap Guard

-
- Go left, up, up, get the item in a trapped chest (Mental Reaction)
 - Go left, then get 2 items in the room (Freeze Check + Foxglove)
 - Go left, left, get 2 items (Eye of Heaven + Foxglove)
 - Now, go left, left. You can see that there are 3 kinds of fire here : Red, Blue and Green. Bring the Red Fire and the Blue Fire to the torch on the floor and you'll get the Daisy Fire (You can carry only a fire each time). Without this fire, you CANNOT open the door which leads to the hideout of Bloodbane - the hardest boss in the main game. You'll receive 120000 Exp after getting the fire.
 - Now get to the top floor, then go back to the entrance.
 - Go left, left, jump on the second floor, then go left, left and get an item (Flare Crystal).
 - Jump to the right, then go right, right, up, up and get 2 items there (Flare Crystal + Vegetable Seed)
 - Go down, down, go right, downstair, left, then jump down.
 - Go left, left, left, then jump down. There are 2 trapped chest in the room (Freeze Check + Ether Scepter). One can be found near the wall on the right. The other can be found near the ice trap.
 - Go left, open the trapped chest (Scarlet Edge), then use your crystal to get to the top floor. Beware of falling ice blocks.
 - Go right, right, upstairs, jump to the left, then go left.
 - You can see a door here. Normally, if you haven't get the Daisy Fire yet, you will see a big ice block instead. I'll call this gate the Icicle Gate.
 - Go up, up, left, then get 2 items (Foxglove, Ether Scepter (trapped)).
 - If you want to fight the Bloodbane, get to the top floor, go right (you'll have to use your crystal here), then right again. Save your game at the Save point, then jump down and fight the boss.

Optional boss : Bloodbane

HP : 222000

Weakness : None

Exp : 600000 (Easy) / 200000 (Normal) / 140000 (Hard)

Item : Angel Curio

Difficulty : Very hard

Strategy : In order to fight this dragon, you'll need to prepare first.

- Before the battle, equip your best equipments (include high power weapons). Then have your mage learn Might Reinforce, Guard Reinforce, Reflect Sorcery, Shield Critical, Sap Power, Sap Guard. You'll need a character who can make enemies drop fire orbs easily (Lucian or Badrach), and a character who cause great damage (Angrim recommended). Buy 99 Union Plumes, and set up the Auto Item skill with 100% priority on Union Plume. Of course, setting up Guts is a MUST. You may buy 8 Noble Elixirs if you want. Now set Mystic Cross as the default spell to be used.

- In battle, use Sap Power each 5 times to reduce the power of the boss, then Sap Guard (each 5 times). When his HP drops near 1/2, use Shield Critical immediately or he will use his special attack (Gravity Blessing). Also, Heal spell and items are also needed. The boss may heal himself (restore full HP), so use Might Reinforce and execute all-out-attack at the right time to knock him off. Good luck!

Item : Demon Sword "Levantine" (after defeating the Bloodbane)

- Equip the Demon Sword "Levantine" if you got it, then go back to the Icicle Gate.
- Go left, then continue go straight ahead (there are only one way from now) until you see a Vanir. Beat him, then go right, jump to the top floor, then go

right again.

- Open 2 trapped chest in the room (Lapis Lazuli - close to the ice trap, and Freeze Check, near the door on the right side). You'll have to use crystals to get those items.
- Go right, and keep going. You should see a giant ice block on the way. Keep moving and you will get a Noble Elixir before entering a room with a flame. It's the Fire of Purgatory.
- Grab the Fire, then run as fast as possible to the giant ice block. If you have the Dimension Slip, equip it. Otherwise, attack any enemy on the way. If you come in time, you will see a door instead of the ice block. Enter the door IMMEDIATELY before it is extinguished. You'll get 120000 Exp if you succeed. If you are late, return to the room with the fire and repeat the action again until you succeeded.
- Go up, get an item (Foxglove)
- Go left, get a Vegetable Seed in the room
- Get to the top, go left, left, left, get the item (Flare Crystal), and fight the sub-boss on the top

Sub-boss : Mithril Golem
HP : 100000
Weakness : None
Exp : 450000 (Easy) / 150000 (Normal) / 105000 (Hard)
Item : Foxglove

Difficulty : Easy

Strategy : No strategy here. Just fight normally.

- Get to the top of the room, then go left, left, then get 2 items (Vegetable Seed + Noble Elixir)
- Get to the top-left, then go down, down, right, right. Now Save your game before the final battle.

FINAL BOSS : Surt
HP : 300000
Weakness : None
Exp : 900000 (Easy) / 300000 (Normal) / 210000 (Hard)
Item : None

2x Vanir (Type 1)
HP : 22000
Weakness : None
Exp : 18000 (Easy) / 6000 (Normal) / 4200 (Hard)
Item : Dampen Magic / Reflect Sorcery

Difficulty : Normal

Strategy : Kill the 2 Vanir soldiers first, then use Sap Power on Surt. Use Might Reinforce to raise your attack power. Healing and resurrecting are also needed. This battle is not hard, so you don't need much strategy here. After defeating Surt, you will see the ending B (Normal Ending).

b/ Asgard Hill :

Item : Demon Sword "Levantine" (after defeating the Bloodbane)

Enemy list :

Vanir (Type 2)
HP : 14000
Weakness : Poison
Exp : 18000 (Easy) / 6000 (Normal) / 4200 (Hard)

Item : Might Reinforce / Guard Reinforce

Phantom Lord

HP : 45000

Weakness : Holy

Exp : 32000 (Normal) / 22400 (Hard)

Item : None

Fire Elemental (Type 2)

HP : 52000

Weakness : Ice

Exp : 75000 (Easy) / 25000 (Normal) / 17500 (Hard)

Item : Spell Reinforce / Sap Guard

Charon

HP : 52000

Weakness : None

Exp : 62000 (Normal) / 43400 (Hard)

Item : Spell Reinforce / Sap Guard

Ram Guardian

HP : 25600

Weakness : None

Exp : 13000 (Normal) / 9100 (Hard)

Item : Vegetable Seed / Ebony Powder

Mind Flayer

HP : 54900

Weakness : None

Exp : 53000 (Normal) / 37100 (Hard)

Item : Haste Ring

I will not need to explain this dungeon, because there is only one way.
There are total 3 Save Points in the entire dungeon. You should save your game
at each Save Point because there will be a boss after the Save Point.

First boss : Bloodbane

HP : 222000

Weakness : None

Exp : 600000 (Easy) / 200000 (Normal) / 140000 (Hard)

Item : Angel Curio

Difficulty : Very hard

Strategy : See the Jotunheim Palace section for details.

Second boss : Fenrir

HP : 250000

Weakness : Fire

Exp : 250000 (Normal) / 175000 (Hard)

Item : Ambrosia

Difficulty : Easy / Hard

Strategy : This boss is not as hard as Bloodbane, but it is fairly hard.
Just use same strategy as fighting the Bloodbane, but don't forget to equip 4
Mighty Checks (or Freeze Check) for your characters if you don't want to be
frozen by his attacks.

*Note : If you have the Infernas sword, defeating him will be child's play,
because the Fire / Death element will knock him off in only 1 hit.

FINAL BOSS : Loki
HP : 400000
Weakness : None
Exp : 0
Item : None
Difficulty : Normal

Strategy : In the first round, just do nothing. The round will finish in 2 turns and both of Loki and your characters will not lose anything. From the start of the second round, Valkyrie will obtain the Glance Reviver (what ?). This means she is the most powerful character at this time. Loki has fairly high defense, so use Sap Guard to damage him more. Now look at Valkyrie's special attack. Woo-hoo! This is really the Nibelung Valesti's true power! Do you agree? I think you should finish Loki in a few turns. Enjoy the good ending!

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11. Seraphic Gate :

* Note : This dungeon will appear if you save your game at the last Save point (near the Final boss). Monsters here is the toughest ones in the game. If you don't want an explicit challenge, I recommend you not to play it.

- There are no relation between this dungeon and the main game. Saving data on this dungeon cannot be brought back to the main game. You'll have to save on a different block on your memory card if you want to play both of them.

- If you play this game in Easy or Normal mode, you can't get the secrets of this dungeon. If you want to get it, play the Hard Mode and get 8 Flame Jewels to open all doors here.

- This dungeon divides into 4 areas. You can move between those areas by going to teleport spheres in 4 areas. Each area have different difficulties. Here are the explanation for this :

First area - Difficulty : Easy

Item list :

Spell Reinforce
Might Reinforce
Golden Egg x3
Fire Lance
Gem of Creation
Mighty Check

Enemy list :

Gill - Man Leader
HP : 30000
Weakness : Lightning
Exp : 15000 (Easy) / 5000 (Normal) / 3500 (Hard)
Item : None

Fire Elemental (Type 2)
HP : 52000
Weakness : Ice
Exp : 75000 (Easy) / 25000 (Normal) / 17500 (Hard)
Item : Spell Reinforce / Sap Guard

Lesser Vampire (Type 3)
HP : 22600
Weakness : None
Exp : 10800 (Easy) / 3600 (Normal) / 2520 (Hard)

Item : Burgundy Flask / Beast's Fangs

Unburied Dead

HP : 21600

Weakness : None

Exp : 15000 (Easy) / 5000 (Normal) / 3500 (Hard)

Item : None

Ancient Golem

HP : 120000

Weakness : None

Exp : 180000 (Easy) / 60000 (Normal) / 42000 (Hard)

Item : Mage Slayer / Raven Slayer

Bream Giant

HP : 18400

Weakness : Poison / Holy

Exp : 3600 (Easy) / 1200 (Normal) / 840 (Hard)

Item : Mystic Cross / Normalize

Anemone

HP : 42600

Weakness : None

Exp : 33000 (Easy) / 11000 (Normal) / 7700 (Hard)

Item : Daemon Slayer / Beast Slayer

Brutal Gaze

HP : 54900

Weakness : None

Exp : 93000 (Easy) / 31000 (Normal) / 21700 (Hard)

Item : Wand of Exchange / Lapis Lazuli

Secret Area :

Item : Razor Shaft, Eternal Garb (All were trapped)

Second Area - Difficulty : Normal

Item list :

Golden Egg x6

Poison Blow

Eternal Garb x2

Sap Guard

Fire Storm

Frigid Damsel

Mighty Check

Scout Orb

Enemy list :

Misery Seeker

HP : 47700

Weakness : None

Exp : 24000 (Easy) / 8000 (Normal) / 5600 (Hard)

Item : None

King Kraken

HP : 64000

Weakness : None

Exp : 120000 (Easy) / 40000 (Normal) / 28000 (Hard)
Item : Dragoon Faith

Unholy Terror

HP : 62000
Weakness : None
Exp : 204000 (Easy) / 68000 (Normal) / 47600 (Hard)
Item : Dimension Slip / Lapis Lazuli

Necro Centipede

HP : 41600
Weakness : Poison
Exp : 30000 (Easy) / 10000 (Normal) / 7000 (Hard)
Item : None

Venom

HP : 100000
Weakness : None
Exp : 192000 (Easy) / 64000 (Normal) / 44800 (Hard)
Item : None

Unliving Vapor

HP : 52300
Weakness : Holy
Exp : 22800 (Easy) / 7600 (Normal) / 5320 (Hard)
Item : None

Mummy

HP : 45600
Weakness : Fire
Exp : 28500 (Easy) / 9500 (Normal) / 6650 (Hard)
Item : None

Secret Area :

1/ Boss : Lezard Valeth
 HP : 100000
 Weakness : None
 Exp : 140000
 Item : Glance Reviver

 Hell Gaze
 HP : 20000
 Weakness : None
 Exp : 21700 (Hard)
 Item : Shield Critical / Reflect Sorcery

 Brutal Gaze
 HP : 54900
 Weakness : None
 Exp : 93000 (Easy) / 31000 (Normal) / 21700 (Hard)
 Item : Wand of Exchange / Lapis Lazuli

Difficulty : Very Hard

Strategy : This battle maybe very long if you do an overattack because the 2 6-heads monsters will revive each other and Lezard Valeth. Hence, you must kill 2 monsters in the same turn. After that, cast Reflect Sorcery to prevent Lezard's attack then attack him. Remember Auto Item and Guts must be set or you will lose the battle.

