

Valkyrie Profile FAQ

by syusup

Updated to v1.8 on Nov 21, 2000

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VALKYRIE PROFILE FAQ v1.8

for the Sony Playstation (English version)

by Sugiyanto Yusup <syusup@hotmail.com>

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----- TABLE OF CONTENTS - VALKYRIE PROFILE FAQ -----

1. REVISION HISTORY
2. INTRODUCTION
3. WALKTHROUGH
4. APPENDIX
 - 4.1 weapon list
 - 4.2 head protection list
 - 4.3 body protection list
 - 4.4 arm protection list
 - 4.5 leg protection list
 - 4.6 decoration list
 - 4.7 possession list
 - 4.8 useable item list
 - 4.9 artifact list
 - 4.10 transmutate item list
 - 4.11 spell list

5. SPECIAL THANKS

1. REVISION HISTORY

VERSION 1.8 (November 21, 2000)

- Add Chapter 8
- Add more information in weapon list, spell list

VERSION 1.7 (November 13, 2000)

- Add Chapter 7
- Add more information in weapon list, head protection list, body protection list, arm protection list, decoration list, possession list, useable item list, transmutate item list, artifact list, spell list, leg protection list

VERSION 1.6 (November 1, 2000)

- Add Chapter 6
- Add more information in weapon list, head protection list, body protection list, arm protection list, decoration list, possession list, useable item list, transmutate item list, artifact list, spell list, leg protection list

VERSION 1.5 (October 13, 2000)

- Add Chapter 5
- Add more information in weapon list, head protection list, body protection list, arm protection list, decoration list, possession list, useable item list, transmutate item list, artifact list, spell list, leg protection list

VERSION 1.4 (October 5, 2000)

- Add Chapter 4
- Add more information in weapon list, head protection list, body protection list, arm protection list, decoration list, possession list, useable item list, transmutate item list, artifact list, spell list, leg protection list

VERSION 1.3 (September 29, 2000)

- Add Chapter 3
- Add more information in weapon list, head protection list, body protection list, arm protection list, decoration list, possession list, useable item list, transmutate item list, artifact list, spell list, leg protection list

VERSION 1.2 (September 27, 2000)

- Add Chapter 1
- Add Chapter 2
- Add more information in weapon list, head protection list, body protection list, arm protection list, decoration list, possession list, useable item list, transmutate item list, artifact list, spell list, leg protection list

VERSION 1.1 (September 22, 2000)

- Add Chapter 1
- Correct some mistakes
- Add transmutate item list and spell list in Appendix
- Add more information in weapon list, head protection list, body

protection list, arm protection list, decoration list, possession list, useable item list

VERSION 1.0 (September 20, 2000)

=====
2. INTRODUCTION
=====

This game is about a goddess, Lenneth Valkyrie. She has a special power; she can attune herself to presence of malevolent undead or a dying warrior. She was given duty by Odin to collect souls of great warriors in Midgard to battle in a great war-Ragnarok.

This FAQ contains SPOILER. Don't read it if you didn't want your game spoiled. But if you didn't mind, you can read it. If you want to know why I put all the character's dialogue in my FAQ although it is in English version. It's because at first I just want to write Valkyrie Profile script, but I think why not make a walkthrough. Oh, yeah I played this game with normal difficulty mode.

This is my second FAQ after Vanguard Bandit FAQ. If you have comment, correction, suggestion send me e-mail at <syusup@hotmail.com>. I have just played this game. So I will keep update this FAQ. Check the newer version at GAMEFAQS.

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3. WALKTHROUGH
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Prologue

After the credits roll, you can see a young girl fetching water from the river with a bucket.

Platina : I must hurry!

Platina : I don't want to get scolded by mother again...

Then she walk back to her house with a heavy bucket in her hand. Before she reach her house, she accidentally bumps into two guys who have walk out from her house

Platina : Eek!

Platina : I... I'm so sorry! Your clothes, are they...?

But they ignore her and her mother slaps her.

Mother Laia : Watch where you're going, girl! How dare you splash water on a guest!

Platina : Forgive me...

Platina : Mother, who were those men?

Mother Laia : It's none of your business. You have work to do, now!
Hurry up and grab your bucket!

Later that night, Platina was visited by Lucian.

Platina : Lucian... What's going on? Do you know what time it is?

Lucian : Ssh! Be quiet...

Lucian : Platina... We've got to run! Come now, hurry!

Platina : What are you talking about, Lucian?

Lucian : Listen to me. Your mother and father, they...

Lucian : They've sold you ———

Then Platina's mother come in to her room, seeing Lucian in the window.

Mother Laia : You little thief! What are you doing to my daughter?!

Lucian : Come on!!

Then Lucian and Platina run away. In the jungle, after a while they run.

Platina : Lucian, I... I want to go home.

Lucian : How can you say that!?

Platina : I haven't heard anything from Mother about this... Are you sure this isn't all a misunderstanding? About being sold...

Platina : She must be so worried about me right now...

Platina : Lucian?

Lucian : You've seen the men in black, haven't you? They came to my house, too!

Lucian : And the next day, my little sister was gone. My mom and dad didn't tell me anything.

Platina : Wha? But everyone said she was stricken with a disease...

Lucian : Oh? Have you ever heard of a disease that makes you disappear? Anyway, our family has no money for doctors!

Platina : ...

Lucian : I just... Don't want to lose you.

Platina : Lucian...

Platina : Then let's run away... Far away! I'll go anywhere with you, Lucian...

After a while they run.

Lucian : Where do you think we are?

Platina : I don't know...

Platina : What will become of us now?

Lucian :

After a while, they arrive at a beautiful flowers field.

Lucian : Where...?

Platina : It's so beautiful! Do you think this might be...

Platina : ...Heaven?

Lucian : It's bad luck to say such things!

Platina : Tee hee. I'm sorry.

Lucian : These flowers... They're...!

Lucian : Platina! We've got to get out of here! These flowers, all of them, they're...

Lucian : Weeping Lilies!

Platina : Weeping...Lilies?

Lucian : That's right! If we stay here, their poison will kill us!

Lucian : Platina?

Platina : If I were to fall asleep here, would I be able to just... slip away?

Lucian : Wh...What...

Platina : I can't stand it any longer! No matter how hard I've tried... Mother and Father have never treated me with kindness!

Platina : If you care about me so much, Lucian. Do you think...

Platina : Do you think we might be reborn? That we might be reborn... together?

Lucian :

Platina : I'm so glad to have known you, Lucian. But I have too many awful memories. I just want to forget... Forget...it...all...

Then Platina collapses.

Lucian : No! Wake up! I won't have it!! You want me to forget!? Would you forget me too, Platina ——?

Lucian then anguishly cried out her name.

Chapter 0

Characters :

- Arngrim
- Jelanda

Bosses :

- Lombert
- Elder Vampire + 2x Dragon Servant

Enemies :

- Lesser Harpy
- Ghoul
- Lesser Vampire
- Pongo
- Ghast

Items Found :

- Eye of Heaven
- Iron-Barred Key
- 3x Vegetable Seed
- The Book of Everlasting Life
- Treasure Search
- Savory
- Angel Curio
- Quartz Gem
- Nightshade
- Element Scepter
- Foxglove
- Fire Lance
- Lapis Lazuli
- Sacred Box
- Jewelled Blade "Grimrist"

As you start the game you can hear bells chiming and see a lady with a wedding dress. The screen then changes into a lady in a flowers field.

Valkyrie : How nostalgic...

And then she walks away while the credits go by. And after awhile, she arrives at a beautiful castle. Walk forward and you can see a woman waiting for you.

Frei : Welcome to Valhalla!

Valkyrie : You seem as if you're waiting for someone.

Frei : Of course! I've been waiting for you, Lenneth! I've been waiting since my sister Freya told me you were coming back!

Valkyrie : Has it been that long...? Are you well?

Frei : Yes.

Frei : Oh! Lord Odin is waiting for you within.

Valkyrie : Of course. We will speak late, Frei.

The screen then changes to a huge door opens slowly. You can see a man

in throne and a woman beside him. Valkyrie then kneel down.

Valkyrie : I am here, Lord Odin, at your service.

Freya : Stand, Lenneth. You have no need to kneel before us like a dweller in Midgard.

Valkyrie : I understand.

Freya then warps down and hug her.

Freya : I rejoice to see you again! You have been missed.

Valkyrie : And you.

Odin : Lenneth Valkyrie. I would not summon you, the greatest of the three goddesses who govern destiny, without good cause.

Valkyrie : Yes, my lord.

Odin : The head of Mimir has told me that Ragnarok, the end of the world, draws near.

Valkyrie : Ragnarok!

Odin : There have been signs of unrest among the Vanir of Iate. It seems that we, the Aesir, will not be able to avoid war with them. We require warriors. You shall journey to Midgard, the world below, and search for suitable human souls.

Valkyrie : It is my honor, Lord,... To serve you.

Odin : I expect great things from you. Very well then. Freya...

Freya : Yes, my lord.

Then Freya uses her power and come out lights from Valkyrie's body. Valkyrie then appears with a different clothes.

Freya : I will join you on your journey down, but I must return before long...

Freya : You have but recently awakened and it would be unkind of me to send you alone.

After that Valkyrie and Freya warp out from the castle to a cliff.

Valkyrie : This is... The human world...?

Freya : Yes. The lower world of Midgard, where souls wander about... locked in cages of flesh.

Freya : Does it remind you of anything?

Valkyrie : Not particularly. I have never seen this world before.

Freya : ...I see. Then let us go.

Valkyrie : Go where?

Freya : It is time for me to teach you about who you are and what your role is.

Freya warps and Valkyrie follows. In the world map.

Freya : Do you hear something?

Valkyrie : What do you mean?

Freya : You have a power that is yours alone. Close your eyes and open your heart. Concentrate and listen. You will understand.

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|-----|
|  +---+ |
|  +---+ | Press START button to begin spiritual concentration. |
|  START |
|-----|
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So press START. Then you will see green dot in map --> Artolia
Back to Valkyrie and Freya.

Valkyrie : ...Yes.....

Freya : Do you hear it?

Valkyrie : What is this...?

Freya : That is your power. The power to hear the sorrow, anger, and hopes of humans near death. The power to hear their souls cry out. It is your task to take the souls of these chosen departed within yourself.

Valkyrie : I am to search amongst the souls of the departed for these worthy to become heroes?

Freya : Yes. That is why...

Valkyrie : That is why what?

Freya : Let us go. If we go even closer, you will be able to synchronize your soul with theirs. Then you will understand more.

After that, they warp out and the screen darken.

Valkyrie : (Human Souls? Take them into myself?)

The screen then switches to the jungle and you will see a knight (Arngrim) kill a Pongo (monster like gorilla) with his weapon. And then a few soldiers run by and a man behind them follows. His name is Lawfer.

Lawfer : Arngrim, help them out, won't you?

The screen then switch to the right and you can see two soldiers down and four more soldiers facing off a flying monster.

Knight : This beast is tough!

Soldier : Ah...

And then Arngrim shows up.

Arngrim : Nuisance. Out of my way!

Move him to the monster and Lawfer will follow Arngrim enter the first battle in this game.

Lawfer : Let me assist you.

The monster was Lesser Harpy. This fight is very easy and you will win in a few turns.

The screen switch to a house and a man paint. Arngrim then walks in.

Roland : Welcome home, brother. Whoa, are you okay?

Arngrim : Yeah. Just sit down. You're still drawing that stuff?

Roland : Art is more than just "that stuff"...

Arngrim : If you can't sell it, what's the point?

Roland : I don't do it for money.

Arngrim : Hmmm. Whatever.

Roland : Brother... It's different. Different than war where you just kill people.

Arngrim : What!? I don't fight for money. I'm a mercenary because I enjoy it. Same as you, right!? I don't give a damn about "expressing myself" or whatever.

The screen then changes in flashback at Arngrim's house.

Arngrim : Say, Roland. What's fun about making art anyway?

Roland : You think it's foolish, brother, because you're content with what you have.

Arngrim : ...

Roland : For me, drawing pictures has always been a way for me to escape the confines of this frail body of mine.

The screen then back to Roland and Arngrim in present time.

Roland : I'm sorry, brother. I know that part of the reason you fight is to support me ———

Arngrim : I'll leave the money here

Arngrim leaves the money on the table and he also puts a statue in the table.

Roland : That statue?

Arngrim : It's a present from His Highness. They give it to the guy who kills the most people in battle.

The screen then fades and you hear a noise. An old man bends over to pick a Scepter in the ground and hands it back to the Princess.

Lombert : Princess. It is unseemly for such a lovely young princess who will one day rule the country to lose her temper in such a disgraceful manner.

Jelanda : Silence, Lombert!! I will not stand here silently and accept abuse from the likes of you. We cannot allow such behaviour from a boorish mercenary ——

Lombert : Princess Jelanda!! You will not concern your self with regards to this matter, princess. I will take care of everything.

Jelanda : ...

The screen than switches to a flashback. You can see a lot of knights kneel and a king in the throne and Jelanda besides him.

King : Thanks to your meritorious efforts, the barbarians have been driven back. I salute you all! And among you I believe, is the greatest warrior of all, Sir Arngrim!

Arngrim : Hmph.

Arngrim move to the front of the King.

King : To you, I present a cash bonus, and this statue. (Although I'm sure mercenary taste is no different than that of a barbarian.)

Arngrim : How delightful. I thank you from the bottom of the gaping void in my soul.

Arngrim : You think this makes everything all right? This cheap little statue's nothing but a lie. Ha ha ha... You're such a feeble little King.

King : What... What are you...

Arngrim : I don't have time for this farce!! This statue looks a lot like you, don't you think!

Arngrim let out his sword.

King : !!

Jelanda : Father!!

And breaks the statue.

Arngrim : Don't waste my time with this crap.

Arngrim walks out from the throne room.

Jelanda : You ungrateful brute! To subject my father to such barbarism! 10.000 deaths are not enough for you. Guards! Take him!

No body dares to seize him.

Jelanda : What are you doing!?

The screen backs to Jelanda's room.

Jelanda : That arrogant lout, there must be some way I can get him. Let me think ——— I've got it ?

The screen backs to Arngrim house. Move Arngrim to the right to the door. Then you will hear a knock in the door. Roland stands up, wants to open it.

Arngrim : Just sit down and relax.

A girl then comes in.

Arngrim : Do you want something?

Girl : Aren't you ... I mean, might you be Sir Arngrim?

Arngrim : Yeah, that's right...

Girl : I am... I mean, my name is... Um... Jela...

Arngrim : Jela?

Girl : Yeah! I mean, no Jela... Uh...

Girl : My name is Angela.

Arngrim : ...

Angela : ...

Arngrim : And... what do you want from me, Lady Angela?

Angela : I came...to offer you a job.

Arngrim : ...Are you serious?

Roland : You've got time. Why not talk to her?

Arngrim : ...

The screen then changes in Main Street outside Arngrim's house.

Arngrim : So, where are we going?

Angela : Let's go to, ah, one of those... restaurants. Do you know of any fine establishment?

Arngrim : Well this place over here is about as fine as it gets in Artolia.

[-Nan-Lou-Garden-], Japanese restaurant.

Waitress : May I take your order?

Arngrim : (I have no idea.) Let's see... I'll take this, and this, and this...

Waitress : And what would you like to drink?

Angela : Umm... This and this and one of these...

Arngrim : Hey!! Are you really gonna eat all that!?

Angela : Why would I? I'll just have what I want and leave the rest.

Arngrim : ...

Arngrim : So, ah, what was it you wanted to hire me for?

Angela : Why don't we talk, while we eat?

- 30 minutes later -

Angela : Call your manager!!

Waitress : Hmh?

Angela : I said, call your manager!!

Arngrim : Don't act like such a... spoiled little princess.

Then the Waitress call the Head Chef.

Head Chef : Is something not to your liking?

Angela : "Not to my liking", you say! What is this meat? It's raw!!

Head Chef : But Miss... That is called "Sashimi" It's classic Yamato cuisine.

Angela : And what's this cloudy soup? It smells awful!! It must be rotten!

Head Chef : Miss... That's an absolute staple of Yamato cuisine "Miso Soup"

Angela : And what about this! It's a monster!! You're trying to make me eat baby krakens!?

Head Chef : But Miss... That's just plain octopus...!

Angela : You serve monsters here?

Head Chef : I assure you, Miss...

Angela : ...I have never been so insulted in my entire life! Aaah! Now my throat is parched!

She drinks the sake.

Angela : Kaff!! Blech!! What kind of water IS this!? Are you trying to poison me?! How dare you...! 10.000 deaths are not enough for you...!!

Angela falls to the ground, sleeping.

Angela : Zzzzzz...

Waitress : Your bill, sir.

You can save your game now. It's up to you to save or not.

The screen then changes to Arngrim's house. Angela is sleeping in his bed.

Roland : So this happened before you could hear what she wanted?

Arngnim : Yeah.

Angela : Mmm, Uhhh...

Angela rolls over and the hat she wears fall over uncovering her face.

Arngnim : !! Princess Jel...Jelanda?

Roland : What's going on?

Arngnim : Well, I know she came here in disguise to hire me for a job.

Angela : Uuummmm...

Arngnim : She's very proud.

Jelanda is talking in her sleep.

Angela : Daa...

Arngnim : Huh? Talking in her sleep, eh.

Angela : Daa...

Arngnim : ...

Angela : Foul oathbreaker...! 10.000 deaths are not enough for you!!

Arngnim : So that's it. I understand now.

The screen then backs to the previous day where he humiliates the King.

Arngnim : (I insulted that girl's father in front of her. Of course, I didn't mean to. I just wanted to show what a gutless coward the King is. What I did wasn't wrong. But ——— But a daughter can't help but love and honor her own father. Is there any child that would not feel anger at seeing their sire made a fool of...)

The screen backs to Arngrim's house, Angela wakes up.

Angela : Where am I? It's already evening!!

Arngnim : Yeah, it is.

Angela : I have to go! Oh! Is it okay if I come back tomorrow to make my offer?

Arngnim : Yeah, sure.

Angela leaves his house.

Arngrim : A job offer, huh? Probably some sort of revenge for what I did to her father... When she comes tomorrow, I'll apologize to her.

The screen changes to a tavern. A man comes in.

Badrach : You're late!! So, what's your offer this time?

Agent : It's short notice, nut I need you to help another man deliver.

Badrach : What? Gimme a break! You're wasting my time for that?

Agent : C'mon, the pay is top price. So will you take it?

Badrach : Dangerous cargo, eh? Well, I'll take it. But I want 5,000. My price has doubled.

Agent : Fine. It's a deal.

Badrach : You serious? Well, if you say so. By the way, who's the other guy you got me teamed up with?

Agent : You'll meet soon enough.

The Agent leaves the tavern.

Badrach : Hmph. (I don't know what that guy's up to, but as long as I get my money. I could care less.)

- The next day -
[Arngrim's house]

Roland : The Princess isn't coming, is she?

Arngrim : Probably not.

Roland : But if you think about the princess being out of the castle...

Arngrim : Yeah, I suppose.

Roland : If she keeps sneaking out, she's going to get her attendants executed ———

Arngrim : Yeah.

Roland : Some conversationalist...

You can move Arngrim freely in the city, buy all you have to do is just go in and out your house.

Roland : Brother, you have a visitor.

Agent : I need to speak with you...

Arngrim : ...

The Agent goes out your house.

Roland : Is this about a job?

Arngrim : Yeah.

Roland : Did you take it?

Arngrim : I leave tomorrow morning. You'll be alone again for a few days.

Roland : And what about the Princess?

Arngrim : Cancelled, probably...

The screen changes to the town. Badrach will greet you.

Badrach : Whoa, this is sumthin' of a surprise. My partner's gonna be you then, eh?

Arngrim : ...

Badrach : Aw, don't gimme that. The name's Badrach. Nice to meet ya, Arngrim. I've heard all about ya.

Agent : If you must engage in such meaningless blather, do it on the road. This cargo must be delivered!

Badrach : Yes, ma'am.

Then the screen will go black, and you can see writing on the screen. Villnore was about a week's journey away along the great road. But the journey was uneventful and by the third day we were halfway there.

Badrach : I'm getting plenty of money for this job, so who really cares what's in the thing? Eh, mister bodyguard?

Arngrim : ...

Badrach : Grr. That's Lombert...

Arngrim : Lombert? Artolia's Chief Councillor? You mean it wasn't the agent who hired us?

Badrach : Hey, bodyguard. Something's coming up behind you!

Arngrim : What?

Badrach : Knights!! And lots of 'em!

Arngrim : Knights!? (The dust looked to have been kicked up by a group of Artolian Cavalry. It seemed like they were chasing something, but I never imagined it was us...)

Artolian knight : Halt! Surrender your cargo for inspection.

Badrach : Hey, hold up!

Arngrim : (When I think about it now... I never should have agreed to take that package without knowing what was inside. It just wasn't like me...)

Artolian Knight : These are the ones!!

Arngrim : Let's get out of here!

Badrach : Hey, hold on a sec!! Wha!?

Arngrim : (Our parcel? It was that little tomboy princess, Jelanda...)

Now you will see Badrach and Arngrim resting.

Badrach : Looks like we'll hafta wait 'til night, and run.

Arngrim : ...

Badrach : Hmph! Damn that Lombert! He totally screwed this!

Arngrim : You filthy...! You knew?!

Badrach : No, I didn't know what was IN the damn thing! It's just that my, uh, client, was Lombert like always, and...

Arngrim : Did those soldiers know that Lombert...?

Badrach : Eh? No way, can't be. The guy's a Villnore spy, ya know.

Arngrim : What?!

Badrach : Nobody was s'posed to know what was in the thing, man! If Villnore got their hands on the princess, they'd have Artolia in the palm of their hand.

Arngrim : (I'd have been quite happy to kill the stinking knave. But I've got more important things to do...)

Jelanda : (Ah, Arngrim... It hurts... Help me... Save me!!

Arngrim will grab his sword and move to the next screen.

Man : Eeeeyaaah! Gyaaaah!

You will then see a Red Beast with two Knight dead, and one Knight holding off.

Badrach : Wha...? Hey, what the hell is that!?

Knight : He, HELP US...!

Arngrim : Hey, what's going on? Jelanda

Knight : Umm. Because the princess was unconscious, the captain told us to give her this medicine that he got from Lombert...

Badrach : Isn't that... the princess!?

Arngrim : (Lombert was playing two hands. He knew the abduction would be discovered, so he sent some "medicine" along with the search party ——— If we made it all the way to Villnore, no problem. But if we were discovered, the cavalry would use the "medicine"... He knew the princess would be unconscious if

she was found. The medicine's effect was as you see. The princess became a monster, and afterwards, all were dead. Perhaps even the princess...)

Badrach : That's exactly what happens when somebody drinks Ghoul Powder!

Arngrim : Ghoul Powder?

Badrach : Yeah. It turns a person into a howling demon. Necromancers use the stuff all the time.

Arngrim : Lombert is...a necromancer? Angela...

Badrach : Angela? You mean Jelanda? What're you talkin 'about? It's time we get back to Artolia. I'm getting out of here. See ya!

Arngrim : (Maybe he made the right choice. I don't know, But, I wasn't going to run. Even on the field of battle. I'd never felt like this. Lombert... I'm going to kill you. But ——— what will become of Jelanda...)

You will see Arngrim run towards the Ghoul, but when he gets there Valkyrie and Freya warp up. Valkyrie quickly dispatches two of the ghosts.

Arngrim : Stop!! That's...!!

Valkyrie : Human, life is not something to be thrown away. If you are a true warrior, you will find your path in the maelstrom of battle.

Arngrim : The Battle-Maiden, Valkyrie? (Who hadn't heard of the tales? Of the endless war the Gods wage with the creatures of darkness.)

You will enter battle with the Ghoul. The fight is easy. Just takes about 5/6 rounds and it's over. After the battle, Arngrim will be walking the path.

Arngrim : (Battle is my greatest pleasure... But, this was different. You think it's foolish, brother, because you're content with what you have. You're wrong!! It was through others' misfortune that I felt myself to be strong. That's right... I was myself without morals. Who was I to judge others? Who was I to look down on them? Injustice. I began to realize that the King and I were very much the same ———)

You will see Valkyrie takes soul from Jelanda's body. Then the scene shifts back to where Arngrim is challenging Lombert.

Lombert : Ah, I thought you might show up sooner or later. You really should have just run away... It will avail you nothing to cause a disturbance here, young man.

Arngrim : Maybe not, but! It'll sure as hell "avail" me to smash your face in!!

Lombert : I see... Arngrim, you may be a genius on the battlefield, but when it comes to the higher arts, you know little. You

realize... You are already dead.

Arngrim : What?

Lombert : Magic, Arngrim. Heh heh heh... Let me show you.

Lombert then casts a spell which surrounds Arngrim in black.

Arngrim : Aaargh!!

You will then see Jelanda with Valkyrie.

Jelanda : I beg of you!! You must save Arngrim, please!

Valkyrie : Save? How do you think he might be saved?

Jelanda : Eh... I... I...

Valkyrie : By being allowed to continue to live? Or by being chosen by me?

The screen backs to Arngrim and Lombert.

Lombert : Yet one thing does strike me odd. I'd have believed it if you run away, but... could a human really have defeated a Ghoul? I can't imagine...

Jelanda : (That's him! That's the man who betrayed me!!)

Valkyrie then comes in and breaks the spell. Lombert can't believe that.

Lombert : What...!? Ah, now I understand. We have a little conspiracy here, don't we?

Arngrim : Conspiracy? Hah! I hear you're the expert on that subject!

Valkyrie : Defiler of souls... Your sins lay heavy upon you!

You will then fight Lombert.

Boss Battle

Name : Lombert
HP : 750

Strategy : This fight is very easy. Just attack and eventually win the battle.

After the battle, four soldiers will be trying to take down Arngrim.

Soldier : Prepare yourself, rebel scum!!

Arngrim : (These slipshod soldiers think they can call me "rebel scum"?) Look, friend, don't expect me to do you any favors. I'm not going to die. I guess they don't have much use for heroes with true strength up in Asgard, eh? Ha ha ha!!

Valkyrie then appears.

Valkyrie : Vainglorious human... Strength is not everything.

Arngrim : Hmph, You're one to talk, death goddess!!

Jelanda then appears.

??? : Impudent fool!! Valkyrie is not a goddess of the dark. Such words will result in your certain death!!

Arngrim : A...Angela...?

Jelanda : Eh? You...you knew?

Arngrim : Heh heh heh... I see... So you're safe, little one. I have one question. Aren't you just a death goddess?

Valkyrie : A god of death is merely responsible for the snuffing out of lives. I, however, can show you the path...

Arngrim : Path?

Valkyrie : Yes. However, you must walk it on your own.

An old man comes in.

??? : Stop this pointless slaughter!!

Knight Captain : Arngrim... will you truly raise arms against me?

Arngrim : (Do I have any regrets...? ...No.)

Arngrim throws down his sword and takes a short sword and kill himself. After that, the screen changes to Arngrim, Jelanda and Valkyrie.

Arngrim : Why did you save me?

Valkyrie : Consider it a gift.

Jelanda : It seems we'll be spending quite a bit of time together.

Arngrim : ...That it does, little one. Quite a bit indeed...

You will be back in world map.

Freya : (Fate can indeed be a cruel mistress...)

Valkyrie : What is it?

Freya : Nothing. Let us take leave of here.

Valkyrie : Next?

Freya : Yes. Even the strongest steel must first be tempered, yes? To send them to Asgard directly would be only a death sentence. Concentrate once again. You should be able to feel the presence of the undead as well.

|-----|

```
| +---+ |
| +---+ Press START button to begin spiritual concentration. |
| START |
|-----|
```

Then you will see orange dot --> Artolian Mountain Ruins. Head to the orange dot and enter.

```
-----
Artolian Mountain Ruins
-----
```

The Artolian ruins lie in the northern hills. The massive stoneworks have eroded over the years and their hulking forms peer eerily out from a deep blanket of fog. A bonfire now burns there and an eerie screaming sound can be heard each night.

Period 2

Once you enter, Valkyrie will jump off the ledge.

Valkyrie : I sense an enemy.

Freya warps in, responding Valkyrie.

Freya : Yes, there is one, an undead!! Lenneth, are you ready? I can accompany you through this ruin, but when you leave this place, I must return to Asgard.

Valkyrie : Yes.

Freya : Look at this, Lenneth. That is the Memory Camp.

```
|-----|
| Record game (Save) |
| In memory camp status, open the camp screen and select process data |
| Tools can be created in a dungeon only in Memory Camp |
|-----|
```

Freya : I think you understand, but, eating souls... is a desecration of the dead. Having mercy on the undead is useless. Enough, let's go.

Save the game and head to the right. Freya appears again.

Freya : To fight the enemy, face your enemy and brandish a sword. Any contact means a fight, but you never know who will be first.

```
|-----|
| Brandish sword...X button |
|-----|
```

Head to the right. If you enter the first room, you can't do anything here because the iron bars is locked. So head to the next room to the right and Freya will appear again.

Freya : Let's check out the contents of that bag. It's possible that there could be something useable inside.

```
|-----|
| Open treasure chest... Facing the chest, directional button ? + X |
```

| button |

|-----|
So check the chest and you will get Eye of Heaven. Head to the right and walk up the stairs. Then head to the left and enter the room. You will find Iron-Barred Key here. Head back down to the first room and Freya will appear again.

Freya : Lenneth, I think you can use that key here. Please take a look at those iron bars.

|-----|
Investigate, Talk...X button

Head to the iron bars and press X. The door will open. Head downstairs. When you reach a ladder, Freya will show up again.

Freya : When there are different levels, such as ladders and stairs. You can climb down, or leap down. Leaping is a handy way to move quickly.

|-----|
| Going up or down ladder... directional button ?? |

| Leap down... directional button ? + O button |

Going up or down stairs... directional button slant up slant down

Jump off the ledge and you will land at a jump you can't make. Freya will show up again.

Freya : We won't be able to get up there by jumping. Let's build some crystals into the wall and use them for footholds.

|-----|
Shoot crystals... ? button

So press ? button and use crystal as your footholds. You will reach the top and Freya will show up again.

Freya : If you shoot crystals at the enemy, you can contain their movements for a certain period of time. There are many other characteristics of crystal, you should experiment with them.

Now head all the way to the right to another room. Take a Vegetable Seed there. You can't go to the right for now. The way is blocked with a giant pillar. So head back to the room before. Head down but keep going to the left. You will see two treasure chests there and Freya will show up again.

Freya : See that treasure chest. Can you take it? A trap has been set on that treasure chest. There are three main types of traps. There are different ways to avoid different types of traps. You can jump, crouch down, or leave, but which one is the best here...? For the time being, I recommend leaving as quickly as possible.

The left treasure chest is trapped, so leave after you open it. You will get a Vegetable Seed from the left chest. You can open the right with normal way because it isn't trapped. The right chest contains The

Book of Everlasting Life. Now head all the way down and go to the right. You will see a giant pillar there and when you reach it, Freya will show up again.

Freya : I think we can topple this pillar... Lenneth. Go ahead and try.

Have Valkyrie use the sword at the crack about two times and the pillar will topple. You will earn 500 Event EXP. Freya will show up and explain the EXP.

Freya : You can also gain experience points from special actions that do not occur in the course of battle. Those experience points can be saved up in the Experience Orb and can be freely given out to any of the heroes.

```
|-----|
|           Open Camp Screen... ? button           |
|           Experience Orb... Select Party in Camp Screen           |
|-----|
```

You can back to the room where before you were blocked by the giant pillar. But I suggest you head all the way to the left first and enter the room. You can go the right or to the left. Go to the right and you will see a lot of spikes here. Kill the enemy in the platform and get on the platform. In the middle above, you can see a treasure chest. Open the treasure chest and leave because it is trapped. You will get Element Scepter. Go to the right and enter the room there. You can get Foxglove and Fire Lance. When you take Fire Lance, Freya will show up.

Freya : This is the Book of Spells.

Valkyrie : Book of Spells?

Freya : Yes, it's a book written about research done on certain magic spells. You can learn new spells by reading this book.

Freya : In this world there are many books to be found where ways of fighting and other things are described, in addition to books about magic. From these writings you can acquire knowledge on many matters that you could not have obtained otherwise from experiences on the battlefield. Magic and skills are acquired when you use certain items. A skills is a single item that can be acquired by anyone. Magic, however, is a single item that can be acquired by one person only.

Use Fire Lance at Jelanda and Jelanda can use Fire Lance spell. Head all the way back to the left where before you can choose to go the right or to the left. This time go the right and enter the room. You will be in a very high room and all you have to do is go up. Use ? button to shoot crystals to get up there. You can get 4 items there. Savory, Angel Curio, Nightshade, and Quartz Gem. Now go back to the room where before you were blocked by a giant pillar. This time you can go through. You can see two treasure chests there, one in the left and one in the right. Go to the right treasure chest first. Be careful the chest is trapped. So leave quickly after you opened it. You will get a Vegetable Seed. To get the left treasure, use ? button twice to make crystals at the rear and use the crystals as footholds, then jump to the right. You will get Treasure Search. This item can only be equipped by Valkyrie. If you equipped it, whenever you are in a room with treasure, a blue orb will circle around you. Then go downstairs.

Now go to the right until you reach the ladder. Then on the third platform, go to the right. You will be in a room where you will find a Lapis Lazuli. Go to the ladder again. This time go up to the top platform and go to the right. You can save the game there. Walk to the right and you will fight the boss here.

Valkyrie : ... Here they come!!

Elder Vampire : Why do you disturb me?

Valkyrie : It is my task to hunt those creatures who prey upon the living. Abomination!! You have no place in this world!

Elder Vampire : "Hunt", you say? ...You amuse me. Very well then. Let us see if you have the strength to match your boastful words.

Freya : I will not participate in the battle. Lenneth, let me witness your power. Use this sword. It will allow you to do a Triple Combo attack.

```
|-----|
|                You borrowed Reiter Pallasch                |
|-----|
```

Boss Battle

Name : Elder Vampire + 2x Dragon Servant
HP : Elder Vampire 4800, Dragon Servant 500
Recommended level : 3
EXP : 1600

Strategy : The battle is very easy. To kill Dragon Servants, use combination attack. Try to get clinchers to make high damage.

In battle, Valkyrie will explain you how to kill Dragon Servants.

Valkyrie : Dragon Servants! They're masters of defense... We'll have to break through their guard with combination attacks

```
|-----|
|                Guard Crush                |
|Breaks through perfect guard by doing a combo attack. But it's not a |
|                guarantee, so be careful not to waste too much energy. |
|-----|
```

You can get two artifacts after the battle. But if you take it, your Evaluation Points will be decrease (-5). Don't take Sealed Box. I suggest you take Jewelled Blade "Grimrist". After these, you will get 3000 Event EXP.

Now go back to first save point. You can save game there. Freya will show up.

Valkyrie : We shall not meet for some time.

Freya : Just a moment. When the Einherjar have been trained they are sent to Asgard. At that point you will have finished the first cycle of your appointed tasks.

Valkyrie : I understand.

Freya : The time you are allotted is not limitless, Lenneth. Just as time passes on the earth below, time in Asgard also grinds steadily onward. At set intervals I will undertake to inform you of events taking place in Asgard.

Valkyrie : Thank you. I understand.

```
|-----|
|           Game time is stored as Chapters and Periods           |
|                                                                     |
|Periods are the time spent in towns or dungeons. The Chapter is over |
|after the passage of a set number of Periods, after which there will |
|           be a report from Freya.                                |
|                                                                     |
|The game is composed of 8 Chapters. The final battle, "Ragnarok" will|
| commence when there are no more periods remaining until the end of |
|           the world. So be forewarned.                          |
|-----|
```

Freya : I have one more word for you... That warrior... I don't think he's suited to become a hero.

Valkyrie : You mean Arngrim?

Freya : Yes. Of course he has brawn enough, but does he have what it take inside? The stuff that makes up an Einherjar is much more than strength alone.

Valkyrie : ...

Freya : Good luck. Taking leave of the Einherjar is but a temporary measure. Oh, and Lenneth, If you don't understand the plan for the training of the Einherjar, or for the battle, then ask HIM/HER your questions. Well then... We will meet at Ragnarok!

Sprite : I will remain here. Until then, Lenneth. As a token of my esteem... The abilities of the Einherjar of Asgard are not determined by strength alone. An Einherjar's personality has a major impact on the outcome. Physical strength alone is not enough. You must send to Asgard only those warriors who have undergone personal growth. Well... of course, the point is... how much...?

Sprite : An Einherjar's activities in Asgard are also dependent on the warrior's armament. It's very different. Even if you make a mistake, don't send someone who is lightly armed. Don't think that just because Asgard is the world of gods that there won't be any need for armaments.

Sprite : Do you understand me ? Well then, good luck.

You can talk to the Sprite again to ask about the system battle, or the plan for the training of the Einherjar. Now exit to the world map.

Chapter 1

Characters :

- Belenus
- Llewelyn

Places :

- Solde Catacombs
- Lassen
- Forest of Woe
- Cave of Oblivion
- Crell Monferaigne
- Artolia
- Weeping Lily Meadow

You can press START (begin spiritual concentration) five times in this chapter.

First START : Orange Dot --> Solde Catacombs

Second START : Blue Dot --> Lassen

Third START : Orange Dot --> Forest of Woe

Fourth START : Orange Dot --> Cave of Oblivion

Fifth START : Blue Dot --> Crell Monferaigne

You only have 3 characters now : Valkyrie, Arngrim, Jelanda. So first press START twice to get Belenus in Lassen.

Lassen

A merchant town in the Gerabellum region. With a thriving slave trade. Troops are mustering in the city due to the threat of invasion from Villnore.

Period 1

When you first enter the town, you will see a man and a woman walking down the street. The woman will then walk over to the stream to pick a flower.

Asaka : What a beautiful flower. Do you know what it's called?

Belenus : Asaka, do you want that badly not to go?

Asaka : ...

Belenus will come over and grab the flower.