New character : Lezard Valeth

Type : Mage

2/ 2 trapped chest : Soul Sword "Kusanagi", Wand "Mystic Sage"

Third Area - Difficulty : Hard

Item list :

Golden Egg x3
Shield Critical
Icicle Edge

Enemy list :

Larvae

HP : 282600
Weakness : None
Exp : 60000 (Easy) / 20000 (Normal) / 14000 (Hard)
Item : None

Abyss

HP : 205000
Weakness : None
Exp : 450000 (Easy) / 150000 (Normal) / 105000 (Hard)
Item : None

Necro Centipede

HP : 41600
Weakness : Poison
Exp : 30000 (Easy) / 10000 (Normal) / 7000 (Hard)
Item : None

Lycurgus

HP : 188000
Weakness : Poison
Exp : 105000 (Easy) / 35000 (Normal) / 24500 (Hard)
Item : None

Dragoon Tyrant

HP : 950000
Weakness : None
Exp : 450000 (Easy) / 150000 (Normal) / 105000 (Hard)
Item : Lapis Lazuli

Demon "Zorkreyl"

HP : 299900
Weakness : None
Exp : 240000 (Easy) / 80000 (Normal) / 56000 (Hard)
Item : Lapis Lazuli

Wise Sorcerer (Type 4)

HP : 260000
Weakness : Poison
Exp : 156000 (Easy) / 52000 (Normal) / 36400 (Hard)
Item : None

Accused One

HP : 380000

Weakness : None

Exp : 240000 (Easy) / 80000 (Normal) / 56000 (Hard)

Item : Lapis Lazuli

Secret Area :

1/ 3 trapped chest : Golden Egg, Ethereal Divide,
Holy wand of Telos

2/ 2 items : Eternal Garb, Lightning Bolt

Boss : Brahms

HP : 172000

Weakness : None

Exp : 210000

Item : Razor Shaft

Difficulty : Normal

Strategy : Brahms can attack only one character at a time. So don't worry about his attack. Use Might Reinforce + Sap Guard and he will fall soon.

New character : Brahms

Type : Warrior

3/ 3 items : Golden Egg, Demon Sword "Nefarious" (trapped),
Bloody Duster (trapped)

4/ Boss : Freya

HP : 300000

Weakness : None

Exp : 0

Item : None

Difficulty : Normal

Strategy : Like Brahms, Freya cannot attack multiple characters at a time. But her defense are very high. You will need powerful weapons to fight her.

New character : Freya

Type : Warrior

* Note : There will be a door in this area which you can't open by using the Flame Jewels. But you must open it if you want to clear this dungeon. So how can you do this ? Actually, in order to open that gate, you have to notice a bit. Have you seen the green switch on the ground ? If you guess it is the key to solve this problem, then you are right. The green switch is the only switch that can open the door. But to open it, you have to push it first. Now I will explain how to push it :

- From the start of area 3, go left, left, then enter the teleport sphere.
- Go right until you reached room with 2 slabs of glass on the ground. Break the right slab, but don't break the left one because you will be slowed down by a bit each time you come back here.
- Jump down, then break the glass slab on the floor and jump down again.
- Go left to the room with a teleport sphere, enter it, then go left.
- Jump down, but hold the Up button while falling to catch the chain, then enter the door
- Go find a room with a slab of glass, break it. Now jump down, and don't tap Left or Right button while falling and you will directly step on the switch. The door will open because you have pushed the switch.

Sub - Boss : Gabriel Celeste
HP : 800000
Weakness : None
Exp : 900000 (Easy) / 300000 (Normal) / 210000 (Hard)
Item : None
Difficulty : Hard

Strategy : This boss is really tough if you don't have powerful weapons such as the Glance Reviver. But defeating him will be not too hard. Just use the strategy like when battling with the Bloodbane (Your most powerful weapons + Might Reinforce + Guard Reinforce + Sap Power + Sap Guard). Auto Item with 100% priority of Union Plume and Guts must be set up if you don't want to die by his second special attack (Meteor Swarm). Besides, use special attacks as much as possible to knock him off.

Fourth Area - Difficulty : Very Hard

Item list :

Golden Egg
Lapis Lazuli
Wand of Exchange
Quartz Gem

Enemy list :

Setkhefre
HP : 500000
Weakness : None
Exp : 450000 (Easy) / 150000 (Normal) / 105000 (Hard)
Item : Noble Elixir / Noble Banish

Disaster Eye
HP : 500000
Weakness : None
Exp : 600000 (Easy) / 200000 (Normal) / 140000 (Hard)
Item : Lapis Lazuli

Carnage Beast
HP : 652000
Weakness : Fire
Exp : 540000 (Easy) / 180000 (Normal) / 126000 (Hard)
Item : Demon Sword "Nefarious"

Lich
HP : 546000
Weakness : None
Exp : 390000 (Easy) / 130000 (Normal) / 91000 (Hard)
Item : Eternal Garb

Loki Shade
HP : 752000
Weakness : None
Exp : 600000 (Easy) / 200000 (Normal) / 140000 (Hard)
Item : Ethereal Divide

Dark Valkyrie
HP : 440000
Weakness : None

Exp : 600000 (Easy) / 200000 (Normal) / 140000 (Hard)
Item : Glance Reviver

Giant Lord

HP : 750000
Weakness : None
Exp : 900000 (Easy) / 300000 (Normal) / 210000 (Hard)
Item : Holy Wand of Telos

Vanir (Type 1)

HP : 22000
Weakness : None
Exp : 18000 (Easy) / 6000 (Normal) / 4200 (Hard)
Item : Dampen Magic / Reflect Sorcery

Hamster

HP : 400000
Weakness : None
Exp : 3702 (Easy) / 1234 (Normal) / 863 (Hard)
Item : Dainslef / Wand "Mystic Sage"

Secret Area :

2 trapped items : Dainslef, Ether laser

- This is the 4th area, the area of bosses. Most of monsters here are bosses in the main game, but in different name, and different power. Defeating them is not easy, but not so hard. Just use the same strategy as when battling with Gabriel Celeste. Try to defeat all of them to get most powerful equipments here.

- The boss of this dungeon is located at the end of this area. She is the most powerful boss in the game. You'll need to prepare before fighting her. To do that, first you need to get some powerful weapons. If you are playing in Easy or Normal mode, I recommend getting the Glance Reviver from the Dark Valyrie first, because she is the weakest boss here, then try to get the Demon Sword "Nefarious" (for Heavy Knights). Otherwise, if you are playing on Hard Mode and you have 8 Flame Jewels, you can get some secret powerful weapons easier.

- There are 2 rare bosses here, the chance of encountering them is very low, but sometimes you will meet them instead for common bosses.

+ The 6-head Snake near the Lich sometimes will be the Giant Lord instead of the Disaster Eye. Chance of meeting him is 5%.

+ The wizard near the Dark Valkyrie sometimes will be 4 Hamsters instead of the Loki Shade. Chance of meeting them is 10%.

- Defeating the Disaster Eyes is not easy. You have to kill all of them in the same turn to kill them.

- The Hamsters (looks like mouses) is actually the toughest enemies. They are too small to be hit. That makes you cannot activate special attacks so often. Besides, their power are unbelievable (Furry One). So be careful when fighting them.

Boss : Iseria Queen
HP : 2300000
Weakness : None
Exp : 3000000 (Easy) / 1000000 (Normal) / 700000 (Hard)
Item : None
Difficulty : Hard

Strategy : This battle is not easy, because the boss have very high HP, and unbelievable power. But defeating her is not too hard. Just use the same strategy like with previous bosses, but be sure to buy 99 Union Plumes and

equip your most powerful weapons. Besides, most of her attacks will kill you in one strike. So you don't need to improve your RDM status. Note that Guts and Auto Item must be set up to raise your chances of survive.

- After defeating Iseria Queen, grab the chest to get 1500000 Exp and an item. The item is base on your number of defeating Iseria Queen. Here is the explanation :

First time : Tri - Emblem (+3000 RDM, -90% Fire Damage)

Second - Ninth : Book of Riddles 1 - 8 (useless)

Tenth and later : Angel Slayer (Most powerful sword in the game)

- The theme music will change and the enemies will disappear once you got the item. Return to the Save Point, save your game. If you want to re-play this dungeon, exit through the door near the save point, then select continue at the main menu to play this dungeon again.

=====
IV/ Endings :

There are 3 endings in the entire game. The way you play the game will determine your ending. In this section, I will explain how to get them.

1. Ending C - Bad Ending :

Use every way to reduce your Evaluation Level to zero (Don't give any character to Odin, and keep all artifacts). When your Evaluation Level drops a few dozens, Freya will appear at the world map to warn you. And when you return to the world map with the Evaluation Level at zero, she will appear once again and you will have to fight her. No matter what you defeat her or not, a scene will occur and it will be GAME OVER. That's the bad ending.

Boss : Freya

HP : 360000

Weakness : None

Exp : 0

Item : None

Difficulty : Very hard

Freya is a really tough boss. Normally, you will damage her 0 or 1 HP. This mean you cannot defeat her with low attack power. To do this without using Gameshark codes, you'll need very powerful weapons and special attacks. And you will have to play on Hard Mode to do this. First, your party and equipments must be as below :

- Valkyrie with a triple - combos bow
- Lucian with a triple - combos sword (or Badrach with a triple - combos bow) to get fire orbs from Freya.

- A mage (I use Mystina) with these spell : Might Reinforce, Sap Guard.

- Aelia with the Great Spear "Dinosaur" (you can only get it from the Palace of Dragoons), or Angrim with the Magic Blade "Cromrea" (70% special attack power awarded (can only be taken from the Adrianrod Labyrinth). Also equip him / her a Power Bangle.

About Skills and items : Guts must be equipped, and Auto Item with 100% priority of Union Plume is also required to save your times. Then buy 99 Union Plumes. Other restoration items is worthless here because Freya usually kill a character in each turn if she hit the target.

Before fighting her, give your trump card (the character with the most powerful special attack) all remaining Golden Eggs. Have him/her learned all

skills which raise Attack Power, and equip him/her a Power Bangle.

In battle, don't worry about resurrecting your characters because the Auto Item skill will help you. Valkyrie and Lucian should make Freya drops fire orbs, and you will only need to activate the most powerful special attack to damage Freya. Angrim can do up to approximately 8000 damage, while Aelia can strike up to 20000 damage. Don't activate any other special attack to save fire orbs. You will win the battle after awhile (It takes me 20 minutes for doing this).

2. Ending B - Normal Ending :

This is the most popular ending. 90% players will get this ending in their play time. Simply don't let your Evaluation Level reduce to zero by sending Einherjar or Artifacts to Odin. The final boss will be Surt, which can be defeated easily.

* Tip : I don't give any Einherjar to Odin. Instead, I give him an artifacts that is no need for me any longer when my Evaluation Level reached zero to raise it to 1.

3. Ending A - Good Ending :

This is the hardest ending to obtain. In order to get it, first you MUST follow these instructions :

- Obtain Lucian and Mystina (available in Normal Mode or Hard Mode)
- Send Lucian to Asgard before Chapter 6 is concluded. You will see an event between Valkyrie and Lucian (a romantic kiss, eh).
- Keep Valkyrie's Seal Value less than 30 before chapter 8, by doing following actions :
 - + Visit the Weeping Lily Meadow (Seal Value -15)
 - + Meet Lucian at Gerabellum (Seal Value -15) from Chapter 2 to Chapter 5, and before Lucian's death.
 - + Obtain a character (Seal Value -2)
 - + Meet Brahms at Brahms Castle (Seal Value -12) as soon as possible, you can fight him or not because it doesn't affect the result of the reduction of your Seal Value.
 - + Meet Lezard at the Tower of Lezard Valeth (Seal Value -15). You can only do this in Chapter 4, because Lezard will disappear at disc 2.
 - + Obtain Mystina (Seal Value -15)
 - + Obtain Lucian (Seal Value -20)
 - + Don't send any Einherjar to Asgard except for Lucian. Each Einherjar who is sent to Asgard will make Valkyrie's Seal Value increases by 12 points.

Note that Seal Value can only be reduce to zero (cannot go lower). An event will occur in chapter 7, and Lucian will be killed by Loki. This is the most important to obtain this ending. Without this event, you cannot get the ending. Inchapter 8, concentrate until your target is Weeping Lily Meadow, then go there and you will head straightly to the good ending. (See upper sections for more informations)

In chapter 7, Valkyrie's Seal Value must be lower than 30 to activate the event. Therefore, don't send any Einherjar to Asgard, and keep Evaluation Level greater than 0. Note that after the Lucian's death event occurs, if your Evaluation Level is reduced to 0 after chapter 7, Freya will appear at the beginning of chapter 8 and your ending will be the Bad Ending. To prevent this accident, simply send an Einherjar with the Hero Value approx 150 to Asgard. If you do correctly, you will obtain the good ending without any trouble.

* Tidbit : If you have enter the Weeping Lily Meadow once before the Lucian's death event occurred, then go to that place again after the event, Valkyrie will say : "Why did I come to such a place ?"