Asaka : Lord Belenus, give it back! I do not like slave auctions! Don't make me watch!

Belenus : We have to do this, Asaka. My wife and Maria are gone now. You cannot take care of the mansion by yourself.

Asaka : The one you buy will be well-treated. But when I think of the fates of others... I do not wish to go.

Belenus : But I need you to go, Asaka. I do not speak their language. I

need your help to pick a good worker ——

Asaka : I cannot do it!! To have that kind of power over someone's life.

Belenus : But it is well enough to pick a flower?

Asaka : Ah...

Belenus : How is choosing a servant any different from picking a flower?

Asaka : ...

Belenus : Being picked was this flower's destiny.

Asaka : Destiny?

Belenus : Destiny is the path chosen for us by the Gods ——

The screen will then go black and you will see a flashback.

Maria : Please. Please forgive me. I just felt so sorry for her... I will pay her upkeep with my own salary, so please allow her to stay.

Belenus : Please, father. I promise you. Maria and I will take good care of her.

Father : Very well. She's your responsibility, Maria. Educate her.

Belenus's father will then leave.

Belenus : Are you sure that was a good idea, Maria?

Maria : I am sorry, young lord.

Belenus : It's okay. Do you know what her name is?

Maria : Her name is Asaka.

Belenus : Asaka? That's a Yamato name...

Maria : Yes.

Belenus will snap his finger and Asaka will then stop crying.

Asaka : Ah...

Belenus : Finally we get to see your face. The scary man is gone, so don't cry anymore ——

The screen changes to slave auction place.

Asaka : There aren't any today.

Belenus : ...

Belenus will then daydreaming.

Belenus : Being picked was this flower's destiny. (Destiny? Was it destiny that killed my wife and Maria? Was it destiny that send my friends and my father to die in a distant war? Is it the reason that I am here now? The reason I met Asaka —— ?!)

Asaka will then disturb your daydreaming.

Asaka : Lord Belenus?

Belenus : ...I am fine. Well, we should head home.

Asaka : Yes, Lord Belenus.

The scene will then shifts to Belenus's house. Belenus will be sleeping in bed when all of sudden a Spectre appears. Belenus jumps out of the bed as the Spectre approaches him.

Belenus : A spectre!?

Valkyrie warps in and take off the Spectre.

Belenus : What manner of being are you? No, it can't be!

Valkyrie : ...Your home... It has fallen under a Vampire's Curse. The young lady is in danger.

Belenus : Asaka?!

Belenus will leave his room and immediately go to Asaka's room. Valkyrie then warps out. You will see an Elder Vampire over the lifeless body of Asaka.

Elder Vampire : She is yours, Lady Beliza! This is the final sacrifice; our agreement is now complete.

The Elder Vampire warps out just as Belenus comes in.

Belenus : Asaka, Asaka!

Valkyrie then warps in.

Belenus : please! Can't you save her!?

Valkyrie : It is already too late. No one can defy their destiny.

Belenus : You speak of destiny? As if such talk could possibly ease my mind!? I loved her ——

Valkyrie : There is still a way...

Belenus : I'll do anything!! Tell me!

Valkyrie : The ritual of Soul Transfer... It means, if you truly desire it, you may take her place... But you would have to die in her stead.

Belenus : I was a slave to circumstance. There was nothing I could say.

Valkyrie then flies in air and flaps her wings and Belenus fall down.

Valkyrie then grabs Belenus's soul. Valkyrie then warps out. After this a light surrounds Asaka and she is alive again.

Valkyrie : (Let us go.)

You will then see Valkyrie in Belenus's room.

Valkyrie : The master's dresser... This...

Valkyrie : This is nothing to me.

A message will come out.

———— The Forces of Beliza ————

Human Blood is the catalyst of their simple but ruinous powers. Lust, passion, and jealousy are all the demesne of the Dark Lady, Beliza.

Now you will be back at world map.

Because you already have Belenus in your party, you can go back to Lassen to get item at Asaka's room.

Lassen

A merchant town in the Gerabellum region. With a thriving slave trade. Troops are mustering in the city due to the threat of invasion from Villnore.

Period 1

Go to Belenus's house, in the right when you first enter the town. Then go to Asaka's room. Belenus will appear.

Belenus : Asaka...

You will find PRESSED Flower in this room. It is a DECORATION to defend you from poison.

Oh, yeah! Since you have Arngrim in your party, you can go back to Artolia to get weapon at his house.

Artolia

Artolia is a small, weak country in the center of the continent. Trapped between their larger neighbours, Artolia's people live in constant fear. It has become a major center for mercenaries.

Period 1

Go to Arngrim's house and head to the left to Arngrim's bedroom. Arngrim will appear.

Arngrim : My father gave it to me years ago. You're welcome to use it.

You will get Dragon Slayer, a great weapon against dragons.

Now that you have 4 characters, you can go to Solde Catacombs.

Solde Catacombs

Travelers who settled here were greeted only by abandoned catacombs. They placed an Ankh on the gate to calm the spirits of the dead, but it has since been removed. Perhaps the work of the undead... Surely enemies lurk deep in the catacomb's bowels.

Period 2

Enemies :

- Dragon Servant
- Ghast
- Lesser Vampire

Bosses :

- Ramapithicus + 2x Drow Shaman

Items Found :

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

When you first enter, go to the right and down the hole. You can get Attack Power skill at the top of a pile of skulls. Head to the left to another room. You can get Short Bow here at the left. Make crystals near the ladder to reach other side to get Short Bow. After you get it, go down and the left, you can see a Slab here. Move to the Slab.

Writing is carved on this slab.

"Destroy all the Guardians!"

"The time for Guardians is over. Transform their resting places."

"Let us offer burial tools for the dead!"

It's a clue for you for what to do next. In the next room, go past the ladder and enter the room. You will see a Guardian Statue at the Pentagon. Destroy it, and move the Monument Stone at your right at the Pentagon. You will get 1000 Event EXP. Then go outside and climb the ladder. Head to the left and enter next room. Keep going until you reach the ladder. Climb it and continue to the left to get Avoid skill. Head back down the ladder and enter the room beside it. Just do the same as before, destroy the Guardian Statue and move the Monument Stone to the Pentagon. You will get 1000 Event EXP. Go out and slide (press ? + O button) to go to other side. Go to the next room. In this room you will do the same as before, destroy the Guardian Statue and move the Monument Stone to the Pentagon. You will get 1000 Event EXP. Head to the right to next room. You can get Fire Lance in this room, be careful it is trapped. In this room too, you will do the same as before, destroy the Guardian Statue and move the Monument Stone to the Pentagon. You will get 1000 Event EXP. Climb the ladder and head to the right to enter next room. In this room, you can get a Broad Sword

and an Eye of Heaven. After that, destroy the statue and the door will open. You will get 5000 Event EXP. Continue to the right.

You can save here. But first go to the bottom right to get Element Scepter, but be careful it is trapped. Save before you enter the next room because it's boss battle. Oh yeah, first equip Short Bow that you get on Valkyrie. You will know why. When you enter, you will see a Drow Shaman flying in the air.

Valkyrie : Villain... You dare disturb the sleep of the Dead!!

Drow Shaman : Ha ha ha!! How amusing! It seems our behavior displeases you... Perhaps you should leave your job as goddess and become a grave tender!!

Valkyrie : Silence, worm!!

Boss Battle

Name : Ramapithicus + 2x Drow Shaman
HP : Ramapithicus 4000, Drow Shaman 1000
Recommended level : 5
EXP : 4800

Strategy : Kill the Drow Shaman first. Their spell is very annoying. If your character attacked twice by this spell, your character will die. Revive him/her if he/she die with Union Plume. After all Drow Shaman concentrate your attack at Ramapithicus. He has very high HP. Try to get clincher to make great damage.

In the battle after you get hit by the spell, Valkyrie will explain how to win this battle.

Valkyrie : These beasts have great endurance. While we fight with them, we are sitting ducks for those sorcerers. We must go after the sorcerers...

```
|-----|
|           Menu Command "Equip"           |
|In addition to swords, Valkyrie can also equip bows. Can also divided|
|           by Party Formation           |
|-----|
```

If you haven't equip Valkyrie with bow. Press SELECT and choose Equip to equip Valkyrie with bow. Drow Shaman is located at Rear, so your sword can't attack it, but if you use bow you can damage enemies at the Rear.

After the battle ends, you can get 3 artifacts and 2 items. For the artifacts, you will get Secret of Damascus, Crown of Felmar, and Emerald Necklace. It's up to you to keep it for yourself or not. If you take each artifact, Your Evaluation points will decrease (-5). I suggest you keep Emerald Necklace, it is very useful, when your character equip Emerald Necklace and level up then he/she will get extra bonus 100 CP. Oh yeah, for you who take Secret of Damascus, please e-mail me the description. I miss this because I send it to Odin. After you check all the artifacts, you will get 10000 Event EXP.

Before you leave, don't forget to get the items. They both are trapped, so be careful. You will get Magic Pow skill and Frigid Damsel (an ice spell). Leave after you get all the treasures by climbing the left ladder.

You will now back at the world map. Press Start and this time will appear Orange Dot --> Forest of Woe. So go there.

Forest of Woe

Snow rarely falls in Crell Monferaigne, but recently it has been blanketed in terrible blizzards. The snowstorms are decimating the plant and animal life in the forest and the stench of their decaying bodies permeates the air in this forest of death.

Period 2

Enemies :

- Dragon Servant
- Ghast
- Lesser Vampire

Bosses :

- 3x Insane Yeti

Items Found :

- Eye of Heaven
- Icicle Edge
- 2x Element Scepter
- Lapis Lazuli
- Flare Crystal
- Extreme Guard
- Phoenix Feather

When you enter, head to the left first to get Eye of Heaven. Now head to the right to next screen. Don't go up, go to the right first. You will find an Icicle Edge here. Then go up twice. Head to the left twice and go up twice. Then go to the right to get 2 Element Scepters (be careful, they are trapped). After that head down twice and go to the right. This time you go up and head to the left to get Lapis Lazuli. Head back down and go to the right. Then go up to the next screen. In your right is a treasure contains a Flare Crystal. Go up again. Save the game at Save Point and get ready for a battle. Head to the left and you will see a gorilla and a man's soul.

Valkyrie : The wild animals have become affected by the evil and have become ferocious. I have no choice.

Boss Battle

Name : 3x Insane Yeti
HP : 5200
Weakness : Fire
Recommended level : 5
EXP : 2100

Strategy : This fight is easy. Have Jelanda use Fire Storm/Fire Lance.

Try to get clincher to make great damage.

In the battle, Valkyrie will explain how to win this battle.

Valkyrie : These beasts have great endurance. We should all concentrate our fire on a single opponent for efficiency.

```
|-----|
|                Magic Type                |
|  Some enemies are vulnerable to certain magic types. Exploit your |
| enemy's weak points and you can inflict great damage. What's the weak|
|                point of a cold-dwelling foe?                |
|-----|
```

After the battle, Valkyrie will walk to the soul.

Valkyrie : His blood has been sucked from his body. This is the work of an undead. I sense a powerful force nearby. So this is causing all the snow. This is what happens when mortal creatures meddle with forces beyond their ken ——

Valkyrie then destroy the soul. You can get artifacts here. It's up to you to keep it or not. They are Extreme Guard and Phoenix Feather. If you take each artifact, Your Evaluation points will decrease (-5). I suggest don't take anything. After you check all the artifacts you will get 7000 Event EXP. Head all the way back to the entrance to back to world map.

Press START to begin soul concentration. This time will appear orange dot --> Cave of Oblivion.

```
-----
Cave of Oblivion
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```

It is said that the jewels and monsters that appears in the cave are different each time it is visited. The cave is a natural wonder -- the envy of adventurers. But be extremely wary here. The monsters and other magical beings can be extremely powerful.

Period 2

Enemies :
- Vermin
- Pongo

The treasure chests in this dungeon are random. So I will not write what will you get here. I just give you a clue about place you should go.

When you first enter, head to the right. In this screen, jump to the right above. Head all the way to the right to get treasures here. Go back to the second screen but this time go down to the right to the next screen. In this screen jump to the right. Eventually, you will land in someplace, head to the right. There's nothing here, so head back. This time jump to the left and enter the next screen. Grab the treasures there. Head back to the right and go down. Head to the right and exit this dungeon.

You will now back at world map. Press START to begin Soul Concentration. This time will appear blue dot --> Crell Monferaigne.

Crell Monferaigne

This Kingdom controls most of the Eastern Continent. The citizens have been brainwashed into leading a self-righteous holy war against their neighbours.

Period 1

The screen will open with many people attending the funeral.

Priest : Battle-Maiden. Please light our way, so that we may walk the path of courage! That spirit, it shall never be despoiled!

Then the camera will move up and you can see many doves flying above a huge castle. Then the screen changes to flashback. You can see a woman in the forest. Then a man will run up.

Llewelyn : Sorry, Millia. Were you waiting long?

Millia : It's okay. I love this place. I love to just stand here and listen to the rustling leaves. When the wind blows just right, it sounds just like waves lapping on a shore.

Llewelyn : I never noticed it before. Now, I know what they mean by a "sea of trees".

Millia : Yes. That's why I wanted you to come here.

Llewelyn : Why?

Millia : You're going to sea, aren't you? As a soldier... To war...

Llewelyn : So you knew.

Millia : Yes. That's why. My mother told me to forget you...

Llewelyn : Maybe you should listen to her, Millia.

Millia : Don't say that! I'm going to wait for you... When I come here I feel like I'm closer to you. But not just that. It's more than that. I feel like you're really here. Here together with me...

Llewelyn : Millia... I promise I won't die. Wait for me.

Millia : I will.

Llewelyn : When I come back, we'll get married.

(Legends say that the lotus flower grants eternal life. When you give a lotus flower, it means you are praying for their eternal life.)

(How horrible. They said it was a war that we could not lose.)

The screen will back at Millia in the forest.

Millia : Llewelyn. I have to talk to you. My mother wants to arrange a marriage for me. I told her no, of course. All she cares about

is her own social status, anyway. She's just wasting her time.
I'll never marry anyone else...

Then you can hear the leaves rustle.

Millia : No! This noise... it's all wrong!

Millia : Stop! Somebody stop it...!

Millia : An empty coffin... I can't believe you're really dead...

Then the screen will go black and you can see Valkyrie and Llewelyn here.

Valkyrie : Are you certain about this?

Llewelyn : What could I possibly say. There are no words...

Valkyrie : If you believe that we cannot do anything for you humans,
then you are mistaken.

Llewelyn : Huh?

Valkyrie : The death of a loved one. For they that remain, the wounds
grow deeper and deeper... They that remain grow weaker and
weaker, an agony incomparable, their hearts in bondage.

Valkyrie : Can you not see it? She has ceased to live, frozen in time.
It is the same as if you had slain her with one of your
arrows.

Llewelyn : So what should I...

Valkyrie : There is no need to pretend. Simply do what you can.

The screen the shifts back at the forest. You will see Llewelyn run
towards her.

Millia : Llewelyn!

Llewelyn : Forgive me. I'll always be watching over you...

Valkyrie : This is not my task... I am no Goddess of Love...

You will now back at the World Map. Since you have Llewelyn in your
party, go back to Crell Monferaigne.

Crell Monferaigne

This Kingdom controls most of the Eastern Continent. The citizens have
been brainwashed into leading a self-righteous holy war against their
neighbours.

Period 1

Head all the way to the right to a little forest. Llewelyn will appear.

Llewelyn : What's this?

Valkyrie : It is a necklace. It is worn by women who pray for the safe return of their lovers.

Weeping Lily Meadow

Weeping Lilies dot this gorge but their lovely fragrance is poison. Beautiful and deadly -- the villagers know enough not to stop and smell the flowers.

Period 1

When you enter, Valkyrie will wonder what this place is.

Valkyrie : This place...

Valkyrie : I'm sure I felt the resonance of human thought...

Valkyrie : ...

Valkyrie then walk over to the left and surprised.

Valkyrie : !!

She rushes over and you can see two spectres by the grave.

Valkyrie : Your kind should not be here!

She slashes one of the spectres.

Valkyrie : ...They fled?

Valkyrie : Why would spectres gather around this stone?

Valkyrie : Is this...

Valkyrie : A grave marker?

Valkyrie : Who would put a grave in a place like this?

After that you can live.

If you do as I say, you will have almost finish this Chapter. The status are :

Chapter-1

Period 22/24

170 Periods remaining until End of World

Use the remaining periods to go to one of the places you have already visited before. I recommend Forest of Woe. Kill all the monsters there to get EXP. After that Freya will summons you.

Sacred Phase 1-2

Freya : It has been a long time, Lenneth. Our current situation is as follows.

Asgard War Status

Asgard Strength

Aesir Army	24	23(-1)
Vanir Army	31	31(+0)
Other Forces	25	26(+1)

Freya : Our current situation is... If things do not improve I'm afraid we are doomed.

Freya : Lenneth, about your performance... You must try harder.

Freya : These are all the Materialize Points I can grant you at this time.

Materialize Points 2250 pts

Freya : Lenneth, I have a request to make of you... We need more warriors. Send us a warrior with good battle skills. We need a warrior skilled in battle tactics. Send us someone with a good knowledge of artifacts.

Necessary Hero Value 50

Demand : Warrior, Tactics, Leadership, Identify

Freya : Very well, good fortune. I expect mighty deeds.

Chapter 2

Characters :

- Lawfer
- Jun

Places :

- Artolia
- Dragoncastle Caverns
- Hai-Lan
- Nethov Swamp
- Cave of Oblivion

In this Chapter, train Belenus. He's the one you will be transferred. Spend all the CP to increase the skill that Freya wants.

You can press START (begin spiritual concentration) five times in this chapter.

First START : Blue Dot --> Artolia
Second START : Orange Dot --> Dragoncastle Caverns
Third START : Blue Dot --> Hai-Lan
Fourth START : Orange Dot --> Nethov Swamp
Fifth START : Orange Dot --> Cave of Oblivion

Artolia

Artolia is a small, weak country in the center of the continent. Trapped between their larger neighbours, Artolia's people live in

constant fear. It has become a major center for mercenaries.

Period 1

When you enter Artolia, you will see Roland(Arngrim's brother) sitting in jail.

Roland : Arngrim...

The screen will then change to Lawfer and his father.

Lawfer : Arngrim did what? This is some sort of mistake!! Please check again.

Knight Captain : He killed Princess Jelanda, Lord Lombert, and thirty soldiers of the guard!! The situation is clear.

Lawfer : Father!

Knight Captain : Please understand.

Then the screen changes to flashback where Arngrim and Lawfer practising.

Lawfer : Please, let's just stop, Arngrim. I'm not a genius like you.

Arngrim : "Genius"? That's what losers say. He's "different". He's "special".

Lawfer : Pick up your spear. All you can do is your best.

The screen then changes to the present where Lawfer walking along and overheard the Soldiers talking.

Soldier : So the famous 'genius of the battlefield 'has gone nuts!

Soldier : Yeah, it looks like he's gone berserk or something.

Then the screen changes to flashback again where you can see Arngrim, Knight Captain and Lawfer.

Arngrim : If this world is hell, then... the gods must be kinder than everybody thinks.

Knight Captain : Ho ho. You must be a content man indeed, if that's the way you think.

The scene then shifts to the top of mountain where you can see Arngrim and Lawfer. The screen will blow some leaves.

Arngrim : Are you just a blade of grass to be blown in the wind?

Then the screen changes to Lawfer talking to a blue-haired swordsman and woman swordman in white outfit.

Lawfer : There's no one else who could take this job. Please look after Roland for me. See you later.

Celia : Stop right there. Do you really expect your friends to just sit by quietly while you go to meet your own death?

Lawfer : ...

Celia : Dying for justice and lofty ideals is pointless!

Lawfer : There are many who would agree. But there are many who would not.

Kashell : You're talking about Arngrim again, eh? About him being "special"?

Lawfer : You're wrong! It's not like that...

Celia : Lawfer...

Kashell : In this line of work. I know there are times when you have to just grit your teeth and face death. But that doesn't mean you should throw your life away!

Celia : Hey, let's all go together. There's no reason to go it alone! If we all go, then ??????

Lawfer : No. Don't you ever wonder why Arngrim did what he did? Even though he understood what it would do to Roland? It's not just that. He didn't want to draw his sword against my father. And so he ??????

Celia : ...

Lawfer : When I think of how he must have felt ??????

(I will not run away)

Lawfer will be outside the jail cell of Roland.

Lawfer : Father... I am grateful that you chose a name for me that begins with "Law".

(Though it may not be exactly type of "Law" my father had in mind...)

After this you will be back at world map and you have Lawfer in your party. Press START again to begin Soul Concentration. This time will appear Orange Dot --> DragoncastleCaverns. So go there.

Dragoncastle Caverns

Natural caves that lie beneath the land of Yamato. It is said to be a sanctuary of evil and a dwelling place for demons. Truly a place where even angels fear to tread, it is not to be visited by the faint of heart.

Period 2

Enemies :

- Monstrous Viper
- Venomous Spider
- Current Fish
- Banshee (it's very dangerous, its spell can do great damage)

Bosses :

- Lesser Dragon

Items Found :

- Eye of Heaven
- Quartz Gem
- Long Sword
- Vegetable Seed
- Savory
- 2x Foxglove
- Aconite
- Slanting Rain
- Spear "Dark Angel"
- Scarlet Lotus Sword
- 2x Lapis Lazuli
- Fire Storm
- Element Scepter
- Nightshade
- Short Spear
- Frigid Damsel

Start by heading left. After that take the ladder down to the bottom (ignore the left ledge for now). Go to the left twice and get an Eye of Heaven. Go back to the ladder but this time go to the ledge. Walk to the left until you reach another ladder. Don't climb the ladder because it leads you to the exit. Instead just go to the left and when you can see hole, go down. Go to the right to get Quartz Gem, Long Sword, and Vegetable Seed. Go all the way to the left and you can get Savory in the bottom. Continue to the right until you reach Save Point. Save your game there. Head to the next room and fall down. Go to the left to pick up Foxglove, Aconite(trapped), and Slanting Rain(trapped). Then leave this room and jump up until you reach the room to the right.

When you enter Valkyrie will walk up to the dragon.

Valkyrie : Could it really be that the legendary creature living in the bowels of this cave was a Dragon...

Lesser Dragon : What is it, Battle-Maiden? Are you afraid?

Valkyrie : This cavern has drank too much blood. It is time to return this place back to its original form.

Lesser Dragon : ...Do not make me laugh. Such words... They are but empty boasts!!

Valkyrie : By my word, Dragon. You shall be returned to the grave!!

Boss Battle

Name : Lesser Dragon
HP : 9000
Recommended Level : 8
EXP : 5000

Strategy : Just equip Dragon Slayer on one of the characters. It will take one hit to kill the Dragon.

After the battle, you can get two artifacts, Spear "Dark Angel" and

Scarlet Lotus Sword. It's up to you to keep it or not. The artifact is only useful for just two chapters (this chapter and next chapter), after that the weapon will be no match with the divine item you can create, so I suggest don't take it. If you take each artifact, Your Evaluation points will decrease (-5). After you check all the artifacts you will get 18000 Event EXP.

Go back up to the place where you get Savory. Go up to the right. Head to the cave in the middle. Go all the way to the left and pick up Lapis Lazuli and Fire Storm (trapped). Head back out and jump up, you can see Save Point there. Jump up again to the left to get Foxglove and Element Scepter(trapped). Head back out, this time jump to the right to get Nightshade and Lapis Lazuli(trapped). Head back out and fall down to the bottom. Go to the right and follow the path, eventually you will reach a ladder. Ignore it for now, go to the left to get Short Spear and Frigid Damsel. This time climb the ladder to reach the exit.

After this you will be back at world map. Press START again to begin Soul Concentration. This time will appear Blue Dot --> Hai-Lan. So go there.

Hai-Lan

An island isolated just off the southwest coast. Hai-Lan has developed its own unique culture. It is filled with unusual flora and fauna, as well as less natural magic beings.

Period 1

You will see a girl praying in a shrine in the rain. The girl walk up to the left to the old man with red umbrella.

Shinto Priest : It's impressive you come here everyday to pray. But,
for what?

Ai : For the safe return of my brother. He has gone on a quest to find
medicine to treat my eyes...

Shinto Priest : I see.

The scene changes to town where you can see three men talking.

Scout : An Ogre?

Traveler : Yes, an Ogre demon has been sighted near Hai-Lan.

Samurai : Then I shall slay this ogre!

Now you will be at demon's lair and you can see the Samurai lost.

Ogre : It seems you have no further need for those eyes.

Samurai : No! NOOO!!!

The scene changes back to the shrine.

Shinto Priest : Earlier, a young man came here. At first I mistook him
for you.

Ai : Could it be? It must have been my brother!! ...My brother and I are twins.

Shinto Priest : Ah, of course. He said to give you this amulet I've been holding it for you.

Ai : Why...here?

Shinto Priest : Well, he knew you were coming here, didn't he? Truly, twins are a wonder.

The screen changes back to demon's lair. Valkyrie will walk up to him.

Ogre : And what will your soul project upon this dark cave?

Valkyrie : Soul? I possess no such thing.

Then Valkyrie slashes the Ogre and you can see the Ogre turn into Samurai. Then the screen will shifts to the flashback.

Ogre : Which would your sister prefer. You dying so that she may live on, or you surviving to be by her side when she dies?

Jun : I shall not die today!! Nor shall you take my sister!!

Ogre : One cannot get something for nothing in this world. If it is life that you seek, life is the price you must pay.

Jun : ...

Ogre : I offer you the Soul Stone, in exchange for your life.

Jun : I thought I made it clear that I shall not die today. I never had any intention of accepting your bargain.

Ogre : What!?

Jun : Then I will take it by force!

Ogre : ...

Jun : 'Tis a foolish demon, that seeks to deal with humans.

Ogre : Ha Ha Ha Ha Ha! Is it because you value blood over all else, that you never tire of the sight of it? ...This is typical of a human soul. And now it is soul of a demon. You and I are one!! (And I will live on. For my body was but a vessel.)

Then the screen back to the present.

Jun : Ugh... Where's... the Ogre...?

Valkyrie : There are no demons here. You were merely confronting your own soul.

Jun : The Ogre was my own soul?

Valkyrie : Humans are often misled by the truth. This whole cavern is a dark mirror, where one must confront one's own soul. I understand how you feel, humans. But you must understand

what your warped soul has done.

Valkyrie : As twins, your life and your sister's are forever intertwined. You cannot help but influence each other's existence. So is it your sister's eyes that have become clouded... Or is it your own soul?

Jun : My soul...? I did this... To her?

You will now see the Shinto Priest and Ai standing outside.

Ai : Somehow, my brother has cured me after all. But what I wanted was...

Shinto Priest : I'm sure everything is fine, why do you think this?

Ai : I don't know. I only know that it is how I feel.

After this you will be back at world map and you have Jun in your party. Press START again to begin Soul Concentration. This time will appear Orange Dot --> Nethov Swamp. So go there.

Nethov Swamp

A horrible stench permeates the Nethov Swamp. Nefarious fumes stream forth from the ground and call to the undead to feed on the flesh of the living. Some hidden power must be there, causing the unnatural disturbance.

Period 2

Enemies :

- Figment
- Vermin
- Pongo Robustus
- Mantrap Plant

Bosses :

- Dragon Zombie

Items Found :

- 2x Shadow Servant
- 2x Holy Crystal
- Charge
- Wait Reaction
- Eye of Heaven
- Element Scepter
- Cure Condition
- Flare Baselard
- Daemon Slayer
- Short Spear
- Quartz Gem
- Bark of the Dryad
- Inscribed Fragment

From start head to the left and enter the first area you can enter. Go to the right and get Shadow Servant. Be careful, it is trapped. Head to the left and go up to the right to get another Shadow Servant. Be careful, it is trapped. Go up to get Holy Crystal. Be careful, it is

trapped. Head back down and follow these direction : right, down, left, left, left. You can save your game here. Go down and get Short Spear at the right treasure. In the left swamp you can get Cure Condition and Flare Baselard(hidden beside Cure Condition). In the further left swamp, you can get Quartz Gem and Daemon Slayer(it is trapped). Head back up and go to the right twice, you will approach a tree.

Valkyrie : This tree... is rotting.

So cut the tree to get 5000 Event EXP. Go to the right to get Charge skill. Go up and head to the left through the big tree. Get Holy Crystal (it is trapped), Wait Reaction, Eye of Heaven, and Element Scepter (it is trapped). Head back down and go down again. You can save your game at the right. Head to the left and follow the path.

When you reach a place where you can jump down, jump down and head to the right. You will come upon a Dragon Zombie.

Valkyrie : What is a Dragon Zombie doing here!! ...It is hard to believe that it suffered a mortal wound in combat...

Boss Battle

Name : Dragon Zombie
HP : 13400
Weakness : Fire, Lightning, Holy
Recommended level : 10
EXP : 6000

Strategy : Equip your character with Jewelled Blade "Grimrist" (if you take this Artifact), or Dragon Slayer, or Flare Baselard. The Dragon will be die in one or two slash.

In the battle, Valkyrie will explain how to fight this Dragon.

Valkyrie : So weapons don't work, eh. So we must exploit their weak points, but how exactly?

```
|-----|  
|           Menu Command "Item"           |  
| Spectacles allow you to "see" your enemy's abilities. By using an |  
|Attack Item against their weak points, we can beat even the strongest|  
|-----|
```

After the battle continue to the right. You will come upon two chests contain artifacts, Bark of the Dryad and Inscribed Fragment. It's up to you to keep it or not. If you take each artifact, Your Evaluation points will decrease (-5). I suggest you keep Bark of the Dryad because you can transmute it into Dimension Slip. After you check all the artifacts you will get 20000 Event EXP. Then head to the right to the exit.

After this you will be back at world map. Press START again to begin Soul Concentration. This time will appear Orange Dot --> Cave of Oblivion. So go there.

Cave of Oblivion

It is said that the jewels and monsters that appears in the cave are different each time it is visited. The cave is a natural wonder -- the envy of adventurers. But be extremely wary here. The monsters and other magical beings can be extremely powerful.

Period 2

Enemies :

- Vermin
- Pongo Robustus
- Figment
- Mantrap Plant
- Dragon Servant

There's no item here, just enemies. Kill them all to get EXP.

If you do as I say, you will have almost finish this Chapter. The status are :

Chapter-2

Period 18/24

150 Periods remaining until End of World

Use all the remaining periods to go to one of the places you have already visited before. I recommend Nethov Swamp. Kill all the monsters there to get EXP. After that Freya will summons you. Don't forget to transfer Belenus before Freya summons you.

Sacred Phase 2-3

Freya : It has been a long time, Lenneth. Our current situation is as follows.

Asgard War Status

Asgard Strength

Aesir Army	23	23(+0)
Vanir Army	31	31(+0)
Other Forces	26	26(+0)

Freya : Our current situation is... If things do not improve I'm afraid we are doomed.

Freya : Do you wish to know the status of our Einherjar?

Einherjar

Belenus

Freya : Do you wish to know his status?

Name : Belenus

God Level : Rank 15

Platoon : 2nd Platoon

Evaluation Value +106

Hero Value 256

Deeds

Evaluation of desired abilities +53
Awarded the rank of 15th level god
Experimental use of Artifacts
Report of Experiment Results
Patrol of Valhalla Palace and Environs
Conversation with Aesir +5
Pursuit of the Spies Victories
Major role in ferocious attack +20
Plan brilliant strategy +5
Lead unit perfectly +5
Identify Item perfectly +5
Activities Recognized +5
Total Acquired Hero Value +106

All of these above is my hero status. I don't know you will be the same or not.

Freya : Lenneth, about your performance... It is magnificent.

Freya : These are all the Materialize Points I can grant you at this time.

Materialize Points 6780 pts

Freya : The Lord Odin is pleased with you. He bids me give you these artifacts.

Artifact

Element Scepter
Lightning Bolt
Shadow Servant
Splash
Heal
Throw
Extreme Guard
Emerald Necklace

All of these above is what I get. I don't know you will be the same or not.

Freya : Lenneth, I have a request to make of you... We need Archers. Send us someone who can strike from the distance. We need an Einherjar who can gather intelligence. Send us an Einherjar Skilled at reconnaissance.

Necessary Hero Value 65
Demand : Archer, Find Trap, Survival

Freya : May Fate guide your Hand. I pray for your good fortune.

Chapter 3

Characters :

- Kashell
- Yumei
- Janus

Places :

- Camille Village
- Hai-Lan
- Gorhia Cult HQ
- Crell Monferaigne
- Cave of Oblivion

In this Chapter, train Llewelyn. He's the one you will be transferred. Spend all the CP to increase the skill that Freya wants.

You can press START (begin spiritual concentration) five times in this chapter.

First START : Blue Dot --> Camille Village

Second START : Blue Dot --> Hai-Lan

Third START : Orange Dot --> Gorhia Cult HQ

Fourth START : Blue Dot --> Crell Monferaigne

Fifth START : Orange Dot --> Cave of Oblivion

Camille Village

Attached to Artolia, Camille is in disarray. Constantly becoming embroiled in the wars of their neighbours, their history shows how often they have been trampled underfoot.

Period 1

When you enter Camille Village you will notice that everyone has been turned into stone. The camera will move to the left and you will see Kashell and Celia.

Celia : This is awful...

Kashell : This isn't at all like Ward said! This is... tragic.

Celia : A basilisk? A cockatrice? Or...a gorgon? This seems a bit more than any of those beasts could handle...

Kashell : ...Only the people were petrified, nothing else. And there isn't a single person that hasn't been shattered. That's proof that whatever did this was no mere beast... it had intellect!

Celia : Medusa...!

Kashell : Probably.

Celia : This is bad...

Kashell : Anyway, let's look for survivors.

Celia : Right.

Kashell : He's always said that anyone left alive is worth 1000 Oath,

the bastard!

They then walk to the right and come across an old sword.

Kashell : They're using a sword as a deadbolt? This blade... Hey, can you read this writing?

Celia : These are ancient runes! Goodness...they've carved up the entire length of the blade...

Celia : "Behold the Grand Sting, forged from the very brilliance of the blue sky. By its power the absolute evil of these grounds is contained."

Kashell : ...Absolute evil?

After that they enter the ruin. In the ruin, Celia will notice someone has been stoned in the ruin.

Celia : It's a miracle! They left this one intact! Kashell... Bring me the Potion!

Kashell : ...So that's what happened.

Celia : Huh?

Kashell : ...This kid releases the evil. She was probably just playing around... Don't you think it's odd, finding a little girl here?

Celia : ...

Kashell : Anyway, there's no need to de-petrify her right now. I can't stand to hear kids cry.

Celia : ...I guess you're right. Maybe we should heal her once we're outside town ??????

Then a mysterious voice start talking to them.

??? : I planned to awaken that girl a hundred years hence... as a reward for releasing me. Wouldn't that have been pleasant...?

Kashell : You bastard! Come on out and show your face!

Celia : ...Vile creature, does it please you to perform act of good shrouded in ill? Obscuring your true intentions only makes it that much more hateful!!

Suddenly a flying creature appear and stab Kashell. Kashell is sent flying from the stab.

Kashell : Ah... The vial... I've got to protect it ??????

Then the bottle starts to glow and you will see Valkyrie holding the bottle.

Valkyrie : This...is what is most important to you?

Kashell : A...a Valkyrie? I'm not sure... I was so obsessed with it.

All I can say is, I guess it was...

Valkyrie : You have earned the right to live.

Kashell : To live?

Valkyrie : Yes. The right to life.

You will then see Celia again as the bottle was put carefully by Valkyrie on the ground.

Celia : It didn't break. Another...miracle? Kashell...

You will now see Celia with the little girl.

Celia : See? You're not the only one who's sad!! But you have to be strong! Kashell will only grieve, if you cry...

Celia could not hold her tears anymore and fell down crying.

After this you will be back at world map and you have Kashell in your party. Press START again to begin Soul Concentration. This time will appear Blue Dot --> Hai-Lan. But before you go there, you can go back to Camille Village to get items.

Camille Village

Attached to Artolia, Camille is in disarray. Constantly becoming embroiled in the wars of their neighbours, their history shows how often they have been trampled underfoot.

Period 1

Go to the Graveyard and move to the left. You will come across a sword and Kashell will appear.

Kashell : This is my sword... Did Celia do it?

Valkyrie : It appears so.

Kashell : Even if I carry this, I won't be punished?

You will get Vainslayer. Go to the left to the ruin and enter.

Enemies :

- Lesser Vampire
- Knight Fiend
- Drow Shaman
- Dragon Zombie

Bosses :

- Greater Demon

Items Found :

- Bastard Sword
- Defend
- Eye of Heaven
- Sap Guard
- Dragon Slayer

- Warhammer
- Trick Step
- Grand Sting
- Golden Fowl

Go down the stair and the ladder. Go to the right and fight Dragon Zombie. Equip one of your character with Jewelled Blade "Grimrist" or Flare Baselard or Dragon Slayer. You will win in one or two slash. Take the Bastard Sword from the chest. Head back out and go to the left. Enter the first door you see. Take Defend from the chest. Head out and go to the left. Be careful with the laser that come out from big eye on the ceiling. If you get hit, you will be freezed and your HP will decrease 2000. So don't walk when the laser shot from the big eye. Go down in the next screen. Head to the left and follow the path. You will come across a huge moving pillar blocking you the way to the right. This is how to break it. Look where the laser hit the ground and shoot ice 2 times there. The ice will reflect the laser and hit the pillar. The pillar will be freezed and you can break it by using your sword. You will get 6000 Event EXP after you break it. Go to the right and down the stair and the ladder. Go to the left and fight another Dragon Zombie. Use the same strategy like before to fight it. All the chests here is trapped, so be careful. Take Eye of Heaven, Sap Guard, Dragon Slayer from the chests. Go back to where you first destroy the pillar. There's a room you can enter before the big eye. There's two pillars here. Destroy the first like before and for the second, you will have to reflect it three times to break the second pillar. You will get 12000 Event EXP after you break the two pillars. Head to the left and down the stair. Destroy the pillar here too. Then kill another Dragon Zombie. Head to the left and go down the stair and the ladder. Now head all the way to the right. Save your game there before the Boss Battle. Then head to the right to next screen.

When you enter, Valkyrie will walk up to the right and a demon will show up.

Valkyrie : So you still live. I thought that woman destroyed you.

Demon Servant : I cannot be defeated by a lowly mortal. Neither can I be defeated by a lowly goddess who relies upon the power of humans to fight for her.

Valkyrie : ...Why don't you try me?

Demon Servant : I believe I will.

Then the demon transform into more stronger demon.

Boss Battle

Name : Greater Demon
HP : 22000
Recommended level : 12
EXP : 13000

Strategy : Equip your character with Daemon Slayer. The Demon will be die in one slash.

In Battle, Valkyrie will explain how to dodge and counter-attack.

Valkyrie : They are skilled at dodging attacks. And they always counter attack... So either a magic attack followed by a combination attack or, we take advantage of their poor accuracy, wait for them to counter and then strike...