=====

V/ Monster list (in the main game) :

All monsters were sort by this order : Monster Type -> Name

1/ Undead :

Blood Sucker

HP : 4000

Weakness : None

Exp : 2400 (Easy) / 800 (Normal) / 560 (Hard)

Item : Rapter's Claw / Ghoul Powder

Ghast

HP : 600

Weankess : None

Exp : 480 (Easy) / 160 (Normal) / 112 (Hard)

Item : Leather Armor / Long Sword

Lesser Vampire (Type 1)

HP : 400

Weakess : None

Exp : 450 (Easy) / 150 (Normal) / 105 (Hard)

Item : Vegetable Seed / Sage

Lesser Vampire (Type 2)

HP : 2500

Weakness : None

Exp : 2100 (Easy) / 700 (Normal) / 490 (Hard)

Item : Broken Spear / Broken Blade

Life Stealer

HP : 25700

Weakness : Lightning

Exp : 8040 (Easy) / 2680 (Normal) / 1876 (Hard)

Item : Raptor's Claw / Aconite

Undead Carcass

HP : 4600

Weakness : None

Exp : 427 (Hard)

Item : Mandrake / Raw Meat

Undead Slave

HP : 19000

Weakness : Holy

Exp : 1680 (Hard)

Item : Icicle Edge / Guard Reinforce

2/ Beasts :

Basilisk

HP : 22000

Weakness : None

Exp : 2800 (Hard)

Item : Mandrake / Basilisk Scale

Forager

HP : 44000
Weakness : None
Exp : 28000 (Hard)
Item : Mithril Plate

Pongo

HP : 1000
Weakness : None
Exp : 525 (Easy) / 175 (Normal) / 122 (Hard)
Item : Normalize / Fire Lance

Eternal Chimera

HP : 40000
Weakness : None
Exp : 24000 (Normal) / 16800 (Hard)
Item : Shield Critical / Prismatic Missile

Manticore

HP : 13000
Weakness : None
Exp : 19500 (Easy) / 6500 (Normal) / 4550 (Hard)
Item : Broken Blade / Broken Bow

Pongo Robustus

HP : 2300
Weakness : Dark
Exp : 1200 (Easy) / 400 (Normal) / 280 (Hard)
Item : Short Spear / Long Bow

Venomous Spider

HP : 1500
Weakness : Ice
Exp : 840 (Easy) / 280 (Normal)
Item : Long Sword / Chain Mail

3/ Dragons :

Dragon Servant

HP : 500
Weakness : Ice
Exp : 900 (Easy) / 300 (Normal) / 210 (Hard)
Item : Broad Sword / Chain mail

Dragon Zombie (Type 1)

HP : 13400
Weakness : Fire, Lighting, Holy
Exp : 18000 (Easy) / 6000 (Normal) / 4200 (Hard)
Item : Neckless Doll / Broken Armor

Dragon Zombie (Type 2)

HP : 15000
Weakness : Holy
Exp : 10000 (Normal) / 7000 (Hard)
Item : Mithril Ore / Aconite

Dragon Zombie (Type 3)

HP : 24000
Weakness : Lightning
Exp : 10000 (Normal) / 7000 (Hard)

Item : Broken Spear / Broken Armor

Dragonewt

HP : 20000

Weakness : None

Exp : 3100 (Normal) / 2170 (Hard)

Item : Broken Armor / Broken Spear

Lizardman

HP : 15000

Weakness : Holy

Exp : 2100 (Hard)

Item : Silver Mail / Wassail - Rapier

4/ Birds :

Harpy (Type 1)

HP : 6000

Weakness : None

Exp : 7800 (Easy) / 2600 (Normal) / 1820 (Hard)

Item : Invoke Feather / Rapid Bow

Harpy (Type 2)

HP : 22000

Weakness : Fire

Exp : 16800 (Easy) / 5600 (Normal) / 3920 (Hard)

Item : Poison Blow / Prismatic Missile

Harpy (Type 3)

HP : 23000

Weakness : Fire

Exp : 30000 (Easy) / 10000 (Normal) / 7000 (Hard)

Item : Reflect Sorcery / Dark Savior

Harpy (Type 4)

HP : 30000

Weakness : None

Exp : 17500 (Hard)

Item : Base Metal / Nightshade

Monstrous Vermin

HP : 10200

Weakness : None

Exp : 11400 (Easy) / 3800 (Normal) / 2660 (Hard)

Item : Feather / Iron Ore

Stealer Robin

HP : 9000

Weakness : None

Exp : 2500 (Normal) / 1750 (Hard)

Item : Raptor's Claw / Feather

Vermin

HP : 530

Weakness : None

Exp : 1950 (Easy) / 650 (Normal) / 455 (Hard)

Item : Beast's Fangs / Feather

5/ Plants :

Corrosive Vine

HP : 7000

Weakness : Fire

Exp : 9000 (Easy) / 3000 (Normal) / 2100 (Hard)

Item : Savory / Vegetable Seed

Mandragora

HP : 32500

Weakness : Fire

Exp : 12000 (Easy) / 4000 (Normal) / 2800 (Hard)

Item : Dampen Magic / Shield Critical

Mantrap Plant

HP : 1800

Weakness : Fire, Dark

Exp : 1590 (Easy) / 530 (Normal) / 371 (Hard)

Item : Vegetable Seed / Beast's Fangs

6/ Mages :

Drow Shaman

HP : 1000

Weakness : None

Exp : 1500 (Easy) / 500 (Normal) / 350 (Hard)

Item : Sap Power

Mage Lord

HP : 12000

Weakness : Poison

Exp : 4000 (Normal) / 2800 (Hard)

Item : Might Reinforce / Dampen Magic

Necromancer

HP : 1000

Weakness : None

HP : 1800 (Easy) / 600 (Normal) / 420 (Hard)

Item : Stone Torch / Icicle Edge

Necrophiliac

HP : 6000

Weakness : Poison

Exp : 6000 (Easy) / 2000 (Normal) / 1400 (Hard)

Item : Mystic Cross / Lightning Bolt

Thaumaturgist

HP : 2200

Weakness : Poison

Exp : 2400 (Easy) / 800 (Normal) / 560 (Hard)

Item : Shadow Servant / Heal

Wise Sorcerer (Type 1)

HP : 5600

Weakness : Poison

Exp : 5400 (Easy) / 1800 (Normal) / 1260 (Hard)

Item : Shield Critical / Dark Savior

Wise Sorcerer (Type 2)

HP : 4400

Weakness : Poison

Exp : 1750 (Normal) / 1225 (Hard)

Item : Invoke Feather / Stone Torch

Wise Sorcerer (Type 5)

HP : 10000

Weakness : Poison

Exp : 2240 (Hard)

Item : Guard Reinforce / Frigid Damsel

7/ Demons :

Argent Knight

HP : 18000

Weakness : None

Exp : 3500 (Hard)

Item : Mithril Plate / Cranequin - Crossbow

Dark Sorceress

HP : 18700

Weakness : Poison

Exp : 2240 (Hard)

Item : Heal / Invoke Feather

Demon Servant

HP : 2000

Weakness : None

Exp : 1000 (Normal) / 700 (Hard)

Item : Chainmail / Falchion

Demon "Wiead"

HP : 55700

Weakness : None

Exp : 36050 (Hard)

Item : Nightshade / Ghoul Powder

Inferior

HP : 4900

Weakness : Poison, Holy, Dark

Exp : 1950 (Easy) / 455 (Hard)

Item : Breastplate / Long Flail

Knight Fiend

HP : 2500

Weakness : None

Exp : 1560 (Easy) / 520 (Normal) / 364 (Hard)

Item : Falchion / Warhammer

Lesser Demon

HP : 2400

Weakness : None

Exp : 1950 (Easy) / 650 (Normal) / 455 (Hard)

Item : Lamellar / Bastard Sword

Rib Forager

HP : 6800

Weakness : None

Exp : 3300 (Easy) / 1100 (Normal) / 770 (Hard)

Item : Footman's Axe / Estoc

Ridiculer

HP : 18700

Weakness : None
Exp : 2800 (Hard)
Item : None

Spectator

HP : 24600
Weakness : Ice
Exp : 4620 (Hard)
Item : Neckless Doll / Savory

Succubus

HP : 2000
Weakness : Holy
Exp : 500 (Normal) / 350 (Hard)
Item : Dampen Magic / Heal

Vampire Lord

HP : 5000
Weakness : None
Exp : 600 (Normal) / 420 (Hard)
Item : Shadow Servant / Invoke Feather

Victory

HP : 10000
Weakness : Lightning
Exp : 4800 (Easy) / 1600 (Normal) / 1120 (Hard)
Item : Full Plate / Flamberge

8/ Skeleton :

Dragon - Tooth Warrior

HP : 15000
Weakness : Holy
Exp : 10800 (Easy) / 3600 (Normal) / 2520 (Hard)
Item : Breastplate / Rapid Bow

Grey Bones

HP : 27000
Weakness : None
Exp : 8000 (Normal) / 5600 (Hard)
Item : Damascus Sword / Lucerne Hammer

Necrophidius

HP : 3600
Weakness : None
Exp : 630 (Hard)
Item : Bastard Sword / Beast's Fangs

Ram Guardian

HP : 25600
Weakness : None
Exp : 13000 (Normal) / 9100 (Hard)
Item : Vegetable Seed / Ebony Powder

Two - Sword Fencer

HP : 13600
Weakness : None
Exp : 4000 (Normal)
Item : Fine Halberd / Silver Mail

9/ Ethereal :

Banshee

HP : 400
Weakness : None
Exp : 1350 (Easy) / 450 (Normal)
Item : Frigid Damsel / Fire Storm

Crying Soul

HP : 3650
Weakness : None
Exp : 560 (Hard)
Item : Fire Storm / Lightning Bolt

Figment (Type 1)

HP : 650
Weakness : None
Exp : 960 (Easy) / 320 (Normal) / 224 (Hard)
Item : Fire Storm / Fire Lance

Figment (Type 2)

HP : 3500
Weakness : Ice
Exp : 686 (Hard)
Item : Sap Guard / Fire Lance

Fire Elemental (Type 1)

HP : 15200
Weakness : Ice
Exp : 3900 (Easy) / 910 (Hard)
Item : Sap Power / Lightning Bolt

Fire Elemental (Type 3)

HP : 6000
Weakness : Ice
Exp : 483 (Hard)
Item : Sap Guard / Sap Power

Grave Mist

HP : 2500
Weakness : None
Exp : 2400 (Easy) / 800 (Normal) / 560 (Hard)
Item : Sap Power / Sap Guard

Haunt

HP : 62000
Weakness : Holy
Exp : 50000 (Normal) / 35000 (Hard)
Item : Sacred Javelin / Heal

Wraith Lord

HP : 65000
Weakness : Holy
Exp : 70000 (Hard)
Item : Frigid Damsel / Poison Blow

10/ Oceanic organism :

Bream Giant

HP : 18400

Weakness : Poison, Holy
Exp : 3600 (Easy) / 1200 (Normal) / 840 (Hard)
Item : Mystic Cross / Normalize

Crab Giant

HP : 1000
Weakness : Fire
Exp : 600 (Normal) / 420 (Hard)
Item : Fresh Meat / Broken Bow

Crustacean Monster

HP : 14300
Weakness : Fire
Exp : 7350 (Easy) / 2450 (Normal) / 1715 (Hard)
Item : Wassail - Rapier / Fine Halberd

Current Fish

HP : 1300
Weakness : Fire
Exp : 435 (Easy) / 145 (Normal)
Item : Fresh Meat / Beast's Fang

Giant Squid

HP : 42600
Weakness : Poison, Holy
Exp : 8000 (Normal) / 5600 (Hard)
Item : Fresh Meat / Savory

Gill - Man

HP : 15300
Weakness : Poison
Exp : 980 (Hard)
Item : Silver Mail / Composite Bow

King Kraken

HP : 64000
Weakness : None
Exp : 120000 (Easy)
Item : Dragoon Faith

Kraken

HP : 24000
Weakness : Fire
Exp : 24000 (Normal) / 16000 (Hard)
Item : Dampen Magic

Monstrous Viper

HP : 900
Weakness : None
Exp : 450 (Easy) / 150 (Normal)
Item : Broken Blade / Aconite

Red Lobster

HP : 20000
Weakness : Poison, Holy
Exp : 21000 (Hard)
Item : Fresh Meat / Ghoul Powder

Roper

HP : 17200

Weakness : Poison, Holy
Exp : 1120 (Hard)
Item : Foxglove / Broken Spear

11/ Six-head snake :

Evil Eye

HP : 24900
Weakness : None
Exp : 18690 (Hard)
Item : Invisibility Potion

Inferior Eye

HP : 40000
Weakness : None
Exp : 24000 (Normal) / 16800 (Hard)
Item : Raw Meat / Sacred Javelin