```
|-----|
|               Dodge and counter-attack               |
| If a character's attack is dodged, their action for that turn is |
|over. With the skill, "Counter", an ally can counter-attack after he |
|               dodges. Dodges cannot be repeated consecutively.   |
|-----|
```

After the battle, you can get two artifacts, Grand Sting and Golden Fowl. It's up to you to keep it or not. If you take each artifact, Your Evaluation points will decrease (-5). I suggest you keep them. After you check all the artifacts you will get 30000 Event EXP. Head back out the ruin and the Camille Village. Now go to Hai-Lan.

Hai-Lan

An island isolated just off the southwest coast. Hai-Lan has developed its own unique culture. It is filled with unusual flora and fauna, as well as less natural magic beings.

Period 1

The scene will open with you seeing a tall ship. Then the camera will move down to a mermaid sitting in a wreckage.

Yumei : I hope this isn't a bad idea. But, how do I know it's the right ship?

Then the screen will changes to the ship where you can see two men.

Fuyuki : This is pointless. We're not gonna catch anything today!

Father : The bonito are a bit late this year. What's wrong?

Fuyuki : Dad, did you just hear someone yell?

Father : What? Here in the middle of the ocean?

Fuyuki : Listen, there it is again!

Yumei : Help me!

Then the screen goes back again to Yumei.

Yumei : H-E-L-P!!

Yumei : Wha...t! Isn't someone going to respond to my cries? Or is that a ghost ship only skeletons ride?

Then the screen will changes again to the ship where you will see Yumei on board the ship.

Fuyuki's Father : Are you okay?

Yumei : ...Yes.

Fuyuki's Father : You surprised me, kid. What're ya doin' out here? You could've drowned!

Yumei : My ship...it sank.

Fuyuki's Father : Sank? What happened to the others!?

Yumei : ...I don't know.

Fuyuki's Father : ...

Fuyuki's Father : So... What's your name?

Yumei : ...Yumei. It means "dream".

Fuyuki's Father : Fuyuki, why are you so quiet?

Fuyuki : Huh? I just...umm...

Fuyuki : Um, well, anyway, it looks like we won't catch anything today. So shouldn't we head back to port?

Fuyuki's Father : Mmm. You probably right 'bout that.

The screen will then go black and when it appears you will see Yumei and Fuyuki's Father.

Yumei : Do you know what a lapis is?

Father : Lapis? You mean a lapis lazuli, the gemstone?

Yumei : That's right. But this isn't a normal one. It's special ????

Father : Ah, you mean the Cerulean Lapis! Yeah, I know about it. Any sailor with his salt does.

Yumei : So it's true that it grants wishes? If only I could find one...

Father : Ha. I hate to break it to you, girlie, but it don't really exist. Just another ol' wives tale.

Yumei : ...

Father : Sorry, lassie... didn't mean to upset you. Somethin's wrong?

Yumei : No... It's nothing.

(The Cerulean Lapis is a myth? But if that's true...)

After that the ship will shake.

Yumei : What was that!?

Fuyuki : You don't know? It's the Oouzu.

Yumei : The...Oh-oo-zoo?

Fuyuki : When the currents shift, the sea can turn into a giant

whirlpool. The tremble you felt was just the ship changing course. There's nothing to worry about.

Then the screen will go black and you will see the ship in the port. Fuyuki will come out with Yumei and walk along the path.

Fuyuki : I believe in the Cerulean Lapis.

Yumei : Huh?

Fuyuki : I heard you talking to my father. Father is growing old, and he's lost the ability to hope and dream. But I still believe the Lapis is real. Do you think I'm silly?

Yumei : No. Thanks for the encouragement. I'll try to believe in it too.

Fuyuki : That's good!! 'Cause you'll never find it if you don't believe in it.

Yumei : Fuyuki, if you found the Cerulean Lapis, what would you wish for?

Fuyuki : Ummm... Well, our ship is in pretty bad shape. So I guess I'd wish for a new one. The finest one in all of Hai-Lan. What about you?

Yumei : Me? Uh ?????? I haven't really thought about it.

Fuyuki : I see...

The screen will changes again and you will see Yumei and Fuyuki's Father in a room.

Father : Miss, you asked us to take you to this town, but now you say you have nowhere to go. I'm sorry to nag, but may I ask why you wanted to come here?

Yumei : Honestly, I wasn't trying to hide anything... I came here to see my father.

Father : Your father?

Yumei : That's right.

Father : What's his name?

Yumei : Koh...Rijun Koh.

Father : Koh? You don't mean...Shogun Koh!?

Yumei : You know him?

Father : Everyone knows of Shogun Koh and his family. I don't mean to be rude, but are you the child of one of his mistresses? I only ask because... Well, I assume that a family member would have known... That Shogun Koh is dead. Do you know of the war between Hai-Lan and the merfolk? It ended only a few years ago. Shogun Koh was commanding the navy against the merfolk. In the midst of a battle, he fell overboard. There was no time

to save him, and everyone assumed he had drowned. But miraculously, he later washed ashore alive and well. He was a changed man after that. The Shogun worked tirelessly to make peace with the merfolk and end the war. He was a war hero who became a legendary peacemaker. But his efforts took their toll, and he succumbed to illness a few years ago. The whole nation mourned his passing. He was a great man...

Then the screen will go outside the room where Fuyuki listening.

Fuyuki : So the reason she wanted the Lapis, was so she could see her father...? Why did Yumei lie to me?

Then the scene will changes again and you will see Yumei and Fuyuki in a room.

Fuyuki : I'm sorry, Yumei. But I couldn't find anyone by the name of "Koh".

Yumei : ...Thank you for trying.

Fuyuki : Oh, it was no problem. I like to help any way I can.

Yumei : Well, there's no point in search anymore.

Fuyuki : Why not? Don't you want to see your father? Don't give up! The Lapis... I know it's real. You said you'd try to believe in it ??????

Yumei : There is no Cerulean Lapis!

Fuyuki : What? But, Yumei...

Yumei : There is no Lapis, and my father is dead!

Fuyuki : Yumei...

Yumei : It doesn't matter anymore. Please just leave me alone.

Then Yumei will go out from the window.

Fuyuki : Wait! Where are you going!? Yumei!!

Then the screen will changes to outside of the room.

Fuyuki : Damn, she's fast! Is that the direction of the shore? Surely she doesn't intend... To kill herself!? That noise... it's the Oouzu!

Then the screen changes to the beach. A mermaid is in the sea.

Fuyuki : ...Yumei?

Yumei : Are you surprised? I'm not human.

Fuyuki : I...I didn't...

Yumei : You should get away from the shore. The Oouzu will be here soon.

Fuyuki : What about you? ...You wanted the Cerulean Lapis so that you could see your father?

Yumei : ...

Fuyuki : I'm kinda disappointed. It looks like you didn't trust me, when all I wanted to do was help you. That's why I searched the whole city for information about the Lapis.

Yumei : You're wrong.

Fuyuki : Huh?

Yumei : It's true...that I wanted to see my father, but that isn't the thing that I would have wished for.

Fuyuki : Then... Why?

Yumei : My mother... She died recently. Ever since my mother bore me, the child of a human, she's been ostracized by the other merfolk. Even when she died, no one mourned her. ...I couldn't cry. Whenever I wanted to cry, everyone would glare at me with those cold eyes... and I just couldn't do it. But it was more than just that... I didn't smile when I was happy. I didn't cry when I was sad. What I didn't realize was that I had given up on living entirely. I was such a fool. At the very least, I wanted to make my father cry. My wish for the Lapis would have been... For my father, mother and me to have been able to live together as a family... but it's not fair... Now they get to be together without me...

Fuyuki : ...Yumei, please don't do this!

Yumei : Goodbye, Fuyuki. I'm sorry I lied to you.

Then Yumei will swims off. You will see a FMV of the Whirlpool forming. After that you will see a flashback of what you just saw.

Yumei : ...I couldn't cry. Whenever I wanted to cry, everyone would just glare at me... and I wouldn't be able to. But it was more than just that... I was such a fool.

Now you can see Fuyuki again at the beach.

Fuyuki : I was a fool too. Why didn't I stop her?

A light will start to come out from the water and a little blue ball will float.

Fuyuki : Wha... What's this!?

When a cerulean gem is in a young man's palm. When two strangers have spoken their hearts. And when two hearts have connected as one. Then the legend has truly been reborn. The Legend of the Cerulean Lapis
??????

Fuyuki, if you found the Cerulean Lapis what would you wish for? A splendid new ship? No!! To be together? Should I wish for Yumei's safety? That's it! But... What was it that Yumei wished for...?

Fuyuki : Lapis! Grant my heart's desire! I wish that Yumei is able to be with her parents again ??????

The Lapis then glow and you will see Yumei fall down to the bottom of the sea. Valkyrie will appears and grabs her.

Valkyrie : Because he loved her, he wishes for her death? His wish will be granted. I do not know if this girl will prove worthy of Valhalla. But as promised, they will be together.

The sea did not calm. Yumei did not return. But the boy sat patiently ?????? and stared at the ocean. His wish was granted. But there was no proof of this.

You will then see flashback.

Fuyuki : I believe in the Cerulean Lapis.

Yumei : Thanks for the encouragement. I'll try to believe in it too.

Fuyuki : That's good!! 'Cause you'll never find it if you don't believe in it.

And so ?????? Fuyuki decided to believe once again. To believe that Yumei was happy together with her family, forevermore.

After this you will be back at world map and you have Yumei in your party. Press START again to begin Soul Concentration. This time will appear orange dot --> Gorhia Cult HQ. Since you have Yumei in your party, go back to Hai-Lan to get item.

Hai-Lan

An island isolated just off the southwest coast. Hai-Lan has developed its own unique culture. It is filled with unusual flora and fauna, as well as less natural magic beings.

Period 1

Go to the seashore. Yumei will then appears.

Yumei : Fuyuki, I'm sorry...

There's a sparkling in the water.

Yumei : Who...?

You got Fragment of Lapis Gem.

Now go to Gorhia Cult HQ.

Gorhia Cult HQ

Shrine of the demon-worshipping Gorhla Cultists. An sinister presence can be felt emanating from its heart. It seems that they have summoned forth a great demon who is seeking vengeance on all of humanity. Something must be done quickly.

Enemies :

- Lesser Vampire
- Knight Fiend
- Necromancer
- Thaumaturgist

Bosses :

- Noble Vampire

Items Found :

- Guts
- Eye of Heaven
- Adept Illusion
- Quartz Gem
- Sap Power
- Fairy Ring
- Poison Check
- Lapis Lazuli
- Ether Scepter
- Mithril Ore
- Incense Burner of Darlis
- Gaygoyle Statue

Head all the way to the right to get Guts skill. After you grab that run all to the left, until you reach the last area that allow you go down or up. There's nothing in the up area. So go down to get Eye of Heaven. After that head to the right and take the path that leads up. Follow the path to the dead end where there are four rooms. Enter them to get treasures. They are Adept illusion, Quartz Gem, and Sap Power. Head back one screen where you will see a big room with all the chains. There are treasures up there. This is how to get it. Find the rear place above where you can shoot ice at top. Create ice (shoot 2x) under it. Then make 3 hard ice (if you break the ice you will get it) and put it in ice you create. Then jump on it. Shoot ice at top until it become dust. You can jump in mid-air with dust. In the right you will find Lapis Lazuli and Ether Scepter. In the left you will find Fairy Ring and Poison Check. Oh yeah, all the chests were trapped.

Go back the main area and this time enter the down path. Follow the path until you reached the Stained Glass window room. In the next room, take the stairs down to save your game. After that, go to the right.

When you enter the room you will see a Priest and three dead people around him.

Priest : Well, Well, what an unusual guest. What errand brings you to this place today!

Valkyrie : But you are not human!? Appear in your true form, evil thing!!

Priest : You understand me well.

The Priest then changes to Noble Vampire.

Valkyrie : I hunt for the souls of man. What do you think to accomplish?

Noble Vampire : Is there need to respond? It is obvious that your intentions are but to bury me, no matter what I say.

Valkyrie : ...I should destroy you. You hold a grudge against the living!

Noble Vampire : I would ask you to hold off on that.

The Noble Vampire will then summons three ghosts that will take over the dead body. After that you will enter the battle. The fight is easy, so I will not call it boss battle.

After the battle

Noble Vampire : As I expected. But if possible, please return to where you came from. It would be in both our best interests.

Valkyrie : I cannot do so.

Noble Vampire : I thought not. Well, let's just see if we can exhaust you a bit before you reach me.

The Noble Vampire then releases the undead.

Noble Vampire : Those fellows are Necromancers, turning demon-embracing corpses into the undead. I'm sure you'll see them. If you don't move quickly, the mounds of corpses in this building the dead and the tormented, may have more company.

Valkyrie : You!!

Noble Vampire : You work hard, I see. Ha, ha, ha!!

Go back to where the big room with all the chains are. When you get near it, the FMV will play.

Noble Vampire : Impressive, eh? You seem somewhat tired. Why don't you take a rest?

Valkyrie : Play time is over. Now fight me!!

Noble Vampire : Stubborn woman...

Boss Battle

Name : Noble Vampire + 3x Will-O'-Wisps
HP : Noble Vampire 10500
Will-O'-Wisps 6500
Recommended level : 12
EXP : 11400

Strategy : Be careful with the Will-O'-Wisps. If their HP is low, they will self-destruct. Try to kill them in one shot or if you can't kill them try not to make their HP is low. After you kill them, concentrate your attack at Noble Vampire.

In the battle, Valkyrie will explains about the enemies.

Valkyrie : He controls the Will-O'-Wisps, eh? They're troublesome if they explode, so perhaps a single Special Attack...

```
|-----|
|  When Will-O'-Wisps explode, they cause great damage. They explode  |
|                               when their HP get low.                    |
|-----|
```

After the battle, you can get two artifacts, Gargoyle Statue and Incense Burner of Darlis. It's up to you to keep it or not. If you take each artifact, Your Evaluation points will decrease (-5). I suggest you send them all to Lord Odin. After you check all the artifacts you will get 30000 Event EXP. Leave this place back to the world map.

After this you will be back at world map. Press START again to begin Soul Concentration. This time will appear blue dot --> Crell Monferaigne. So go there.

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Crell Monferaigne
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This Kingdom controls most of the Eastern Continent. The citizens have been brainwashed into leading a self-righteous holy war against their neighbours.

Period 1

You will now be in a bar, and a man with a white shirt will come in.

Gunter : Hey, aren't you...Janus?

Janus : ...

Gunter : Hey, long time no see, buddy! You've come back, huh? But hey, man...what're you doing here, anyway? This place is for worthy warriors, ain't it? It ain't no place for cowards! Get lost!

(I did not run from my duty.)

Then Gunter punches Janus. After that you will see Janus leaving the bar. Accidentally he bumps a child.

Child : Oh... I'm sorry...

Janus : ...

Janus will just put his hand on the child's head. Then he leaves. The scene then changes and you will see two men in a large circular room.

Bert : Sir, we received a report that Janus was seen in town the other day ??????

Ernest : What? Why would he return now?

Bert : Perhaps... He seeks revenge on us...?

The scene then changes and you will see Janus in his house.

(I am so proud of you, my son! You have been knighted...made part of

the king's inner circle...!)

The scene then shifts to the outside. Janus will be walking alone in the dark when he notices someone.

Janus : Who are you!!

Janus then use his gun at the Ninja and he leave. Janus runs over and noticing that he left something.

(Are these the secret writings?)

Then you will be back at the circular room.

Bert : The man who retrieved the stolen documents. You see ???????

Ernest : What? Let him in.

Bert : Very well ???????

Ernest : That's right. Mistakes will not be forgiven.

Bert : Janus. You did well.

Then the arrows hit Janus and he dies.

Bert : If you had done this from the start ???????

Ernest : No. We couldn't kill him while the previous King was still alive.

Then the scene shifts back to the outside of the bar.

(I heard he wanted to get reinstated as a knight. Ridiculous! Hah! That coward... He ran away with his tail between his legs!)

Then the screen will changes to Valkyrie and Janus.

Janus : I just wanted to make my father proud. For him. I'd follow any of the King's orders.

Valkyrie : Even if the work is dishonorable?

Janus : I was stripped of the rank of knight, and forced out of the city. Ten years. I didn't return for ten years. I was worried about my father... But he ???????

Valkyrie : Do you not know something as simple as your own place?
Nonetheless, you are chosen. You now owe your soul to the gods...

After this you will be back at world map and you have Janus in your party. Press START again to begin Soul Concentration. This time will appear orange dot --> Cave of Oblivion. Since you have Janus in your party, go back to Crell Monferaigne.

Crell Monferaigne

This Kingdom controls most of the Eastern Continent. The citizens have been brainwashed into leading a self-righteous holy war against their neighbours.

Period 1

Go to Janus's house. Then Janus will appear.

Janus : When I said farewell to the knighthood. I sealed her away so that she would never again be used...

You got Raven Slayer.

Now go to Cave of Oblivion.

Cave of Oblivion

It is said that the jewels and monsters that appears in the cave are different each time it is visited. The cave is a natural wonder -- the envy of adventurers. But be extremely wary here. The monsters and other magical beings can be extremely powerful.

Period 2

Enemies :

- Vermin
- Pongo Robustus
- Figment
- Mantrap Plant
- Dragon Servant

There's no item here, just enemies. Kill them all to get EXP.

Brahms Castle

Brahms, the lord of the undead resides here. No sunlight shines on this castle of darkness which mysteriously appears with the setting sun and disappears each morning when the sun rises.

Period 2

Enemies :

- Lesser Vampire
- Demon Servant
- Succubus
- Vampire Lord

Items Found :

- Moonflax
- Unicorn Horn
- Normalize
- Burgundy Flask
- Beast Slayer
- Combo Counter
- Nightshade
- Heal
- Flare Baselard
- Vegetable Seed
- Throw

- Lapis Lazuli
- Warhammer
- Mithril Ore
- Savory
- Stone Torch

You only have 4 minutes in this area. So take all the items as much as you can. There are good items here you don't want to miss.

Start by walking to the right. When you get on the next screen take the path that leads up twice. Then make a left and you will be in a room that has two chests hidden by a curtain. One is the Moonflax and the other is the Unicorn Horn(very important, and you will see why later). After you have those walk to the right and take the first path that leads down. You will find Normalize in this room. Once you have this just head up. Then continue to the right until you reach another area where you can head down. Go down to that room and you will find some Burgundy Flask. Then go back and to the right and take the next area that will let you down. You will then find a Beast Slayer(kills anything with Beast in its name in 1 hit). Leave this room and continue walking to the right and you will reach a flight of stairs and a place that you can go down. Take the flight of stairs to the Top and you will be able to pick up the Skill of Combo Counter(very important) and a Nightshade. Once you have those go back down the stairs and take the route that leads down. You will have to keep heading down for four times and then you will reach another corridor. If you walk to the right you will find a Save Point. If you have above 3 minutes left then I would save, if not don't save. After that head to the left. When you reach an area that you can head up do so. You will find a Heal. Leave this room and continue to the left. Head all the way to the left and you will be able to find a Flare Baselard. After you grab that head back to the right and take the door that leads up. Head up two or three times.

Now walk to the left and up that door and you will find some Vegetable Seeds. After you have those leave that room and continue to the right. Take the next door that leads up and in that room you will find the Skill Throw. Leave that room and continue to the right. You should reach a flight of stairs. Take the stairs up and head to the left and you will find a save point. Save and then leave that room and make a jump to the right corner. You will enter another room that has a huge monster in it. But before you go up to him, head to the room that leads up and you can find a Lapis Lazuli, a War Hammer and a Mithril Ore. Once you have those leave that room and head down. In this room you can find a Stone Torch Spell and a Savory. Once you have those it is time to fight the Ram Guardian. This battle is incredibly difficult, if you don't have a plan.

Strategy : Make sure that your Mage has the Stone Torch spell. If you can successfully Stone the Ram Guardian it makes this much easier, if not, don't worry. He attacks about once for every three turns you have. Just use a Union Plume on the down time. Oh and yes he will kill any character in one hit. But, anyways after you have him Stoned, just use your Clincher moves and hope you can kill him before he kills you. One last things, he has about 27,000 DME. The most so far.

Once you have him killed head back to the save point that was at the top of the stairs, and then continue left. You will then enter a room and you will see Brahms sitting on a Chair.

Valkyrie : I assume you are prepared.

Brahms : I don't suppose that... You've come to finish things with me?

Valkyrie : What?

Brahms : Valkyrie, what has happened to you? Do you not remember me...
let alone your own sister?

Valkyrie : ...What are you saying?

Brahms : What can Odin be thinking... he manipulates you as does a
puppeteer his marionette...

Brahms will then moves with such speed towards Valkyrie that it
startles her.

Valkyrie : !!

Brahms : Don't move. I always believed that you would be the one to
fill my cold, empty heart...

What will you do?

- Fight on regardless
- Pause to consider

I suggest you choose the second answer because I think you can't win
this battle with your levels now.

Brahms : you do not have the strength to defeat me. We shall have to
leave our conclusion for another time.

Brahms will then warp out.

Valkyrie : What is this overwhelming energy? It is equal to that of Lord
Odin's...

The castle will disappears and you will be back at world map.

If you do as I say, you will have almost finish this Chapter. The
status are :

Chapter-3

Period 22/24

122 Periods remaining until End of World

Use all the remaining periods to go to one of the places you have
already visited before. I recommend Camille Village. Kill all the
monsters there to get EXP. After that Freya will summons you. Don't
forget to transfer Llewelyn before Freya summons you.

Sacred Phase 3-4

Freya : It has been a long time, Lenneth. Our current situation is as
follows.

Asgard War Status

Asgard Strength

Aesir Army	23	24(+1)
Vanir Army	31	30(-1)
Other Forces	26	26(+0)

Freya : Our current situation is... If things do not improve I'm afraid we are doomed.

Freya : Do you wish to know the status of our Einherjar?

Einherjar

Belenus
Llewelyn

Freya : You wish to know his status?

Name : Belenus
God Level : Rank 10
Platoon : 2nd Platoon
Evaluation Value +35
Hero Value 291

Deeds

Awarded the rank of 10th level god
Duty to Protect Supply Troops
Inspection of Sonder Region
Destruction of Experiment Equipment
Carefully checking plans +5
Deep in the Mirage Victories
Major role in ferocious attack +20
Discover mysterious spring +5
Activities Recognized +5
Total Acquired Hero Value +35

Name : Llewelyn
God Level : Rank 15
Platoon : 3rd Platoon
Evaluation Value +92
Hero Value 159

Deeds

Evaluation of desired abilities +37
Awarded the rank of 15th level god
Execution of Magic Experiments
Inspection of Yoskral Plains
Return to Valhalla
Rescue animal +2
Recapture of Fort Sartori Victories
Major role in ferocious attack +20
Find and disable traps +5
Discover mysterious spring +5
Exploits Recognized +5

Total Acquired Hero Value +92

All of these above is my hero status. I don't know you will be the same or not.

Freya : Lenneth, about your performance... You are doing well. Please continue as you have been.

Freya : These are all the Materialize Points I can grant you at this time.

Materialize Points 9720 pts

Freya : The Lord Odin is pleased with you. He bids me give you these artifacts.

Artifact

Element Scepter

Icicle Edge

Fire Storm

Darkness Arrow

Reflect Sorcery

Auto Item

Faim Fenn

Holy Grail

Ignite Sword

All of these above is what I get. I don't know you will be the same or not.

Freya : Lenneth, I have a request to make of you... We must send an emissary to those troublesome light elves. Can you send an Einherjar who is as skilled at negotiating as they are? We need a warrior skilled at battle tactics. We need an Einherjar wise in the lore of demons. We need an Einherjar who can gather intelligence.

Necessary Hero Value 80

Demand : Negotiator, Trick, Demon Int, Hear Noise

Freya : Very well, good fortune. I know that you can do it.

Chapter 4

Characters :

- Aelia
- Nanami
- Lorenta

Places :

- Villnore
- Cave of Oblivion
- Black Dream Tower
- Hai-Lan
- Cave of Thackus
- Flenceburg

In this Chapter, train Jelanda. She's the one you will be transferred.
Spend all the CP to increase the skill that Freya wants.

You can press START (begin spiritual concentration) six times in this chapter.

First START : Blue Dot --> Villnore

Second START : Orange Dot --> Cave of Oblivion

Third START : Orange Dot --> Black Dream Tower

Fourth START : Blue Dot --> Hai-Lan

Fifth START : Orange Dot --> Cave of Thackus

Sixth START : Blue Dot --> Flenceburg

Villnore

This military regime controls the northwestern continent. Notorious for villainy even within the robber's guild. Villnore aims to rule the continent using a secret weapon they excavated in the far north.

Period 1

When you enter Villnore you will see a young woman chained up.

Aelia : Forgive me, my friends. I can't make it...

Valkyrie then warp in near the door and walk down the stair and go toward Aelia.

Aelia : ...How tedious. I don't care how many times you ask, I'm not going to answer.

Aelia : ...Who are you?

Valkyrie : I am a Chooser of the Slain, a Valkyrie.

Aelia : ...Hmmm. And next comes the Death Goddess. Leave me alone! It's too bad, but I'm not going to die!

Valkyrie : You do not sound like the same woman who was weakly dying moments before. But if you wish...

Valkyrie then warps out and the screen will go blank. When it appears, you will see three peoples near Aelia.

Soldier : Even Lord Gandar's subjugation spell has no effect.

Gandar : They say that those with dragon's blood are strong against magic. But to resist this much...

Aelia : The Dragon Gem... That's just folklore!

Gandar : Do you not agree with me? Have you discovered yet yourself? It is the search, not the discovery which is the truest pleasure? Don't you agree?

Gandar and the Soldiers then leave.

Aelia : ...I can't die yet...

Aelia : After I finally found out where he was...

The Soldiers and Gandar then back again.

Soldier : She refuses to eat. She's just about at her limit.

Gandar : Are you ready to talk?

Aelia : ...You slimy scum!

Gandar : If you want more, there's plenty left to give!

Gander then gathers energy around him and blasts Aelia. The screen now changes to Valkyrie and Aelia.

Aelia : You went through a lot of trouble for me, but... Why do the gods need human souls to fight for them? Why can't they do it themselves? You're Gods, aren't you?

Valkyrie : Though your body may be bound, no physical restraints can shackle your spirit. It is this trait that we recognize within you.

Aelia : I see. So you admire humans. You haven't answered my question, but surely you'll keep your promise.

Valkyrie : You want to provide your friends with information? It is a simple request. This man called Gandar... He defiles the name of the Gods, perpetuating wicked ideas... I will remember him.

Cave of Oblivion

It is said that the jewels and monsters that appears in the cave are different each time it is visited. The cave is a natural wonder -- the envy of adventurers. But be extremely wary here. The monsters and other magical beings can be extremely powerful.

Period 2

Enemies :

- Dragon Zombie
- Venomous Spider
- Banshee
- Inferior Eye
- Mire Creeper
- Dragoon-Tooth Warrior
- Monstrous Glowfly

Items Found :

- Iron Ore
- Ebony Powder
- Ruin's Fate

The enemies in here are very strong. Especially Inferior Eye. I cannot figure how to fight this thing. So, in the fourth screen, when you see skeleton flying, avoid it.

Black Dream Tower

So monstrous that the eye naturally turns away, even approaching it can prove deadly. This sinister creation could not be the work of humans. Some malevolent and unnatural being must be residing there.

Period 2

Enemies :

- Lesser Demon
- Grave Mist
- Harpy
- Monstrous Glowfly

Bosses :

- Wise Sorcerer + Dragon-Tooth Warrior

Items Found :

- Vainslayer
- Auto Item
- Hit
- Quartz Gem
- Splash
- Dancing Sword
- Warhammer
- Noise Arrow
- Element Scepter
- Lightning Bolt
- Eye of Heaven
- Bewitching Statue
- Fairy Bottle

Head to the right. When you reach the end of the passage, take the path that leads up. Then head to the left until you reach a place that leads down. Take that and head all the way to the right and you will find a chest that contain the Vainslayer. Then walk all the way to the left to get Auto Item. After that take the route in the middle of that room. First walk to the right and you should find a chest that has the skill Hit in it. After you have that start jumping from one dragons mouth to the other. On the fourth platform, use the rope to cross to the left and you can pick up a Quartz Gem. After that jump up and climb up to the next mouth. Then jump to the platform on the left that has the treasure chest contain the Splash skill. Once you have all of those continue up to the left and take the path that leads down. Then head all the way to the right and enter . You will be in a room that has the skill Dancing Sword. Leave the room and then go all the way to the door on the left. Then keep walking to the right until you reach another door. Take that and then walk all the way down the stairs and you will be at a Save Point.

Take the door in the right side of the Save Point. Walk until you see the third door (the first door that you enter is the first) that heads down. Take that door and go down to the bottom and take the door on the left. You can then find a Warhammer to the left and once you have that head to the right until you reach a door. Go inside that room and you will be able to pick up Noise Arrow and Element Scepter. Once you have those work your way back to the Save Point and save. Now take the path to the left until you can reach a place that leads up. Then start heading to the right. Enter the first door that leads up and at either end you can find two treasure chests (Lightning Bolt and Eye of

Heaven). Leave this room and continue to the right and head down where it will let you. You will then be near a Save Point. Save the game then head to the left.

When you enter the room you will see a a Man and a Woman.

Fanatic : The Battle-Maiden Valkyrie!? You have come for me? I who have sworn loyalty to Lord Odin?

Valkyrie : Do not seek to make a fool of me, defiler of souls.

Fanatic : I do not defile souls! I killed people and buried them in the walls because it was the will of Lord Odin! Well, send me to Asgard!

Valkyrie : Foolish mortal... You believe the Lord of the Gods desire such a thing!!

Fanatic : But...! this messenger of the gods...

Valkyrie : "Messenger of the Gods"...? Do you mean that demon?

Fanatic : Demon, you say? What do you mean ?????? ?!

Valkyrie : You have been deceived.

Fanatic : B, but I...

The woman will then turn into a monster.

Demon : ...Hmph. He was a useful tool... What a sad waste...

Demon : Oh, well. I shall have to find another as soon as I defeat you, Battle-Maiden.

Valkyrie : Get the hence!! Defiler of souls!!

Boss Battle

Name : Wise Sorcerer + Dragon-Tooth Warrior

HP : Wise Sorcerer 12500

Dragon Tooth Warrior 15000

Recommended Level : 16

EXP : 26100

Strategy : Try to kill Dragon-Tooth Warrior as fast as you can because you can't attack the sorcerer before you killed it. Use the clincher to finish it quickly. Be careful with the sorcerer, his spell is very powerful, it can kill you if you get hit. So use Union Plume on your dead character.

In the battle, Valkyrie will say a word.

Valkyrie : A Dragontooth Warrior, eh. But inside is the cursed soul of a frightened child. We must take care in killing this beast or we may do something irrevocable...

After the battle you can grab two artifacts. One is the Bewitching

Statue and the other is the Fairy bottle. It's up to you to keep it or not. If you take each artifact, your Evaluation points will decrease (-5). I suggest you keep the Fairy Bottle, it is very important, until you get Creation Gem. After you check all the artifacts you will get 55000 Event EXP. Leave this place back to the world map.

After this you will be back at world map. Press START again to begin Soul Concentration. This time will appear blue dot --> Hai-Lan. So go there.

Hai-Lan

An island isolated just off the southwest coast. Hai-Lan has developed its own unique culture. It is filled with unusual flora and fauna, as well as less natural magic beings.

Period 1

The screen will open with a little girl standing in a room. A man will then walking in the background and enter the room.

Foster Father : Nanami, are you feeling better?

Nanami : Yes, thank you Father. I am unworthy of your concern.

Foster Father : I'm glad you are well, Nanami. But please take it easy today ??????

Nanami : But I cannot. I must go to the Shrine for the ascension ceremony! It is my duty, my destiny to inherit the power.

Foster Father : ...

Nanami : This time things will go smoothly. I will give you no further cause to worry, honored father.

You will then see Nanami praying at shrine.

(Minayo, please grant me strength! For the sake of your parents, who raised me. I wish to prove myself worthy of the power that should rightfully have been yours!)

Then the screen backs at the first room.

Foster Mother : Did Nanami go already?

Foster Father : Yes...

Foster Mother : Why did you let her go?! Surely you haven't forgotten what misfortune will befall her if she proceeds with the ascension ceremony!

Foster Mother : It'll be disaster. A girl who is not of our blood cannot hope to ascend to such power...

Foster Father : She may not be of our blood, but we've always thought of her as our real daughter.

Foster Mother : I know, but now we have to face the truth! It's just so

cruel...

You now see Nanami walking through a cave.

(The ritual of ascension requires me to be a direct descendant in order to inherit the power... but is blood really that important? What can one do when one loses what matters most? But I won't fail. I will inherit their power, and prove that there is something more important.)

Nanami reaches a shrine.

Nanami : Is that... The Sacred Sword, Dragonbane?

Nanami walks to it and the sword start to glow. The screen will then flash and you will see Nanami walk back or should I say crawl at the Shrine towards her Foster Parents. Nanami in a terrible condition.

Foster Father : Oh!

Foster Mother : Nanami!

Then the screen changes to flashback telling what's happened.

Nanami : Ahh!

Nanami : What was that light?

A blue ghost will appears floating in the air.

??? : ...

Nanami : Minayo? Is that you, Minayo!?

The ghost attacks her.

Nanami : Ah...AHHH!

Then Valkyrie appears.

Valkyrie : Sorrowful spirit! Death has brought you no peace. But with my hand ???????

Nanami : Please stop!

Valkyrie : I cannot ignore this. If I do not intervene, her spirit will unleash great tragedy upon you.

Nanami : No! This ends now.

Valkyrie : Human, surely you do not intend to take her place?!

Nanami : I really don't want to... I don't want to die.

Nanami : But... I thought my anger and sadness were greater than anyone else's...

Nanami : No, that's not it!!

Nanami : It's that her anguish hurts me even more than it hurts her.

Nanami : Truly, this is all I can do...

Valkyrie : Then it is you I shall be seeing soon.

Nanami : Seeing soon...? That's right... I had forgotten about your duty, noble Valkyrie. Thank you.

(There is more than one path. Let us go.)

After this you will be back at world map and you have Nanami in your party. Press START again to begin Soul Concentration. This time will appear orange dot --> Cave of Thackus. Since you have Nanami in your party, go back to Hai-Lan.

Hai-Lan

An island isolated just off the southwest coast. Hai-Lan has developed its own unique culture. It is filled with unusual flora and fauna, as well as less natural magic beings.

Period 1

Go all the way to the right to the temple. You will see a girl at the temple. You will automatically walk to her.

Minayo : Honored parents, please accept this.

You will get Dragonbane, a weapon for mage.

Now go to Cave of Thackus.

Cave of Thackus

Polluted water from magic experiments have formed these caves and its noxious fumes have summoned the undead. A sluice Gate was once installed to seal off the water, but it has since eroded over the years and now threatens to break completely, freeing the abominations that dwell there.

Period 2

Enemies :

- Mire Creeper
- Harpy
- Crab Giant
- Monstrous Glowfly

Bosses :

- Kraken + 3x Crab Giant

Items Found :

- Eye of Heaven
- Strike Edge
- Flare Baselard
- Bracelet of Zoe
- Coin of Fortune

Head all the way to the left. When you see a dragon in the water, equip

Dragon Slayer first before enter the battle. Use the stone like the stair above the water to reach the next room. Go up first to get Eye of Heaven. Go down and go left to the next room. Go the left and slide to get Strike Edge. Take the route that leads down. Head into the water and jump above the plant, then use your sword at it. The top of the plant and you will float to the surface and you can cross to the right. Go to the right and save your game. If you go to the right you will see a body of dead sorcerer and his soul beside the body. Talk to him.

Sorcerer : Quickly. Reseal the Sluice Gate quickly. It threatens to break its seal. There is not a moment to lose. If nothing is done, the whole shoreline will be polluted.

Valkyrie : You look like you're the...Flenceburg sorcerer. You came to reseal the Sluice Gate? Wha...? This is the tool to reseal it. ...Leave the rest to me.

Continue to the right. When you reach the end of the path, you will see a route that leads down, so take it. Go underwater and walk to the left. Use your sword at the plant. Use the top of the plant as a platform to reach the left room. In the next room, go down into the water first and take the route that leads down. Head all the way to the left and enter the route that leads up. Take the chest contains Flare Baselard there but be careful it is trapped. Head back and this time go up and to the left. Go all the way to the left. When you reach a place where you can go down or jump to the left, choose go down first. When you enter the room you should see a water fall and an ord behind it. Shoot your crystal at the Orb and you will get 2000 Event EXP. Then go back and take the other way. Just press X at the machine and you will see a FMV scene. Fall down that hole in the ground and head to the left. Continue walking to the left and when you see a Save Point, save there.

Head to the left and you will see a huge glowing Pentagram.

Valkyrie : So this is the sluice gate which has sealed off the unpure water. It appears as if the effect of the seal is about to wear off. It cannot be sealed anew until the first seal has completely worn off.

Then she breaks the seal, but the entire building is shaking now.

Valkyrie : ...

Valkyrie : What?!

Boss Battle

Name : Kraken + 3x Crab Giant
HP : Kraken 24000
 Crab Giant 1000
Weakness : Kraken --> Poison
 Crab Giant --> Fire
Recommended Level : 18
EXP : 25500

Strategy : This battle is easy. Kill all the Crab Giant first and then concentrate your attack at Kraken. Use your clincher to deal

great damage.

In the battle, Valkyrie will explain about Weapon characteristics.

Valkyrie : I feared something might come out, but this... Well, from foul water... foul beasts must arise!

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|-----|
|           Weapon Characteristics           |
| The most important parameters for weapons are ATK# and ATK (attack |
| power). Although the total damage is the same for weapons with "ATK |
| 100. ATK#3" and "ATK 300. ATK#1", due to the enemy's RDM (reduce |
| damage), the weapon with the greater number of attacks will in effect |
| cause less damage in the end. But a Special Attack's damage is based |
| on the weapon's ATK, so the latter weapon would cause 3x the damage. |
|           However, there are benefits to a large number of attacks.   |
|-----|
```

After the battle you can grab two artifacts, The Bracelet of Zoe and the Coin of Fortune. I suggest you keep them all. After you have those you will get a message telling you got 60000 Event EXP. Once you have that leave the Cave of Thackus. On the way out if you tell the Sorcerer that you closed the seal, you will get another 500 Event EXP.

After this you will be back at world map. Press START again to begin Soul Concentration. This time will appear blue dot --> Flenceburg. So go there.

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Flenceburg
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Flenceburg is a monarchy that lies in the southeast and is home to the Sorcery Collegium. The teachers there are deeply involved in politics and it is paradise for those interested in pure research.

Period 1

The scene will open up with a man in blue cape and a monster carrying a woman are running.

Bellion : Master Lezard. I'm sorry... there are too many of them after us.

Lezard : Don't panic, Bellion. You go on ahead. Do not let them retrieve the woman!

Bellion : Yes, master!

Lezard then uses his spell.

Lezard : I am he who hath entrusted his soul to the eternal vortex of time. Ye know me! And if ye do not, ye shall be made to know me!! It shall be engraved on thy very soul, Lezard Vaeth!! If ye shall accept the brand of Hel upon thee, thy sanctions shall in turn be lowered....I shall grant thee the deliverance of thy soul, and ye shall come now before me!!

Then a Dragon-Tooth warrior appears and two elves approaching him.

Lezard : What right have you puppets to attack a human? I'm afraid this mad little interlude is over.

Elf : Halt!

Then Lezard on the back of the Harpy flies away. Then the screen changes to the torture room and you will see the woman chained up. Then Bellion comes in.

Bellion : Master Lezard has ordered me to keep an eye on you.

There's a light sparkling from the woman. It seems she uses her power.

Bellion : ...?

Elf : (Remove my chains. Yes, just like that.)

Bellion : GHAAAAAH!!!

Elf : (UGH...Th...this wasn't supposed to...)

Then Lezard comes in.

Lezard : Did I make it? I thought you might realize. That's right. This construct is a homunculus... a man-made lifeform.

Elf : A homunculus...

Lezard : What a naughty little puppet you are... What was that, some sort of bewitchment charm? However, as you have seen, the very fabric of a homunculus 'psyche differs from that of humans. That is why poor Bellion here went mad. I'm afraid. Heh heh, how unfortunate for you. Or... heh heh heh. Perhaps you are even naughtier than I thought. Did you use your charm hoping for a little...action?

Elf : How...how dare you!!

Lezard : I thought so. You can speak the human tongue if provoked. Ah, well. Of course, if a human were to couple with one of you elves it would be little different than engaging in a liason with a doll. But then, since Bellion here is a homunculus, you two puppets would be perfect for each other! Ah ha ha ha ha ha!

Elf : Go to hell!

Lezard : Heh. Do you take offense at being called a puppet? Then perhaps I should call you... ?????? Vessel of the Gods.

Elf : ...!!!!

Lezard : Surprised, my dear? Than listen well, I have found the "Philosopher's Stone". Even you must know what that is.

Elf : The Philo...sopher's...Stone...!!

Lezard : However, the wisdom sealed within the Stone cannot be gleaned so easily. Sadly, the legends were a bit off... the Stone does not transmit all the world's knowledge instantaneously.

Elf : How did a devil like you...!!

Lezard : Silence, puppet!! Stop assuming the human tongue!

Elf : Ugh...

Lezard : Perhaps it was being irreverent in its way, but the first thing the Stone told me was this... Anything which claims to be "All" is nothing more than a deception, it said. Yet still, my seeking out of the Stone was quite worthwhile indeed. You shall become a sacrifice, a sacrifice to satisfy all my desires!

Lezard : If I use an elf as a catalyst, I will be able to create the ultimate vessel...

Then the screen changes to a party.

Student : A very happy birthday to you, headmistress Lorenta!

Lorenta : Thank you. I do so appreciate it, you know.

Lorenta : By the way, young lady... Have you seen Mystina anywhere? I haven't seen her all day...

Student : Sigh...

You will now see Lorenta walking down the street late at night.

Lorenta : I wonder if he'll still be awake...

Then she arrives at her house.

Lorenta : Ah, I'm finally home. He must be asleep by now...

Then a cat will appears and Lorenta will approaches it.

Lorenta : Are you lost, little one?

The cat eyes then flash in red and it talks.

Familiar : Today was my very favorite teacher's birthday, wasn't it? I should so much like to catch up on old times. This cat here will show you the way, so please, do come. And come alone. Your husband and I shall be waiting on pins and needles for you. ?????? Lezard Valeth.

Lorenta : Lezard ... That ... boy?!

You will then see a FMV. After that, You will see the cat, Lorenta, Lezard and a body near him at the top of the tower.

Lezard : It has been a while, dear teacher.

Lorenta : You were the most brilliant student I ever had. So why, what could possibly make you do a thing like this?! You went so far as to kidnap my husband! Why? For some sort of ... revenge?! If that is the reason, then... please! Let my husband go! He has nothing to do with this!!

Lezard : Revenge? Do you think I bear you such ill will because you expelled me from the Academy?

Lorenta : If not that, then why?!

Lezard : I thought of using a younger couple, but they might not yet have experienced true love. At any rate, elderly couples like you have no future. You two have a lifetime of love behind you, don't you? And even now...

Lorenta : What...what are you trying to say?!

Lezard : I too, covet love. And so... You shall die!!

Lezard then casts his spell.

Lorenta : Lezaaaaaaard! Think this through!!

Lezard will warps out.

Lorenta : That was... a teleportation spell...!! With that much power at his command, how did the boy go wrong...? Lezard, Lezard...Lezard!!

Lorenta : Dear?

Lorenta's Husband : Lorenta...?

Lorenta : Yes, it's me, dear. You're going to be all right.

Lorenta's Husband : Lorenta, I... I... something's not right. That man gave me some sort of potion... it feels almost like I'm in someone else's body... GAAAAH!! I... what's happening to me?! I'm ???????

Lorenta : Gods, forgive me... There is nothing I can do for you... No matter how powerful my students think I am, I cannot help you... Forgive me...

Lorenta's Husband : Lo... Lorenta... kill me, please... I can't... I can't stand...

Lorenta : You know I can't do that! You're the most important person to me in the world, and nothing can change that ???????

You will then see Lezard in his lab.

Lezard : Can you feel it...? The surge of the Undead... Can you not hear it... the mad wailing!! Oh, goddess! Surely you cannot allow any more desecration... Come to me... I burn, I burn, I burn with passion for you... Valkyrie!!!

Then the scene back at the top of the tower where a giant monster has Lorenta by her neck.

Lorenta : Why... Why did it have to come this... Aaah... Come back to me... I love you, my... dear ???????

Valkyrie then appears and slashes the monster. Then she takes Lorenta's

soul and go down the stair.

Enemies :

- Blood Sucker
- Wise Sorcerer
- Manticore
- Fatal Glimmer
- Dragon-Tooth Warrior
- Dragon Zombie

Bosses :

- Lezard Valeth + 2x Dragon-Tooth Warrior

Items Found :

- Book of Everlasting Life
- Eye of Heaven
- Warhammer
- Splash
- Nightshade
- Frigid Damsel
- Bastard Sword
- 2x Citrine
- Book spell/skill (I miss the detail when I opened the chest)
- Teachings of Asa
- Dancing Sword
- Lapis Lazuli
- Creation Gem
- Ether Scepter
- Timer Ring
- Base Metal
- Normalize

First thing you need to do is Save. Head to the door right next of the Save Point. Head into the Elevator. Get off at the first stop of the elevator and head up. Head to the left to fight a Manticore. Do this to gain experience then walk all the way to the right and take the path leading down. Now walk to the left for two screens and then take the path that leads up. Walk to the right and you will find a Manticore, kill it and continue to the right. If you keep walking to the right you will reach a chest that had a Book of Everlasting Life in it.

After you have that head back to the room with the elevator and then head down. Take the next exit on the elevator and then take the door down. Just take the path that leads around. After you have done that head back to the Save Point. Now head to the left and take the door that is on the next screen and then take the elevator. Get off at the first location and you can find two treasure chests. One contains a Warhammer and the other an Eye of Heaven. Be careful, they were trapped. Once you have those get back on the Elevator and take it to the next stop. Take the door that leads down and the first head to the right to pick up the Skill Splash. Once you have that equip your Dragon Slayer and kill the Dragon Zombie. Then head to the left and take the door. Now head to the right. Keep heading to the right until you take the stairs down. Then start going to the left. Go past the first door you see and take the second. Continue heading to the right until you can take a route that leads down. Now start heading to the left and you will reach a Manticore. Kill it, and then take the two chests behind it. One is a Nightshade (Trapped) and the other is the spell Frigid Damsel.

Go back to take the passage that you saw earlier and passed by. Head into the Elevator and take it down. Get off at the second stop to get Bastard Sword, Citrine and book spell/skill. Head back to the Elevator, get off at the second stop and head to the left. Equip your Dragon Slayer and then kill the 2 Dragon Zombies. Go past where the Dragon Zombies where and you will be able to find a chest that contains The Teachings of Asa. After you have that head to the right. Now go up and kill that Manticore and continue to the left and take the door that leads up. Now walk to the right. Now keep walking to the right and enter the door. Walk up to the top of the stairs, kill the Manticore, and then continue walking to the left. You will now be in a room that has a Female Statue holding a crystal. Slash at the crystal and it will light up. You will also get a 12000 Event EXP for doing this. Now head back to where you went to the right and this time go to the left. Head through the door and in the next room walk up the stairs to the left. Take the route that leads down and you will eventually reach a Save Point. Save the game and then head to the right of that room. You will then find 3 treasure chests that contain the Skill Dancing Sword, Lapis Lazuli and Citrine. Anyways once you have those head back out and continue left down the stairs. Enter the door and then head once again to the left. Now equip your Dragon Slayer and kill the Dragon Zombie, and then head to the right. You will then have to slash at the crystal again to make it glow, and when you do you will get a 12000 Event EXP.

Head back to where the Elevator was, but this time there will be a pentagram where the Manticore was standing. It will ask you if you want to warp, so just choose the top answer. This will warp you to a new area.

Walk to the right for two screen and then take the stairs that lead up. Now walk to the left for two screens and you will be in a room that has three treasure chests. The first contains the Creation Gem, the other has an Ether Scepter and the last contains the Timer Ring. Be careful, they were trapped, just duck/press down when you opened the chest.

Head back to the Save Point that was near the two crystal statues. There will be a warp by it. Save your game and then head into the warp. You will now be in a room that has two chests on the right. Take the Base Metal and Normalize, then head to the left.

You will be in Lezard's lab and you can see Lezard there.

Lezard : Welcome, Valkyrie. My beloved. How long I've waited for this moment. My heart now throbs with the same exaltation as when I first laid eyes on you many months ago. Valkyrie, my lady love!!

Lezard then cast a spell that makes him disappear.

Valkyrie : A teleportation spell!! How is it that you command the lost magicks?!

Lezard : I have been thinking on this since I first beheld you... Gods, who exist on the same plane as the restless souls of dead humans. What manner of being are they?

Valkyrie : ...

Lezard : I have concluded that gods are very much like souls. And so, I have created this vessel!! I have, shall we say, "reverse-

engineered" an elf, the vessel of the gods, to fashion this homunculus!! There are no other souls worthy of such an exquisite construct... Fair Valkyrie, I have crafted it for you!!

Valkyrie : For the sole purpose of luring me here... you slaughtered the couple on the roof?

Lezard : That's right.

Valkyrie : And you sacrificed countless lives, both elf and human, in order to create a vessel for a single being?!

Lezard : Why, yes, actually. It is not the goddess within you that I lust for, Valkyrie. I wish to make of you a human! It is for that that my heart burns!!

Valkyrie : You are insane... How can such trivial thoughts consume you so!? Humans who seek to cross beyond their designated boundaries invite more than death. They invite total annihilation!!

Lezard then disappears when Valkyrie tries to slash at him. But actually Valkyrie aiming at the tank that had Elf Girl in it. The tank will drain out.

Lezard : Ah, what a shame... No matter. I can birth as many homunculi as necessary...

Boss Battle

Name : Lezard Valeth + 2x Dragon-Tooth Warrior
HP: Lezard Valeth 10000
Dragon Tooth Warrior 14000
Recommended Level:21
EXP:0

Strategy : Equip Dragon Slayer to quick kill the Dragon-Tooth Warrior, then concentrate your attack at Lezard. You will win in just a few turns.

After the battle Lezard will start to teleport.

Lezard : I pray that we shall meet again.

Valkyrie : So now you run!? You cannot possibly believe that love can exist between human and gods!

Lezard : What did you just say? Between human and god? You really don't have any idea what you are, do you?

Valkyrie : What I am?! Do not be ridiculous! Odin, lord of all gods... is my Father... my creator!!

Lezard : Believe whatever you like. It matters little to me. Know this, Valkyrie! Know that you are beloved of Lezard Valeth!!

Valkyrie : Nonsense...!!

Lezard : We shall meet again, my sweet...

The screen will go black and Valkyrie will think what Lezard had said.
(You really don't have any idea what you are, do you?)

Valkyrie will now walk into a place that has girls in capsules.

Valkyrie : Where ??????? That human... What has he wrought here?!

Valkyrie then goes up and starts breaking the Capsules. Valkyrie will break two of them and just as she is about to smash the third one she sees something that surprised her.

Valkyrie : Th... This is ??????? Why...?

After this, you will be back at the world map. Go to the Gerabellum and you will see an event about Lucian.

Gerabellum

This kingdom on the southwest continent is suffering from economic upheaval. The gap between rich and poor is increasing even as a tide of refugees threatens to make matters worse.

Period 1

The screen will open up with a lot of people walking. You will see a girl walking down the street.

Claire : None of these losers are evenworth the trouble. Forget this.
I'm going home. Eh? Is that...?

She is surprised to see Valkyrie and now you will see a flashback where you will see Claire and a man.

Claire : ?????? Hey. What was she like? Was she beautiful?

Lucian : What a fool. She was barely 14! I guess she was kinda cute...
But she... She... She would have been beautiful.

Claire : Hmm!

Lucian : I suppose she wasn't all that...special looking, but ?????

Claire : But what?

Lucian : It was just... Her hair was silver. And when the light struck it, it shimmered like a sapphire. It was so beautiful ?????

Claire : ... (You still love her. After all these years...)

The screen now back at the street.

Claire : Silver...hair? (That's a totally different person. The only thing that's the same is the color of her hair. I mean, the girl he was talking about... She's dead ??????)

Then you will see Valkyrie was thrown stone by someone.

Valkyrie : Ouch!

(What am I doing!? I'm not gonna get all jealous over some total stranger. That's just pathetic!)

Now you will see Valkyrie and a old woman in a room.

Dolce : Thank the Gods! You're going to be okay. Please forgive her.
She's just a child.

Valkyrie : She...?

Dolce : The girl who threw the rock at you was my daughter. Although we're not related by blood.

Valkyrie : ...

Then a child and a man come in.

Child : Auntie Dolce!

Lucian : How are you today, Madam Dolce? We brought today's earnings.

Dolce : Oh. Is that you, Lucian? Thank you for your generosity. Oh, this young lady is Meril. Earlier today, Claire...hit her with a rock.

Lucian : Claire?! Claire did that? That isn't like her... I'm very sorry, ma'am. Claire is just a little... Whaaa?!

Dolce : What's wrong?

Lucian : I'm...I'm sorry. It's nothing.

Valkyrie : It is good to meet you. Lucian, was it?

The screen go black for a while.

Dolce : A withered old woman like me can't make it living alone. But I'm able to live like this because Lucian brings me money each and everyday. But lately, I've been hearing upsetting rumors. It makes me wonder if my foster children are doing something improper to get the money...

The screen will changes to Claire and Lucian.

Claire : What do you care why I did it!? Fine! I did it because I was jealous! I did it because of her silver hair!

Lucian : Claire...

Claire : You don't know how it makes me feel? Having to share you with her ghost ??????

If you do as I say, you will have almost finish this Chapter. The status are :

Chapter-4

Period 23/24

97 Periods remaining until End of World

Use all the remaining periods to go to one of the places you have already visited before. I recommend Camille Village. Kill all the monsters there to get EXP. After that Freya will summons you. Don't forget to transfer Jelanda before Freya summons you.

Sacred Phase 4-5

Freya : It has been a long time, Lenneth. Our current situation is as follows.

Asgard War Status

Asgard Strength

Aesir Army	24	26(+2)
Vanir Army	30	30(+0)
Other Forces	26	24(-2)

Freya : Our current situation is... We are in fair shape.

Freya : Do you wish to know the status of our Einherjar?

Einherjar

Jelanda
Belenus
Llewelyn

Freya : You wish to know his status?

Name : Belenus
God Level : Rank 10
Platoon : 2nd Platoon
Evaluation Value +27
Hero Value 318

Deeds

Policing Farrat Fortress
Transfer of Supplies
Crossing Gerome Lake
Battle for Magic Tools Victories
Major role in ferocious attack +20
Avoid surprise attack by enemy +5
Conversation with Tyr +2
Total Acquired Hero Value +27

Name : Llewelyn
God Level : Rank 13
Platoon : 3rd Platoon
Evaluation Value +30
Hero Value 189

Deeds

Awarded the rank of 13th level god
Repair of Sartori Fortress
Protection of Important Individuals
Inspection of Bosman Fortress Area
Ordered on special mission -5
Battle at Dawn Victories
Major role in ferocious attack +20
Deceive opponent perfectly +5
Avoid surprise attack by enemy +5
Exploits Recognized +5
Total Acquired Hero Value +30

Name : Jelanda
God Level : Rank 15
Platoon : 4th Platoon
Evaluation Value +111
Hero Value 221

Deeds

Evaluation of desired abilities +49
Awarded the rank of 15th level god
Demon Subjugation
Inspection of Tid Forest
Securing Transfer Routes
Conversation with Aesir -2
Sylvan Bow Victories
Major role in ferocious attack +20
Deceive opponent perfectly +5
Spot demon's weakness +5
Avoid surprise attack by enemy +5
Exploits Recognized +5
Total Acquired Hero Value +111

All of these above is my hero status. I don't know you will be the same or not.

Freya : Lenneth, about your performance... It is magnificent.

Freya : These are all the Materialize Points I can grant you at this time.

Materialize Points 12750 pts

Freya : The Lord Odin is pleased with you. He bids me give you these artifacts.

Artifact

Ether Scepter
Mystic Cross
Resist Damage
Invoke Feather
Bracelet of Zoe
Spell Reinforce
Concentration

Coin of Fortune

All of these above is what I get. I don't know you will be the same or not.

Freya : Lenneth, I have a request to make of you... We have many powerful warriors, but we need one who can move swiftly. Send us an Einherjar who is both swift and nimble. Send us an Einherjar skilled at swimming. We need someone who can issue battle commands. We need swordsmen. Send us a warrior who knows how to wield a blade.

Necessary Hero Value 90

Demand : Nimble, A hero who can swim, March, Attack Pow, Resist Damage, Defend

Freya : May Fate guide your hand. I expect good news.

Chapter 5

Characters :

- Mystina
- Lucian
- Jayle
- Badrach

Places :

- Flenceburg
- Gerabellum
- Cave of Oblivion
- Crell Monferaigne
- Arkdain Ruins
- Villnore

In this Chapter, train Lucian. He's the one you will be transferred. Spend all the CP to increase the skill that Freya wants.

You can press START (begin spiritual concentration) six times in this chapter.

- First START : Blue Dot --> Flenceburg
- Second START : Blue Dot --> Gerabellum
- Third START : Orange Dot --> Cave of Oblivion
- Fourth START : Blue Dot --> Crell Monferaigne
- Fifth START : Orange Dot --> Arkdain Ruins
- Sixth START : Blue Dot --> Villnore

Flenceburg

Flenceburg is a monarchy that lies in the southeast and is home to the Sorcery Collegium. The teachers there are deeply involved in politics and it is paradise for those interested in pure research.

Period 1

You can see a man in a robe standing in the middle of the Magic School. A woman will then walk toward him.

Graduate Student : Oh, ah... Miss Mystina. Whatever are you doing, wandering around at this hour?

Mystina : Oh, this and that. Basically, I'm consumed with melancholy after a particularly debauched midnight tryst.

Graduate Student : Wha?

Mystina : I'm joking. Anyway, what do you want?

Graduate Student : Uh... Ahem. Lady Lorenta, she...she's passed away...

Mystina : Oh, I see.

(That little freak Lezard did it? I mean, I can't say I necessarily blame him...)

Mystina will then in her room.

Mystina : Gods, what a relief! The old bag is dead! Ooh, Lezard. I could just eat you up! Thank you, thank you, thank you ? Goodness... it certainly is chilly today.

Mystina will then enter some sort of machine. And now you will see her soul at the Tower of Lezard Valeth.

Mystina : This entire tower is emitting magical energy...!

Mystina : Hmm? There are some sort of glyphs engraved on the walls.

Mystina : But these...are Runes? It can't be! The 4th and 14th Runes, and even the 22nd!! These were thought lost forever! What can this mean?

Mystina : Ah, they've already been dispelled...

Mystina : If he has the ability to shift such a huge tower into another dimension, just how powerful is he...?

Mystina will now be outside of Lezard's Lab.

Mystina : Gods... What kind of scary stuff does he get up to in these gloomy chambers, anyway?

Mystina : I've still got time, don't I?

Mystina : This is...Lezard's...

Mystina : Hmph. His penmanship hasn't gotten any better, that's for sure. I can't tell if he's writing in code or just can't write at all!

Mystina will now walk into Lezard's Lab and see the thing in the container.

Mystina : A man-made lifeform...?

Mystina : It is! It's a homunculus!

Mystina : Huh... I didn't know he was into little girls. Why else would

he make this...?

Mystina : It's accurate right down to the naughty bits.

Mystina : Ooh, that perv! How could he leave this sick thing lying around for decent girls like me to find?! I didn't come all the way here in spirit form for this! This is way more information than I needed!

Mystina : But... oh, I know.

Mystina cast a spell to change the homunculus into a crystal.

Mystina : (Well, this might be useful for a practise autopsy, at least.)

You will now see Mystina at home sitting for a drink.

Mystina : Lezard... since when did you become a dirty little peeping tom.

Lezard : Excuse me, I am most definitely NOT a peeping tom.

Lezard appears in front of Mystina.

Mystina : Long time no see. Wanna drink?

Mystina : So how'd you get so powerful, anyway?

Lezard : A magic question, right off? You haven't changed a bit.

Mystina : Lezard, you...did her in, didn't you?

Lezard : I'm sorry?

Mystina then throws him a glass of water.

Lezard : All right, all right. I'll tell you.

Mystina : You're the one who hasn't changed! Whatever. Get to the point.

Lezard : The Philosopher's Stone. I found it.

Mystina : WHAT?!

Lezard : Well, figuratively speaking, I did. A more apt description of the Stone would be 'the then-billion-page codex... It's not as if all the world's knowledge is suddenly yours after obtaining it... it must be read.

Mystina : ...

Lezard : By the way... I have a favor I'd like to ask.

Mystina : A favor?

Lezard : Mysty, you took my homunculus, didn't you? I'd like it back, if you don't mind terribly. Oh, and I don't want to seem as if I'm just demanding it back. I might be willing to compensate

you with something...

Mystina : I didn't know you had such scandalous fetishes, Lezard.

Lezard : Please, ask of me whatever you like. It is a very important thing to me.

Mystina : Oh, all right.

Mystina : (Well then, I'll go first... What I want is information about Bifrost.)

The scene now changes to Mystina's lab.

Lezard : Bifrost, the rainbow bridge?

Mystina : Right. The single connection between Asgard and Midgard. I'd like to stand atop the summit of Yggdrasil, where it is said that Odin hung as he receives his wisdom...

Lezard : The only thing that can satisfy your wants and desires is knowledge, hmm? Somehow I'm not surprised, Mysty.

Mystina : What, are you saying you're any different? At least I don't have a...a...Lolita complex!

Mystina : (Reality is so boring. I'd choose to sleep forever, if it'd mean I'd never stop dreaming...)

Both Mystina and Lezard will walk over to the child.

Mystina : Don't worry, she's just sleeping. I wonder what she's dreaming about...?

Lezard : ...

Mystina : She certainly is cute. If she were to grow up, she'd be quite the beauty.

Lezard : ...

Lezard : It is said that the rainbow bridge is in the forest of the World Tree.

Mystina : Where the elves live?!

The background will changes into the forest.

Lezard : That's right.

Mystina : Wha...? That can't be!

Lezard : Oh, really?

Mystina : Ooh, those elves piss me off! Who do they think they are, anyway? They never leave that damn forest, and keep totally to themselves. I wish they'd all just... crawl into a hole and die somewhere!

Lezard : Oh my, that would be very bad indeed.

Mystina : Oh yeah? Why?

Lezard : You know what the elves are responsible for, don't you?

Mystina : Yeah, yeah, they protect Yggdrasil. I know. If the World Tree were to wither and die, so would the world.

Lezard : Indeed. Most people do not know that.

Mystina : Hmph. I don't know about you, but I paid attention in theology class.

Lezard : Just listen to me, please. During the process of development on my homunculi, I learned something very interesting...

Mystina : Something...interesting?

Lezard : The gods require elves to walk upon Midgard. In so many words, they are the vessel of the gods.

Mystina : ...Yeah, and?

Lezard : To get further to the point, elves themselves can be considered gods. Also, I have demonstrated that children can be born between humans and elves ??????

Mystina : No way.

Lezard : No, it's true. In fact, Odin himself is a half-elf.

Mystina : And what proof do you have?

Lezard : You know the tale of the time Odin gained the throne of the gods, yes?

Mystina : You mean the Creation Myth?

Lezard : Yes, I suppose. After the great war, Odin ascended to the Throne of the Gods. But the world was left a blackened husk and no life remained on it. So Odin created the second race of man. That is why he is called the All-Father.

Mystina : You're boring me to death, Lezard.

You will now see Lezard in front of the Yggdrasil Tree.

Lezard : Odin used to be a rather weak God indeed. So then. How did he manage to become Lord of the Gods? Did you never wonder that, Mysty?

Mystina : Uh...um, well, now that you mention it...

Lezard : Humans are incomplete beings. Gods then can be considered the final evolution of man. In other words, Gods do not grow, but are static. However ??????

Mystina : Odin was different, because he's a half-elf.

Lezard : That's right. Because Odin's divine blood was mixed with

mortal, he has the ability to grow, just as we humans do.
Combining the finest traits of all beings, Odin was finally be
able to secure the throne.

Now you will be back at the lab.

Lezard : Now this is where it gets interesting... Gods use the vessels
we call elves to travel through Midgard, to protect the World
Tree.

Mystina : You're repeating yourself, Lezard.

Lezard : Ahem. Listen well, Mysty. It's possible to transfer human
souls into elves! There it is, conclusion proof that gods and
human souls are roughly equivalent beings.

Mystina : So you're talking about moving souls from one body to
another?

Lezard : Do you know what my homunculi are crafted from?

Mystina : They're half elf, half human.

Lezard : Correct. My homunculi are essentially half-elves. If I were to
shift my soul into the body of a homunculus... might I not
become a god?

The screen will go black for a second.

Lezard : Well...that's about it. At any rate, it would be pointless to
move the homunculus now... I no longer have anywhere to store
it. I shall come to call again, another day.

Then Lezard warps out and you can see Mystina walking the street of
Flenceburg.

(If I can't go somewhere as flesh and blood, it certainly is freeing to
just break away and travel in spirit form...)

Mystina : The ability to completely transcend space is definitely the
plus of this condition.

Lezard : (Mysty, can you hear me? I have ambitions beyond becoming a
God, you know. If I am able to refine magicks that will allow
me to seal a divine being within a homunculus, I will be able
to challenge even the gods themselves.)

Lezard : (And at the same time, I will make the goddess I love my own.
Is it not almost too good to be true?)

Mystina : Lezard?!

Now you will see Lezard warps in Mystina's lab.

Lezard : Mysty, you shall have the sleep you so desire. Dream your
dreams somewhere other than this plane, that is all I care
about... Does this not satisfy you?

Then Lezard casts his spell and you will see FMV about the machine is
being frozen by Lezard.

Lezard : Your existence was a bit of a threat to me, I must admit.

Lezard then warps out and you will see Mystina and Valkyrie.

Valkyrie : Would you care to journey with us?

Mystina : Ah ha ha ha ha. Me? With you?

Valkyrie : Yes. Also, if you should join us, it may be possible for you to research Bifrost and Yggdrasil.

Mystina : Hmph. Fine. I'll come with you. I mean, it's not as if I really have any other choice, do I?

Valkyrie : Indeed.

Mystina : And you don't have to tempt me with stupid promises, either. Besides, it might be fun to haunt that little freak...

After this you will be back at world map and you have Mystina in your party. Press START again to begin Soul Concentration. This time will appear blue dot --> Gerabellum. Since you have Mystina in your party, go back to Flenceburg.

Flenceburg

Flenceburg is a monarchy that lies in the southeast and is home to the Sorcery Collegium. The teachers there are deeply involved in politics and it is paradise for those interested in pure research.

Period 1

Go to Mystina's room and Mystina will appears.

Mystina : ...There's nothing we can do. It really makes me mad. Here it is. Gotta have this.

You got an Infinity Rod. After these, go to Gerabellum.

Gerabellum

This kingdom on the southwest continent is suffering from economic upheaval. The gap between rich and poor is increasing even as a tide of refugees threatens to make matters worse.

Period 1

You will see Lucian sitting on the steps and a group of kids come out.

Child : What happened?

Lucian : Hmm? Oh, it's nothing. I'm just thinking.

(Even the kids are worrying about me now. What's wrong with me lately?)

The scene changes to a room of small house.

Claire : How much did we take in today?

Lucian : 220, 221, 226... Umm...Looks like 230 bucks.

Barren : Wow! I am SO talented.

Rusty : Oh, gimme a break!

Lucian : Everyone did great today. You can't make this kind of money working by yourself.

You will now see just Lucian and Claire.

Claire : You're late, guys.

A man come in.

Townsperson : You guys gotta get out of here! Didn't you hear what happened to Barren?

Lucian : Huh?

Townsperson : That idiot picked a nobleman's pocket! They caught him... And then, they... They tortured him to death ??????

Claire : No way...

Townsperson : Sorry, kid, but it's for real. His body's hanging from a post in town! It's horrible. But that ain't all. The worst part is since he messed with the nobility, they sent the whole army to wipe out all the thieves in the slums.

Lucian : !!

Townsperson : You gotta get out of here! The thief hunt is just a pretense to wipe out the slum dwellers. They're killing people right and left. It's complete madness!

Claire : What are we gonna do? And what about Rusty? He just went out there!

Townsperson : If he's still alive, you'll find him. Me, I'm gettin' out of here. I heard they're coming this way!

The townsperson goes away.

Lucian : Let's use the back door.

Claire : But what about the kids?

Lucian : I'll take care of them. You go on ahead.

Claire : But...!!

Lucian : We'll meet up in the woods outside town. It'll be more dangerous if we go together. Please go!

Claire : But the kids trust me most!

Lucian : That can't be helped now.

You will now see Claire and Lucian in the ruin of the city.

Claire : All this for a few measly pickpockets?! They've sent half the army!

Claire : I don't want to die...

Lucian : You can't kill me...

Somebody shot Lucian with arrow from behind.

Claire : Lu???????!!

Lucian : Damn it!!

You will now see Lucian in the lap of Claire.

Lucian : I've made it this far. Wasn't that enough?

Claire : Why... Why...?

Lucian : I don't want to be left alone again... I, I just don't know what I should do...

Claire : What are you talking about!? No way am I gonna run off and leave you here!!

Lucian : No... A long time ago... She died first, and left me alone. If that happens again...

Claire : I told you, I'm not going to leave you!

Lucian : I'm sorry...

Lucian dies. Then you will see Valkyrie floating in the sky.

(Waaaaaaahhhh! Mommy! It hurts...! Ahh... Arrgghhh...)

Valkyrie : Hmmm. All these children...

Then you will see Valkyrie and Lucian.

Lucian : Who are you?

Valkyrie : I am the one who chooses souls.

Lucian : You're... A Valkyrie!? But... You look just like...

Valkyrie : Do you not wish to come with me? You have earned the right to join the Einherjar.

Lucian : But... What about Claire? I can't just abandon her.

Valkyrie : If that is how you feel??????

You will then see Valkyrie in a cliff. After this you will be back at world map and you have Lucian in your party. Press START again to begin Soul Concentration. This time will appear orange dot --> Cave of

Oblivion. So go there.

Cave of Oblivion

It is said that the jewels and monsters that appears in the cave are different each time it is visited. The cave is a natural wonder -- the envy of adventurers. But be extremely wary here. The monsters and other magical beings can be extremely powerful.

Period 2

Enemies :

- Dragon Zombie
- Harpy
- Dragoon-Tooth Warrior
- Monstrous Vermin

There are no items in here, just enemies. Kill them all to get EXP then head back to the world map. Press START again to begin Soul Concentration. This time will appear blue dot --> Crell Monferaigne. So go there.

Crell Monferaigne

This Kingdom controls most of the Eastern Continent. The citizens have been brainwashed into leading a self-righteous holy war against their neighbours.

Period 1

The scene opens with two knights in a room.

Jayle : Please! I beg of you, sir!

Fahn : I often thought there was something different about you... But I was fooled by your extraordinary skill with a sword.

Jayle : Please! Keep this a secret...

Fahn : ...

Fahn : Well then, at the very least, I would like to know your true name and why you wished to join the knighthood.

Jayle : Yes, sir...

Then the scene changes to a room inside the castle.

Fahn : Lately, I've been astonished at your progress, Jayle.

Jayle : Thank you, sir.

Fahn : You're far more skillles than any of those men??????

Jayle : Sir, you promised you wouldn't!

Fahn : Whoops, sorry.

Jayle : You did that on purpose! Silly! ...I apologize, sir.

Fahn : ...What's wrong?

Jayle : You are my captain. It is wrong of me to be so informal with you.

Fahn : Yeah, we should be more serious.

Jayle : Hmph, now you're just playing with me! Hee hee hee.

Fahn : It serves you right. Ha ha ha.

Now you will be back at the first room.

Jayle : I cannot forgive Magnus.

Fahn : But we must have some kind of excuse. Recently we have been cleaning up the area around him...

Jayle : It is frustrating to be so close to him and yet unable to do...

Fahn : For now, all we can do... is wait.

Jayle : I feel... as if perhaps I am just using you.

Fahn : ...

Jayle : If you weren't the leader of the knights, I would have paid you no mind... You must think me a deceitful woman.

Fahn : It's all right. I want you to stay with us.

Fahn : Before the battle begins, Magnus will perform a rite of blessing to bolster the troops 'morale. This will be our only chance.

Jayle : ...Is it true that Magnus is a follower of some strange devil-god?

Fahn : Yes, it is. But this will be the end of him.

Now you will be in Magnus's room where you will see Jayle and Fahn facing off against Magnus. Before Jayle and Fahn strike, Magnus cast a barrier.

Fahn : What?!

Jayle : An invinsible wall blocks us!!

A magician then warps in and Magnus send a blasting energy that drops everyone except Jayle.

Magnus : What? Why does my spell of bewitchment not work?

Jayle : Magnus! You! What have you done to them?

Magnus : You are one of Fahn's underlings... He he he he he. I see. So that is why. What is the meaning of this? How is that a woman has joined the "brotherhood" of Knights?

Jayle : !!

Magnus : How wickedly clever of you, Fahn! A woman disguised as a man... I had thought you a stupid soldier. But now, now I see. Unghggghhh!

Genevieve : Ooh~! How cute you are! However... You are a wicked woman. You use them.

Genevieve : You use them, but it is only a way of hiding your true feelings... Ah! Poor girl. You are unable to know what lies in your own heart.

Jayle : What...! Be silent, monster!

Genevieve : Oh! "Monster", you say! And I was only trying to express your true feelings for you. I was trying to be cupid for your benefit!

Jayle : You... I swear... I will slice you in half!

Valkyrie appears.

Jayle : Wha, What?!

Magnus : Battle-Maiden...Valkyrie!

Valkyrie : Ha! What a foul cupid you would make!

Genevieve : ...Ah, Valkyrie, it has been ages. But was your armor light blue then? Or was it black? I don't believe it was pale blue...

Genevieve : Well, it's really all the same anyway.

Valkyrie then stands her sword at Genevieve.

Valkyrie : That is enough talk from you... The Undead should remain ever silent!

Boss Battle

Name : Genevieve
HP : 10000
Recommended level : 24
EXP : 0

Strategy : This fight is easy, just use your clinchers.