Hel Servant

HP : 22000
Weakness : None
Exp : 14000 (Hard)
Item : Dampen Magic

Hell Gaze

HP : 20000
Weakness : None
Exp : 21700 (Hard)
Item : Shield Critical / Reflect Sorcery

12/ Self-Destruct :

Fatal Glimmer

HP : 9200
Weakness : Dark
Exp : 12600 (Easy) / 4200 (Normal) / 2940 (Hard)
Item : Poison Blow / Shadow Servant

Monstrous Glowfly

HP : 7000
Weakness : Dark
Exp : 9900 (Easy) / 3300 (Normal) / 2310 (Hard)
Item : Sap Guard / Normalize

13/ Insects :

Beetle Giant

HP : 5000
Weakness : Ice
Exp : 3450 (Easy) / 805 (Hard)
Item : Aconite / Nightshade

Cosair Beetle

HP : 3600
Weakness : Fire
Exp : 6000 (Easy) / 2000 (Normal) / 1400 (Hard)
Item : Beast's Fangs / Burgundy Flask

14/ Slugs :

Brackish Muck

HP : 7000

Weakness : None

Exp : 4200 (Easy) / 1400 (Normal) / 980 (Hard)

Item : Burgundy Flask / Base Metal

Dark Pudding

HP : 9200

Weakness : None

Exp : 3500 (Normal) / 2450 (Hard)

Item : Broken Blade / Broken Bow

Gelatinous Ooze

HP : 7500

Weakness : None

Exp : 1022 (Hard)

Item : Foxglove / Iron Ore

Mire Creeper

HP : 2200

Weakness : None

Exp : 990 (Normal) / 693 (Hard)

Item : Lamellar / Bastard Sword

Viscous Clod

HP : 8049

Weakness : None

Exp : 7500 (Easy) / 2500 (Normal) / 1750 (Hard)

Item : Composite Bow / Full Plate

15/ Heavy :

Iron Golem

HP : 20000

Weakness : None

Exp : 14000 (Hard)

Item : Raptor's Claw

Dullahan

HP : 35000

Weakness : None

Exp : 22400 (Hard)

Item : Broken Blade / Broken Armor

Dullahan Lord

HP : 40000

Weakness : None

Exp : 120000 (Normal) / 84000 (Hard)

Item : Broken Bow / Broken Spear

Silver Golem

HP : 80000

Weakness : Ice, Lightning

Exp : 35000 (Hard)

Item : Poison Blow / Frigid Damsel

=====
VI/ Skill and magic spell list :

1/ Skill list :

a/ For all characters :

```
+++++
Name           Max LV   Effect
+++++
```

Name	Max LV	Effect
First Aid	8	15% chance of restoring DME when injury occurs. Amount of restoration depend on skill level and character's max DME. Cannot cure self.
Auto Item	8	Use items automatically depending on circumstances. You can set priority for each item. Total priority is actually Skill LV x40%.
Cure Condition	8	Cures abnormal status. Abnormalities which can be cured depend on Skill LV. LV1=Poison/ LV3=Freeze/ / LV4=Paralyze/ LV5=Silence/ LV6=Curse/ LV8=Stone.
Guts	8	Character may survive with very low DME even if DME is depleted after enemy's attack.
Tactics	8	Raise INT. Skill LV x1.
Hear Noise	8	Raise AGL. Skill LV x1.
Find Trap	8	Ability to detect trap. Only needed for Hero who will be sent to Asgard.
Survival	8	Raise maximum DME by Skill LV x200.
Identify	8	Item appraisal ability. Only needed for Hero who will be sent to Asgard.
Leadership	8	Leadership ability. Required for hero who will be sent to Asgard.
Fight	8	Raise STR, INT, AGL, DEX. Skill LV x2.
Trick	8	Raise INT. Skill LV x2.
March	8	Raise INT. Skill LV x1.
Formation	8	Raise INT. Skill LV x1.
Defend	8	Raise RDM. Skill LV x10.
Avoid	8	Raise AGL. Skill LV x3.
Resist Damage	8	Raise RDM. Skill LV x20.
Resist Magic	8	Raise RST. Skill LV x5.
Monster Int	8	Knowledge of monsters. Usually needed for hero that will be sent to Asgard.
Undead Int	8	Knowledge of the undead. Usually needed for hero that will be sent to Asgard.
Demon Int	8	Knowledge of demons. Usually needed for hero that will be sent to Asgard.

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+++++
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b/ For warriors :

```
+++++
Name           Max LV   Effect
+++++
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Name	Max LV	Effect
Combo Counter	1	Normal attack can be repeated from Counter Attack. However, the order of Normal attack is fixed.
Attack Pow	8	Raise STR. Skill LV x30.
Hit	8	Raise DEX. Skill LV x3.
Counter	1	Counter-attack. Push the character button during evade to perform.

c/ Melee combat skills :

```
+++++
Name           Max LV   Effect
+++++
```

Name	Max LV	Effect
Throw	1	Hurl a magic blade at enemy before attack to put up his guard. Accuracy is fair, not very high.
Splash	8	Adds extra Shock Wave attack. Shock Wave does not contribute to Hit Number.
Reverie	8	Character's double adds extra attack to foe. Double may disappear if attacked, but will appear in the next battle. Double adds to Hit Number.
Scarlet Edge	1	Add Down Effect to Normal Attack. Uses 5% Max DME.
Charge	1	Fire a blast which causes 1.5x Damage. Uses 5% of Max DME.
Strike Edge	1	50% of causing Faint. Uses 5% of Max DME.
Dark	1	Allows character to attack from the rear. Reduce enemy's perfect guard chance by 50%. Push Left button before attack to perform.
Trick Step	1	Step back before attacking to make foe counter attack and miss. Push Left button before attack to perform.

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+++++
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d/ Shooting skills :