Valkyrie : Undead thing. Return to the grave that spawned thee!

Genevieve : ...Hmph! I believe you should be more concerned about what is happening behind you.

Valkyrie : What the...?

You will see Fahn stabbing Jayle.

Jayle : Fahn... Wake up, please wake up...

Genevieve : You have not the power to control me.

Magnus : Eee...!! Eeeee...

Genevieve : You should carry the burden of all this on your fragile
shoulders. We shall meet again, Lady Goddess.

Genevieve warps out.

Valkyrie : Grrr!

Valkyrie disappears and Fahn awakes.

Fahn : ...What the. How did I... What's going on...

Fahn : Leticia! Hold on!

Jayle : ...Thank goodness. You're okay...

Jayle : I... I really... The way I feel about you...

Fahn : Don't die! Hold on!

Jayle : Please... please. I want you...to win...

Fahn : Leticia...

Fahn : Magnus... YOU!!!

After this you will be back at world map and you have Jayle in your party. Press START again to begin Soul Concentration. This time will appear orange dot --> Arkdain Ruins. So go there.

Arkdain Ruins

Gigantic magic crystals are said to be sealed in these ruins. Yet, while many have sought the power contained in these magic crystals, none have returned with it. Could it be that these stones are a myth?

Period 2

Enemies :

- Rib Forager
- Brackish Muck
- Necrophiliac

Bosses :

- 3x Raver Lord

Items Found :

- Raptor's Claw
- 2x Sap Power
- Ranseur
- 2x Ether Scepter
- 2x Sap Guard
- Dark
- Nightshade

- Eye of Heaven
- Resist Magic
- Stun Check
- Vegetable Seed
- Estoc
- Darkness Arrow
- Resist Damage
- Lapis Lazuli
- Quartz Gem
- Savory
- Daemon Slayer
- Combo Jewel
- Holy Wand "Adventia"
- Robe of Bryttain
- Star Guard
- Mighty Check
- Beast Slayer

Start by walking to the right. As you approach the gate, it will open for you. Head to the right and in the first room, climb the stair that lead to a platform at the top to get a Raptor's Claw. You will also notice that whenever you open a chest you will get attacked by a monster. Now head to the right. Open the chest and you will get a Sap Power. Then head to the right and you can find a chest that has the skill Stun Magic. Go up to the next room. Take the chest below containing Ranseur. Climb the ladder to the top and head to the left. Get Ether Scepter at the left platform. Now fall down and get Sap Guard. Go down to the next room to get skill Dark.

After you have all that, go back to the room that had the Sap Power and take the route down. Jump to the platform and get a Nightshade. Now jump up to the chain and use that to get to the platform on the left, next jump to the right. Enter the door to next room to get a Eye of Heaven and skill Resist Magic. Now take the door to the right. If you climb to the top you can find a room that has a Save Point. Save and then take the Bottom door on the right.

Now you will be in a room that has a bunch of moving platforms. Jump on the platforms and when you reach the top you should see a chest, open it to get a Stun Check. Now take the door near the Stun Check. Head through the door that leads up and you will be in a room where you can pick up Vegetable Seed, and Estoc, and the skill Darkness Arrow. Now leave the room and head to the right. Fall down and take the route that leads to the left. Now climb up the stairs and you can find Resist Damage, Lapis Lazuli and an Ether Scpeter.

Now head back to the room that had the Platforms. Fall down to the bottom and take the right door. Go up twice. Now head to the right and the door you enter will close. You can find 3 chests in here. They contain a Savory, a Sap Power, and a Quartz Gem. Kill all the enemies and you will get 10000 Event EXP and the door will open.

Use your ability to shoot crystals to reach the top platform. Save your game at Save Point. Now use your ability to shoot crystals to reach the top of the room and you can get a Combo Jewel and a Daemon Slayer. Now head to the left to get Beast Slayer. If you have Stun Check, equip all your fighters with it, because the enemies on the right can easily stun you. Head to the right from the Save Point.

When you enter you will see 3 Soldiers and a woman inside a crystal.

Valkyrie : You're a servant of Queen Hel of Niflheim, eh. I will not hand over the soul of the woman sealed in the crystal!!

Raver Lord : ...How rude. To be called a servant by you. You are nothing but a scared child making empty boasts!!

Valkyrie : Say what you like. My powers may be meager compared with the Rulers of the Gods, but still they are enough to deal with the likes of thee!!

Boss Battle

Name : 3x Raver Lord
HP : 16000
Recommended Level : 22
EXP : 60000

Strategy : If you do as I say to equip your fighters with stun check, you will not get stunned because almost every enemy's attack stun you. Just use your clincher and you will win this battle.

After the battle you will find 3 Artifacts : Star Guard, Holy Wand "Adventia" and Robe of Bryttain. I suggest you keep them all. After you check all the artifacts you will get 80000 Event EXP. Behind the frozen woman you can find a Mighty Check. Now head all the way back to the world map.

Press START again to begin Soul Concentration. This time will appear blue dot --> Villnore. So go there.

Villnore

This military regime controls the northwestern continent. Notorious for villainy even within the robber's guild. Villnore aims to rule the continent using a secret weapon they excavated in the far north.

Period 1

The scene opens with Badrach under the bridge at night.

Badrach : All this... It all happened cause of what I did.

Badrach : What!! Who the hell are you!?

(You seem confused, Badrach.)

Badrach : !!

Badrach : There you are!

An assassin jumps from the top and slashes Badrach.

Badrach : Ugh...Ah...!!

Assassin : You went too far.

Badrach : Unf, Damn!

Then the screen changes to flashback where you will see an old woman outside a house and she yelling up at the window above.

Geena : Hey!! What about your job?!

Badrach : Job? You think I dunno what I'm doin'? Don't ever wake me up at this...god-forsaken hour again.

Geena : What're you doing!! Go on out and get some sunshine or you'll turn into a mushroom. Besides, you lazy bum, I've got cleaning to do!

Badrach : Bah, Okay, okay. Ya old stick-in-the-mud!

Badrach come out of the house.

Badrach : Times like this, it don't feel like there's a war goin' on at all.

Geena : ...I don't know what you're talking about. Hey you, have you seen the flower that's growing in front of the house?

Badrach : Flower? You mean this ugly old green thing? Oh yeah, I was plannin' to ask ya. When the heck is this thing ever gonna bloom? I don't think it'll ever happen.

Geena : This is a variety of cactus.

Badrach : Huh? Cactus?

Geena : It blooms only one night a month, and only for a few hours.

Badrach : ...

Geena : You won't see it if you're sleeping, but on the other hand, if you make a wish when the flowers bloom, it will come true.

Badrach : Oh, I get it... That's why you're takin' care of this piece of junk, eh.

Geena : Piece of junk!

Badrach : You want money that bad?

Geena : You fool! I'm praying that this horrible war will be over soon.

(What a bunch of fools.)

Badrach : Well, I'm bushed. I'm goin' to sleep.

Geena : Why you...

Then you will see Badrach entering the Thieves Guild.

Badrach : I need me a job that'll pay up quick.

Agent : You know where this is, don't you?

Badrach : Yeah, I know. I know. You want a finder's fee, right? This is the territory of the world-famous, Villnore Thieves' Guild. None dare defy us!

Agent : Come back again tomorrow. We'll talk again.

Badrach : Yeah, sure. See ya tomorrow.

You will see Badrach outside the Thieves Guild.

Badrach : Damn them! Useless thieves' guild and their commissions! I work on my own. Screw them!

The screen changes to present where you will see Badrach lumping along.

(Man, I can't believe this hit!)

Badrach : This blows! I can't die yet...

Badrach reaches his house.

Badrach : If this is what's gonna happen, it's a good thing. I'm getting out of here...

Badrach : I don't wanna die. I don't wanna die...

Badrach : It hurts... Somebody, help me...

The screen went black.

Badrach : It's getting dark... Damn... In my whole life, ain't nothin' good ever happened to me...

(I don't wanna die. It hurts... Help??? Who is it? Who's callin' me?)

You will see Badrach and another him.

...What?

Badrach : Am I... Am I alive?

Badrach : Am I dead?

Valkyrie appears.

Badrach : You. You can't be... You're... a Valkyrie? Is this for real? I'm right, ain't I? I'm gonna be, whadda ya call it? One of these warriors of Valhalla, right? Wahoo!!!

Valkyrie : ...You are mistaken.

Badrach : Huh? You... But aren't you a Valkyrie? Ain't it your job to take the dead to the afterlife?

Valkyrie : Yes, that is true... However??????? Do not misunderstand. Try to remember the things you've done in your life. I am a judge of men's souls. And you will find me a harsh judge.

Badrach : So...so then what? What's...what's gonna...What's gonna

happen? What are ya gonna do about me? Hey!!

Valkyrie : It is not the All-Father Odin, who has petitioned for your soul, but Hel, Goddess of Niflheim. She wishes you to writhe in torment, for all of eternity!!!

Badrach : Wa-wa, wait!! Hold up a second!! I should... I should at least have a chance, shouldn't I? I don't wanna die. Oh, I am dead... I mean, I don't wanna go to Niflheim!! Anyway, lemme think... Oh yeah, I got it?????? There was this old geezer... I mean, this old man...

Valkyrie : And what did you do to him?

Badrach : I...robbed and murdered him.

Valkyrie : Surely that is reason enough for you to go to Niflheim.

Badrach : No, no! That wasn't it... Just lemme think, ...I... I assisted a kidnapping, how 'bout that? ...I spied on my country! ...I fenced stolen goods! ...I sold women into slavery!

Valkyrie : ...You are truly pathetic.

Badrach : No, wait a minute...

Valkyrie : Human, It is time for us to part...

Badrach : Wait! Hold up a second!

Valkyrie : ...This is a waste of time.

You will then see a bud and a message.

(This is a variety of cactus. It blooms only one night a month, and only for a few hours. If you make a wish when the flowers bloom, it will come true??????)

Then you will see the bud bloom into a beautiful flower.

Badrach : Uh...I got it. I got it!!

You will now see some cells while Badrach talks about how he taking a job at Villnore.

Badrach : Hadta have been... Lesse... Three, Four years ago. I don't remember too well, but I think so. I was workni' in Villnore. Hold on. Don't rush me here... What was I soin'? Ah, it wasn't nothin' that bad. I was workin'... Uh... Security. Like an escort, ya know? For who you say? They were, um... Slave traders. Oh come on, don't gimme that look! It gets better, okay? Hear me out. Yeah, it's all comin' back to me now. Kinda an embarassing story, really.

You will then see a poor town.

Badrach : It was a crappy old town. No shortage of those up north. Well, up in places like that, specially in Villnore, sometimes the townsfolk gotta sell their daughters just to

eat. Anyway, I got hired to escort a bunch of slavers and there was this little seven year old girl there. A typical village rat, like ya see everywhere. I forget her name. Anyway, for some reason, she took a shine to me.

You will now see Badrach next to a horse and a cart.

Badrach : ...It's a sad story. You know where it's goin', don't ya? No? I gotta tell ya? Well, these slavers are total thieves, and they only paid me half of what they promised. And on top of that, they didn't tell me how dangerous their route was. So I said to hell with the job course I didn't get paid neither. Anyway, before I left, I took that little girl away with me.

You will now see Badrach and a little girl at the graveyard.

Badrach : She had no idea what was going on. Kept askin' me about her brother and all. I only saved her to piss off the slavers, but what a pain in the butt she was. I told her it was my house, and she believed me. Even though it had a big cross and everything.

Badrach : Ha, maybe I shoulda told ya I saved her and took her all the way to the orphanage 'cause I felt sorry for her?????? Am I a fool?

Now you will see Badrach and valkyrie.

Badrach : Not good enough?

(So even a man who lives in darkness can bloom for one fleeting moment...)

Valkyrie : A man your age should not be crying. Well, are you coming or not?

Badrach : Huh? I, I'm comin'! I'm definitely comin'!!

After this you will be back at world map and you have Badrach in your party. Since you have Badrach in your party, go to Camille Village.

Camille Village

Attached to Artolia, Camille is in disarray. Constantly becoming embroiled in the wars of their neighbours, their history shows how often they have been trampled underfoot.

Period 1

Go to the graveyard and Badrach will appears.

Badrach : ...What are ya bringin' me to a place like this for anyway?

Valkyrie : ...

Badrach : Someone's here.

Valkyrie disappears.

Badrach : Hey! What're ya gonna do with me!

A girl appears.

Badrach : Ah...

Girl : ...Are you the chaplain?

Badrach : Well, umm ya see...

Girl : ...

Badrach : Well anyway...

Girl : Please wait! Umm..., I ah, can I give this for you?

Now you will see Badrach and Valkyrie.

Badrach : ...You, you...remembered me.

Valkyrie : I see.

Badrach : You're not a person either, but people are bad, ain't they?

If you do as I say, you will have almost finish this Chapter. The status are :

Chapter-5

Period 22/24

74 Periods remaining until End of World

Use all the remaining periods to go to one of the places you have already visited before. I recommend The Tower of Lezard Valeth. Kill all the monsters there to get EXP. After that Freya will summons you. Don't forget to transfer Lucian before Freya summons you.

If you transfer Lucian, you will get special scene. You will see Lucian and Valkyrie sitting on the top of the mountain.

Valkyrie : Lucian. What is it that has taken root so deeply in your soul, that it troubles you still?

Lucian : ...

Valkyrie : If you do not wish to answer, I will leave you be. However, I must remind you that you cannot accept your death until you have left your worldly troubles behind.

Valkyrie : What is it, Lucian? Have you decided to speak?

Lucian : Would you...go with me to that village?

Valkyrie : I have no objection...

You will see Valkyrie and Lucian walking on the path of a village.

Lucian : I was born in this village.

Lucian : We always used to play here. The two of us...

Valkyrie : ...

Valkyrie : ...And this house?

Lucian : My best friend. This was her house...

Lucian : I hated her parents. They were always...so cruel to her...

Valkyrie : ...

Lucian : But, Platina got upset when I spoke ill of them. So I tried to keep my mouth shut...

Valkyrie : Her name was Platina?

Lucian : Hmm? Yeah...

Lucian : We were so close. But???????

Valkyrie : But?

Lucian : One day, I found out that her parents were going to sell her. We escaped together. I was just a dumb kid, back then. I couldn't think of any other way... I wouldn't let anything happen to her. No matter what...

Now you will see Valkyrie and Lucian walking in the forest.

Lucian : In the dark of night, we ran until our lungs were about to burst. Just like this.

You will see Lucian holds Valkyrie's hand and running along the path and finally reach the Weeping Lily Meadow.

(And then, we stumbled onto this place.)

Lucian : Your helmet...could you take it off?

You will see Valkyrie takes off her helmet.

Lucian : I knew it. You look exactly like her.

Valkyrie : Like that girl?

Lucian : Yes. That girl...Platina. She inhaled the Weeping Lily pollen and died. It was my fault... If I hadn't brought her with me...

Valkyrie : And I resemble this girl?

Lucian : And that's why... I know it's wrong to feel this way about a stranger just because she looks like someone else. But nothing has changed. I still love her.

You will see Valkyrie kisses Lucian. Then the screen changes to Valkyrie standing on the top of the mountain alone.

Valkyrie : You see a semblance of your first love when you look at me... But there is a chasm between men and Gods that cannot be traversed. Thus, love between the two is not possible. However... Lucian... I hope you live, so we can meet again.

Sacred Phase 5-6

Freya : It has been a long time, Lenneth. Our current situation is as follows.

Asgard War Status

Asgard Strength

Aesir Army	26	29(+3)
Vanir Army	30	27(-3)
Other Forces	24	24(+0)

Freya : Our current situation is... We are doing quite well.

Freya : Do you wish to know the status of our Einherjar?

Einherjar

Jelanda
Belenus
Llewelyn
Lucian

Freya : You wish to know his status?

Name : Belenus
God Level : Rank 10
Platoon : 2nd Platoon
Evaluation Value +25
Hero Value 343

Deeds

Experiments at Kesfas Castle
Crossing Olm High Plains
Inspection of Enemy Base
Blocking the Magic Experiments Victories
Major role in ferocious attack +20
Strike a cutting blow +3
Conversation with Eir +2
Total Acquired Hero Value +25

Name : Llewelyn
God Level : Rank 12
Platoon : 3rd Platoon
Evaluation Value +40
Hero Value 229

Deeds

Awarded the rank of 12th level god
Inspection Arvan River Valley

Inspection of Enemy Movements
Report of Results
Ordered on special mission +5
In the Lair of Dragon Worm Victories
Major role in ferocious attack +20
Lead unit precisely +5
Strike a resounding blow +5
Exploits Recognized +5
Total Acquired Hero Value +40

Name : Jelanda
God Level : Rank 10
Platoon : 4th Platoon
Evaluation Value +27
Hero Value 248

Deeds

Awarded the rank of 10th level god
Policing of Gods Tower
Patrolling of Kesfas Castle and Environs
Fortress Construction
Conversation with Frei +2
At the Border of Flames Victories
Major role in ferocious attack +20
Exploits Recognized +5
Total Acquired Hero Value +27

Name : Lucian
God Level : Rank 15
Platoon : 5th Platoon
Evaluation Value +158
Hero Value 342

Deeds

Evaluation of desired abilities 82
Awarded the rank of 15th level god
Inspection of Rumrun Plains
Subjugation of Demon Beasts
Moving to Cape Avaro
In Deep Thought +2
Battle of the Junibe Sea Victories
Major role in ferocious attack +20
Lead unit precisely +5
Strike a resounding blow +5
Dramatically reduce damage +5
Defend enemy attack perfectly +5
Pursuit of Enemy +5
Total Acquired Hero Value +158

All of these above is my hero status. I don't know you will be the same or not.

Freya : Lenneth, about your performance... It is magnificent.

Freya : These are all the Materialize Points I can grant you at this time.

Materialize Points 16050 pts

Freya : The Lord Odin is pleased with you. He bids me give you these artifacts.

Artifact

Ether Scepter
Guard Reinforce
Poison Blow
Holy Wand "Adventia"
Stone Torch
Star Guard
Holy Halberd

All of these above is what I get. I don't know you will be the same or not.

Freya : Lenneth, I have a request to make of you... We must form a platoon that can battle the dragons. We need someone who fears not death, one who will fight to the last. We must perform a ceremony. We need a sorcerer wise in the lore of monsters. We need swordsmen. Send us a warrior who knows how to wield a blade.

Necessary Hero Value 100
Demand : Brave, Sorcerer, Monster Int, Hit

Freya : Very well, good fortune. I expect mighty deeds.

Chapter 6

Characters :

- Shiho
- Grey

Places :

- Hai-Lan
- Lost City of Dipan
- Arkdain Ruins
- Cave of Oblivion

In this Chapter, train Nanami. He's the one you will be transferred. Spend all the CP to increase the skill that Freya wants.

You can press START (begin spiritual concentration) four times in this chapter.

First START : Blue Dot --> Hai-Lan
Second START : Orange Dot --> Lost City of Dipan
Third START : Blue Dot --> Arkdain Ruins
Fourth START : Orange Dot --> Cave of Oblivion

Hai-Lan

An island isolated just off the southwest coast. Hai-Lan has developed its own unique culture. It is filled with unusual flora and fauna, as well as less natural magic beings.

Period 1

The screen will open up with a girl being escorted by two samurais near a crowd of people.

Shiho : Please forgive me. My power was not enough.

Wife : "Not enough", you say? How many men have died after being driven mad by your song? We'd be better off without you! Can't you understand that!?

Wife : Little witch!

After this you can see message, but I can't write it because it's too fast. After that, you can see Shiho on a platform surrounded by soldiers.

Shiho : Listen!! The melodious throbbing of life's sacred rhythms!

Then the screen changes into two red Samurais on the battlefield.

Samurai : The Hai-Lan army is even stronger than the rumors said.

Samurai : That singer transformed their warriors into fearless berserkers! As long as that songstress draws breath, we have no hope of victory.

Samurai : The song...it stopped!?

Soldier : Panic is spreading throughout the enemy troops!

Then the screen changes back to Shiho.

Warrior : I didn't say to stop singing?! Sing!!

The warrior slaps Shiho.

Warrior : I said to sing!! Sing, woman!!

The warrior kicks her. Then the screen go black and you can see all the black soldiers are dead and a red Samurai standing next to Shiho.

Suo : I don't understand, why did you stop singing?

Shiho : ...Red...What does red look like?

Suo : Then you can't see?

Shiho : From birth, I have been destined for life as a song-maiden. The god's gave me no light, though. Perhaps they grew tired of giving it. Yet, is my desiring it such a terrible thing?

Suo : If you gave up singing, what would you desire?

Shiho : Death.

Shiho can't kill her.

Suo : ...

Suo is carrying her on the back.

Suo : ...We have the enemy's song-maiden.

Superior : Quite beautiful...

Superior : Yes, but...

The Superior slashes her.

Shiho : S...UO...

Suo : Why! Even her companions abandoned her fighting spirit and all that ??????!!

Superior : Suo. Have her charms enchanted you, then? That woman has led many of your compatriots to their deaths!

Suo : But...!

After this you will be back at world map and you have Shiho in your party. Press START again to begin Soul Concentration. This time will appear orange dot --> Lost City of Dipan. So go there.

Lost City of Dipan

All that remains of a once great and prosperous kingdom. A palpable sense of loss and regret suffuses this city, which was destroyed by some unknown assailant. This negative physic energy has called forth the undead. Their souls must be set free quickly.

Period 2

Enemies :

- Life Stealer (annoying enemy, it can attack and absorb DME)
- Victory
- Harpy
- Wise Sorcerer

Bosses :

- Barbarossa
- Dallas + Gyne + Walther

Items Found :

- Eye of Heaven
- Dark Savior
- Ranseur
- Triple Distress
- Neckless Doll
- Burgundy Flask
- Invoke Feather
- Estoc
- Reflect Sorcery
- Ether Scepter
- Nightshade
- Mystic Cross

- Concentration
- Ruin's Fate

When you enter, you will see a man right next to guillotine.

Barbarossa : Oh...!! So these are fruits of the beloved land that I served all these years?!

Barbarossa : What has happened to the people who loved me, honored me? What has happened?

Barbarossa : Grr! WAAAAAH!!! Dallas! Gyne!! Walther!!! You were my closest advisors! Where are you now?!

Barbarossa : No matter what I attain, if I am alone, it is but meaningless!! What shall I... What shall I do?!

Valkyrie walks to him.

Barbarossa : Hmph!! You are the servant of Satan, the evil one, Valkyrie...!! Those cruel eyes, cold as stone. I will never forget them!! You're the one who destroyed our kingdom!!

Valkyrie : ...What?! I do not mean to disrespect the dead by arguing with them, but neither do I intend to apologize for something I have no memory of!!

Barbarossa : Do not seek to deceive me! In the name of those you slaughtered, I strike thee down!!

Barbarossa casts his spell and transforms into headless creature.

Boss Battle

Name : Barbarossa
HP : 62700
Recommended Level : 28
EXP : 20000

Strategy : This battle is very difficult. Use your strongest characters to fight him and equip them with skill Guts. Try to finish him under 4 turns, because at turn 5 he will cast Calamity Blast that will kill all your characters. But if you equip them with skill Guts, if you lucky there's someone alive. If this happens, quickly revive all your friends and attack him again before he casts another Calamity Blast.

After the battle.

Barbarossa : Urgh...!! This pain is nothing compares to that felt by the people and the mages!!

Barbarossa : I cannot...I cannot die!!

You will have to fight Barbarossa again(Is one time not enough?!). And after you win the battle, go to the left. Don't go near him because you will enter the battle with him again.

Barbarossa : Impossible! None! None can destroy me!! I will become a soul, uncompensated, and I shall save the lost souls of the people and return to them their glory!!

Valkyrie : Ah, now I see. 'Tis your vindictive thoughts which bind you to this place. Even though I tell you all is over.

Barbarossa : Your opinion!! I do not wish to hear it!! It is not over! The pursuit of my perfection has no end!!

Valkyrie : To save him, we must cut the chains of attachment which bind here... But the question is how.

Start by walking to the left and take the path that leads down. Then head to the right. When you enter Dipan Castle, you will see three monsters.

Valkyrie : The Undead have been summoned...!! This is the result of neglect!!

Head all the way to the right into the room with stairs that leads down and to the right. There's nothing on the right, just enemies. So take the stairs that leads down. Now walk to the right and in next screen take the stairs that leads down. Now walk to the left two screens and you will reach a room with a pentagram on the floor and some crystals around it.

Valkyrie : This... This is the Time Mechanism?

(He he he he. What is it? I realized something interesting. Something interesting? If we can do it right, we can send that loathsome dog beyond the reaches of time ?????? I see. As usual, your methods are sublime. Ha. Ha ha ha ho ho!)

Valkyrie : What? This mechanism, it's still alive?!

The pentagram is glowing and lift Valkyrie to the air.

Valkyrie : This must not be!!

Then the screen goes black.

(You are even stupider than I thought, woman. So, after all, that's all you can do. If I can control the flow of time, defeating the Aesir will be child's play. That's exactly right. Those creatures are not yet advanced enough to be able to participate in the Divine Providence.)

When you can see the screen again, you will notice that the crystals had broken. Go to the right.

Valkyrie : The castle. It's...

Head to the right again and take the stairs that leads up. Then go to the left and take the stairs that leads up. Then head all the way to the left to the city.

Valkyrie : What's this? This whole area... The broken buildings... They've been restored. But how?

Valkyrie : Signs of humans!

Woman's voice : No mercy for those who resist.

Man's voice : Yes!

Then you will see three peoples walk by.

Feather-Helmed Swordswoman : What happened to Barbarossa?

Female Mage : It seems that Arngrim has finished his preparations for the public execution.

Young archer : Yes, but we still don't know the whereabouts of the three mages.

Female Mage : I've learned that the castle has a hidden room.

Feather-Helmed Swordswoman : Leave it. For the time being, we've restrained the King and the mechanism. They can't do anything. Go on ahead.

Female Mage : Yes.

Feather-Helmed Swordswoman : This wave of power, Lenneth...? It can't be... It's just my imagination.

Valkyrie : That was Hrist... This place, it couldn't be... The World of the Past? The Time Mechanism has snet me to the past?

Now you can control Valkyrie. You can talk to the townpeople but all you have to do is head back to the castle. Head back to the pentagram.

Valkyrie : The control mechanism has been completely destroyed. I cannot return to my original time...

Now head to the top floor(where there's no stairs that leads up anymore) and head all the way to the left to the room. Check the bookshelf and press X button. It will ask you if you want to flip the switch. Choose yes and the bookshelf will move aside and reveal a hidden room, go inside it.

Valkyrie : Who is that there?

Valkyrie : I am not a person who is in any position to criticize someone who has been forced to hide.

Malabeth : You? How did you get here?

Valkyrie : "Here"? ...By that, do you mean this hidden room?

Malabeth : ...

Malabeth : I am Malabeth. Wife to Barbarossa. King of this land.

Malabeth : The King was deceived. He listened to the sharp tongues of his three mages and by the time he realized it, there was no going back. And the gods became angry that a human would strive for eternity.

Malabeth : Please, take this crown to the King... He always wanted to be King up to the very end...

Malabeth : I do not know exactly who you are, but you are a woman like me. And so it is with a pained heart that I make this request of you...

Then the screen changes to the place of execution.

Hrist : Look while you still can and witness. Witness the end of your "King" who betrayed the gods, and defiled the providence of nature!!

The guillotine will then drop.

(The King should die as a King...)

Then you will see Valkyrie next to Guillotine.

Valkyrie : I'm too late. Barbarossa... Wha. What the. We're being pulled back?! Incredible... Returning to our time!!

(But how could such a thing be possible!? Perhaps because she has such a strong connection to this world?! To such a low level god? It can't be...)

Then you will see Valkyrie walks toward Barbarossa.

Valkyrie : Barbarossa. I heard everything from your wife.

Barbarossa : What did you say? Don't be ridiculous...

Valkyrie : I brought this with me.

Barbarossa : ...That. It cannot be. I gave that to my Malabeth...!

Valkyrie : Correct.

Barbarossa transforms back to himself.

Barbarossa : I see...

Barbarossa : But the truth is, it doesn't matter whether I was deceived or not. It was my foolish searching for eternity, which bought about this destruction. The responsibility is all mine. The mages were simply carrying out my orders as loyally as they could. My heart is full of pride for them. My mages are sinless in this. Is that not true?

Valkyrie : ...Perhaps you are right.

Barbarossa : It is good that you and I could talk. Finally I feel as if I am able to leave behind my cares and pass beyond this world. I give you my thanks, Battle-Maiden Valkyrie!

Barbarossa disappear.

Valkyrie : So now we see the true culprit. He chased me beyond the borders of time, but he was doing nothing more than digging his own grave. Foolishness! You summoned him into this time,

but you did not consider how strong the bonds are between
then King and the Queen.

Valkyrie : Thoughts surpass the boundaries of time.

Valkyrie : I felt the tug upon the chains of my soul and returned here.
You can hear it, can you not? Foul Mages!!

Dallas : Pah! Who are you! Lady Valkyrie, Goddess of Fools!

Walther : For a second time, you dare to interfere with us.

Dallas : It took many years to gather together the pieces of the King's
soul!!

Gyne : In any case, he was a small man. Just a poor, deluded fool.

Walther : Heh heh heh. You can say that again!

Valkyrie : You dare to mock King Barbarossa!! Fools. Just the type that
would take offense at the words of a wise king...

Dallas : Ho ho. How amusing. A goddess defending a corpse.

Walther : If Odin were aware of this. I'm not sure he would be pleased.

Walther, Dallas, and Gyne disappear.

Valkyrie : ...Inside the castle. It will not be long, I will smash this
castle into dust.

Now walk back to the castle. Now walk all the way to the left until you
can take the stairs that lead up. At your left will be a Save Point,
Save. Continue walking to the left. Enter the first door that leads
down and you can find an Eye of Heaven(trap, just duck down). Leave
that room and keep heading until you can take another door that leads
down. Inside that room you can find a Dark Savior. Once you have that
head back to the right and Save again.

Now climb the stairs that lead to the right. In this room enter the
first door you see to find a Ranseur. Now head to the right and climb
the stairs. Enter the first door and you can find the skill Triple
Distress. Leave that room and keep going to the left. Take the next
route that leads down and you can find Neckless Doll.

Leave that room and keep going to the left. When you reach the Stairs
take the left route first before you take the right route. Now head
down the first door you see and you can get Burgundy Flask(trap, just
duck down). Now head back out and keep going to the left. Take the next
door down and you can find an Invoke Feather. Leave that room and keep
heading to the left. Take the stairs down and to the right and then
enter the room at the end of the hall. You can find a Estoc(trap, just
duck down) and a Reflect Sorcery in here.

Head back all the way to those stairs and this time take the stairs to
the right. Head to the right for one screen(there is nothing in the
bottom room) and take the stairs to the left. Walk to the left for one
screen and then take the door that leads down. In this room you can
find an Ether Scepter(trap, duck down) and a Nightshade. Head back out
and continue to the left. Now continue walking left as far as you can

and you will find three chests : Mystic Cross, Ruin's Fate and Concentration. All were trapped, just duck down.

Now head all the way back to the Save Point. Use your crystal to reach stained glass window at the top left of the save point. Break it and you will get 35000 Event EXP. Go inside the hole and continue to the left. Take the stairs that lead up. When you enter this room, you will see the Three Mages sitting on top of some pillars.

Dallas : Welcome. We are honored to receive even a Goddess of Fools.

Walther : Is that all you can say? Well, here is my response ??????

Valkyrie : Silence!!

Gyne : ...Such a lovely dinner planned, can we not have a more pleasant conversation?

Valkyrie : Dinner, you say...?!

Walther : Yes indeed. This very evening we plan to feast on the soul of a certain Battle-Maiden!!

Valkyrie : Villains!! Your sins lay heavy upon you, defiler of souls. All three of you shall die!!

Boss Battle

Name : Gyne + Dallas + Walther
HP : Gyne 18000
 Dallas 18000
 Walther 30000
Recommended Level : 28
EXP : 42000

Strategy : This is another hard battle. Kill Gyne first because he can revive his friends. If you have a lot of Holy Crystal, use it. 10 Holy Crystals is enough to kill them all.

After the battle you can find two artifacts, Dragoon Tyrant and Rust-Red Circlet. Since I have high Evaluation Point (100), so I take them all. But it's up to you to keep them or not. After you checked them all you get 180000 Event EXP. Now head back to the world map.

Press START again to begin Soul Concentration. This time will appear blue dot --> Arkdain Ruins. So go there.

Arkdain Ruins

Gigantic magic crystals are said to be sealed in these ruins. Yet, while many have sought the power contained in these magic crystals, none have returned with it. Could it be that these stones are a myth?

Period 2

When you enter you will see Celia walking along the forest. She looks like thinking of something.

Kashell : Are you just a blade of grass, carried on the wind?!

Celia : That sounds like Arngrim.

Aelia : I think I'm more like a willow tree.

Kashell : Hah! As if!

Celia : Will I be able to defeat Grey alone...?

You will now see Celia camping with a fire in front of her.

(There's no going back now, is there. You've come this far and now you want to go home? That's not it... I know we can't... Yeah. Well. I gave up all hope of that a long time ago.)

Celia : Kashell, Bartos, Rolf, Aelia...

Now you will see Celia standing in front of the gate of Arkdain Ruins.

Celia : How? How did it come to this?

Celia : What...did she do?

Celia : I thought we were all friends... I thought the journey would end, that we'd all be happy!

Now you will see Celia inside the Arkdain Ruins.

Celia : Grey!

Celia : I've finally found you...

Grey : ...Celia.

Celia : I cannot forgive you.

Celia : You're the one responsible for everything!

Celia : Kashell, Aelia... everyone dead...

Celia : Everything went mad on that day... The day... the day Lemia died!

Celia raises her sword.

Celia : Aren't you going to say something!?

Celia drops her sword.

Celia : Please... Say something...

Celia hugs him.

Celia : Tell me you didn't kill Lemia!

Celia : I can't kill you.

Celia : Because... then I really would be all alone...

Grey : Forgive me...

The armor drops to the ground.

Celia : Grey? No... This... this isn't happening...

Celia : Noooooooooo!!

Now you will see Valkyrie and Grey.

Valkyrie : You have lost your body, and exist only through the ritual
of Soul Transfer.

Grey : I am not worthy to be chosen by you.

Valkyrie : Human. You have indeed defiled souls, blasphemed against the
gods.

Valkyrie : One who has acted as sacrifice for the soul transfer cannot
be saved through the same means.

Grey : So there was nothing I could do after all. I am worthless.

Grey : I must be judged... I must atone.

Valkyrie : Become then as a blade for the gods to wield.

Valkyrie : Therein lies your path to salvation.

After this you will be back at world map and you have Grey in your
party. Press START again to begin Soul Concentration. This time will
appear orange dot --> Cave of Oblivion. So go there.

Cave of Oblivion

It is said that the jewels and monsters that appears in the cave are
different each time it is visited. The cave is a natural wonder -- the
envy of adventurers. But be extremely wary here. The monsters and other
magical beings can be extremely powerful.

Period 2

Enemies :

- Giant Squid
- Harpy
- Inferior Eye
- Monstrous Vermin (equip Raven Slayer)

There are no items in here, just enemies. Kill them all to get EXP then
head back to the world map.

If you do as I say, you will have almost finish this Chapter. The
status are :

Chapter-6

Period 15/24

57 Periods remaining until End of World

Use all the remaining periods to go to one of the places you have

already visited before. I recommend The Tower of Lezard Valeth. Kill all the monsters there to get EXP. After that Freya will summons you. Don't forget to transfer Nanami before Freya summons you. Equip Nanami with Flame Bandanna.

Sacred Phase 6-7

Freya : It has been a long time, Lenneth. Our current situation is as follows.

Asgard War Status

Asgard Strength

Aesir Army	29	33(+4)
Vanir Army	27	25(-2)
Other Forces	24	22(-2)

Freya : Our current situation is... Our forces are routing the enemy. If things continue as they are, all is well.

Freya : Do you wish to know the status of our Einherjar?

Einherjar

Jelanda
Belenus
Llewelyn
Nanami
Lucian

Freya : You wish to know his status?

Name : Belenus
God Level : Rank 10
Platoon : 2nd Platoon
Evaluation Value +25
Hero Value 368

Deeds

Inspection of Spoils
Transfer of Prisoners
Return to Valhalla
In the Abyss Victories
Major role in ferocious attack +20
Activities recognized +5
Total Acquired Hero Value +25

Name : Llewelyn
God Level : Rank 10
Platoon : 3rd Platoon
Evaluation Value +25
Hero Value 254

Deeds

Awarded the rank of 10th level god
Special Training
Transfer Supplies to Friendly Platoons
Merging with 1st Platoon
Subjugation of the Fire Dragon Victories
Major role in ferocious attack +20
Exploits Recognized +5
Total Acquired Hero Value +25

Name : Jelanda

God Level : Rank 10

Platoon : 4th Platoon

Evaluation Value +30

Hero Value 278

Deeds

Transfer to Cuoal Region
Search for Artifacts
Patrolling of Fort Ursur and Environs
Elimination Enemy Unit Victories
Major role in ferocious attack +20
Spot monster's weakness +5
Exploits Recognized +5
Total Acquired Hero Value +30

Name : Lucian

God Level : Rank 10

Platoon : 5th Platoon

Evaluation Value +20

Hero Value 362

Deeds

Awarded the rank of 10th level god
Severing Enemy Supply Route
Transfer of Stolen Goods
Inspection of Cave
Ordered on special mission +5
Surprise attack on Kidtha Hill Victories
Major role in ferocious attack +20
Attack with perfect accuracy +5
Discover wounded soldier -10
Total Acquired Hero Value +20

Name : Nanami

God Level : Rank 15

Platoon : 1st Platoon

Evaluation Value +77

Hero Value 209

Deeds

Evaluation of desired abilities +23

Awarded the rank of 15th level god
Search for Artifacts
Patrolling Levan Castle and Environs
Merging with 3rd Platoon
Ordered on special mission +2
Subjugation of the Fire Dragon Victories
Major role in ferocious attack +20
Spot monster's weakness +5
Exploits Recognized +5
Total Acquired Hero Value +77

All of these above is my hero status. I don't know you will be the same or not.