```
+++++
Name           Max LV   Effect
+++++
```

Name	Max LV	Effect
Noise Arrow	8	Seal off foe's ability to cast magic. Chance depend on Skill LV.
Triple Distress	8	Reduce foe's ability to avoid, defend and counter attack. Chances depend on Skill LV.
Slanting Rain	1	Attack all enemies with arrow attack. However, combination attack will become unusable. Press character button, then directional buttons to

perform.

Darkness Arrow 1 Attack all foes with arrows which reduce Avoid %. However, combination attack will become unusable. Press character button and directional buttons to perform.

False Arrow 1 Fire 3 arrows in order to intentionally make enemy put up their guard. Press character button and directional buttons to perform.

+++++

e/ For mages only :

+++++

Name Max LV Effect

+++++

Adept Illusion 8 Create an illusion in order to avoid attack.

Dancing Sword 8 If character avoids or blocks an attack, 2 swords materialize in the air and counter-attack.

Last Trial 8 When struck down, character lays a curse upon his foe.

Steal Magic 8 HP of foes defeated by magic attack add to your own DME. Chance depend on enemy's power and Skill LV.

Stun Magic 8 Cause faint with successful magic attack. Chance depend on Skill LV.

Concentration 5 Whenever magic Special Attacks are performed, exchange DME to reduce CT to 2. Necessary DME changes with Skill LV.

Mental Reaction 4 Exchanges DME to restore Charge Turn. To restore, press character. Necessary DME is affected by max DME and Skill LV.

Wait Reaction 8 Character can attack with familiar even during Charge Turn. Press the character button to perform. Familiar's power depend on Skill LV.

Magic Pow Raise INT. Skill LV x30.

+++++

2/ Magic spell list :

a/ Attack spells :

+++++

Name Target Element Special attack

+++++

Table with 4 columns: Name, Target, Element, Special attack. Rows include Fire Storm, Fire Lance, Icicle Edge, Frigid Damsel, Shadow Servant, Dark Savior, and Mystic Cross.

Sacred Javelin	One enemy	Holy	Seraphic Law
Poison Blow	All enemies	Poison	Petro Disruption
Stone Torch	One enemy	None - Cause Stone	Carnage Anthem
Lightning Bolt	All enemies	Lightning	Dragon Bolt
Prismatic Missile	One enemy	None	Gravity Blessing

+++++

b/ Other Spells :

+++++

Name	Target	Effect
Heal	Your party	Restores 80% DME to all characters
Normalize	One character	Cures abnormal status
Invoke Feather	One character	Revive a character with 80% DME
Sap Power	One enemy	Reduce foe's attack power for 5 turns
Sap Guard	One enemy	Reduce foe's defense for 5 turns
Dampen Magic	All enemies	Seal off enemies's ability to cast magic
Shield Critical	All enemies	Seal off enemies's special attack
Reflect Sorcery	Your party	Return magic attack to enemy who cast it
Might Reinforce	Your party	Raise attack power by 1.5x in 10 turns
Guard Reinforce	Your party	Raise RDM by 1.5x in 10 turns
Spell Reinforce	Your party	Raise magic attack power of mages by 1.5x in 10 turns

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VII/ Transmutable items :

In this section, I will divide transmutable items into 3 type :

1. Static - Change into certain items whether you have Valkyrie equip the Creation Gem, Creation Jewel or not
2. Variable - Change into different items when you have Valkyrie equip the Creation Gem, or Creation Jewel or not.
3. Special - Can be change only if Valkyrie have equipped Creation Gem, or Creation Jewel, or not

1. Static items :

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Item to transmute	Item after transmute
Flare Gem	Ice Gem
Ice Gem	Thunder Gem
Thunder Gem	Poison Gem
Poison Gem	Holy Gem
Holy Gem	Shadow Gem
Shadow Gem	Flare Gem
Flare Crystal	Ice Crystal
Ice Crystal	Thunder Crystal
Thunder Crystal	Poison Crystal
Poison Crystal	Holy Crystal
Holy Crystal	Shadow Crystal
Shadow Crystal	Flare Crystal
Antler Sword	Flare Gem
Viking Sword	Flare Gem
Walloon Sword	Flare Gem
Colichemarde	Flare Gem

Sinclair Saber	Flare Crystal
Pallasch	Flare Crystal
Reiter Pallasch	Flare Crystal
Schweizer - Sword	Flare Crystal
Awl - Pike	Poison Gem
Winged - Spear	Poison Gem
Boarding - Pike	Poison Gem
Corsesca	Poison Gem
Halberd	Poison Crystal
Pole - Axe	Poison Crystal
Ahlspiess	Poison Crystal
Saber - Halberd	Poison Crystal
Two - Handed - Sword	Thunder Gem
Hack - Blade	Thunder Gem
Zweihander	Thunder Gem
Striking - Sword	Thunder Gem
Claymore	Thunder Crystal
Flamberge	Thunder Crystal
Brandish - Sword	Thunder Crystal
Brutish - Edge	Thunder Crystal
Ruby Mace	Shadow Gem
Crystal Wand	Shadow Gem
Alchemy Wand	Shadow Crystal
Deluge Scepter	Shadow Crystal
Wa - to	Ice Gem
Tachi	Ice Gem
Seventh Sword	Ice Gem
No - Dachi	Ice Gem
Shisen - To	Ice Crystal
Kongou - To	Ice Crystal
Masamune	Ice Crystal
Muramasa	Ice Crystal
Windlass - Crossbow	Holy Gem
Rapid - Crossbow	Holy Gem
Bolt - Crossbow	Holy Gem
Crossbow	Holy Gem
Bolt - Aqqar	Holy Crystal
Serstine - Lock - Gun	Holy Crystal
Arbalest	Holy Crystal
Fire - Crossbow	Holy Crystal
Element Scepter	Tome of Alchemy
Ether Scepter	Tome of Alchemy
Invisibility Potion	Lucid Potion
Nightshade	Combo Potion
Foxglove	Union Plume
Basilisk Scale	Union Plume
Sealed Box	Noble Elixir
Inscribed Fragment	Trap Search
Secret of Damascus	Fairy Earring
Gargoyle Statue	Angel Curio

2. Variable items :

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+++++
Item to transmute  Normal          With Creation Gem  With Creation Jewel
+++++
Broken Blade      Broad Sword          Bastard Sword     Glare Guard
Broken Spear      Glaive              Warhammer         Crimson Edge
Broken Bow        Long Bow            Rapid Bow         Cranequin - Crossbow
Broken Armor      Chainmail           Breastplate       Glare Sword
Feather          Elixir              Prime Banish      Noble Elixir
Vegetable Seed   Elixir              Prime Banish      Noble Elixir
Savory           Banish              Prime Elixir      Noble Banish
Sage             Banish              Prime Elixir      Noble Banish
Iron Ore         Ebony Powder        Energy Ring       Gem of Activity
Ebony Powder     Skill Potion        Skill Potion      Material Potion
Neckless Doll    Scout Orb           Haste Ring       Gem of Creation
Mithril Ore      Earring of Healing  Ring of Healing  Ring of Learning
Raw Meat         Elixir              Prime Banish      Noble Elixir
Fresh Meat       Banish              Prime Elixir      Noble Banish
Base Metal       Ebony Powder        Crack Ring        Gem of Illusion
Citrine          Lapis Lazuli        Quartz Gem        Quartz Gem

Quartz Gem       Malice Search       None              Scarlet Edge
Lapis Lazuli     Enemy Search        None              Last Trial

Mandrake         Thunder Crystal     Thunder Crystal   None
Raptor Claw      Poison Crystal      Poison Crystal    None
Aconite          Flare Crystal       Flare Crystal     None
Ghoul Powder     Ice Crystal         Ice Crystal       None
Beast's Fangs    Holy Crystal        Holy Crystal      None
Burgundy Flask   Shadow Crystal      Shadow Crystal    None

Aqua Vitae       Quartz Gem          Icicle Guard      None

Fire Lance       Fire Storm          Icicle Edge       None
Fire Storm       Fire Lance          Frigid Damsel    None
Frigid Damse l  Icicle Edge         Fire Storm        None
Icicle Edge      Frigid Damsel      Fire Lance        None
Dark Savior      Shadow Servant      Sacred Javelin   None
Shadow Servant   Dark Savior         Mystic Cross      None
Sacred Javelin   Mystic Cross        Dark Savior       None
Mystic Cross     Sacred Javelin     Shadow Servant    None
Lightning Bolt   Prismatic Missile  Poison Blow       None
Prismatic Missile Lightning Bolt      Stone Torch       None
Stone Torch      Poison Blow         Prismatic Missile None
Poison Blow      Stone Torch         Lightning Bolt    None

Bewitching Statue Gem of Activity     False Arrow       Unicorn Horn
Fairy Bottle     Gem of Creation    Orihalcon         Gem of Illusion

Holy Relic              None              Quartz Gem        Icicle Sword
Orihalcon              None              Creation Jewel    Gram
Book of Everlasting Life None              Lapis Lazuli      Icicle Sword

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3. Special items :

a. Normal transmutation :

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Item to transmute	Item after transmute
Normalize	Heal
Heal	Normalize
Invoke Feather	Shield Critical
Shield Critical	Invoke Feather
Sap Power	Sap Guard
Sap Guard	Dampen Magic
Dampen Magic	Sap Power
Teaching of Asa	Lapis Lazuli
Guard Reinforce	Spell Reinforce
Spell Reinforce	Reflect Sorcery
Reflect Sorcery	Dampen Magic
Dancing Sword	Adept Illusion
Adept Illusion	Dancing Sword
Combo Counter	Slanting Rain
Slanting Rain	Combo Counter
Splash	Throw
Throw	Splash
Trick Step	Noise Arrow
Noise Arrow	Wait Reaction
Wait Reaction	Trick Step
Auto Item	Cure Condition
Cure Condition	Auto Item
Guts	Avoid
Avoid	Guts
Defend	Attack Pow
Attack Pow	Defend
Defend	Attack Pow
Magic Pow	Hit
Hit	Magic Pow
Charge	Strike Edge
Strike Edge	Scarlet Edge
Mirror of Pleiades	Incense Burner of Darlis
Incense Burner of Darlis	Mirror of Pleiades
Holy Grail	Bracelet of Zoe
Mirage Robe	Bracelet of Zoe

b. With Creation Gem :

Item to transmute	Item after trasmute
Bark of the Dryad	Dimension Slip
Manual of Resurrection	Orihalcon

c. With Creation Jewel :

Item to transmute	Item after transmute
Tear of the Cosmos	Holy Water of Mithra
Unicorn Horn	Unicorn's Horn
Mental Reaction	Magic Pow
Scarlet Edge	Charge
Last Trial	Resist Damage
Resist Damage	Triple Distress
Triple Distress	Last Trial
Concentration	Mental Reaction

Mental Reaction	Magic Pow
Resit Magic	Noise Arrow
Stun Magic	Steal Magic
Steal Magic	Stun Magic
Dark	Reverie
Reverie	Dark
Darkness Arrow	False Arrow
False Arrow	Darkness Arrow

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VIII/ Item list :

1. Transmutable only (cannot be used or equipped) :

Broken Blade
Broken Spear
Broken Bow
Broken Armor

Foxglove
Savory
Nightshade
Vegetable Seed
Mandrake
Beast's Fangs
Unicorn Horn
Mithril Ore
Raw Meat
Holy Relic
Raptor's Claw
Citrine
Base Metal
Ghoul Powder
Iron Ore
Aconite
Neckless Doll
Ebony Powder
Feather
Fresh Meat
Basilisk Scale

Orihalcon
Aqua Vitae
Burgundy Flask
Invisibility Potion
Book of Everlating Lif
Teaching of Asa

2. Useable :

a/ Non-battle :

+++++	
Name	Effect
+++++	
Iron - Barred Key	Key to open the door in Artolia Mountain Ruin
Eye of Heaven	Show user the area of the current dungeon that he haven't visited
Quartz Gem	Increase CP by 20 points

Lapis Lazuli	Increase MP by 200 points
Golden Egg	Raise STR, INT, DEX, AGL randomly
Incense Burner of Darlis	Raise entire party's max DME by 100. Require 2 full periods.
Ambrosia	Increase max DME by 6000
Hourglass of the Gods	Go back 5 periods
Holy Drop	Increase STR, INT, DEX, AGL
Skill Potion	Increase CP by 20

b/ In-battle only :

Name	Effect
Spectacle	Show enemy's HP, weak point, and Exp
Flare Gem	Damage an enemy with Fire Lance
Ice Gem	Damage an enemy with Frigid Damsel
Thunder Gem	Damage an enemy with Prismatic Missile
Poison Gem	Damage an enemy with Stone Torch
Holy Gem	Damage an enemy with Sacred Javelin
Shadow Gem	Damage an enemy with Dark Savior
Flare Crystal	Damage all enemies with Fire Storm
Ice Crystal	Damage all enemies with Icicle Edge
Thunder Crystal	Damage all enemies with Lightning Bolt
Poison Crystal	Damage all enemies with Poison Blow
Holy Crystal	Damage all enemies with Mystic Cross
Shadow Crystal	Damage all enemies with Shadow Servant
Might Potion	Attack power +50% for 2 turns
Nectar Potion	Protect against abnormal status for 2 turns. Doesn't cure.
Secure Potion	Prevent from fainting for 2 turns. Doesn't cure.
Lucid Potion	Make character transparent for 5 turns. Any attack behavior of user will negate its effect.
Combo Potion	Increase special attack gauge by 5 for 2 turns
Holy Water of Mithra	Do 100000 damage to the undead
Charge Break	Use 30% DME to reduce CT to 0
Tome of Alchemy	Transform all enemies into magic gem, but ineffective against bosses and some monsters
Gem of Illusion	Same effect like spectacles

c/ Can be used everytime :

Name	Effect
Elixir	Restore 50% DME to a character
Union Plume	Revive and restore 50% DME to a character
Banish	Cure Poison, Faint, Freeze, Paralyze
Prime Elixir	Restore 99% DME to a character
Prime Banish	Cure Stone and Curse
Noble Elixir	Restore 99% DME to the entire party
Noble Banish	Cure all conditions for the entire party

3. Books :

a/ Spell books :

Fire Lance
Fire Storm
Frigid Damsel
Icicle Edge
Sacred Javelin
Mystic Cross
Dark Savior
Shadow Servant
Prismatic Missile
Lightning Bolt
Stone Torch
Poison Blow
Sap Power
Sap Guard
Heal
Invoke Feather
Normalize
Dampen Magic
Shield Critical
Reflect Sorcery
Might Reinforce
Guard Reinforce
Spell Reinforce

b/ Skill books :

Attack Pow
Magic Pow
Avoid
Hit
Defend
Resist Damage
Resit Magic
Auto Item
Guts
Cure Condition
Charge
Strike Edge
Scarlet Edge
Wait Reaction
Mental Reaction
Adept Illusion
Dancing Sword
Last Trial
Stun Magic
Steal Magic
Concentration
Slanting Rain
Noise Arrow
Darkness Arrow
False Arrow
Splash
Reverie
Dark
Trick Step
Combo Counter
Throw

4. Weapons :

*Note : F = Fire, I = Ice, L = Lightning, P = Poison, D = Darkness, H = Holy

- Attack trust is the chance (%) to do 100% damage to enemy

- Hit trust is simply chance to hit enemy with each weapon

a/ Swords :

Name	Attack power	Attack trust	Hit trust	Attack #	Break %	Element	Special property?
Angel Slayer	20000	1	210	1, 2, 3	---	None	No
Antler Sword	100	32	32	1	---	None	No
Bastard Sword	290	50	48	1	6%	None	No
Beast Slayer	200	100	175	1, 2, 3	5%	None	Yes
Broad Sword	130	20	26	3	6%	None	No
Colichemarde	150	21	45	1, 2	---	None	No
Daemon Slayer	200	100	175	1, 2, 3	5%	None	Yes
Dainslef	8000	35	100	1, 2, 3	---	H/Death	No
Damascus Sword	700	5	82	1, 3	3%	None	No
Demon Sword "Levantine"	2200	40	90	1, 2, 3	---	None	Yes
Dragon Slayer	200	100	175	1, 2, 3	5%	None	Yes
Estoc	570	45	62	2, 3	8%	None	No
Faim Fenn	60	1	25	1, 2, 3	---	None	No
Falchion	350	37	40	1	5%	None	No
Flamberg	700	35	53	1, 3	4%	None	No
Flare Baselard	300	60	52	2	5%	F + 50%	No
Glance Reviver	6000	75	95	1, 2, 3	---	D/Death	Yes
Glare Sword	1200	1	85	1, 3	---	P/Death	Yes
Gram	2000	44	92	1, 2, 3	---	D/Death	No
Holy Sword "Seraphy"	200	45	75	1, 3	---	H + 90%	Yes
Ice Coffin	550	64	92	1, 2, 3	---	I + 50%	Yes
Icicle Sword	1200	1	85	1, 3	---	I/Death	Yes
Jewelled Blade"Grimrist"	100	1	30	3	---	L/Death	No
Lightning Edge	70	62	40	1, 2	---	L + 90%	Yes
Long Sword	98	35	31	1	5%	None	No
Magic Blade "Cromrea"	1800	49	77	1, 3	---	D + 50%	Yes
Moonflax	200	20	37	1, 3	5%	H + 50%	No
Pallasch	200	26	50	1, 2, 3	---	None	No
Radiance Sword	170	64	64	1, 2, 3	---	H + 50%	Yes
Reiter Pallasch	400	16	82	1, 2, 3	---	None	Yes
Ruin's Fate	400	27	60	1, 2	5%	D + 50%	No
Scarlet Forge	230	62	67	1, 2, 3	---	F + 50%	Yes
Schweizer-Sword	620	40	70	1, 3	---	None	No
Sinclair Saber	600	20	65	1	---	None	No
Slashing Sword"Farewell"	320	47	62	1, 2, 3	---	None	Yes
Sword of Silvans	800	30	75	1, 2, 3	---	H + 50%	No
Valkyrie-Favor	1600	29	102	1, 2, 3	---	None	Yes
Viking Sword	70	7	27	3	---	None	No
Walloon Sword	300	12	40	1	---	None	Yes
Wassail-Rapier	1120	65	65	1, 3	7%	None	No

b/ Spears :

Name	Attack power	Attack trust	Hit trust	Attack #	Break %	Element	Special property?
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Ahlspiess	1200	40	70	3	---	None	No	
Arc Wind	600	52	92	1, 2, 3	---	L + 50%	Yes	
Awl-Pike	100	24	30	1	---	None	No	
Boarding-Pike	300	15	35	2	---	None	No	
Corsesca	150	22	35	1, 3	---	None	No	
Crimson Edge	1200	24	70	1, 2, 3	---	F + 90%	No	
Dragoon Tyrant	300	10	99	1, 2, 3	---	None	Yes	
Eternal Fault	900	82	92	1, 2, 3	---	P + 90%	No	
Ethereal Divide	3300	50	112	1, 2, 3	---	None	No	
Footman's Axe	500	29	50	1	2%	None	No	
Glaive	95	27	23	2	5%	None	No	
Great Spear "Dinosaur"	3000	68	75	3	---	None	No	
Halberd	200	25	45	1, 2, 3	---	None	No	
Heart Piercer	150	37	62	1, 2, 3	---	I + 50%	Yes	
Holy Halberd	200	45	65	1, 2, 3	---	H + 50%	Yes	
Long Flail	250	27	37	3	5%	None	No	
Lucerne Hammer	1100	30	77	3	2%	None	No	
Pole-Axe	600	30	55	2	---	None	No	
Ranseur	600	29	65	3	5%	None	No	
Saber-Halberd	400	32	65	1, 2, 3	---	None	No	
Short Spear	100	27	35	1	5%	None	No	
Spear "Basilisk"	200	21	52	1, 2	---	None	Yes	
Spear "Dark Angel"	65	42	40	1, 3	---	None	No	
Spinning Spear	50	35	35	1, 2, 3	---	P + 50%	Yes	
Warhammer	300	27	50	1	5%	None	No	
Winged-Spear	80	30	22	3	---	None	No	
+-----+-----+-----+-----+-----+-----+-----+								

c/ Great Swords :

* Note : All Great Swords cannot be broken

Name	Attack power	Attack trust	Hit trust	Attack #	Element	Special property?
Arectaris	750	1	115	1, 3	H + 50%	No
Bahamut Tear	1200	40	90	1, 2, 3	L + 50%	Yes
Brandish-Sword	400	25	55	1, 2, 3	None	No
Brutish-Edge	1600	25	67	3	None	No
Claymore	800	22	57	3	None	No
Demon Sword "Nefarious"	13000	25	90	3	I/Death	No
Elemental Edge	80	32	40	1, 2, 3	H + 50%	Yes
Flamberge	200	22	52	1, 2, 3	None	No
Grand Sting	500	55	95	3	L + 50%	No
Hack-Blade	100	15	45	3	None	No
Ignite Sword	450	45	70	1	F + 50%	Yes
Infernas	285	45	70	1, 2, 3	F/Death	Yes
Shazard	900	70	72	1, 2, 3	L/Death	No
Striking-Sword	500	7	30	3	None	No
Two-Handed-Sword	80	15	45	2	None	No
Vainslayer	270	55	57	1, 2	D + 50%	No
Violet Forge	1200	42	70	1	P + 50%	Yes
Zweihander	150	22	45	1, 2	None	No
+-----+-----+-----+-----+-----+-----+-----+						

d/ Wands :

* Note : All magic wands have Attack Trust and Hit Trust of 1, except for the Holy Wand of Telos (Attack Trust 1 and Hit Trust 50)

Name	Attack power	Break %	Enable great special attack ?
Absolute Force	600	---	No
Acceptor Rod	400	---	No
Alchemy Wand	500	---	No
Crystal Wand	250	---	No
Deluge Scepter	1000	---	No
Dragonbane (like Katana)	600	---	No
Ether Scepter	1600	30%	Yes
Element Scepter	300	50%	Yes
Holy Prayer	200	---	No
Holy Wand "Adventia"	750	---	No
Holy Wand of Telos	9920	---	No
Infinity Rod	880	10%	Yes
Noble Desire	1200	---	No
Ruby Mace	120	---	No
Unicorn's Horn	1300	---	Yes
Wand "Mystic Sage"	8500	---	Yes
Wand of Apocalypse	1750	---	Yes

e/ Katanas :

* Note : All Katana swords cannot be broken

Name	Attack power	Attack trust	Hit trust	Attack #	Element	Special property?
Ama-no-Murakumo Blade	500	43	92	1, 2, 3	I + 50%	Yes
Demon Blade	200	48	67	1, 2, 3	P + 50%	Yes
Go-Shorai Blade	50	40	40	1, 3	L + 50%	Yes
Kongou-To	600	5	70	3	None	No
Masamune	400	27	75	1, 2, 3	None	No
Muramasa	1000	27	77	1	None	No
No-Dachi	300	20	60	2	None	No
Scarlet Lotus Sword	140	10	50	1, 2	F + 50%	No
Shisen-To	200	37	60	1, 2, 3	None	No
Seventh Sword	150	20	46	1, 3	None	No
Soul Sword "Kusanagi"	2990	40	90	1, 2, 3	H/Death	No
Tachi	100	30	37	2	None	No
Ten-Horin Blade	150	41	66	1, 2, 3	F + 50%	Yes
Wa-To	70	20	45	1	None	No

f/ Bows :

Name	Attack power	Attack trust	Hit trust	Attack #	Break %	Element	Special property?
Arbalest	600	45	60	1	---	None	No
Berserker Bow	2400	1	112	3	---	P + 50%	No
Bolt-Aqqar	1200	52	62	1	---	None	No
Bolt-Crossbow	60	32	37	2	---	None	No
Composite Bow	300	50	40	1, 2	5%	None	No
Cranequin-Crossbow	500	55	65	1, 2, 3	5%	None	No
Crescent Arrow	150	22	65	1, 2, 3	---	L + 50%	No

Crossbow	100	22	22	3	---	None	No	
Elven Bow	700	67	135	1, 2, 3	---	None	No	
Fire-Crossbow	200	1	40	1, 2, 3	---	None	No	
Foul Slayer	600	1	100	1, 2, 3	---	None	No	
Last Avenger	400	22	95	1, 2, 3	---	F + 50%	No	
Long Bow	100	45	27	1, 2	5%	None	No	
Mage Slayer	200	100	175	1, 2, 3	5%	None	Yes	
Rapid-Crossbow	150	22	40	1, 2	---	None	No	
Raven Slayer	200	100	175	1, 2, 3	5%	None	Yes	
Razor Shaft	3000	30	105	1, 2, 3	---	None	No	
Serstine-lock-Gun	400	12	65	1, 2, 3	---	None	No	
Shiny Rupture	200	22	70	1, 2, 3	---	P + 50%	No	
Short Bow	100	45	22	1, 2	5%	None	No	
Soul Slayer	200	100	175	1, 2, 3	5%	None	Yes	
Supreme Crossbow	50	22	35	1, 2, 3	---	H + 50%	No	
Windlass-Crossbow	150	22	40	2, 3	---	None	No	
+-----+-----+-----+-----+-----+-----+-----+-----+								

g/ Special properties of weapons :

+-----+-----+-----+-----+-----+-----+-----+-----+		
Name	Type	Special property
+-----+-----+-----+-----+-----+-----+-----+-----+		
Ama-no-Murakumo	Katana	Special attack CT - 1
Blade		
Arc Wind	Spear	Increase 20 CP when level up
Bahamut Tear	Great Swd	Raise special attack power by 30%
Beast Slayer	Sword	Very strong against beasts
Daemon Slayer	Sword	Very strong against demons
Demon Blade	Katana	Special attack CT - 1
Demon Sword	Sword	Power increase as life decreased
"Levantine"		
Dragon Slayer	Sword	Very strong against dragons
Dragoon Tyrant	Spear	Very strong against dragons
Elemental Edge	Great Swd	Raise special attack power by 30%
Glance Reviver	Sword	8% chance of stealing all enemy's HP
Glare Sword	Sword	May petrify enemy sometimes
Go-Shorai Blade	Katana	Special attack CT - 1
Heart Piercer	Spear	Increase 20 CP when level up
Holy Halberd	Spear	Increase 20 CP when level up
Holy Sword	Sword	10% chance of doubling magic gem from enemies
"Seraphy"		
Ice Coffin	Sword	Give holder ability to absorb ice based attacks
Icicle Sword	Sword	May freeze enemy sometimes
Ignite Sword	Great Swd	Raise special attack power by 30%
Infernas	Great Swd	Consume 3% DME of holder each time it is used
Lightning Edge	Sword	Give holder ability to absorb lightning attacks
Mage Slayer	Bow	Very strong against mages
Magic Blade	Sword	-70% Normal attack power, +50% Special attack
"Cromrea"		power
Radiance Sword	Sword	Give holder ability to absorb holy based attacks
Reiter Pallasch	Sword	Improve holder's defense
Raven Slayer	Bow	Very strong against birds
Scarlet Forge	Sword	Give holder ability to absorb fire based attacks
Slashing Sword	Sword	+5% to attack power each hit. Up to +200%
"Farewell"		
Soul Slayer	Bow	Steal enemy's HP
Spear "Basilisk"	Spear	10% chance of petrifying enemy
Spinning Spear	Spear	Increase 20 CP when level up
Ten-Horin Blade	Katana	Special attack CT - 1

Valkyrie-Favor	Sword	Strongest in the hand of Valkyrie
Violet Forge	Great Swd	Raise special attack power by 30%
Walloon Sword	Sword	Improve holder's defense

h/ Knuckles :

Name	Attack power	Attack trust	Hit trust	Attack #	Break %	Element
Bloody Knuckle	1500	40	100	1	---	None
Bloody Duster	8000	32	125	1, 2, 3	---	None

i/ Energy orbs :

Name	Attack power	Attack trust	Hit trust	Attack #	Break %	Element
Ether Freeze	300	70	100	2	---	None
Ether Laser	7800	3	215	1, 2, 3	---	None

5. Defensive equipments :

a/ Helmets :

Name	Reduce Damage	Defend trust	Element
Aerial Garland	40	4	P - 50%
Dragoon Faith	200	20	L - 50%
Duel Helm	20	2	None
Feathered Helm	10	1	I - 50%
Sallet	5	1	None
Seraphic Garland	80	8	H - 50%
Silver Sallet	10	1	None
Valiant Helm	80	8	None
Valor Helm	40	4	None
Winged Helm	20	2	L - 50%

b/ Armors :

Name	Reduce Damage	Defend trust	Element
Aegea Garb	55	1	D - 50%
Armor of Aleph	2000	192	P - 90%
Breastplate	320	22	None
Chainmail	100	1	None
Cuirass	50	1	None
Divinity Garb	1000	90	L - 50%
Duel Armor	300	22	None
Full Plate	820	72	None
Heraldic Garb	120	1	P - 50%
Lamellar	320	2	None

Mithril Plate	1600		150	H - 90%
Radiant Garb	350		23	H - 50%
Reflect Armor	1500		150	H - 90%
Seraphic Garb	1700		160	I - 50%
Silver Cuirass	100		6	None
Silver Mail	820		52	None
Valiant Armor	1500		144	None
Valor Armor	800		73	None

c/ Tiaras :

Name	Reduce Damage	Defend trust	Element	
Anointed Garland	16	1	None	
Anointed Tiara	8	1	None	
Crown of Felmar	2	1	D - 50%	
Empress Garland	100	10	None	---> For Freya only
Feathered Tiara	5	1	F - 50%	
Handwoven Bandana	5	1	H - 50%	
Rust-red Circlet	20	2	H - 50%	
Silver Tiara	4	1	None	
Supreme Garland	24	2	None	
Tiara	2	1	None	
Tiara of the Holy Empress	15	1	D - 50%	

d/ Cloaks :

Name	Reduce Damage	Defend trust	Element	
Anointed Cloak	250	1	F -50%	
Anointed Garb	600	30	None	
Cloak	30	1	F -50%	
Eternal Garb	3000	280	L -90%	
Eternal Shine	10	101	None	---> For Freya only
Mirage Robe	400	10	P -90%	
Robe of Bryttain	1400	140	H -90%	
Silver Cloak	70	1	F -50%	
Supreme Garb	1200	90	None	
Sylphan Robe	1800	180	D -90%	

e/ Gauntlets :

Name	Reduce Damage	Defend trust	Element	Special property
Duel Guarder	20	17	None	None
Extreme Guard	0	20	F - 50%	Counter - Fire
Gauntlet	5	10	None	None
Glare Guard	0	15	D - 50%	Counter-Petrify
Icicle Guard	0	15	I - 50%	Counter - Freeze
Silver Gauntlet	10	11	None	None
Star Guard	0	20	H - 50%	Counter - Holy

Valiant Guarder	80		30		None		None	
Valor Gauntlet	40		24		None		None	

f/ Boots :

Name	Reduce Damage	Defend trust	Element	
Duel Greaves	8		1	None
Elven Boots	20		2	I - 50%
Greaves	2		1	None
Leather Boots	1		1	None
Orihalcon Boots	10		1	None
Suede Boots	5		1	I - 50% ---> For Freya only
Silver Greaves	4		1	None
Valiant Greaves	32		3	None
Valor Greaves	16		1	None

g/ Other :

Name	Reduce Damage	Defend trust	Element	
Mask of the Dead King	100		10	H/Weak

6. Decorations / Possessions :

a/ Decorations :

Name	Element	Effects
Angel Curio	None	Automatically revive. 30% chance of breaking
Bracelet of Basilisk	P - 90%	
Bracelet of Zoe	None	Increase max DME by 300 when LV Up
Brisingal	None	Unknown effect. Can only be equipped by Freya
Combo Jewel	None	Raise Special attack gauge by 2
Coin of Fortune	None	Exp earned x1.6
Crack Ring	None	Raise hit power and make guard crush easier
Curse Check	H - 50%	Protect character against curse
Earring of Healing	None	Recover DME by 10% per turn
Emerald Necklace	None	Increase 100 CP when LV UP
Energy Ring	None	Raise Special attack gauge by 2
Fairy Earring	None	Reduce CT by 1, but CT won't go below 1
Fairy Ring	None	Reduce CT by 2, but CT won't go below 1