Freya : Lenneth, about your performance... It is magnificent.

Freya : These are all the Materialize Points I can grant you at this time.

Materialize Points 18810 pts

Freya : The Lord Odin is pleased with you. He bids me give you these artifacts.

Artifact

Ether Scepter
Dark Savior
Prismatic Missile
Dampen Magic
Tome of Alchemy
Wand of Exchange

All of these above is what I get. I don't know you will be the same or not.

Freya : Lenneth, I have a request to make of you... It seems that the Accursed Flame Gem which can remove the ice seal is broken. There is someone in the Forest of Spirits who can repair it. We must repair the Accursed Flame Gem before the attack from Jotunheim begins. Lenneth, I am giving the Accursed Flame Gem to you to hold. Bring the Accursed Flame Gem to the Forest of Spirits and have it repaired. I have heard that Niflheim is engaged in some suspicious activities. I do not think they will attack anytime soon. In any case, please send us an Einherjar who is knowledgeable about the Undead. We need sorcerers. Send us someone skilled in the art of magic.

Necessary Hero Value 110
Demand : Repair Accursed Flame Gem, Undead Int, High Level Sorcerer,
 Avoid, Resist Magic

Freya : May Fate guide your hand. I pray for your good fortune.

If your Seal Rating low enough (below 37), you will get special scene with Lucian.

You will now see Lucian in the field where Valkyrie was in the beginning of the game.

(It is insane... Valkyrie is Valkyrie. She's not Platina... But...)

Now you will see Frei and Loki come to meet Lucian.

Frei : Lucian. What are you doing in this place?

Lucian : Oh, nothing special.

Frei : Come now!! Something is troubling you? I could well understand if that is the case.

Lucian : Incredible... You can't hide anything from you.

Lucian : It's true that much has happened. I may be... I may be a little confused...

Frei : Yes? What else?

Lucian : And... The truth is...

The screen will go black.

(Unknown questions. Death? The soul? A hero? A god? And ??????)

The screen will come back like before.

Frei : Valkyrie?

Loki : She's beautiful, isn't she? A bit cold though. Well, farewell.

Frei : What are you saying? You can't believe that you and Lenneth could actually be together!

Loki : ...Yes yes.

Frei : Well, it's okay... It's nothing to hide ??????

The screen will go black again.

(The known facts. Her true name, the task given to her and her existence. Like a human, to reincarnate after death. Like a god, to live forever. Like an Undead, to be free from the Wheel of Time. Valkyrie sleeps in the form of a human. When needed, she returns as a Goddess, and then she sleeps again.)

The screen will come back like before.

Lucian : Form of... a human?!

Frei : That's right. But...

Frei : Lenneth... She has no memory, you know...

Lucian : !!

Lucian : No memory?

Frei : That's right. I always try to get her to talk about her human life, but it seems that my sister, Freya has sealed off her

memories.

Lucian : Sealed her memory? Her human memory?

Frei : Her duty as a Valkyrie is primary... If her huamn memory remained, it would only be an obstacle to that. Oh, I think I said too much...

The screen will go black again.

(I just want to forget... forget... it all...)

The screen will come back like before.

Frei : Lucian... What is it?

Lucian : No, it's nothing.

Loki : ...

Lucian : ...How can I give her back her memories?

Frei : Huh? It's impossible. It was Freya herself who sealed off her memory. The only ones who could break the seal are Freya, or Lord Odin.

Loki : You have spoken too much, have you not, Frei? Besides, didn't Lady Freya call for you to come?

You will see Frei leaves then and the screen goes black again.

(Platina is really Valkyrie? Isn't there a way to return her memory?!)

The screen will come back like before.

Loki : He he he...

Lucian : ... Is there something else you want from me?

Loki : Although it may be there is no direct solution, there is another way.

Lucian : Huh?

Loki : But as you might expect, removing the seal from her memory is not an easy task. However, I believe that perhaps you can at least speak with Valkyrie if you wish...

Loki : What will you do?

The screen will changes to a castle where you will see Loki and Lucian.

Loki : Lord Odin is able to contact Valkyrie on a regular basis.

Loki : Do you know how it is done?

Loki : Lord Odin uses the Water Mirror to communicate with her.

Lucian : So you mean, if I use the Water Mirror I can contact Valkyrie?

Loki : Exactly.

Lucian : But, will I be forgiven for such a thing?

Loki : I couldn't really care less. But if you think about it, you can't really believe anyone would punish you for something like using a little mirror?

Lucian : ...

Lucian : Is this it?

Lucian : What do I do?

Loki : Close your eyes and concentrate. Think of her. That's all you have to do.

The screen will go black.

(Valkyrie... do you hear me? It's me, Lucian... Valkyrie... do you hear me? Valkyrie...)

Valkyrie appears.

Valkyrie : What happened here? You think I will forgive you for taking such liberties!?

Lucian : I know you won't, but...

Valkyrie : Lucian... what is this?

Lucian : I want to send you one of these earrings and I want you to take it. But the other one is hidden somewhere else...

Valkyrie : What do you mean? That's why you used the Water Mirror?!

Lucian : It wasn't really the earring that I wanted to give you... But I thought if you accepted it, maybe... No, I know that you will figure out where the other earring is...

Valkyrie : ...How will I? You dare order me to go treasure hunting?

Valkyrie : You're a fool... Now that you have done this, have you any idea of the repercussions?

Valkyrie : This was... This was... Unforgiveable!!

Lucian : Why... Why did it have to come to this?!

The screen will changes back with Loki and Lucian.

Loki : Have you finished your goodbyes?

Lucian : L, leave me alone...

Loki : I can not do that.

Loki will then hold out an orb and transform into his true form.

Lucian : ...Huh!?

Lucian : Th, that form. Loki...?

Loki : You should have no regrets. And I? I am satisfied now that the Dragon Orb is mine. But the blame for stealing it shall have to fall on your shoulders, Lucian.

Lucian : What!?

Loki : ...Hee hee hee. And the best part is that I shall be the hero for killing you.

Lucian : Forget about it! I'll never let it happen like that. I'm not ready to die just yet!

And the scene ended with Lucian and Loki had a fight.

Chapter 7

Characters :

- Suo

Places :

- Hai-Lan
- Cave of Oblivion
- Forest of Spirits
- Weeping Lily Meadow

In this Chapter, train Lorenta. He's the one you will be transferred. Spend all the CP to increase the skill that Freya wants.

You can press START (begin spiritual concentration) three times in this chapter.

First START : Blue Dot --> Hai-Lan

Second START : Orange Dot --> Cave of Oblivion

Third START : Orange Dot --> Forest of Spirits

Hai-Lan

An island isolated just off the southwest coast. Hai-Lan has developed its own unique culture. It is filled with unusual flora and fauna, as well as less natural magic beings.

Period 1

The screen will be black and you can see Suo in the middle.

(In war, there is both purity and filth. That armor... it must make it difficult to see the blood on you. Concerned only with appearances, and disguising the truth. It suits you indeed!!)

Suo : You're wrong!

Suo : I... I...

Now you will see Suo and a Samurai.

Samurai : What's wrong? Everything all right, Suo?

Suo : ...Yes, nothing to report...

Suo : ...

Samurai : I mean with you, Suo. Look, I know you weren't very eager to take this mission, but...

Samurai : Just don't think about it too hard. It's simple. We're here to investigate a village supposedly packed with warriors disguised as non-combatants.

Suo : But...!

Samurai : Our intelligence isn't wrong.

The screen will go black again.

(Shiho... What... what should I do?)

You will now see the samurais all in a destroyed town.

Superior : How are things elsewhere?

Samurai : Sir. The town's occupation is nearly complete, sir.

Superior : I see.

You will see all the samurais start to walk away except Suo. You will see Suo walking to the right and find a man holding a sword.

Man : St... Stay back!

Man : All of you, hurry up! Get out of here...

You will see the Man's family behind him.

Suo : ...?

Man : No! I won't! ...I won't let you have them!

Suo : ...

The screen will go black.

(What's this?)

You will see a scene where Suo met Shiho the first time.

(What have I become?)

You will see a scene where the Superior killed Shiho.

(How did this happen?)

After that, you will see the Man slashes Suo, and he falls down. And now you will see Valkyrie and Suo.

Valkyrie : Why didn't you fight?

Suo : ...I was thinking.

Valkyrie : Thinking?

Suo : I was trying to figure out how it all came to this.

Suo : Raising swords against women and children... We say it is right,
for our objective is just.

Suo : But how many defenseless people have been slaughtered?

Suo : All I wanted to do was protect the very ones I cut down! All I
wanted to do was protect the people who could not protect
themselves...

You will now see Superior and some Samurais around Suo's body.

Superior : You were too soft...

Superior : Suo...

(Let us go.)

After this you will be back at world map and you have Suo in your
party. Press START again to begin Soul Concentration. This time will
appear orange dot --> Cave of Oblivion. So go there.

Cave of Oblivion

It is said that the jewels and monsters that appears in the cave are
different each time it is visited. The cave is a natural wonder -- the
envy of adventurers. But be extremely wary here. The monsters and other
magical beings can be extremely powerful.

Period 2

Enemies :

- Life Stealer
- Harpy
- Demon "Wiead" (equip Daemon Slayer)
- Wise Sorcerer
- Lizardman
- Spectator
- Evil Eye

The treasure chests in this dungeon are random. So I will not write
what will you get here. I just give you a clue about place you should
go.

When you first enter, head to the right. In this screen, jump to the
right above. Head all the way to the right to get treasures here. Go
back to the second screen but this time go down to the right to the
next screen. In this screen jump to the right. Eventually, you will
land in someplace, head to the right. There's nothing here, so head
back. This time jump to the left and enter the next screen. Grab the
treasures there. Head back to the right and go down. Head to the right
and exit this dungeon.

You will now back at world map. Press START to begin Soul Concentration. This time will appear orange dot --> Forest of Spirits.

Forest of Spirits

The only place in Midgard where spirits still exist. It is also inhabited by Elves who are said to be highly gifted in the lore of magical item making. Someone can probably be found here to fix damaged or broken artifacts.

Period 2

Enemies :

- Corrosive Vine
- Crustacean Monster (use Fire Spell/Weapon)
- Corsair Beetle (use Fire Spell/weapon)
- Mandragora (don't fight it, just flee)
- Viscous Clod
- Harpy

Bosses :

- Cockatrice
- Venomous Spider
- Sivapithecus

Items Found :

- Eye of Heaven
- Lucerne Hammer
- Sap Power
- 3x Golden Egg
- 2x Dampen Magic
- Sacred Javelin
- Wassail-Rapier
- Invoke Feather
- Lapis Lazuli
- Timer Ring
- Reflect Sorcery
- Mystic Cross
- Heal
- Sylphan Robe
- Accursed Flame Gem
- Arectaris
- Elven Bow

I recommend you set your mage's ability with fire spell (like Fire Storm or Fire Lance) because almost all enemies in here have fire weakness. And also equip your fighter with fire weapon (like Crimson Edge).

When you enter, you can find an Eye of Heaven on top of a branch. Grab it and then continue to the left. Keep walking to the left and after about 2-3 screens you will see an Elf Girl standing in a bright light. Valkyrie will then walk up to the Elf.

Elf : Welcome, Battle-Maiden Valkyrie. You wish something from me? It is easy to become lost here. Come, I will be your guide.

She will then let Valkyrie pass and you will now be in the Elf Village.

Walk to the left and another scene will take place.

Elf : Ah, what a lovely surprise. What brings you here, Battle-Maiden?

Valkyrie : I have a command from Odin. I wish for you to repair a broken artifact.

Elf : A broken Artifact?

Valkyrie : That's correct. I want you to repair this "Accursed Flame Gem"

Elf : Repair...this, yes? Hmm. It appears that its gem has been cracked.

Elf : ...

Valkyrie : Can you repair it?

Elf : No. ...Or perhaps. I should say not right now.

Valkyrie : What do you mean?

Elf : I don't have the tools I need to fix it.

Valkyrie : Eh?

Elf : "Accursed Flame Gem" was imbued with its special powers by Fafnir, the mighty Fire Dragon. At this moment, the crystal merely has a crack in it. It would be impossible to recreate this gem. But if you want it repaired, the gem's power must first be released, and then once again recrystallized. However, I do not have the tools necessary to perform the recrystallization ritual.

Valkyrie : What are they?

Elf : A "Golden Candlestick" is needed for the recrystallization ceremony. A "Silver Thread" is needed to rebuild the magic matrix. "Polar Drops" are needed to purify the space. Finally a "Charm Feather" is needed to fix the magic in space. Those four tools.

Valkyrie : Where can I find them?

Elf : The "Polar Drops" are in a forest fountain to the south. You can get the "Silver Thread" if you defeat the Great Spider that inhabits the cliffs to the northeast. The "Golden Candlestick" was stolen away by the giant ape that lives deep in the forest. To get these items will surely be easy for one such as you, Battle-Maiden...

Valkyrie : What is it? Is there a problem?

Elf : Cockatrice ??????

Valkyrie : A beast with the power of petrification?

Elf : That is correct. The most important item, the "Charm Feather" is a feather from the Cockatrice. In order to retrieve one, naturally you must first defeat one ??????

Valkyrie : ...So if I gather those items, you'll do it, eh.

Elf : Are you leaving?

Valkyrie : Yes.

Elf : The Cockatrice nest is to the northwest. Be careful, Battle-Maiden.

Now keep heading to the right, until you can take a path that leads up. Now head to the left for a little and at the end you can take another path that leads up. Start walking to the left now. Eventually you will reach the end of the path, where you can find a Lucerne Hammer. Now, on that same screen take the path that leads up and head to the left. Anyways once you get all the way to the left, you can talk to an Elf that will tell you Basically you are near the Cocatrice. Take the path that leads down and you will be near a Save Point. Save, And before you head to the right, head to the left and jump on the branches. You will be able to find a Sap Power and a Golden Egg(arraw trap, jump). Now head to the right. You will now be in what appears to be a Swamp and just to your right you can see the Cockatrice. When you near it, you will enter a battle with it.

Boss Battle

Name : Cockatrice
HP : 50000
Recommended Level : 28
Weakness : Fire
EXP : 50000

Strategy : This is an easy battle. You can kill it under 3 turns. Just use your clincher and fire magic.

After the Battle, you will get a message saying you recieved the Charm Feather. Then it will tell you that you got a Event EXP of 16000. Now head to the left and Save your game. Then take the path up and this time start walking to the right and then head down. Then go to the right again until you reach a new area. On this screen, start jumping on the branches and try and get to the top right. Hidden by the branches is a chest that contain a Dampen Magic(arrow trap, jump). Now, fall all the way down and take the path that leads up. If you head to the left you will be able to find a chest that contains a Sacred Javelin. Once you have that head to the right, and go past the elf. And on this screen you can find a Wassail-Rapier if you jump from Branch to Branch until you reach the top. Don't fight enemies in here. It can do a lot of damage and kill you. Once you have that head back to that Elf to the left and take the path that leads down. Now walk to the left and on this screen you can find a Lapis Lazuli(Top Right) and a Golden Egg and Invoke Feather(Top Left). Now if you walk to the right of this screen you can find a Giant Spider sitting on it's web. When you get close enough to the Spider you will enter battle with it.

Boss Battle

Name : Venomous Spider
HP : 30000

Recommended Level : 28

Weakness : Holy

EXP : 500

Strategy : This is another easy battle. I can kill it in just one turn.
Just use your clincher.

After the battle, It will tell you that you received the Silver Thread. And after that you will get 16000 Event EXP for doing this. Now, work your way back to where the Wassail-Rapier was. Once you get there keep heading to the right and then take the route that leads down. Take the route on this screen that leads down and then keep walking to the left until you reach another Elf. Now walk past the Elf and take the route that leads down. Start walking to the left, until you take another path that leads down. Head to the right and go past the Elf. If you jump from Branch to Branch on this screen you can find a Timer Ring, A Dampen Magic, a Reflect Sorcery, and a Golden Egg (arrow trap, jump). Now, walk back to the left and near the Elf there will be a path that leads down. Take it. On this screen if you look to the right you will be able to find a chest that contains a Mystic Cross hidden behind some rocks. After you have it, walk to the left. On this screen you take two routes. One is walking along the log that leads back. And the other is to walk underneath the log. Walk underneath it for now and head to the left. On this screen you can find a Heal, plus if you look in the tree's, you can find a chest that contains the Sylphan Robe (arrow trap, jump). They are very strong for your Mage. After you have them head back to the right and this time take the high road. Now take the high road that leads back to the Mystic Cross place, and this time head up. Then start to walk all the way left. You will then see a Elf standing next to a giant rock and there may or may not be water in there. If there isn't, then Elf will explain that it only appears at certain times. So just keep leaving and entering this room until there is water underneath the rock. When there is, just walk to the water and you will receive the Polar Drops. You will also get 16000 Event EXP for doing it. Now head back to the to the very center of the map (It the tall room with some branches and an Elf in it, you already past though here before, right off the main path). If you talk to the Elf it will explain that Apemen like to live high in the trees, and that if you know your own abilities, you can make it that high too. So what you have to do is starting to the right of the Elf, make a pile of Crystal and jump on it to reach the branch. Now just keep repeating this on each branch until you reach the Apeman. Anyways, once you reach the top you will enter battle with the Apeman.

Boss Battle

Name : Sivapithecus

HP : 42000

Recommended Level : 27

Weakness : Ice

EXP : 50000

Strategy : If you have Icicle Sword, use it. You can kill it in just one turn.

Once the battle is over you will get a message saying that you received the Golden Candlestick (you will also get the Standard 16000 Event EXP). Once you have those, fall down the trees and take the path that leads down. Then just keep walking all the way to the left and you will end

up in the Elf Village. Talk to the Elf.

Elf : Have you gathered all the items? ...It seems that you have.
Please wait a moment.

Elf : It is finished.

Valkyrie : It is repaired?

Elf : Yes, the Artifact has been repaired. It is within that chest.
Please take it.

Valkyrie : I am in your debt, elf.

Elf : No. After all, you rid the forest of those troublesome beasts. If
you brought the Accursed Flame Gem here, then Asgard itself must
be in grave danger.

Valkyrie : ...

Anyways, you can now grab the chest and it contains the fixed "Accursed
Flame Gem". Send it to Odin because I didn't find any use of it. Once
you have that you can leave the Forest.

I suggest after you leave to the world map, you enter it again. This
time head to where the Elf was. And now there will be a Maze(Elf
Village before). Go down and then left and then down again.

Now just walk to the left and you will see another Cockatrice. It
should be very easy to defeat. After you defeat it you will be able to
grab two artifacts, Elven Bow and Arectaris. I suggest you keep them
all. After that you will get 240000 Event EXP and you can leave.

If you got special scene with Lucian before, go to Weeping Lily Meadow.

Weeping Lily Meadow

Weeping Lilies dot this gorge but their lovely fragrance is poison.
Beautiful and deadly -- the villagers know enough not to stop and smell
the flowers.

Period 1

You will see Valkyrie in front of the tomb.

Valkyrie : Why did I come to such a place?

If you do as I say, you will have almost finish this Chapter. The
status are :

Chapter-7

Period 14/24

34 Periods remaining until End of World

Use all the remaining periods to go to one of the places you have
already visited before. I recommend The Tower of Lezard Valeth. Kill
all the monsters there to get EXP. After that Freya will summons you.
Don't forget to transfer Lorenta and unequip Nibelungen Ring before
Freya summons you.

Sacred Phase 7-8

Freya : It has been a long time, Lenneth. I have bad news to report.
One of the Einherjar that you sent us has betrayed the Lord
Odin. His name is Lucian. He was executed by Loki, who happened
to be present at the time. The Dragon Orb was stolen, and
possibly sent to Midgard. We do not know exactly where it is.
Lenneth, perhaps you have some ideas? Lenneth, I have a very
important mission for you. You must go to Midgard and retrieve
the stolen Dragon Orb.

Freya : May Fate guide your hand. I expect good news.

Materialize Points 21810 pts

Artifact

Ether Scepter
Sacred Javelin
Shield Critical
Might Reinforce
Gram

The screen will fade and you will be back to where Lucian and Loki
fought. Loki will then defeats Lucian and send him flying. After the
fight, you will be in Odin's Throne Room.

Odin : The Dragon Orb ???????!

Freya : Yes, my lord.

The screen will fade and you will be in a place where Lucian and Loki
fought.

Odin : Loki, it happened exactly as you said.

Loki : Yes. The ripples left on the Water Mirror should have been
plainly visible.

Odin : Yes... You may leave now.

Freya : Do you really think it wise to allow Loki to go?

Odin : Yes. We have no proof that his story was a lie.

Freya : You mean his story about Lucian using the Water Mirror to hide
the Dragon Orb somewhere on the surface of Midgard?

Odin : That is right.

Freya : However, that doesn't explain this human's motives, does it?
And I find it hard to believe that he is secretly in league
with the Giants.

Odin : Loki himself was not holding the Dragon Orb...

Freya : ...

Odin : All the information we have is uncertain and unreliable.
Therefore...

Freya : Therefore?

Odin : For the time being, we leave Loki be.

Odin : But if it turns out he lies, I care not if we are of like race.
I will show him no mercy!!

(Lucian has taken the Dragon Orb... I'm going to send you one of these earrings and I want you to take it. But, the other one is hidden somewhere else...)

Chapter 8

Characters :

- Gandar

Places :

- Palace of the Dragon
- Cave of Oblivion
- Weeping Lily Meadow

You can press START (begin spiritual concentration) three times in this chapter.

First START : Orange Dot --> Palace of the Dragon

Second START : Orange Dot --> Cave of Oblivion

Third START : Blue Dot --> Weeping Lily Meadow

Palace of the Dragon

Enemies :

- Grey Bones
- Dullahan Lord
- Mage Lord
- Eternal Chimera
- Dragonewt
- Dark Pudding

Bosses :

- Gandar

Items Found :

- 2x Eye of Heaven
- Wassail-Rapier
- 2x Lapis Lazuli
- 2x Quartz Gem
- Guard Reinforce
- Ether Scepter
- Burgundy Flask
- Lucerne Hammer
- Fire Storm
- Sacred Javelin
- Frigid Damsel

- Shield Critical
- Dragon Slayer
- Lightning Bolt
- Might Reinforce
- Spell Reinforce
- Great Spear "Dinosaur"
- Dragoon Faith
- Scroll of Golem
- Hourglass of the Gods

When you first enter start heading to the right for two screen. On the third, there should be a picture on the wall. If you search it you will find that it is Number 16(XVI) and that it is titled "The Tower". Then you will get "Full Moon Stone". You will then receive 1600 Event EXP. Once you have the stone, walk back to the left and enter the door in the middle that is open(not the one with the Sun on it). When you enter you will be in a room with a statue to the left and some sort of crystal, high in the middle. Walk over the Statue and search it. You will eventually be asked which Stone you want to use. Select the "Full Moon Stone" and you will then be warped to a new area.

First head down, and then to the left. You will be in a room where you can pick up an Eye of Heaven(explosion trap, run) and a Wassail-Rapier. After you have those start walking to the right. Jump over that stone in the middle of the road so you can reach the door on the right. When you enter this room, kill the Dullahan Lord and then head to the right and you can grab a Lapis Lazuli. After you have it head back to the left and push that Stone out of the way so you can enter the door. If you walk a little to the left, you can find another Lapis Lazuli. Now start heading to the right. Jump over the stone that blocks the door and head to the next screen. You will see 4 statues. Look and remember at where they facing.

Top Statue : facing to the left.

Right Statue : facing the front.

Bottom Statue : facing to the back.

Left Statue : facing to the right.

Once you have all of that done, you can find a door to the right. Take it and you will have to face a Eternal Chimera. Once you kill it, head to the right and search the picture. You will find out this is Number 10(X) and titled the Wheel of Fortune. You will then gain the "Eclipse Stone". After that you will get 1600 Event EXP. Now head back to the left. Now push that stone of of the way and enter the door. You can find a Quartz Gem to your right and a Guard Reinforce. You can also find a Save Point to the left. Save your game and then head back to the room that contains the Statue. This time when the Statue asks you what Stone you want to use, choose the "Eclipse Stone"(This will be the top answer). You will then be warped to where you started. Except, this time you can open that door that has the Sun on it. Do that and enter it.

If you look to the left you can find a Ether Scepter(trapped, duck down). Grab it and then start heading to the right. Now in this room, first head through the door with the Sun on it. You can find a Burgundy Flask(explosion trap, run) at right. After you have the treasures go up to the Painting. You will find out that it is Number 13(XIII) and titled "Death". You will then get a message saying that you got the "DarkSpot Stone" and got 1600 Event EXP. After you have it, leave this room. This time head all the way to the right. You will now be in a

room very similar to the one before, except, this time you can move the statues. So just move them to the way that they were in the other room. Once you have moved them you will notice that a door at the bottom right opens. You will also get 5000 Event EXP for doing it. So go through the door to the right. You will find another painting called "The Emperor" and is number 4(IV). After you search it you will find the "Crescent Moon Stone". Now that you got the Stone and 1600 Event EXP, go ahead and put that stone in front of the room. In that room you can find a Fire Storm(trapped, duck down) at your left and a Lucerne Hammer(explosion trap, run) at your right. Once you have those, head back to where the statues is. Use your "Crescent Moon Stone" (Bottom Choice) and this time you will be in a different area. Head to the left.

You will now be in a long hall that has all of the pictures on the walls. Those pictures will help you solve the next puzzle. Just keep heading to the left until you reach the next room. Kill the Eternal Chimera and then go up to the painting. You will find out that it is Number 7(VII) and titled "The Chariot". Anyways you will then get the 1600 Event EXP and you will also get the "Darkpath Stone". Now that you have those, work your way back to the Statue and choose the "Darkpath Stone"(3rd from top).

Now head to the left and you will find yourself in a room that has many doors. If you talk to the statue it will give you the clue.

"Youngest first"
"Except for Fools"

Here the solution for the puzzle. Enter the door with these order.

Doors : 8-7-6-5-4-3-2-1

Order : 6-5-1-4-3-7-2-8

If you use that order, the door will open. Now after doing that the door will open(and you will get 20000 Event EXP for doing it). Now head to the left. In this room you can grab a Sacred Javelin(trapped, duck down). After you have that search the painting. Once you do you will get the "New Moon Stone". Once you have it, head back to the statue and choose it(Bottom Choice).

Now start heading to the left. Now jump to the top and you can find a chest that contains an Eye of Heaven(explosion trap, run). Once you have it jump to the top platform. When you reach it Valkyrie will note that it is some sort of Machine. You will then be asked if you wish to activate it. Say that you do(Top Answer). The Machine will then spin for a while and then eventually stop. Now head back to the "Warp Statue" and this time you choose "Darkspot Stone"(2nd Choice from Top).

Start heading to the left and eventually you will reach a big room like before. As soon as you enter, the machine will start to work. After it is finished a door will appear(and you get 50000 Event EXP). However, before you head to the door, head up and you can find a chest that contains a Frigid Damsel. Once you have that, take the door at the bottom. You will be in a room that has a save point(so Save).

Now this next part will probably very annoying and you have to take a couple of tries. So start by walking to the right. The statues that you can talk to will tell you about the Guardians. Once you reach the next

room jump up and grab the chest(it has a Shield Critical in it).
Then jump to the left and enter the door.

Now don't move for a while. Eventually a Statue will charge up to you.
If you get hit by this, it will warp you to a different area. So if you
get hit, just walk around for a while and eventually a statue will
appear. Choose "Darkspot Stone"(2nd Choice from Top) again to get back.

This is how to avoid the Guardian. After the statue has turned around,
follow it. Eventually the statue will reach the dead end and turned
around again, jump to the back of the Guardian and follow it again.
This time the Guardian will create a door in the wall. Enter that door.
Now in this room, go to the right. Watch out with the Guardian. Jump
when it charge you. At the right, you will find a chest contains a
Dragon Slayer. After you have it, enter the door that is next the
Dragon Slayer. In this room you can find a Quartz Gem and a Lightning
Bolt. Once you have those head back out and take the door that is to
the left. Now head to the left and you will have to do the same dodge
the Guardian thing again. Once you do it you will be able to find a
Might Reinforce and a Spell Reinforce. There is something else that you
have to do in this room. You must make the Guardian chases you. This is
how to avoid the Guardian. After the statue has turned around, follow
it. Eventually the statue will reach the dead end and turned around
again, jump to the back of the Guardian and follow it again. Do that
about 2-6 times(I don't know exact). Then the Guardian will be stoned
and you will be able to get the final stone, the "Blood-Red Stone". You
also get 1600 Event EXP. Now head back to the Save Point and Save. Then
head to the Warp Statue. When it asks you which stone, choose the
"Blood-Red Stone"(4th from top). You will then be warped to a new area,
where you can Save. Save the game and then walk to the left.

You will see Gandar and a couple of Soldiers near a Giant Throne.

Gandar : The Dragon Orb is gone!? Unthinkable! Who could possibly have
gotten to it before me?

The screen will then start to shake violently and all of a sudden a
Giant Golem will rise up.

Gandar : What is this overwhelming force?! Such power is near
inconceivable! Someone... or something... overcame a Guardian
with this much power and stole the Orb?! But who... and how?!

The Golem will then walk and the Soldiers will intercept it. But, all
of a sudden, A Huge Blast of Energy comes in and destroys both the Golem
and the Soldiers. Frei then warps into what is left of the mess.

Gandar : Well, well.

Then Valkyrie enter the room.

Valkyrie : Freya... Why are you here?!

Freya : I am under orders from Lord Odin. This human has set foot
within realms never intended for his kind. Therefore...

Freya : You will execute him.

Valkyrie : ...

Freya : However... Make sure you do not destroy his soul.

Freya : That, too, is an order from Lord Odin.

Gandar : D... Damn it all!

Boss Battle

Name : Gandar
HP : 35000
Recommended Level : 29
EXP : 0

Strategy : You can kill him in just one turn. Use Celestial Star and clincher to finish him.

After the battle, you will see Valkyrie and Gandar.

Gandar : You are making me your slave?!

Valkyrie : You have another option, though I do not think you'd find Nifleheim very comfortable.

Gandar : D... Damn you...!

Valkyrie : So what shall it be? My master wishes to use your power. It would be regrettable to surrender you to Hel, the Dark Queen. Hence, you will be accepted, no matter how depraved and twisted your soul.

Gandar : Heh! Ha ha ha ha ha! You drive a hard bargain, Battle-Maiden... Very well. However, know you that I am very different from those other trained dogs. I warn you... watch your back, Valkyrie!

The screen will fade back to the Palace of the Dragon and you will now have three chests in front of you. You can find the Dragoon Faith, Scroll of Golem(send to Odin), and the Hourglass of the Gods(send to Odin). After you do that, you will get 500000 Event EXP. However, before you go, you can get another Treasure Chest. In order to make it, you will need to do the Crystal Jump(Jump into the Dust of a Destroyed Crystal). When you eventually make it up, you will get the Great Spear "Dinosaur". Now head back to the World Map.

You have Gandar in your party now. Press START to begin Soul Concentration. This time will appear orange dot --> Cave of Oblivion. So go there.

Cave of Oblivion

It is said that the jewels and monsters that appears in the cave are different each time it is visited. The cave is a natural wonder -- the envy of adventurers. But be extremely wary here. The monsters and other magical beings can be extremely powerful.

Period 2

Enemies :

- Lesser Demon
- Grave Mist
- Beetle Giant
- Dragon-Tooth Warrior
- Fatal Glimmer
- Rib Forager
- Necrophiliac
- Fire Elemental

The treasure chests in this dungeon are random. So I will not write what will you get here. Just kill all the enemies in here to get EXP.

Press START to begin Soul Concentration. This time will appear blue dot --> Weeping Lily Meadow.

If you do as I say, you will have use a little Periods in this Chapter. The status are :

Chapter-8

Period 8/24

16 Periods remaining until End of World

At this point you can choose one of two endings, depend what will you doing. If you want to get Ending A(the best ending), go to Weeping lily Meadow. If you want to get Ending B(normal ending), just spend the rest of periods.

-----ENDING A-----

Weeping Lily Meadow

Weeping Lilies dot this gorge but their lovely fragrance is poison. Beautiful and deadly -- the villagers know enough not to stop and smell the flowers.

Period 1

As soon as you enter, Valkyrie will start walking to the right.

(It wasn't really the earring that I wanted to give you... But I thought if you accepted it, maybe... No, I know that you will figure out where the other earring is ??????)

When Valkyrie reach the tombstone, she will start digging and then she will found the earring.

Valkyrie : Here...? How did I...

Valkyrie : How did this earring...? In any case, its sparkle will no doubt soon be dimmed, ere it is next bloodied...

You will then see some flashback.

(Lucian... Lucian? Lucian?!)

Then the screen changes to Odin and Freya.

Freya : The seal!

Odin : What? She has regained her memories?

Freya : Yes. But...

Odin : Just as planned, eh.

Freya : Yes. The security is operating normally.

Odin : Ho ho ho. I see.

Freya : The seal will not break.

Now you will see Valkyrie again.

(What is this... Sudden pain...?)

Then you will see Hrist and Valkyrie.

Valkyrie : It's... It's you! Help me! Mystina, Arngrim, help me!!

Now you will see Hrist surrounded by black light and then Arngrim and Mystina will enter the screen.

Arngrim : What's happening?

Mystina : Stay back, Arngrim. Something's not right...

Arngrim : Mystina... Who is that?!

??? : I am the Valkyrie. From now on you two shall obey me.

Arngrim : You've got to be kidding... I don't... I don't even know who you are!

??? : Ha ha ha! I'm disappointed, Arngrim. After all we've been through in our fight against the Vampire Brahms. How could you have forgotten me so easily?

Arngrim : What!?

??? : Our long battle with Brahms... It is not yet over. Silmeria... The youngest of my sisters. Brahms still holds her soul captive. Did you not know? The battle which now rages between Aesir and Vanir. Once you and I fought it as a battle against the Undead...

Arngrim : Stay away from me! The real Valkyrie... What did you do with her!!

??? : Did you not hear me? Do not make me tell you a third time. Pledge your obedience to me now. I am the oldest daughter, Hrist. My sister Lenneth, who you know so well, will not be returning to this world!

Mystina : ...Lenneth? That's the Valkyrie's... Real name?

Hrist : That's right. I am one of the 3 Goddesses of Destiny. My sisters and I controls the transmigration of souls. It was my sister, Lenneth, who Odin chose to handle this realm... But now he has judged her to be unfit for the task.

Mystina : No... This can't be...

Arngrim : I can't accept that.

Hrist : And, what do you intend to do?

Arngrim : I refuse to obey you!

Mystina : Me too! If you had been the one to ask, I would never have joined you! Obey you?! You've GOT to be kidding!!

Hrist : I see. An earring? I have no need of foolish trinkets.

Then you will see Hrist blasting energy toward Arngrim and Mystina. Then the real Valkyrie showed up and protect them. After the blast, you will see blue wisps floating around.

Lenneth : NO!!

Hrist : Lenneth... So you are not yet fully asleep...?

Hrist : Hmm. I suppose I will let you live. After all. There really is nowhere for you to go if you die anyway.

Then you will see Hrist warped out.

Mystina : These wisps... Can it be? I don't believe this...!!

Arngrim : What is it? What are these lights?

Mystina : They're fragments of Lenneth's soul! But they're starting to dissipate!!

Arngrim : What? Can't we do something?!

??? : Mysty, freeze the atmosphere around them.

Mystina : That voice...!

Mystina : Spirits of air and frost! By this ceremony of joining. I doth bid thee to join together and freeze the Four Spatial Dimensions!!

Then you will see Mystina freeze the wisps into a crystal.

??? : Impressive.

Then you will see Lezard Valeth warped in.

Mystina : Lezard! What do you want!? Show yourself! Let's get this over with!!

Lezard : Ancient magicks are difficult to command. These teleportation spells take such a ridiculously long time to cast. There we go... Now, I assume you'll agree to a truce? What's important now is that we save Valkyrie. At least we can all agree on that.

Mystina :Bastard!

Mystina : But... If you know a way to save her...?

Lezard : Of course I do.

Lezard : For now, we should return to your laboratory. We will talk there.

Mystina : ...Fine. But...now that I see you... What happened to you?

Lezard : Ah, do you like my spirit form? My physical body was getting in the way, so I rid myself of it. Just like you.

Mystina : I didn't get killed on purpose! You're insane ??????!!

Then you will be in Mystina's laboratory.

Mystina : So, what's the plan?

Lezard : That, of course.

Mystina : Hold on! That's insane! You want to put Valkyrie in that tiny little homunculus?

Lezard : The soul has suffered too much degradation. There's no other way.

Mystina : Lezard... This sounds a bit too convenient. Are you sure you aren't just doing this to serve your own goals?

Mystina : And... your goal, wasn't it... to take god and human, then ??????

Lezard : You don't believe me? Come come now, do we really have the time for quarrels amongst friends?

Arngnim and Mystina : WHO'S YOUR FRIEND?!

Lezard : Hmph. In any case, this soul is highly degraded. Her memories, her personality... I simply can't guarantee what will become of them. In fact, the soul is so incomplete, I fear we must act immediately.

Mystina : You... you don't say...

Arngnim : It's clear that she needs immediate attention. He does have a point...

Mystina : ...Fine. I understand.

Mystina : Lezard! If you try and pull anything wacky, you're going down!

Lezard : My, my. I never thought that I would invoke the lost magick of soul transfusion in a place such as this...

Lezard : Mysty, you understand, don't you? This incantation has the possibility of disjoining body and soul at any time...

Mystina : ...Sure. I got it. And don't think I'm your serving wench or anything, here...