Fragment of Lapis Gem	I - 50%	
Freeze Check	I - 50%	Protect character against freeze
Gem of Activity	None	Increase chance of fire stones appear by 50%
		and their number by 3
Gem of Creation	None	Increase chance of magic gem appear by 50%
		and their number by 3
Goddess Pendant	D - 50%	
Haste Ring	None	Reduce CT by 1, but CT won't go below 1
Magic Bangle	None	Raise magical attack power by 30%
Magic Charm	None	No DME lose by magic. Chance of breaking=30%

Material Earring	None	Raise max DME by 15%	
Material Gem	None	Raise max DME by 30%	
Mighty Check	H - 90%	Protect character against all abnormal status	
Mirror of Pleiades	None	50% reflecting and doubling spell DMG	
Nibelungen Ring	D - 50%	Remove it will reduce Evaluation LV	
Paralyze Check	L - 50%	Protect character against paralyze	
Phoenix Feather	None	Automatically revive. 10% chance of breaking	
Poison Check	P - 50%	Protect character against poison	
Power Bangle	None	Raise physical attack power by 30%	
Pressed Flower	P - 90%		
Protect Charm	None	No DME lose by physical attack. Breaking=30%	
Protect Jewel	None	Raise RDM by 30%	
Resist Charm	None	No abnormal status. Chance of breaking = 30%	
Resist Jewel	None	Raise RST by 30%	
Ring of Healing	None	Recover DME by 5% per turn	
Ring of Learning	None	Earned EXP + 30%	
Stone Check	D - 50%	Protect character against petrifying	
Stun Check	F - 50%	Protect character against fainting	
Tri-Emblem	F - 90%	RDM + 3000, AVD + 200, DEF + 25	
+-----+-----+-----+-----+-----+-----+			

b/ Possessions :

+-----+-----+-----+-----+-----+-----+			
Name		Effects	
+-----+-----+-----+-----+-----+-----+			
Amber of Happiness		Unknown	
Angel Lips		Unknown	
Creation Gem		Allow special transmutation. For Valkyrie only.	
Creation Jewel		Allow High-LV transmutation. For Valkyrie only.	
Demonic Tome		Unknown	
Dimension Slip		No encounter. For Valkyrie only	
Enemy Search		Used to search enemies in current area.	
		For Valkyrie only.	
Flame Bandana		Unknown	
Malice Search		Enemies with wicked intent will flash red.	
		For Valkyrie only.	
Monster Tome		Unknown	
Pearl of Karula		Unknown	
Rabbit's Foots		Unknown	
Scout Orb		Reduce chance of enemy attacking first by half.	
		For Valkyrie only.	
Shell of Laliu		Unknown	
Skull of Devone		Unknown	
Sleipnir's Mane		Unknown	
Teaching of Bethanus		Unknown	
Timer Ring		Halve speed of all enemies. For Valkyrie only.	
Trap Search		Inform wearer treasure chest conditions	
Treasure Search		Used to search treasure chest in current area.	
		For Valkyrie only.	
+-----+-----+-----+-----+-----+-----+			

7. Artifact list :

a/ Weapons :

Angel Slayer
Arectaris
Berserker Bow
Dragoon Tyrant
Elven Bow
Faim Fenn
Grand Sting
Holy Sword "Seraphy"
Holy Wand "Adventia"
Infernas
Jewelled Blade "Grimrist"
Scarlet Lotus Sword
Shazard
Slashing Sword "Farewell"
Spear "Basilisk"
Spear "Dark Angel"
Unicorn's Horn

b/ Defensive equipments :

Armor of Aleph
Crown of Felmar
Dragoon Faith
Mirage Robe
Reflect Armor
Star Guard
Robe of Bryttain
Rust-red Circlet
Tiara of the Holy Empress

c/ Decorations and possessions :

Bracelet of Basilisk
Bracelet of Zoe
Coin of Fortune
Emerald Necklace
Mask of the Dead King
Mirror of Pleiades
Phoenix Feather
Tri-Emblem

d/ Useable :

Ambrosia
Incense Burner of Darlis
Holy Water of Mithra
Hourglass of the Gods

e/ Give different items :

Golden Fowl ---> Lay serveral Golden Eggs each chapter
Holy Grail ---> Give you serveral Holy Drops each chapter

f/ Transmutable only :

Bark of the Dryad

Bewitching Statue
Fairy Bottle
Gargoyle Statue
Inscribed Fragment
Manual of Resurrection
Sealed Box
Secret of Damascus
Tear of the Cosmos

g/ Useless :

Accursed Flame Gem
Book of Riddles 1
Book of Riddles 2
Book of Riddles 3
Book of Riddles 4
Book of Riddles 5
Book of Riddles 6
Book of Riddles 7
Book of Riddles 8
Eternal Lamp
Harp of Atrasia
Richebourg
Ruby Music Box
Scroll of Golem
Secret of Zolon

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IX/ Characters overview :

1. Playable characters :

a/ Valkyrie :

Class : Chooser of the Slain
Race : Aesir
Age : 23 (Midgard Reckoning)
Gender : Female
Birthplace : Valhalla
Element : Holy

Normal Attacks : Bolt Slash
Moment Slide
Vertical Raid

Special Attack : Nibelung Valesti

Main character of the game. She is one of 3 Goddesses of Fate whose role it is to decide a person's fate after death. A mid-level goddess of the 6th rank, her full name is Lenneth Valkyrie, but her true name is actually Platina

- Rating : 10/10
- Comment : Unlike other characters, she can equip both swords and bows. That make she can be controlled by various ways. Besides, her attack can combine with other characters easily, especially while holding a triple-combos bow. When equipped with the Angel Slayer, she would be the most powerful character.

b/ Freya :

Class : Giver of Life
Race : Aesir

Age : 26 (Midgard Reckoning)
Gender : Female
Birthplace : Valhalla
Element : Fire

Normal Attacks : Critical Flare
Aerial Burst
Thunder Sword

Special Attack : Ether Strike

Venerated as the Goddess of Fertility, Freya appears as a beautiful young blonde woman. However, she is second only to Odin in terms of true power, commanding power over Life as well as Death.

- Rating : 8/10
- Comment : High defense, agility and attack power, but lack on Dexterity. Use her special attack after used all of other characters to deal massive damage to target.

c/ Brahms :

Class : Leader of the Undead
Race : Vampire
Age : Unknown
Gender : Male
Birthplace : Unknown
Element : Darkness

Normal Attacks : Bloody Knuckle
Deadly Raid
Immortal Blow

Special Attack : Bloody Curse

King of the Vampires and Lord of the Undead, he has fought many battles against Odin. He has taken the soul of Silmeria, one of the Three Goddess of Fate, but his sense of honor prevents him from ever harming a hostage.

- Rating : 9/10
- Comment : Low agility, but has high dexterity and good attacks. He is very good in combatting powerful enemies.

d/ Lucian :

Class : Swordsman / ---
Race : Human
Age : 19
Gender : Male
Birthplace : Villnore (actually is Corriander Village)
Element : Lightning

Normal Attacks : Air Slash
Slanting Blow
Shining Bolt

Special Attack : Round Rip Saber

A young man from a poor village in the Villnore Region. Haunted for years by the tragic death of his childhood girlfriend, Platina, he sees the

vestiges of her in Valkyrie. Strong in battle, but lacking the true spirit of a hero.

- Rating : 10/10 (maybe 11/10)

- Comment : My favorite character, he is really useful when equipped with a triple-combos sword. He doesn't have high attack power, but can make enemies drop magic gems and items easily (90% chance of dropping items from target). He is a must-have character in any battle.

e/ Jelanda :

Class : Sorceress / Princess
Race : Human
Age : 14
Gender : Female
Birthplace : Artolia
Element : Ice

First Princess of Artolia. Behind her pure, sweet image lies a pampered princess with a heart of steel and a razor-sharp tongue.

f/ Angrim :

Class : Heavy Knight / Mercenary
Race : Human
Age : 26
Gender : Male
Birthplace : Artolia
Element : Fire

Normal Attacks : Spinning Back - Knuckle
High Wind
Wrenching Swing

Special Attack : Final Blast

A mercenary from the Artolia region. Blessed with a true warrior's prowess and a good measure of luck, his sword-fighting technique is unmatched. In battle, he fights as a demon possessed, slicing through foes like a scythe through ripe wheat.

- Rating : 9/10

- Comment : Low dexterity, but a good character to perform combination attacks because of his fighting style. Besides, his special attack is one of the best special attacks which deal great damage and 100% hit.

g/ Lawfer :

Class : Spearman / Knight
Race : Human
Age : 20
Gender : Male
Birthplace : Artolia
Element : Lightning

Normal Attacks : Smash Axe
Prisoner Fang
Triple Thrust

Special Attack : Justice Stream

A young soldier from Artolia following in the footsteps of his knightly father. From a noble lineage, Lawfer had to fight against the expectations placed on him as well as struggling to complete with the more skilled Angrim.

- Rating : 7/10

- Comment : His special attack is fair, but his normal attacks is awful and too slow. He is not a good character to perform combination attacks.

h/ Belenus :

Class : Swordsman / Head Guard
Race : Human
Age : 37
Gender : Male
Birthplace : Gerabellum
Element : Holy

Normal Attacks : First Slash
Rising Slash
Piercing Crusade

Special Attack : Extreme Void

A noblemen holding a high office in Gerabellum. With his powers of leadership, he has earned the loyalty of knights and commoners alike. He stands for fairness and justice in a corrupted and decadent kingdom.

- Rating : 7/10

- Comment : Fairly easy to perform combination attacks and guard crush, but the special attack is not so good. Don't expect too much from him.

i/ Llewelyn :

Class : Archer / Soldier
Race : Human
Age : 18
Gender : Male
Birthplace : Crell Monferaigne
Element : Fire

Normal Attacks : First Shot
Twin Shot
Aiming Wisp

Special Attack : Layer Storm

A gentle, young man from Crell Monferaigne pressed into military service by his fanatical and self-righteous country. It is a tragedy that such a peaceful soul should be sent to his death on the fields of battle.

- Rating : 5/10

- Comment : Low both dexterity and attack power. He is not a good character to be put in your party.

j/ Kashell :

Class : Heavy Knight / Adventurer
Race : Human
Age : 24

Gender : Male
Birthplace : Gerabellum
Element : Fire

Normal Attacks : Low Swing
Beast Tackle
Air Pressure

Special Attack : Flashing Blade

Disdaining all profit and personal gain, he travels the land in search of adventure. He wields an enormous sword to prepare himself for his meeting with a certain person. He does not disdain those who fight for their ideals.

- Rating : 8/10
- Comment : Not as strong as Angrim, but a good fighter. He will not make you disappoint in battles.

k/ Janus :

Class : Archer / ---
Race : Human
Age : 40
Gender : Male
Birthplace : Crell Monferaigne
Element : Poison

Normal Attacks : Diseased Needle
Tri - Stinger
Restrain Flame

Special Attack : Guilty Break

A knight of Crell Monferaigne, he was chosen to perform an assassination due to his skill. When it went public, he sacrificed himself rather than betray his country. But his sacrifice was met with contempt from his compatriots.

- Rating : 7/10
- Comment : Fairly low at dexterity, but useful when fighting with heavy and floating enemies. Perhaps you'd like to put him in your party.

l/ Nanami :

Class : Sorceress / Maiden
Race : Human
Age : 17
Gender : Female
Birthplace : Yamato
Element : Holy

After both her parents died, she was adopted by a Shinto priest and chosen to inherit the shrine duties. Her upbringing has left her honest and self-sacrificing, but also fatalistic and resigned the vicissitudes of fates.

m/ Yumei :

Class : Sorceress / ---
Race : Mermaid
Age : 16

Gender : Female
Birthplace : Yamato
Element : Ice

A maiden of the Mermaid people, she is able to change into human form whenever she desires. She was raised to be wary of people but always tries to appear cheerful. Hers is a somewhat sad and tragic life.

n/ Aelia :

Class : Spearman / Adventurer
Race : Dragonian
Age : 25
Gender : Female
Birthplace : Gerabellum
Element : Fire

Normal Attacks : Round Kick
Sonic Edge
Spinning Edge

Special Attack : Dreaded Dragon

Whether by choice or fate is unknown, but due to the power of the Dragon Gem, she is able to transform into a dragon. However she has not yet realized that her shape-shifting, a form of Necromancy, is robbing her of her own identity.

- Rating : 8/10
- Comment : Easy to control, she is a good character to perform combination attacks. Besides, her special attack with only 1 hit can damage even enemies with high defense.

o/ Jun :

Class : Samurai / ---
Race : Human
Age : 21
Gender : Male
Birthplace : Yamato
Element : Lightning

Normal Attacks : Senko - Zan
Koei - Zan
So - Enbu

Special Attack : Senko - Jin

A young man from the land of Yamato, he wields 2 swords in a style all his own. His goal is to find a miracle drug that will cure his beloved sister, Ai, of her blindness. His life is devoted solely to his sister, whom he cherishes.

- Rating : 7/10
- Comment : Low dexterity. Not a good character to put into party. However, his special attack is fairly cool. If you like him, give him a Combo Jewel.

p/ Lyseria :

Class : Sorceress / Seeress

Race : Human
Age : Unknown
Gender : Female
Birthplace : Unknown
Element : Holy

A woman born with the power of prophecy. It is rumored that she is a descendant of the Vanir Goddess, Mimir. She despises her own power and has sealed it away within herself.

q/ Badrach :

Class : Archer / Thief
Race : Human
Age : 40
Gender : Male
Birthplace : Villnore
Element : Darkness

Normal Attacks : Flare Shot
Fifth Way
Lunatic Shot

Special Attack : Sphere Strike

A thief who work alone, having refused to enter the Thieves Guild. His power is unquestionable, but his unique ability to make enemies makes him unpopular. He has a notorious weakness for women and drink.

- Rating : 8/10

- Comment : Undefined dexterity, sometimes can make enemy drops magic gems and fire stones nearly as Lucian does. But also sometimes makes you disappoint.

r/ Grey :

Class : Heavy Knight / Adventurer
Race : Human
Age : Unknown
Gender : Male
Birthplace : Unknown
Element : Poison

Normal Attacks : Razor Edge
Mortal Razor
Energy Cannon

Special Attack : Icicle Disaster

Nothing is known about this man of mystery. After being saved by Lemia according to the ritual of Soul Transfer, he tried to save her by the same law, but his prayers went unanswered and his soul was set free.

- Rating : 8/10

- Comment : As well as Kashell, his attacks make him to be a good character to put in your party.

s/ Lorenta :

Class : Sorceress / Teacher
Race : Human

Age : 36
Gender : Female
Birthplace : Flenceburg
Element : Ice

Head Mistress of the Flenceburg Sorcery Academy. She is as intelligent and refined as she is popular, but for some reason had trouble with her pupils as is clear from the fact that one of them, Lezard Valeth, killed her for reasons unknown.

t/ Mystina :

Class : Sorceress / Researcher
Race : Human
Age : 23
Gender : Female
Birthplace : Flenceburg
Element : Darkness

After graduating head of the class at the Flenceburg Sorcery Academy, she worked there as a researcher. She is a perfectionist who hates to lose and admits to being an egotistical narcissist with poor power of self-analysis.

u/ Shiho :

Class : Sorceress / Song - Maiden
Race : Human
Age : 21
Gender : Female
Birthplace : Yamato
Element : Holy

Raised from a young age to be a song - maiden whose job was to bring courage to warriors on the battlefield, her human emotions had withered away. But the cries and suffering of people brought a change to her.

v/ Jayle :

Class : Swordsman / Knight
Race : Human
Age : 20
Gender : Female
Birthplace : Crell Monferaigne
Element : Poison

Normal Attacks : Gleam Charge
Round Dance
Hind Edge

Special Attack : Eternal Raid

In order to join the knighthood, she disguised herself as a man. The secret that make her to do such an action is to seek revenge against Magnus, one of the knights. Her true name is Leticia.

- Rating : 7/10

- Comment : A good character. Although her attack is not powerful, but she can be used to perform combination attacks easily.

w/ Suo :

Class : Samurai / ---
Race : Human
Age : 24
Gender : Male
Birthplace : Yamato
Element : Lightning

Normal Attacks : Shisen
Hyo - Reppa
Yasha - Uchi

Special Attack : Hyoso - Hojin

A young warrior of the warrior troupe, "100 Demons". Once he was only a cruel and merciless slayer, wielding his massive No-Dachi for his own justice. But he has found a deeper sense of justice in the group.

- Rating : 8/10
- Comment : Fair dexterity and power, he should be considered to put in your party. But it is not a good idea to train him if you are not in Seraphic Gate.

x/ Gandar :

Class : Wizard / Officer
Race : Human
Age : 67
Gender : Male
Birthplace : Villnore
Element : Darkness

A sorcerer in the employ of the Villnore Army. Crafty and ambitious, his path to power is lined with corpses. He is a classic villain in every sense but his power is unrivalled. He prides himself on having never lost a battle.

y/ Lezard Valeth :

Class : Sorcerer / Necromancer
Race : Human
Age : 24
Gender : Male
Birthplace : Flenceburg
Element : Darkness

He is an accomplished Alchemist as well as practitioner in the dark art of Necromancy. Behind his placid facade lies a mad genius who feels that all others are merely pawns to be played on his own handcrafted chessboard.

2. Bosses :

a/ Barbarossa :

King of the Lost City of Dipan. He was executed by Hrist because he allowed Gyne, Dallas, and Walther - 3 closest advisors, to produce a time mechanism, which had never been allowed by Odin.

b/ Akhetamen :

One of the Kings of Amenti, who was awoken as an Undead. His ambition is to rebuilt his kingdom, which was destroyed thousands years ago.

c/ Genevieve :

An undead but a beautiful sorceress. She has the bewitchment spell to delude men. She is also the master of Celestial Castle, which was sunk by the hand of the Battle - Maiden, Valkyrie.

d/ Bloodbane :

A legendary dragon that swallowed one of the Four Treasure - The Demon Sword "Levantine". It was hidden in Joturnheim Pallace by Loki. And its power is incredible.

e/ Fenrir :

Legendary ice wolf, also raised by Loki too.

f/ Surt :

King of the Vanir, who stands against Odin. But the power of his force is too weak compares to Odin's. The information from Odin and Freya said about the power of the Vanir force is a lie.

g/ Loki :

A god who was born between Vanir and Aesir, who has never been accepted by any other god. His intention to overthrow Odin is because of that.

h/ Hrist :

Eldest sister of 3 Valkyries. Her eye is as cruel as her sword. She followed any order from Odin and considered her actions was justice.

i/ Iseria Queen :

Master of the Seraphic Gate. This is the most powerful boss in the entire game. Her power is invincible.

j/ Gabriel Celeste :

Younger brother of Iseria Queen. Not as strong as his sister, but a really tough boss because of his power.

k/ Lornbert :

Artolia's chief councillor, who betrayed Jelanda in order to transform her into a Ghoul. He was killed by Valkyrie and Angrim because of his sins.

3. Non - Player characters :

a/ Odin :

Half divine, half mortal. That is the blood of Odin, lord of the Gods. His ambition is to rule the entire world by defeating all forces of demons, undead, and Vanir.

b/ Silmeria :

Youngest sister of 3 Valkyries, who was imprisoned by Brahms, lord of the Vampires. She is Lenneth's younger sister.

c/ Asaka :

Closest servant of Belenus. She was raised at Belenus's house since she was a child. The force of Beliza, the dark lady of the vampires, took her soul to sacrifice for a ceremony. Because she is the woman that Belenus loved, he sacrifice his life to save her through the Soul Transfer Ritual.

d/ Milia :

Belove of Llewelyn. Her parents tried to marry her with a different person, but she refused because she loved only Llewelyn.

e/ Minayo :

Nanami volunteer to take the place of Minayo because she want to have peace. After the ceremony, Minayo secured the body of Nanami.

f/ Ai :

Sister of Jun. In order to cure her eye, Jun decided to kill an orge to take the Soul Stone. The price for the eyes of Ai is Jun's life.

g/ Celia :

She is the only one in the group who survived after all incidents. All of her friends : Lawfer, Angrim, Aelia, Lemia, Bartoss, Grey, Kashell... were dead.

h/ Claire :

Lucian is her loved one. She is jealous with Platina, because Lucian still loved her after a long time.

i/ Geena :

Neighbour of Badrach in Villnore. She hates the lifestyle of Badrach, so she often teaches him about life.

j/ Roland :

Younger brother of Angrim. Unlike Angrim, he was interested in drawing. Although they are different, he always honors his brother.

k/ Platina's mother :

A cruel woman, who sold her daughter to slave traders. Her action is truly the deep reason of Platina's death.

l/ Fuyuki :

A young fisherman, who loved the mermaid Yumei in the first met. Because of his love with Yumei, he wished for her death to make her be able to meet her parents again.

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X/ Misc :

1. Character transferring

In order to send an Einherjar to Asgard, his/her Hero value must greater

than 0. Give him/her ability (include Traits) to make him/her fight better to raise your Evaluation Level and awarded items from Odin.

*Note : Angrim and Mystina CANNOT be transfered

There are some characters that will talk to each other if you send them to Asgard together. These characters are :

- Kashell + Lawfer
- Badrach + Jelanda
- Shiho + Suo
- Belenus + Lorenta (I'm not sure with this, but I thought this might happen if you send Belenus before chapter 4, then send Lorenta in chapter 4. Anyway, if you have any information about this, please mail me)

2. Status boost levels

When you raise up your characters's level, his/her status will boost up at some levels (massively raise up, include EXP require for levelling up). Those levels should be : 5, 9, 13, 17, 21, 25, 29, 33, 39, 49, 79 and 89.

3. Exp orbs (or Event EXP) :

- Can be acquired by doing special actions in dungeon, or opening artifact chests.
- Can be divide to any character.
- Opening artifact chests will give you Event EXP, based on each chapter. From chapter 0 to 8, EXP orbs which each item will give you should be : 100, 600, 1100, 1600, 2100, 2600, 3100, 3600, 4100. This can be calculate with this formula equation : $EXP = 100 + (500 \times \text{Chapter number})$

4. EXP :

- EXP acquired is based on difficulty and number of magic gems you got in each battle.
- Each magic gem will add 5% to acquired EXP after a battle. You can get up to 40 small orbs (= 4 large orbs). That means you can triple your acquired EXP to raise your characters's level. To get ice orbs, you must knock your enemy away from the ground and hit him/her in the air.
- If I use EXP value in Easy mode as original value, then the EXP value in Normal mode will definitely be 1/3 of Easy mode, and the EXP value in Hard mode will surely be 7/30 of Easy mode.

5. Fire stones and Charge Turn :

- Fire stones, which are dropped very often in battles, is very useful to reduce characters's Charge Turn (CT). Normally, CT will reduce by 1 after each turn. But getting fire orbs from enemies will reduce CT must faster. This is really helpful because you can only use Special Attacks when character's CT is at 0.
- By equiping and using some items such as Fairy Earring, Fairy Ring, Haste Ring... you can reduce CT faster. Those items are needed for mage characters.

6. Traps :

In the entire game, you may encounter many traps. Actually, there are total 8 kinds of traps :

- Small explosion (reduce DME by a bit)
- Large explosion (reduce more DME)
- Arrow
- Poison arrow (cause poison for a short period)
- Icy vapor (freeze you for a short period)
- Confusional vapor (cause Confusion (make you go to reverse direction) for a short period)
- Electrical cloud (paralyze you for a short period)
- Monster trap (you will have to fight some monsters when you open the chest)

There are many way to avoid those traps. First equip the Trap Search to know which chest is trapped. The most simple way to avoid traps is break the chest by throwing it. But be careful because when doing this because you may unintentionally break the item inside the chest if the item is fragile or your position is too high. If the item is durable, throw the chest when you stand on the floor to break the trap.

The second method is to avoid them when you open the chest. Note that you must be agile to succeed in doing these actions :

- Run away from the chest (only effective with explosion traps)
- Jump (effective with arrow traps and small explosion traps)
- Hold the Down button to sit at the position (only effective with vapor traps)
- Using Down dash (Press Down + Circle button) (very useful, can be used with all traps except for monster traps), but DON'T do this when the item is located on high platforms.

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XI/ My thought on this game :

1. Advantages :

- Storyline : 10/10
- Graphics : 8/10
- Battle system : 9/10
- Voice : 9/10
- Music : 9/10
- Playing : 10/10

Overall rating : 9/10

2. Disadvantages :

- Some characters's face are not well-drawn
- Fairly short length

This is my personal appraisalment on this game. You don't have to rely on it because your idea may be different.

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XII/ Credits :

- First, I'd like to thanks my friends for introducing me this game
- Thanks to SquareEnix, for making such a great game
- Le Phuoc Dai, for lending me his computer to write this FAQ when my notebook computer is out of power
- My father, for buying me my computer (this make me able to play the game)
- Gamefaqs, for posting my FAQ
- Finally, thanks to me for writing this FAQ