Lezard : Then let us begin.

Now you will be in another place and you will see Lezard cast a spell.

Lezard : Body, mind, soul; All are sheared away. If to serve this purpose I shall be despised, my body scorched and blackened, so be it. If to serve this purpose I must command forbidden magicks, so be it!! Though my body may be tainted, though my soul may be tainted, I imbue thee with thought. I swear as the gods swear, and breathe life into the void!

Now you will see a girl looks like Platina.

Arngrim : Did it really work?

Lezard : Ah, she's coming to. Look.

Mystina : So this... is the magick of soul transfusion...

Arngrim : So, is Valkyrie going to be safe for the time being?

Lezard : This is nothing but an emergency stop-gap. I cannot say what has actually become of her soul, this period is critical. For one thing, we must retrieve her true vessel as soon as possible.

Arngrim : Definitely. That Valkyrie called "Hrist"...

Mystina : That's right! We've got to go take her down! Come on... We know where to find her!

Lezard : The castle of Brahms, king of the vampires...? Very well...

Now you will be in Brahms's Throne Room.

Brahms : Well, well. This gets stranger and stranger. The confrontation between Hrist and I is fated, but what are you lot doing here...?

Arngrim : Valkyrie was burdened with a false destiny by the gods... And that is the result!

Lezard : If it all possible, I prefer to forge my own path through life, then call it "destiny" once the cards have settled...

Mystina : That's right. We will not allow Valkyrie's existence to be negated!!

Brahms : Ah, now I understand. The soul within this vessel... is not the true Valkyrie.

Hrist : ...Did I not already tell you? We three are one. Which of us is the "true" Valkyrie... There really is no answer.

Mystina : "True"? We don't care who the "true" one is!! You've shut out Valkyrie's soul... That's all we care about!

Hrist : Do you... miss her? Our viewpoints on the matter differ... If Lenneth did in fact stand in support of you humans, her existence will surely be annihilated by Lord Odin.

Hrist : That is all you need to know...

Mystina : ...We will not allow it!

Lezard : We'll be taking her body back, if you don't mind.

Brahms moves very quickly to Arngrim, Mystina and Lezard.

Arngrim : !!

Brahms : This is what I know. Hrist, elder sister of the three goddesses who govern destiny... That vessel cannot convey your true powers. It is plain to me that you still sleep, and have not fully awakened. Perhaps it was too early to come visit me?

Hrist : ...

Brahms : There is no question that our battle demands a conclusion. Yet have you so little respect for it that you challenge me in such an incomplete state?!

Hrist : That is... nonsense! What place have you to say such things, you who hide behind Silmeria! Coward!

Brahms : Arngrim. Fate... is a curious thing, is it not?

Arngrim : What?

Brahms : That you and I should be joining forces to fight against Hrist... Come, let us put her back to sleep for a bit longer. She comes uninvited by us all... I lend you my strength!

Boss Battle

Name : Hrist
HP : 12000
Recommended level : 33
EXP : 0

Strategy : This battle is very easy. Hrist can't hurt you at all. You will win this battle in a few turns.

After the battle, you will see Mystina condense the blue wisps again.

Arngrim : Well, then... thanks.

Brahms : Arngrim. Is there nothing you wish to ask me?

Arngrim : ...i don't care. It's got nothing to do with who I am now anyway.

Brahms : Heh. I see... you're right. You have other things to be concerned with at the moment.

Arngrim : I guess you could say that.

Brahms : Very well. Perhaps we shall meet again, as we have in the

past...

Then you will see Brahms disappeared.

Mystina : ...What a freak.

Lezard : Well, we'd better hurry.

Mystina : Right.

Lezard : We mustn't let her thaw out. She might go bad. Ha ha ha.

Mystina : Blech! You're sick, Lezard. The Lady Valkyrie is not a fish!

Now you will be in laboratory again.

Lezard : Well then, the method is as I've just described.

Mystina : Got it.

Then you will see 2 crystals become one and changes to Valkyrie.

Arngrim : Valkyrie!

Mystina : Did it... work?

Lezard : Yes, without question.

Mystina : Are you all right?

Mystina : ...Valkyrie?

Lezard : ...? ...Something seems to be odd...

You will now see some flashbacks.

(The death of a loved one. For they that remain, the wounds grow deeper and deeper... They that remain grow weaker and weaker, an agony incomparable, their hearts in bondage. Who is the one that remains? And who is the one who departed?)

Lucian : I don't want to be left alone again...

Lucian : A long time ago... She died and left me alone.

Claire : You can't just leave me!!!

(Will you be the one to die this time? Is that truly acceptable?)

Lucian : No! Wake up! I won't have it!! You want to forget!? Would you forget me too, Platina ????????

(...Lucian... How is choosing a servant any different from picking a flower? Aren't you just a death-goddess!? Was I picking souls as though I was picking flowers? What is a Valkyrie? Am I merely... a Death Goddess? You cannot possibly believe that love can exist between humans and gods? You really don't have any idea what you are, do you?)

Lucian : We always used to play here. The two of us...

Lucian : My best friend. This was her house...

Lucian : I knew it. You look exactly like her.

Lucian : It was my fault... If I hadn't brought her with me...

(It wasn't really the earring that I wanted to give to you... But I thought if you accepted it, maybe ??????)

Platina : This is all an illusion. But there is truth within illusions.
And when the illusion fades, the truth will still resonate within you.

Platina : When you return to reality, what should you do? Try to remember your formerself. Remember how you used to feel. Remember what you used to want ??????

(This was... This was... Unforgiveable!!)

Then you will be in Laboratory again.

Valkyrie : NOOOOOO!!

Valkyrie : What... what have I done...!?

Valkyrie : Ah... Aaaah!!

Valkyrie will the warped out.

Arngrim : Ah!! Valkyrie!

Now you will be in Weeping Lily Meadow.

Arngrim : Calm down!!

Valkyrie : No!! Lucian gave me that earring...

Valkyrie : The earring is all... It's all that... It's all that I have left of Lucian!

Valkyrie : ...Lucian...

Valkyrie : Whay, Lucian? Why did you have to die like that? What can I do? I cannot make amends... I cannot return him to the living...!!

(I hate it...)

Now you will be see Loki with Surt.

Surt : You must have your reasons for journeying to these icy climes...

Loki : My king. I have heard that you are one with respect for justice. If you think you can win this war through sheer numbers, then your defeat is inevitable.

Guardzman : What did you say...!?

Loki : Gungnir, the Sylvan Bow... and the Dragon Orb. Three of the Four Treasures are already in Odin's hands. If you still believe you

can stand victorious against such odds, then are you not truly a king, but a fool?

Loki : I believe the next era will not be governed by power alone, but by justice. And yet, for the meting out of justice, power is required...

Surt : Th... that is...!!

Loki : Correct, the Dragon Orb. However, for my own protection, I'll not hand it over so easily. I must have some security first. If you will allow me...

Surt : Whatever you want.

Loki : Very well, then...

Two monsters appear behind Loki.

Loki : I must confess, such dealings make me a bit nervous. Please permit me the presence of these two compatriots.

Surt : The Wolf, Fenrir... And that dragon, can it be...?

Loki : Indeed. The dragon, Bloodbane, who legends say swallowed the final of the Four Treasures... the Demon's Sword, Levantine. How can you refuse? I offer you two Treasures and two beasts to match.

Surt : You are most generous.

Surt : However, we have not fallen so low that we will raise arms together with filthy beasts and demons.

Loki : Are you saying you don't need my help?

Surt : That is precisely what I am saying.

Loki : Very well, then. But are you truly in a position to make such hasty choices?

Loki then transforms himself.

Loki : When the flow of the stream is stayed, stagnation gives way to sediment and stagnation leads to death...

Loki : Surt! I shall deliver both you and Odin to the plane of non-existence!

Now you can see a very long scene. Follow it yourself, since I can't write it because it's too fast.

Asgard Hill

Enemies :
- Vanir
- Phantom Lord
- Fire Elemental

- Cheron
- Mind Flayer

Bosses :

- Bloodbane
- Fenrir
- Loki

Items Found :

- Demon Sword "Levantine"

Just follow the path until you reach the Save Point. Save your game and prepare for a very tough battle.

Boss Battle

Name : Bloodbane
HP : 222000
Recommended level : 36
EXP : 200000

Strategy : This is the hardest battle of all the battle I have been through. Even the Final Boss not as hard as this battle. I recommend you set skill at Guts, Auto Item(Elixir 100%, Union Plume 100%), Mental Reaction(for mage) and equip Angel Curio at your characters. Make Elixir at full capacity(99). My party is Valkyrie, Arngrim, Aelia, and Mystina. First use spell Sap Guard at Bloodbane to reduce its defence. Then use your clinchers(in order) : Dreaded Dragon, Nibelung Valesti, Celestial Star, Final Blast. Eventually you will kill it after a long exhausted battle. Oh yeah, after more than 10 turns, Bloodbane will cast Heal. It is very annoying. Try to kill it before he use Heal.

After the battle you will get Demon Sword "Levantine". Equip Valkyrie with it. Then just follow the path until you reach another Save Point. Save your game and prepare for a battle.

Boss Battle

Name : Fenrir
HP : 250000
Recommended level : 36
Weakness : Fire
EXP : 175000

Strategy : This is easier battle than before. I recommend you set skill at Guts, Auto Item(Elixir 100%, Union Plume 100%), Mental Reaction(for mage) and equip Angel Curio and Freeze Check at your characters. Make Elixir at full capacity(99). My party is Valkyrie, Arngrim, Aelia, and Mystina. First use spell Sap Guard at Fenrir to reduce its defence. Then use your clinchers(in order) : Dreaded Dragon, Nibelung Valesti, Celestial Star, Final Blast. Eventually you will kill it.

Now follow the path again until you reach another Save Point. Save your

game because you will fight the final Boss.

Valkyrie : Loki!

Loki : So you've finally showed up. But it is too late. Odin is fallen,
and none can stop me now.

Loki : Especially not pathetic pawns of Odin such as yourself... Ha ha
ha ha ha ha!

Valkyrie : Damn you!

Loki : Ha. Why do you hate me so? Simply because I killed that human...

Loki : Oh well. Now is your chance to fight me. Perhaps then you shall
feel at peace.

Boss Battle

Name : Loki
HP : 400000
Recommended Level : 38
EXP : 0

Strategy : You only have to survive in just 2-3 rounds. So try to keep
all alive.

Loki : So even with the sword "Levantine", that's all you can do?!

Valkyrie : ...What did you say!?

Loki : You cannot use your full power because your friends are here.
Odin died protecting Freya. Lenneth! What about you? If you use
the true power of the Divine Treasures, the blood of heroes,
will be on your own hands.

Loki : I live only for myself. Even holding the Sacred Treasures, your
mercy shall prove to be your downfall.

Valkyrie : No. I will not fail!

Loki : You have already failed!

Valkyrie : Never!

You will see a long FMV about how the power of Loki destroy everything.

Loki : Ha ha ha! Such power! Wonderful! Yes, Lenneth, yes. That's
right. Use all the power for yourself. Try to protect the others
and you will only guarantee your own death.

You will hear Valkyrie crying.

Loki : Cry not my beauty. You and I are one and the same.

Valkyrie : I hear them.

Loki : What?

Valkyrie : The voices of all the living souls of Midgard.

Loki : ...

Valkyrie : And I feel them. I feel all of their pain!

A light will surrounds Valkyrie and lift her to the air.

Loki : What? What is this power!

Now you will see a flashback.

Lezard : Odin used to be a rather weak God indeed.

Lezard : In other words, Gods do not grow, but are static. However ??

Mystina : Odin was different, because he's a half-elf.

(That's right. Because Odin's divine blood was mixed with mortal, he has the ability to grow, just as we humans do.)

Lezard : Do you know what my homunculi are crafted from?

Lezard : Correct. My homunculi are essentially half-elves. If I were to shift my soul into the body of a homunculus... might I not become a god?

Now you will be back with Valkyrie and Loki.

Valkyrie : This power... It is from all of you.

Valkyrie then flaps her wings.

Now you will see a long FMV about the power of creation that Valkyrie have.

(Side effects of the fusion of Valkyrie and the Homunculus child.)

Loki : The power of creation!? It cannot be!!

(You are a taker of souls! Your power cannot be so vast!)

Valkyrie : Yes. Now I have total power!

(Good luck, Platina!)

Valkyrie : Yes!

(While my awareness is unlimited, unrestricted to the girl's own memory.)

Loki : What is the power of creation! I have but to crush you, and the world shall come to an end!

Valkyrie : Impossible! Now I have the power to defend all!

(Her other side is giving off power to protect all of existence.)

Boss Battle

Name : Loki

HP : 400000

Recommended Level : 38

EXP : 0

Strategy : This is a very easy battle. Just use your clicher and eventually you will win this battle.

After the battle you will see a very short FMV Ending.

-----THE END-----

-----ENDING B-----

- RAGNAROK -

Thor : Lenneth. Leave the Ice Field enemies to us. You lead all the Einherjar and advance along the path we open up. We'll break into Jotunheim Palace and overthrow Surt, King of the Vanir.

Vidar : It is no exaggeration to say thatb the outcome of the battle depends on you.

Tyr : Reports say that Surt is guarded by Royal Guards stationed throughout the palace. Proceed cautiously.

Eir : Don't worry about your flank. You can leave it to us.

Hermod : We'll finish up here and follow you.

Ull : Fear not. Lenneth can do it.

Hodur : ...We're counting on you.

Freya : This is the final battle... You must be victorious at all costs!

Materialize Points : 23250 pts

(The entire Aesir army is assmebled and prepared to advance on Jotunheim Palace. Now the final battle begins...)

Jotunheim Palace

Enemies :

- Vanir
- Wise Sorcerer

Bosses :

- Bloodbane
- Surt + 2x Vanir

Items Found :

- Mental Reaction
- 3x Freeze Check

- 4x Foxglove
- Eye of Heaven
- 3x Vegetable Seed
- 3x Flare Crystal
- 2x Ether Scepter
- Scarlet Edge
- Demon Sword "Levantine"
- Lapis Lazuli
- 2x Noble Elixir

You will now be in the Jotunheim Palace. Head to the left and Save your game. Take the first door that leads up. Then take the path that leads up again. Now in this room you can find a chest that contains a Mental Reaction(trapped, duck down). After you have that, head to the left. You will now see some platforms. You need to jump on these, but be careful since they will disappear. If you head to the right you can find a Freeze Check(down right) and a Foxglove(top right). Once you have those you can find a door near the upper left. Now walk across the long bridge until you reach the next screen. When you can, fall down to the bottom. On either side of this room you can find a chest. One contains a Eye of Heaven(left) and the other has a Foxglove(right). Once you have those head to the left. Again walk across the Long Bridge and you will eventually reach a room that has a Blue Fire, a Green Fire, and a Red Fire. Now what you have to do is, Mix the Blue Fire with the Red Fire in the bottom pedestal. Once you have done that, take the Daisy Fire, you will get 120000 Event EXP. Then take the path at the top right, and head back all the way to that Save Point at the entrance. Now keep going to the left this time. Head to the left again. You will now be in a room that has a door to the left and some platforms. Jump on the platforms, until you reach the door near the top right. Follow the path and enter the door that leads up when you can. Take it again and you will be in a room where you can find a Flare Crystal, and a Vegetable Seed. Once you have those, head back down and go to the left. When you reach the switchback, you can find a chest that contains a Flare Crystal. Now keep heading to the right and you will eventually end up where you started. Now take the bottom route that leads to the left. Head left for one screen. In the next room be sure to watch out for the Icicles Falling and keep going to the left. Now this room happens to have some treasure chests at the bottom. One is to the right(Freeze Check, duck down) and the other is to the left(Ether Scepter, duck down) near the spikes. Once you have those, use the platforms to make your jumps to the top left. Now grab the chest(Scarlet Edge, duck down) and then use the platforms again to jump up to the top right. Keep heading to the right. Just follow the path until you reach a door. Take the door and then head to the left. In this room you can grab a Ether Scepter(trapped, duck down) and a Foxglove on the left platforms. Once you have those head to the top right opening.

Now Save your game. You are about to fight the Strongest Monster. Once you have Saved your game head to the right. But, make sure that each Character has an Angel Curio equipped. After you head to the right You will see a Monster there. Walk up to it and you will get in a fight.

 Boss Battle

Name : Bloodbane
 HP : 222000
 Recommended Level : 34

EXP : 200000

Strategy : This is the hardest battle of all the battle I have been through. Even the Final Boss not as hard as this battle. I recommend you set skill at Guts, Auto Item(Elixir 100%, Union Plume 100%), Mental Reaction(for mage) and equip Angel Curio at your characters. Make Elixir at full capacity(99). My party is Valkyrie, Arngrim, Aelia, and Mystina. First use spell Sap Guard at Bloodbane to reduce its defence. Then use your clinchers(in order) : Dreaded Dragon, Nibelung Valesti, Celestial Star, Final Blast. Eventually you will kill it after a long exhausted battle. Oh yeah, after more than 10 turns, Bloodbane will cast Heal. It is very annoying. Try to kill it before he use Heal.

After the battle a chest will be there. If you open it you will get the Demon Sword "Levantine". It is the strongest weapon in the game. After you have it save. Go back to where you entered and this time continue along the path. After a while, you will eventually meet some Vanir that are just standing still. These are the strongest in this dungeon, but just keep killing them and moving along the path. And after you meet the first Vanir, in the room where you have to jump over to the right you can find some chests : Lapis Lazuli(trapped, duck down) and Freeze Check(trapped, duck down) that are hidden by pillars. Anyways just keep following the path. Along the path you will get Noble Elixir. Eventually you will reach a dead-end and there will be a flame. Search the Flame and you will the get the Fires of Purgatory. Now what you have to do, is as quickly as possible run back to the right three rooms. This will probably take a couple tries. Once you successfully do it, a passage will open up, enter it. You will get 120000 Event EXP for doing that. Now just follow the path all the way along until eventually you will reach a Save Point. Along the path you will get Foxglove, 2x Vegetable Seed, Flare Crystal, Noble Elixir. Once you have reached that Save Point, Save your Game. When you make sure that you have prepared, head to the right.

You will now see Surt with two Vanir.

Valkyrie : Surt, vile evil-doer, the time has come to send you back to the nothingness of the abyss!

Surt : ...

Valkyrie : We will not wait for Lord Odin's divine attention. The power to enforce his will is mine. Now, as is fit for a king...
Draw your sword. Draw and die!!

Surt : ...How you do prattle on.

Valkyrie : What?!

Surt : Ignorant woman.

Boss Battle

Name : Surt + 2x Vanir
HP : Surt 300000
 Vanir 22000
Recommended Level : 45

EXP : 0

Strategy : Well, this is the final battle. I recommend you set skill at Guts, Auto Item(Elixir 100%, Union Plume 100%), Mental Reaction(for mage) and equip Angel Curio at your characters. Make Elixir at full capacity(99). My party is Valkyrie, Arngrim, Aelia, and Mystina. First use spell Sap Guard at Surt to reduce its defence. Then use your clinchers(in order) : Dreaded Dragon, Nibelung Valesti, Celestial Star, Final Blast. Eventually you will kill all of them.

After the battle you will see Freya. She will congratulate you and your army for defeating Surt. Freya then continues by talking about how Odin is proud of you and all of Valhalla is happy. Then she told Valkyrie to rest after the long battle. Anyways when that is done the credits will roll.

-----THE END-----

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4. APPENDIX
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4.1 WEAPON LIST

Antler Sword

Description : Sword which evokes the image of a great stag's antlers.
His coated with a special ether coating which makes it impervious to breaking.

Can be equipped by : Valkyrie, Belenus, Lucian, Jayle

Attack 100 Attack Thrust 30

1.0 2.X 3.X Hit Thrust 32

Two-Handed-Sword

Description : A greatsword designed to be wielded with two hands.

Can be equipped by : Arngrim, Kshell, Grey

Attack 80 Attack Thrust 15

1.X 2.0 3.X Hit Thrust 45

Ether Freeze

Description : A weapon created by the Goddess Freya from some invincible material. It appears to enhance magic power, but its true shape is unknown.

Can be equipped by : Freya

Attack 300 Attack Thrust 70

1.X 2.0 3.X Hit Thrust 100

Ruby Mace

Description : A wand with a ruby red pulsating gem set in its tip.

Can be equipped by : Jelanda, Yumei, Nanami, Lorenta, Mystina, Shiho

Attack 120 Attack Thrust 1

1.X 2.X 3.X Hit Thrust 1

Element Scepter

Description : Wand imbued with the power of the elements. 50% chance of

breaking. Allows wielder to perform great magic, but it cannot long endure the power it wields.

Can be equipped by : Jelanda, Yumei, Nanami, Lorenta, Mystina, Shiho

Attack 300 Attack Thrust 1

1.X 2.X 3.X Hit Thrust 1

Jewelled Blade "Grimrist"

Description : As its name implies, it is a gaudily fashioned, bejeweled sword whose ferocity belies its beauty.

Can be equipped by : Valkyrie, Belenus, Jun, Lucian, Jayle

Attack 100 Attack Thrust 1

1.X 2.X 3.0 Hit Thrust 30 Lightning/Death

Hack-Blade

Description : German made two-handed sword.

Can be equipped by : Arngrim, Kashell, Grey

Attack 100 Attack Thrust 15

1.X 2.X 3.0 Hit Thrust 45

Viking Sword

Description : Great sword of the type wielded by the legendary berserkers.

Can be equipped by : Valkyrie, Belenus, Lucian, Jayle

Attack 70 Attack Thrust 7

1.X 2.X 3.0 Hit Thrust 27

Awe-Pike

Description : A long narrow sword blade affixed to a spear shaft.

Can be equipped by : Lawfer, Aelia

Attack 100 Attack Thrust 24

1.0 2.X 3.X Hit Thrust 30

Winged-Spear

Description : Spear with "wings" protruding from both sides of its blade. Originally, they were to prevent the spear from stabbing too deeply but have since become stylized decorations.

Can be equipped by : Lawfer, Aelia

Attack 80 Attack Thrust 30

1.X 2.X 3.0 Hit Thrust 22

Wa-to

Description : The most common type of sword from the legendary country of Yamato.

Can be equipped by : Jun, Suo

Attack 70 Attack Thrust 20

1.0 2.X 3.X Hit Thrust 45

Tachi

Description : A 3 foot long sword with a long, sweeping curve.

Can be equipped by : Jun, Suo

Attack 100 Attack Thrust 30

1.X 2.0 3.X Hit Thrust 37

Crossbow

Description : A simple to use crossbow which fires a short wooden shaft at very high velocity. Its weakpoint is its slow loading time.

Can be equipped by : Valkyrie, Llewelyn, Janus, Badrach

Attack 100 Attack Thrust 22

1.X 2.X 3.O Hit Thrust 22

Bolt-Crossbow

Description : An improved variety of crossbow.

Can be equipped by : Valkyrie, Llewelyn, Janus, Badrach

Attack 60 Attack Thrust 32

1.X 2.O 3.X Hit Thrust 37

Shortbow

Description : Small bow. Made by mere humans, it is not to be relied upon in a battle against powerful enemies. 5% chance of breaking.

Can be equipped by : Valkyrie, Llewelyn, Janus, Badrach

Attack 100 Attack Thrust 45

1.O 2.O 3.X Hit Thrust 22

Broad Sword

Description : A variety of longsword. 6% chance of breaking.

Can be equipped by : Valkyrie, Arngrim, Belenus, Jun, Kshell, Lucian, Jayle, Grey, Suo

Attack 130 Attack Thrust 20

1.X 2.X 3.O Hit Thrust 26

Glaive

Description : Curved blade afixed atop a stout spear shaft. 5% chance of breaking.

Can be equipped by : Lawfer, Aelia

Attack 95 Attack Thrust 27

1.X 2.O 3.X Hit Thrust 23

Dragon Slayer

Description : Sword with incredible power against dragons. It has an ether coating so it must have been forged by humans. 5% chance of breaking.

Can be equipped by : Valkyrie, Arngrim, Belenus, Jun, Kshell, Lucian, Jayle, Grey, Suo

Attack 200 Attack Thrust 100

1.O 2.O 3.O Hit Thrust 175

Lightning Edge

Description : A sword whose razor-sharp edge is imbued with the power of lightning. It absorbs lightning-based magic attacks and transfers DME to its wielder.

Can be equipped by : Valkyrie, Belenus, Lucian, Jayle

Attack 70 Attack Thrust 62

1.O 2.O 3.X Hit Thrust 40 Lightning/DMG+50%

Spinning Spear

Description : Firestorm spear. Adds additional 20 CP (Capacity Points) when wielder's level increases.

Can be equipped by : Lawfer, Aelia

Attack 50 Attack Thrust 35

1.O 2.O 3.O Hit Thrust 35 Poison/DMG+50%

Elemental Edge

Description : Greatsword imbued with the power of the elements. Raises Special Attack damage by 30%.

Can be equipped by : Arngrim, Kshell, Grey

Attack 80 Attack Thrust 32

1.O 2.O 3.O Hit Thrust 40 Holy/DMG+50%

Holy Prayer

Description : A wand which amplifies the prayers of its wielder and transmits them to the gods.

Can be equipped by : Jelanda, Yumei, Nanami, Lorenta, Mystina, Shiho

Attack 200 Attack Thrust 1

1.X 2.X 3.X Hit Thrust 1

Go-Shorai Blade

Description : Sword which is said to have the power to call down lightning. It also reduces the wielder's Special Attack CT by 1. A blue jewel is set in its hilt.

Can be equipped by : Jun, Suo

Attack 50 Attack Thrust 40

1.0 2.X 3.0 Hit Thrust 40 Lightning/DMG+50%

Supreme Crossbow

Description : A crossbow made of the finest materials with the finest workmanship.

Can be equipped by : Valkyrie, Llewelyn, Janus, Badrach

Attack 50 Attack Thrust 22

1.0 2.0 3.0 Hit Thrust 35 Holy/DMG+50%

Long Sword

Description : Long steel sword. 5% chance of breaking. Made by a simple blacksmith, it is not a weapon to rely on in a difficult fight.

Can be equipped by : Valkyrie, Belenus, Jun, Lucian, Jayle, Suo

Attack 98 Attack Thrust 35

1.0 2.X 3.X Hit Thrust 31

Spear "Dark Angel"

Description : Legendary spear with both negative and positive power. It is said that its power depends upon who wields it.

Can be equipped by : Lawfer, Aelia

Attack 65 Attack Thrust 42

1.0 2.X 3.0 Hit Thrust 40

Scarlet Lotus Sword

Description : Its vivid red blade make this sword stands out. It is imbued with the power of fire.

Can be equipped by : Jun, Suo

Attack 140 Attack Thrust 10

1.0 2.0 3.X Hit Thrust 50 Fire/DMG+50%

Long bow

Description : Longer than the shot bow, it has a 5% chance of breaking.

Can be equipped by : Valkyrie, Llewelyn, Janus, Badrach

Attack 100 Attack Thrust 45

1.0 2.0 3.X Hit Thrust 27

Flare Baselard

Description : Sword imbued with the power of fire. 5% chance of breaking.

Can be equipped by : Valkyrie, Arngrim, Belenus, Jun, Kshell, Lucian, Jayle, Grey, Suo

Attack 300 Attack Thrust 60

1.X 2.0 3.X Hit Thrust 52 Fire/DMG+50%

Daemon Slayer

Description : Sword with incredible power against demons. It has an ether coating so it must have been forged by humans. 5% chance of breaking.

Can be equipped by : Valkyrie, Arngrim, Belenus, Jun, Kashell, Lucian, Jayle, Grey, Suo

Attack 200 Attack Thrust 100
1.0 2.0 3.0 Hit Thrust 175

Walloon Sword

Description : Equipped with a large knuckle guard, it strengthens the wielder's defense.

Can be equipped by : Valkyrie, Belenus, Lucian, Jayle

Attack 300 Attack Thrust 12
1.0 2.X 3.X Hit Thrust 40

Colichemarde

Description : A type of narrow-bladed rapier.

Can be equipped by : Valkyrie, Belenus, Lucian, Jayle

Attack 150 Attack Thrust 21
1.0 2.0 3.X Hit Thrust 45

Boarding-Pike

Description : A spear with a slightly shortened shaft to allow it to be wielded in a variety of ways.

Can be equipped by : Lawfer, Aelia

Attack 300 Attack Thrust 15
1.X 2.0 3.X Hit Thrust 35

Corsesca

Description : An evolved form of the Winged Spear. It has a large winglike blades flowing out of its sides.

Can be equipped by : Lawfer, Aelia

Attack 150 Attack Thrust 22
1.0 2.X 3.0 Hit Thrust 35

Zweihander

Description : A type of two-handed sword.

Can be equipped by : Arngrim, Kashell, Grey

Attack 150 Attack Thrust 22
1.0 2.0 3.X Hit Thrust 45

Striking-Sword

Description : A type of two-handed sword.

Can be equipped by : Arngrim, Kashell, Grey

Attack 500 Attack Thrust 7
1.X 2.X 3.0 Hit Thrust 30

Crystal Wand

Description : A Wand with a crystal set in its tip. Pulsating with 7 different colors, it is quite beautiful.

Can be equipped by : Jelanda, Yumei, Nanami, Lorenta, Mystina, Shiho

Attack 250 Attack Thrust 1
1.X 2.X 3.X Hit Thrust 1

Seventh Sword

Description : A unique sword with 7 smaller blades jutting out of the main blade like branches on a tree.

Can be equipped by : Jun, Suo

Attack 150 Attack Thrust 20
1.0 2.X 3.0 Hit Thrust 46

No-Dachi

Description : A huge two-handed sword well over 4 feet long. It is powerful but difficult to wield.

Can be equipped by : Jun, Suo

Attack 300 Attack Thrust 20

1.X 2.O 3.X Hit Thrust 60

Rapid-Crossbow

Description : This rapid-fire crossbow doesn't sacrifice power for speed.

Can be equipped by : Valkyrie, Llewelyn, Janus, Badrach

Attack 150 Attack Thrust 22

1.O 2.O 3.X Hit Thrust 40

Windlass-Crossbow

Description : An improved crossbow with a crank-loading mechanism which allows it to fire at greater velocity than the standard crossbow.

Can be equipped by : Valkyrie, Llewelyn, Janus, Badrach

Attack 150 Attack Thrust 22

1.X 2.O 3.O Hit Thrust 40

Ether Scepter

Description : Wand imbued with the power of ether. 30% chance of breaking. Allows wielder to perform great magic, but it cannot long endure the power it wields.

Can be equipped by : Jelanda, Yumei, Nanami, Lorenta, Mystina, Shiho

Attack 1600 Attack Thrust 1

1.X 2.X 3.X Hit Thrust 1

Falchion

Description : Wide bladed and curved sword. 5% chance of breaking.

Can be equipped by : Valkyrie, Belenus, Jun, Lucian, Jayle, Suo

Attack 350 Attack Thrust 37

1.O 2.X 3.X Hit Thrust 40

Vainslayer

Description : Sword which cuts through flesh as well as warped spirits. 5% chance of breaking.

Can be equipped by : Arngrim, Kshell, Grey

Attack 270 Attack Thrust 55

1.O 2.O 3.X Hit Thrust 57 Darkness/DMG+50%

Warhammer

Description : Hammer designed to overcome even the sturdiest armor. 5% chance of breaking.

Can be equipped by : Lawfer, Aelia

Attack 300 Attack Thrust 27

1.O 2.X 3.X Hit Thrust 50

Bastard Sword

Description : Sword which can be wielded with either one or two hands. 6% chance of breaking.

Can be equipped by : Valkyrie, Arngrim, Belenus, Jun, Kshell, Lucian, Jayle, Grey, Suo

Attack 290 Attack Thrust 50

1.O 2.X 3.X Hit Thrust 48

Grand Sting

Description : Blue flames flicker around off on the blade of this enchanted greatsword, almost as if it is breathing.

Can be equipped by : Arngrim, Kashell, Grey

Attack 500 Attack Thrust 55

1.X 2.X 3.O Hit Thrust 95 Lightning/DMG+50%

Raven Slayer

Description : Bow with incredible powers against birds. It has an no ether coating so it must have been forged by humans. 5% chance of breaking.

Can be equipped by : Valkyrie, Llewelyn, Janus, Badrach

Attack 200 Attack Thrust 100

1.O 2.O 3.O Hit Thrust 175

Beast Slayer

Description : Sword with incredible powers against beasts. It has an no ether coating so it must have been forged by humans. 5% chance of breaking.

Can be equipped by : Valkyrie, Arngrim, Belenus, Jun, Kashell, Lucian, Jayle, Grey, Suo

Attack 200 Attack Thrust 100

1.O 2.O 3.O Hit Thrust 175

Moonflax

Description : Sword forged from a fallen meteorite. 5% chance of breaking.

Can be equipped by : Valkyrie, Belenus, Jun, Lucian, Jayle, Suo

Attack 200 Attack Thrust 20

1.O 2.X 3.O Hit Thrust 37 Holy/DMG+50%

Faim Fenn

Description : Former sword of a legendary hero, it is a richly decorated and superbly balanced masterpiece.

Can be equipped by : Valkyrie, Belenus, Jun, Lucian, Jayle, Suo

Attack 60 Attack Thrust 1

1.O 2.O 3.O Hit Thrust 25

Ignite Sword

Description : Greatsword imbued with the power of a fiery explosion. Raises Special Attack damage by 30%.

Can be equipped by : Arngrim, Kashell, Grey

Attack 450 Attack Thrust 45

1.O 2.X 3.X Hit Thrust 70 Fire/DMG+50%

Radiance Sword

Description : Imbued with the power of light, this sword absorbs Holy-based magic attacks and transfers DME to its wielder.

Can be equipped by : Valkyrie, Belenus, Lucian, Jayle

Attack 170 Attack Thrust 64

1.O 2.O 3.O Hit Thrust 64 Holy/DMG+50%

Heart Piercer

Description : Flickering spear. Adds additional 20 CP (Capacity Points) when wielder's level increases.

Can be equipped by : Lawfer, Aelia

Attack 150 Attack Thrust 37

1.O 2.O 3.O Hit Thrust 62 Ice/DMG+50%

Acceptor Rod

Description : A rod which communicates with unseen beings in the

natural world and transmits their power to the wielder.

Can be equipped by : Jelanda, Yumei, Nanami, Lorenta, Mystina, Shiho

Attack 400 Attack Thrust 1

1.X 2.X 3.X Hit Thrust 1

Ten-Horin Blade

Description : A sword emblazoned with the emblem of the Phoenix. It also reduces the wielder's Special Attack CT by 1. The hilt is designed to evoke the Phoenix's fiery wings.

Can be equipped by : Jun, Suo

Attack 150 Attack Thrust 41

1.0 2.0 3.0 Hit Thrust 66 Fire/DMG+50%

Crescent Arrow

Description : A bow designed to fire arrows tipped with magical moon crystals.

Can be equipped by : Valkyrie, Llewelyn, Janus, Badrach

Attack 150 Attack Thrust 22

1.0 2.0 3.0 Hit Thrust 65 Lightning/DMG+50%

Ruin's Fate

Description : Sword with a disturbing name. 5% chance of breaking.

Can be equipped by : Valkyrie, Belenus, Lucian, Jayle

Attack 400 Attack Thrust 27

1.0 2.0 3.X Hit Thrust 60 Darkness/DMG+50%

Rapid Bow

Description : Bow which allows rapid reloading. 5% chance of breaking.

Can be equipped by : Valkyrie, Llewelyn, Janus, Badrach

Attack 150 Attack Thrust 45

1.0 2.0 3.X Hit Thrust 32

Dragonbane

Description : Shortsword forged by a powerful ally of the gods. It is weak in destructive power, but it improves the magic ability of its wielder.

Can be equipped by : Jelanda, Yumei, Nanami, Lorenta, Mystina, Shiho

Attack 600 Attack Thrust 1

1.X 2.X 3.X Hit Thrust 1

Sinclair Saber

Description : A straight-edged saber.

Can be equipped by : Valkyrie, Belenus, Lucian, Jayle

Attack 600 Attack Thrust 20

1.0 2.X 3.X Hit Thrust 65

Pallasch

Description : Sword which is excellent for either slashing or stabbing.

Can be equipped by : Valkyrie, Belenus, Lucian, Jayle

Attack 200 Attack Thrust 26

1.0 2.0 3.0 Hit Thrust 50

Halberd

Description : A spear with an axe-like blade on one side and a sharp point on the other. Good for slashing or thrusting.

Can be equipped by : Lawfer, Aelia

Attack 200 Attack Thrust 25

1.0 2.0 3.0 Hit Thrust 45

Pole-Axe

Description : An axe with a long shaft like a spear. Carries unsurpassed destructive power.

Can be equipped by : Lawfer, Aelia

Attack 600 Attack Thrust 30

1.X 2.0 3.X Hit Thrust 55

Claymore

Description : A Scottish two-handed sword.

Can be equipped by : Arngrim, Kashell, Grey

Attack 800 Attack Thrust 22

1.X 2.X 3.0 Hit Thrust 57

Flamberge

Description : Greatsword with a flame-like serrated edge. A sword as deadly as it is decorative.

Can be equipped by : Arngrim, Kashell, Grey

Attack 200 Attack Thrust 22

1.0 2.0 3.0 Hit Thrust 52

Alchemy Wand

Description : A wand fashioned in the image of a fairy.

Can be equipped by : Jelanda, Yumei, Nanami, Lorenta, Mystina, Shiho

Attack 500 Attack Thrust 1

1.X 2.X 3.X Hit Thrust 1

Shisen-To

Description : A sword as huge as the No-Dachi, but extremely light. Its name means "Flicker Sword"

Can be equipped by : Jun, Suo

Attack 200 Attack Thrust 37

1.0 2.0 3.0 Hit Thrust 60

Kongon-To

Description : A massive sword more powerful and huge than No-Dachi.

Can be equipped by : Jun, Suo

Attack 600 Attack Thrust 5

1.X 2.X 3.0 Hit Thrust 70

Fire-Crossbow

Description : An improved crossbow which fires explosive-tipped arrows.

Can be equipped by : Valkyrie, Llewelyn, Janus, Badrach

Attack 200 Attack Thrust 1

1.0 2.0 3.0 Hit Thrust 40

Arbalest

Description : A type of Windlass-Crossbow.

Can be equipped by : Valkyrie, Llewelyn, Janus, Badrach

Attack 600 Attack Thrust 45

1.0 2.X 3.X Hit Thrust 60

Infinity Rod

Description : Mystina's beloved magic wand. Decorated with a number of gems on its tip, it allows wielder to perform great magic. Chance of breaking = 10%.

Can be equipped by : Jelanda, Yumei, Nanami, Lorenta, Mystina, Shiho

Attack 880 Attack Thrust 1

1.X 2.X 3.X Hit Thrust 1

Estoc

Description : Long sword designed for a thrusting attack. 8% chance of

breaking.

Can be equipped by : Valkyrie, Arngrim, Belenus, Jun, Kshell, Lucian,
Jayle, Grey, Suo

Attack 570 Attack Thrust 45
1.X 2.0 3.0 Hit Thrust 62

Footman's Axe

Description : Long, versatile axe. 2% chance of breaking.

Can be equipped by : Lawfer, Aelia

Attack 500 Attack Thrust 29
1.0 2.X 3.X Hit Thrust 50

Ranseur

Description : A type of spear with a cross-shaped blade. 5% chance of
breaking.

Can be equipped by : Lawfer, Aelia

Attack 600 Attack Thrust 29
1.X 2.X 3.0 Hit Thrust 65

Holy Wand "Adventia"

Description : Said to have been carried by a holy man during the coming
of the Messiah, it is undecorated and has a simple
dignity.

Can be equipped by : Jelanda, Yumei, Nanami, Lorenta, Mystina, Shiho

Attack 750 Attack Thrust 1
1.X 2.X 3.X Hit Thrust 1

Scarlet Forge

Description : This blood-red sword is imbued with the power of fire. It
absorbs fire-based magic attacks and transfers DME to its
wielder.

Can be equipped by : Valkyrie, Belenus, Lucian, Jayle

Attack 230 Attack Thrust 62
1.0 2.0 3.0 Hit Thrust 67 Fire/DMG+50%

Holy Halberd

Description : A spear blessed by the gods. Adds additional 20 CP
(Capacity Points) when wielder's level increases.

Can be equipped by : Lawfer, Aelia

Attack 200 Attack Thrust 45
1.0 2.0 3.0 Hit Thrust 65 Holy/DMG+50%

Violet Forge

Description : Greatsword whose blade flashes a brilliant violet. Raises
Special Attack damage by 30%

Can be equipped by : Arngrim, Kshell, Grey

Attack 1200 Attack Thrust 42
1.0 2.X 3.X Hit Thrust 70

Absolute Force

Description : A wand which is as powerful as its name denotes.

Can be equipped by : Jelanda, Yumei, Nanami, Lorenta, Mystina, Shiho

Attack 600 Attack Thrust 1
1.X 2.X 3.X Hit Thrust 1

Demon Blade

Description : A sword said to have been used to battle demons. It
reduces the wielder's Special Attack CT by 1. It has a
black blade with a red hilt.

Can be equipped by : Jun, Suo

Attack 200 Attack Thrust 48
1.0 2.0 3.0 Hit Thrust 67 Poison/DMG+50%

Shiny Rupture

Description : A bow which fires flashing arrows which carry tremendous destructive force.

Can be equipped by : Valkyrie, Llewelyn, Janus, Badrach

Attack 200 Attack Thrust 22
1.0 2.0 3.0 Hit Thrust 70 Poison/DMG+50%

Dragoon Tyrant

Description : A spear with special power against dragons.

Can be equipped by : Lawfer, Aelia

Attack 300 Attack Thrust 10
1.0 2.0 3.0 Hit Thrust 99

Schweizer-Sword

Description : A uniquely designed sword with 1/3 of the sword double-bladed, and the remainder single-bladed.

Can be equipped by : Valkyrie, Belenus, Lucian, Jayle

Attack 620 Attack Thrust 40
1.0 2.X 3.0 Hit Thrust 70

Reiter Pallasch

Description : Equipped with a large knuckle guard, this Pallasch affords the wielder with greater defense.

Can be equipped by : Valkyrie, Belenus, Lucian, Jayle

Attack 400 Attack Thrust 16
1.0 2.0 3.0 Hit Thrust 82

Saber-Halberd

Description : A halberd with a long saber attached to one end, making it effective for either stabbing or slashing.

Can be equipped by : Lawfer, Aelia

Attack 400 Attack Thrust 32
1.0 2.0 3.0 Hit Thrust 65

Ahlspiess

Description : A spear with a uniquely long, sharp point, covering nearly half its length.

Can be equipped by : Lawfer, Aelia

Attack 1200 Attack Thrust 40
1.X 2.0 3.X Hit Thrust 70

Brutish-Edge

Description : A variety of two-handed sword. With its gruesome-looking blade, it is a true killer's sword.

Can be equipped by : Arngrim, Kashell, Grey

Attack 1600 Attack Thrust 25
1.X 2.X 3.0 Hit Thrust 67

Brandish-Sword

Description : A sword made of an orihalcon-alloy. An unusually light and easy to wield greatsword.

Can be equipped by : Arngrim, Kashell, Grey

Attack 400 Attack Thrust 25
1.0 2.0 3.0 Hit Thrust 55

Deluge Scepter

Description : A wand inscribed with the emblem of a crashing wave.

Can be equipped by : Jelanda, Yumei, Nanami, Lorenta, Mystina, Shiho

Attack 1000 Attack Thrust 1

1.X 2.X 3.X Hit Thrust 1

Masamune

Description : A sword unparalleled in lightness and ease of use.

Can be equipped by : Jun, Suo

Attack 400 Attack Thrust 27

1.0 2.0 3.0 Hit Thrust 75

Muramasa

Description : A sword which excels all others in power.

Can be equipped by : Jun, Suo

Attack 1000 Attack Thrust 27

1.0 2.X 3.X Hit Thrust 77

Serstine-lock-Gun

Description : A variety of Fire-Crossbow.

Can be equipped by : Valkyrie, Llewelyn, Janus, Badrach

Attack 400 Attack Thrust 12

1.0 2.0 3.0 Hit Thrust 65

Bolt-Appar

Description : A crossbow with both speed and power.

Can be equipped by : Valkyrie, Llewelyn, Janus, Badrach

Attack 1200 Attack Thrust 52

1.0 2.X 3.X Hit Thrust 62

Fine Halberd

Description : Finely crafted halberd. 1% chance of breaking.

Can be equipped by : Lawfer, Aelia

Attack 1000 Attack Thrust 30

1.X 2.0 3.X Hit Thrust 62

Wassail-Rapier

Description : Slim bladed sword. 7% chance of breaking.

Can be equipped by : Valkyrie, Belenus, Jun, Lucian, Jayle, Suo

Attack 1120 Attack Thrust 65

1.0 2.X 3.0 Hit Thrust 65

Lucerne Hammer

Description : A variety of war hammer. 2% chance of breaking.

Can be equipped by : Lawfer, Aelia

Attack 1100 Attack Thrust 30

1.X 2.X 3.0 Hit Thrust 77

Elven Bow

Description : A bow said to have been manufactured by elves.

Can be equipped by : Valkyrie, Llewelyn, Janus, Badrach

Attack 700 Attack Thrust 67

1.0 2.0 3.0 Hit Thrust 135

Arectaris

Description : Greatsword named after a Fairy King who led thousands of fairies in their war against the demons.

Can be equipped by : Arngrim, Kashell, Grey

Attack 750 Attack Thrust 1

1.0 2.X 3.0 Hit Thrust 115 Holy/DMG+50%

Gram

Description : A sword unmatched by any other. But it is so powerful that the wielder will fall into darkness.

Can be equipped by : Valkyrie, Belenus, Jun, Lucian, Jayle, Suo

Attack 2000 Attack Thrust 44

1.0 2.0 3.0 Hit Thrust 92 Darkness/Death

Crimson Edge

Description : A spear with a great, crimson blade. It is said to have been created by the gods for use in hunting demons.

Can be equipped by : Lawfer, Aelia

Attack 1200 Attack Thrust 24

1.0 2.0 3.0 Hit Thrust 70 Fire/DMG+90%

Icicle Sword

Description : Sword which has a chance to freeze foes it strikes.

Can be equipped by : Valkyrie, Arngrim, Belenus, Jun, Kashell, Lucian, Jayle, Grey, Suo

Attack 1200 Attack Thrust 1

1.0 2.X 3.0 Hit Thrust 85 Ice/Death

Glare Sword

Description : Sword which has a chance to petrify foes it strikes.

Can be equipped by : Valkyrie, Arngrim, Belenus, Jun, Kashell, Lucian, Jayle, Grey, Suo

Attack 1200 Attack Thrust 1

1.0 2.X 3.0 Hit Thrust 85 Poison/Death

Unicorn's Horn

Description : A unicorn horn which has been turned into a magician's wand. Allows the wielder to perform feats of great magic.

Can be equipped by : Jelanda, Yumei, Nanami, Lorenta, Mystina, Shiho

Attack 1300 Attack Thrust 1

1.X 2.X 3.X Hit Thrust 1

Ice Coffin

Description : Imbued with the power of light, this sword absorbs ice-based magic attacks and transfers DME to its wielder.

Can be equipped by : Valkyrie, Belenus, Lucian, Jayle

Attack 550 Attack Thrust 64

1.0 2.0 3.0 Hit Thrust 92 Ice/DMG+50%

Arc Wind

Description : Spear whose name means great wind. Adds additional 20 CP (Capacity Points) when wielder's level increases.

Can be equipped by : Lawfer, Aelia

Attack 600 Attack Thrust 52

1.0 2.0 3.0 Hit Thrust 92 Lightning/DMG+50%

Bahamut Tear

Description : Greatsword whose name refers to its power to defeat dragons. Raises Special Attack damage by 30%

Can be equipped by : Arngrim, Kashell, Grey

Attack 1200 Attack Thrust 40

1.0 2.0 3.0 Hit Thrust 90 Lightning/DMG+50%

Noble Desire

Description : A wand which greatly enhances the wielder's magical power by synchronizing with their spiritual essence.

Can be equipped by : Jelanda, Yumei, Nanami, Lorenta, Mystina, Shiho

Attack 1200 Attack Thrust 1

1.X 2.X 3.X Hit Thrust 1

Ama-no-Murakumo Blade

Description : Heavenly Cloud Sword. It reduces the wielder's Special Attack CT by 1.

Can be equipped by : Jun, Suo

Attack 500 Attack Thrust 43

1.0 2.0 3.0 Hit Thrust 92 Ice/DMG+50%

Last Avenger

Description : A bow which fires arrows with unerring accuracy.

Can be equipped by : Valkyrie, Llewelyn, Janus, Badrach

Attack 400 Attack Thrust 22

1.0 2.0 3.0 Hit Thrust 95 Fire/DMG+50%

Great Spear "Dinosaur"

Description : Long heavy spear with the tooth of a dinosaur affixed to its end.

Can be equipped by : Lawfer, Aelia

Attack 3000 Attack Thrust 68

1.X 2.X 3.0 Hit Thrust 75

Demon Sword "Levantine"

Description : A magical black sword said to be within the stomach of the dragon, Bloodbane. Its power increases as the life force of its wielder decreases.

Can be equipped by : Valkyrie, Belenus, Lucian, Jayle

Attack 2200 Attack Thrust 40

1.0 2.0 3.0 Hit Thrust 90

4.2 HEAD PROTECTION LIST

Sallet

Description : Helmet which protects the wearer with nose and chin guards. It is covered with an ether coating which renders it indestructible.

Can be equipped by : Valkyrie, Arngrim, Belenus, Llewelyn, Lawfer, Jun, Kashell, Janus, Aelia, Lucian, Jayle, Badrach, Grey, Suo

Reduce Damage 5

Defend Thrust 1

Empress Garland

Description : A tiara given to the Goddess Freya by Odin the All-Father. It signifies her status as a goddess of the 2nd rank.

Can be equipped by : Freya

Reduce Damage 100

Defend Thrust 10

Tiara

Description : A richly jewelled crown. It is covered with an ether coating which renders it indestructible.

Can be equipped by : Jelanda, Yumei, Nanami, Lorenta, Mystina, Shiho

Reduce Damage 2

Defend Thrust 1

Feathered Tiara

Description : Tiara decorated with white feathers.

Can be equipped by : Valkyrie

Reduce Damage 5

Defend Thrust 1 Fire/DMG-50%

Crown of Felmar

Description : Crown named after its owner, it has no other particularly unique qualities.

Can be equipped by : Valkyrie, Arngrim, Belenus, Jelanda, Llewelyn, Jun, Kshell, Yumei, Janus, Nanami, Lorenta, Mystina, Lucian, Jayle, Badrach, Shiho, Grey, Suo

Reduce Damage 2

Defend Thrust 1 Darkness/DMG-50%

Silver Sallet

Description : Sallet forged from silver.

Can be equipped by : Valkyrie, Arngrim, Belenus, Llewelyn, Lawfer, Jun, Kshell, Janus, Aelia, Lucian, Jayle, Badrach, Grey, Suo

Reduce Damage 10

Defend Thrust 1

Feathered Helm

Description : Helmet decorated with white feathers.

Can be equipped by : Valkyrie

Reduce Damage 10

Defend Thrust 1 Ice/DMG-50%

Silver Tiara

Description : A jewelled tiara made of silver.

Can be equipped by : Jelanda, Yumei, Nanami, Lorenta, Mystina, Shiho

Reduce Damage 4

Defend Thrust 1

Duel Helm

Description : A full helm which entirely covers the wearer's head.

Inscribed with an image of the Goddess of Death.

Can be equipped by : Valkyrie, Arngrim, Belenus, Llewelyn, Lawfer, Jun, Kshell, Janus, Aelia, Lucian, Jayle, Badrach, Grey, Suo

Reduce Damage 20

Defend Thrust 2

Winged Helm

Description : Helmet shaped like the wings of an angel.

Can be equipped by : Valkyrie

Reduce Damage 20

Defend Thrust 2 Lightning/DMG-50%

Anointed Tiara

Description : A jewelled tiara anointed with holy water.

Can be equipped by : Jelanda, Yumei, Nanami, Lorenta, Mystina, Shiho

Reduce Damage 8

Defend Thrust 1

Handwoven Bandanna

Description : Bandanna. Badrach received from his sister.

Can be equipped by : Valkyrie, Arngrim, Belenus, Jelanda, Llewelyn,

Jun, Kashell, Yumei, Janus, Nanami, Lorenta,
Mystina, Lucian, Jayle, Badrach, Shiho, Grey, Suo

Reduce Damage 5

Defend Thrust 1 Holy/DMG-50%

Valor Helm

Description : A type of full helm. A mighty helm which is fit for the
greatest of heroes.

Can be equipped by : Valkyrie, Arngrim, Belenus, Llewelyn, Lawfer, Jun,
Kashell, Janus, Aelia, Lucian, Jayle, Badrach,
Grey, Suo

Reduce Damage 40

Defend Thrust 4

Aerial Garland

Description : Hat named after the spirits of the air.

Can be equipped by : Valkyrie

Reduce Damage 40

Defend Thrust 4 Poison/DMG-50%

Anointed Garland

Description : Hair adornment blessed by the gods.

Can be equipped by : Jelanda, Yumei, Nanami, Lorenta, Mystina, Shiho

Reduce Damage 16

Defend Thrust 1

Rust-Red Circlet

Description : A rusty red circlet of iron.

Can be equipped by : Jelanda, Yumei, Nanami, Lorenta, Mystina, Shiho

Reduce Damage 20

Defend Thrust 2 Holy/DMG-50%

Valiant Helm

Description : A type of full helm. Strongest of all helms which can be
created.

Can be equipped by : Valkyrie, Arngrim, Belenus, Llewelyn, Lawfer, Jun,
Kashell, Janus, Aelia, Lucian, Jayle, Badrach,
Grey, Suo

Reduce Damage 80

Defend Thrust 8

Seraphic Garland

Description : Hat decorated with beautiful feathers.

Can be equipped by : Valkyrie

Reduce Damage 80

Defend Thrust 8 Holy/DMG-50%

Supreme Garland

Description : Finely crafted hair adornment imbued with powerful magic.

Can be equipped by : Jelanda, Yumei, Nanami, Lorenta, Mystina, Shiho

Reduce Damage 24

Defend Thrust 2

Dragoon Faith

Description : Helmet formed in the shape of a dragon. It appears to
have been made for ceremonial purposes but the details
are unclear.

Can be equipped by : Valkyrie, Arngrim, Belenus, Llewelyn, Lawfer, Jun,
Kashell, Janus, Aelia, Lucian, Jayle, Badrach,
Grey, Suo

Reduce Damage 200
Defend Thrust 20 Lightning/DMG-50%

4.3 BODY PROTECTION LIST

Cuirass

Description : An iron breastplate. It is covered with an ether coating which renders it indestructible.

Can be equipped by : Valkyrie, Arngrim, Belenus, Llewelyn, Lawfer, Jun, Kashell, Janus, Aelia, Lucian, Jayle, Badrach, Grey, Suo

Reduce Damage 50
Defend Thrust 1

Eternal Shine

Description : Garment which shines with an otherworldly light.

Can be equipped by : Freya

Reduce Damage 10
Defend Thrust 101

Cloak

Description : A cloth cloak with an ether coating, rendering it indestructible.

Can be equipped by : Jelanda, Yumei, Nanami, Lorenta, Mystina, Shiho

Reduce Damage 30
Defend Thrust 1 Fire/DMG-50%

Aegea Garb

Description : Brilliant blue battle armor.

Can be equipped by : Valkyrie

Reduce Damage 55
Defend Thrust 1 Darkness/DMG-50%

Chainmail

Description : Armor made from linked metal chains.

Can be equipped by : Valkyrie, Arngrim, Belenus, Llewelyn, Lawfer, Jun, Kashell, Janus, Aelia, Lucian, Jayle, Badrach, Grey, Suo

Reduce Damage 100
Defend Thrust 1

Silver Cuirass

Description : A silver breastplate.

Can be equipped by : Valkyrie, Arngrim, Belenus, Llewelyn, Lawfer, Jun, Kashell, Janus, Aelia, Lucian, Jayle, Badrach, Grey, Suo

Reduce Damage 100
Defend Thrust 6

Heraldic Garb

Description : Battle armor emblazoned with emblems.

Can be equipped by : Valkyrie

Reduce Damage 120
Defend Thrust 1 Poison/DMG-50%

Silver Cloak

Description : A cloak with silver threads woven into it to increase its strength.

Can be equipped by : Jelanda, Yumei, Nanami, Lorenta, Mystina, Shiho

Reduce Damage 70

Defend Thrust 1 Fire/DMG-50%

Duel Armor

Description : A steel breastplate.

Can be equipped by : Valkyrie, Arngrim, Belenus, Llewelyn, Lawfer, Jun, Kashell, Janus, Aelia, Lucian, Jayle, Badrach, Grey, Suo

Reduce Damage 300

Defend Thrust 22

Radiant Garb

Description : Battle armor imbued with the power of light.

Can be equipped by : Valkyrie

Reduce Damage 350

Defend Thrust 23 Holy/DMG-50%

Anointed Cloak

Description : A cloak anointed with holy water.

Can be equipped by : Jelanda, Yumei, Nanami, Lorenta, Mystina, Shiho

Reduce Damage 250

Defend Thrust 1 Fire/DMG-50%

Breastplate

Description : Metal armor which covers the chest.

Can be equipped by : Valkyrie, Arngrim, Belenus, Llewelyn, Lawfer, Jun, Kashell, Janus, Aelia, Lucian, Jayle, Badrach, Grey, Suo

Reduce Damage 320

Defend Thrust 22

Robe of Bryttain

Description : Garmented from the enchanted isle of Bryttain, it carries the prayers of thousands of souls within its woven body.

Can be equipped by : Jelanda, Yumei, Nanami, Lorenta, Mystina, Shiho

Reduce Damage 1400

Defend Thrust 140 Holy/DMG-90%

Valor Armor

Description : Beautifully crafted breastplate fit to be worn by the greatest of heroes.

Can be equipped by : Valkyrie, Arngrim, Belenus, Llewelyn, Lawfer, Jun, Kashell, Janus, Aelia, Lucian, Jayle, Badrach, Grey, Suo

Reduce Damage 800

Defend Thrust 73

Divinity Garb

Description : Battle armor containing the power of the gods.

Can be equipped by : Valkyrie

Reduce Damage 1000

Defend Thrust 90 Lightning/DMG-50%

Anointed Garb

Description : Cloth garment purified by the power of the gods.

Can be equipped by : Jelanda, Yumei, Nanami, Lorenta, Mystina, Shiho

Reduce Damage 600

Defend Thrust 30 Fire/DMG-50%

Sylphan Robe

Description : Garment blessed by the spirits of the forest. It has the power to protect against Dark Attacks.

Can be equipped by : Jelanda, Yumei, Nanami, Lorenta, Mystina, Shiho

Reduce Damage 1800

Defend Thrust 180 Drakness/DMG-90%

Valiant Armor

Description : An armor of incredible strength. Allows wearer to face even the most powerful foes.

Can be equipped by : Valkyrie, Arngrim, Belenus, Llewelyn, Lawfer, Jun, Kashell, Janus, Aelia, Lucian, Jayle, Badrach, Grey, Suo

Reduce Damage 1500

Defend Thrust 144

Seraphic Garb

Description : Battle armor blessed with the fortune of the gods.

Can be equipped by : Valkyrie

Reduce Damage 1700

Defend Thrust 160 Ice/DMG-50%

Supreme Garb

Description : Cloth garment imbued with magic.

Can be equipped by : Jelanda, Yumei, Nanami, Lorenta, Mystina, Shiho

Reduce Damage 1200

Defend Thrust 90

4.4 ARM PROTECTION LIST

Gauntlet

Description : Heavy iron glove designed to protect the hand. It is covered with ether coating which renders it indestructible.

Can be equipped by : Valkyrie, Arngrim, Belenus, Llewelyn, Lawfer, Jun, Kashell, Janus, Aelia, Lucian, Jayle, Badrach, Grey, Suo

Reduce Damage 5

Defend Thrust 10

Extreme Guard

Description : Gauntlets studded with Fire Gems. Counter-attacks by shooting flame at enemies.

Can be equipped by : Valkyrie, Arngrim, Belenus, Jelanda, Llewelyn, Lawfer, Jun, Kashell, Yumei, Janus, Aelia, Nanami, Lorenta, Mystina, Lucian, Jayle, Badrach, Shiho, Grey, Suo

Reduce Damage 0

Defend Thrust 20 Fire/DMG-50%

Silver Gauntlet

Description : Gauntlet forged from silver.

Can be equipped by : Valkyrie, Arngrim, Belenus, Llewelyn, Lawfer, Jun, Kashell, Janus, Aelia, Lucian, Jayle, Badrach,

Grey, Suo

Reduce Damage 10

Defend Thrust 11

Duel Guarder

Description : Gauntlet forged from steel.

Can be equipped by : Valkyrie, Arngrim, Belenus, Llewelyn, Lawfer, Jun, Kashell, Janus, Aelia, Lucian, Jayle, Badrach, Grey, Suo

Reduce Damage 20

Defend Thrust 17

Star Guard

Description : Gauntlets studded with jewels containing the power of the stars. Counter-attacks by firing multiple beams of light at enemies.

Can be equipped by : Valkyrie, Arngrim, Belenus, Jelanda, Llewelyn, Lawfer, Jun, Kashell, Yumei, Janus, Aelia, Nanami, Lorenta, Mystina, Lucian, Jayle, Badrach, Shiho, Grey, Suo

Reduce Damage 0

Defend Thrust 20 Holy/DMG-50%

Valor Gauntlet

Description : Finely crafted gauntlet suitable for a hero.

Can be equipped by : Valkyrie, Arngrim, Belenus, Llewelyn, Lawfer, Jun, Kashell, Janus, Aelia, Lucian, Jayle, Badrach, Grey, Suo

Reduce Damage 40

Defend Thrust 24

Glare Guard

Description : Gauntlets which reduce darkness damage. Counter-attacks by shooting dark light which has a chance of petrifying enemy.

Can be equipped by : Valkyrie, Arngrim, Belenus, Jelanda, Llewelyn, Lawfer, Jun, Kashell, Yumei, Janus, Aelia, Nanami, Lorenta, Mystina, Lucian, Jayle, Badrach, Shiho, Grey, Suo

Reduce Damage 0

Defend Thrust 15 Darkness/DMG-50%

Valiant Guarder

Description : Gauntlets with unmatched protective power. Allows wearer to face even the most fearsome foes.

Can be equipped by : Valkyrie, Arngrim, Belenus, Llewelyn, Lawfer, Jun, Kashell, Janus, Aelia, Lucian, Jayle, Badrach, Grey, Suo

Reduce Damage 80

Defend Thrust 30

4.5 LEG PROTECTION LIST

Greaves

Description : Iron leg armor. It is covered with ether coating which renders it indestructible.

Can be equipped by : Valkyrie, Arngrim, Jelanda, Belenus, Llewelyn,
Lawfer, Jun, Kashell, Yumei, Janus, Aelia, Nanami,
Lorenta, Mystina, Lucian, Jayle, Badrach, Shiho,
Grey, Suo

Reduce Damage 2

Defend Thrust 1

Orihalcon Boots

Description : Boots created by the Goddess Freya for her own use. They
are made with Orihalcon, a mysterious alloy which gives
them the ability to float.

Can be equipped by : Freya

Reduce Damage 10

Defend Thrust 1

Leather Boots

Description : Still leather boots.

Can be equipped by : Jelanda, Yumei, Nanami, Lorenta, Mystina, Shiho

Reduce Damage 1

Defend Thrust 1

Silver Greaves

Description : Silver leg armor.

Can be equipped by : Valkyrie, Arngrim, Belenus, Llewelyn, Lawfer, Jun,
Kashell, Janus, Aelia, Lucian, Jayle, Badrach,
Grey, Suo

Reduce Damage 4

Defend Thrust 1

Duel Greaves

Description : Steel leg armor.

Can be equipped by : Valkyrie, Arngrim, Belenus, Llewelyn, Lawfer, Jun,
Kashell, Janus, Aelia, Lucian, Jayle, Badrach,
Grey, Suo

Reduce Damage 8

Defend Thrust 1

Suede Boots

Description : Soft, comfortable boots made of brushed leather.

Can be equipped by : Jelanda, Yumei, Nanami, Lorenta, Mystina, Shiho

Reduce Damage 5

Defend Thrust 1 Ice/DMG-50%

Valor Greaves

Description : Finely crafted leg armor suitable for a hero.

Can be equipped by : Valkyrie, Arngrim, Belenus, Llewelyn, Lawfer, Jun,
Kashell, Janus, Aelia, Lucian, Jayle, Badrach,
Grey, Suo

Reduce Damage 16

Defend Thrust 1

Elven Boots

Description : Light boots said to have been crafted by elves.

Can be equipped by : Jelanda, Yumei, Nanami, Lorenta, Mystina, Shiho

Reduce Damage 20

Defend Thrust 2 Ice/DMG-50%

Valiant Greaves

Description : Leg armor with unmatched protective power. Allows wearer
to face even the most fearsome foes.

Can be equipped by : Valkyrie, Arngrim, Belenus, Llewelyn, Lawfer, Jun,
Kashell, Janus, Aelia, Lucian, Jayle, Badrach,
Grey, Suo

Reduce Damage 32

Defend Thrust 3

4.6 DECORATION LIST

Nibelungen Ring

Description : A ring bestowed upon Valkyrie by Odin, showing his faith
in her. If it is removed, Valkyrie's evaluation value is
reduced. It may have other powers (compensations?).

Darkness/DMG-50% Only Valkyrie can equip it

Brisingal

Description : Necklace which brings disaster upon its wearer. However
the Goddess Freya imbued it within her own power to
supplement its negative energy.

No parameter Only Freya can equip it

Angel Curio

Description : Small angel statue which automatically heals holder of
unconscious status. Chance of breaking = 30%.

No parameter

Fairy Earring

Description : Earrings which reduce CT (Charge Turn) by 1. However CT
will not go below 1.

No parameter

Poison Check

Description : Charm which renders user invulnerable to poison.

Poison/DMG-50%

Emerald Necklace

Description : Necklace of emeralds which shines with a glorious blue
light. Increase CP by 100 when wearer's level goes up.

No parameter

Pressed Flower

Description : Pressed flower made by Asaka.

Poison/DMG-90%

Scout Orb

Description : Orb which reduces the chance of an enemy attacking first
by half.

No parameter

Earring of Healing

Description : Earring which restores 10% DME per turn.

No parameter

Goddess Pendant

Description : Pendant decorated with the Battle-Maiden's image.

Darkness/DMG-50%

Paralyze Check

Description : Charm which renders user invulnerable to paralyze.
Lightning/DMG-50%

Freeze Check

Description : Charm which renders user invulnerable to freeze.
Ice/DMG-50%

Stun Check

Description : Charm which renders user invulnerable to faint.
Fire/DMG-50%

Power Bangle

Description : Armband which raises physical attack by 30% of base value. Physical attack refers to damage caused by a body or weapon.

No parameter

Magic Bangle

Description : Armband which raises magic attack by 30% of base value.

No parameter

Protect Jewel

Description : Jewel which raises RDM (Reduce Damage) by 30% of base value.

No parameter

Resist Jewel

Description : Jewel which raises RST (Magic Resist) by 30% of base value.

No parameter

Combo Jewel

Description : Jewel which increases Special Attack gauge by 2.

No parameter

Material Earring

Description : Earring which raises maximum DME by 15%.

No parameter

Stone Check

Description : Charm which renders user invulnerable to petrify.
Darkness/DMG-50%

Protect Charm

Description : Charm which renders user invulnerable to physical damage. Chance of breaking=30%. Physical damage also includes abnormal status attacks.

No parameter

Magic Charm

Description : Charm which renders user invulnerable to magic damage. Chance of breaking=25%.

No parameter

Resist Charm

Description : Charm which renders user invulnerable to abnormal status. Chance of breaking=25%.

No parameter

Fragment of Lapis Gem

Description : A fragment of a crystal containing a mermaid's tear.

Ice/DMG-50%

Bracelet of Zoe

Description : Armband named after a beautiful maiden, it enhances life force. Raises DME by 300 when wearer's level goes up.

No parameter

Material Gem

Description : Gem which raises maximum DME by 30%.

No parameter

Curse Check

Description : Charm which renders user invulnerable to curse.

Holy/DMG-50%

Gem of Activity

Description : Gem which increases chance of fire stones appearing by 50% and increases their number by 3.

No parameter

Gem of Creation

Description : Gem which increases chance of magic gems appearing by 50% and increases their number by 3.

No parameter

Dimension Slip

Description : Ring which shifts its wearer into another dimension. When equipped there will be no encounters. Only Valkyrie can equip it.

No parameter

Crack Ring

Description : Ring which raises hit power and makes it easier to perform a guard crush.

No parameter

Energy Ring

Description : Ring which raises Special Attack gauge by 2.

No parameter

Haste Ring

Description : Ring which reduces CT by 1. However will not reduce CT below 1.

No parameter

Ring of Learning

Description : Ring which increases amount of experience gained by 30%.

No parameter

4.7 POSSESSION LIST

Treasure Search

Description : Ring which warns wearer of presence of treasure. When equipped, a blue mark will appear. Only Valkyrie can

equip it.

No parameter

Rabbit's Foot

Description : An amulet which is said to imbue the holder with good luck.

No parameter

Amber of Happiness

Description : A sweet piece of amber. One small lick and the taster is overcome by a feeling of happiness.

No parameter

Teachings of Bethanus

Description : A book of teachings from the great prophet, Bethanus. It teaches all who read it the value of life.

No parameter

Phoenix Feather

Description : A feather from the legendary Phoenix. Automatically cures holder of unconscious status. Chance of breaking = 10%.

No parameter

Enemy Search

Description : Ring which warns wearer of the presence of enemies. When equipped, a red mark will appear. Only Valkyrie can equip it.

No parameter

Malice Search

Description : Ring which warns wearer of danger. When equipped, enemies with wicked intent will flash red. Only Valkyrie can equip it.

No parameter

Trap Search

Description : When equipped, informs wearer of treasure chest conditions. Red=trap. Yellow=easily breakable. Only Valkyrie can equip it.

No parameter

Angel Lips

Description : Red rouge which improves one's ability to negotiate with others.

No parameter

Shell of Laliu

Description : When placed to the ear, this shell transmits the sound of crashing waves. For some reason, hearing this improves the listener's powers of perception.

No parameter

Sleipnir's Mane

Description : Rumored to have been cut from the mane of Odin's 8-legged steed, Sleipnir.

No parameter

Demonic Tome

Description : An illustrated tome containing information about demons.

No parameter

Pearl of Karula

Description : A milk-white jewel fashioned as a protective charm for fishermen. It is said to protect the holder from drowning.

No parameter

Flame Bandanna

Description : Bandanna emblazoned with the symbol of fire. Imparts the wearer with courage.

No parameter

Coin of Fortune

Description : Gold coin which grants good luck to its holder.

No parameter

Skull of Devone

Description : A skull ornament fashioned by a witch from the bones of an undead creature. It is said to impart knowledge of undead creatures.

No parameter

Creation Jewel

Description : A gem which is used to transmute divinely created items. Greater and more powerful items can be created. It can be equipped and used by Valkyrie.

No parameter

4.8 USEABLE ITEM LIST

Spectacles

Description : Crystal spectacles which allow user to "see" an enemy's abilities and weak points. The enemy's material and astral dimensions are analyzed and communicated to Valkyrie.

No parameter

Elixir

Description : Potion which restores DME (Divine Materialize Energy). Restores 50% of maximum DME.

No parameter

Union Plume

Description : A feather which revives character from unconsciousness. Actually gathers the 3 life elements (Material, Astral and Mental) from within the Valkyrie and reconstitutes them.

No parameter

Might Potion

Description : Potion which raises attack power by 50% of base value. Effects last for 2 turns.

No parameter

Nectar Potion

Description : Potion which shields user from abnormal status. Lasts for

2 turns. Potion only protects, doesn't cure.

No parameter

Lucid Potion

Description : Potion which prevents user from being targeted by rendering them transparent. Lasts for 5 turns. Any attack behaviour on the part of the user immediately negates its effect.

No parameter

Iron-Barred Key

Description : Iron key. It must fit a door somewhere...

No parameter

Eye of Heaven

Description : A gem which enables the user to see areas of the current dungeon that they have not yet visited.

No parameter

Vegetable Seed

Description : Some type of plant seed.

No parameter

Savory

Description : Herb which gives off a refreshing smell. Has the power to purify a user's body.

No parameter

Nightshade

Description : Herb which causes illusions. Apparently, it is used in magic ceremonies.

No parameter

Quartz Gem

Description : Increases CP by 20.

No parameter

Foxglove

Description : An herb which conveys courage upon its user. If overused, it can be poisonous.

No parameter

Lapis Lazuli

Description : Increases MP by 200

No parameter

Book of Everlasting Life

Description : A vulgar book written by a small, foolish man. It has no value.

No parameter

Fire Lance

Description : Scroll which allows you to memorize "Fire Lance".

No parameter

Banish

Description : Potion which cures abnormal conditions (Poison, Faint, Freeze, Paralyze). It is the weakest potion of its kind and doesn't cure Stoned and Cursed.

No parameter

Secure Potion

Description : Potion which prevents user from fainting. Lasts for 2 turns. It will not cure faint status, only prevent it.

No parameter

Attack Pow

Description : Allows characters to learn the skill "Attack Pow"

No parameter

Avoid

Description : Allows characters to learn the skill "Avoid"

No parameter

Magic Pow

Description : Allows characters to learn the skill "Magic Pow"

No parameter

Frigid Damsel

Description : Scroll which allows you to memorize "Frigid Damsel"

No parameter

Icicle Edge

Description : Scroll which allows you to memorize "Icicle Edge"

No parameter

Flare crystal

Description : This crystal releases a fire attack on all enemies.

No parameter

Ice crystal

Description : This crystal releases an ice attack on all enemies.

No parameter

Thunder crystal

Description : This crystal releases a lightning attack on all enemies.

No parameter

Poison crystal

Description : This crystal releases a poison attack on all enemies.

No parameter

Holy crystal

Description : This crystal releases a holy attack on all enemies.

No parameter

Shadow crystal

Description : This crystal releases a darkness attack on all enemies.

No parameter

Thunder Gem

Description : When used, this gem releases a magic lightning attack.

No parameter

Poison Gem

Description : When used, this gem releases a magic poison attack.

No parameter

Holy Gem

Description : When used, this gem releases a magic holy attack.

No parameter

Shadow Gem

Description : When used, this gem releases a magic darkness attack.

No parameter

Flare Gem

Description : When used, this gem releases a magic fire attack.

No parameter

Ice Gem

Description : When used, this gem releases a magic ice attack.

No parameter

Combo Potion

Description : Potion which increases Special Attack gauge by 5. Effects last for 2 turns.

No parameter

Tome of Alchemy

Description : A book detailing the secrets of Alchemy. It has the power to eliminate all enemies and transform them into magic gems.

No parameter

Noble Elixir

Description : Potion which restores lost DME of all 4 party members including Valkyrie. Restores 99% of maximum DME.

No parameter

Fire Storm

Description : Scroll which allows you to memorize "Fire Storm".

No parameter

Broken Blade

Description : Long sword which was broken by rough handling. Rusted and stained from much blood-soaking.

No parameter

Neckless Doll

Description : A doll with its head completely smashed. Perhaps its owner suffered a similar fate.

No parameter

Mithril Ore

Description : A magical metal which is unsurpassed in strength and lightness.

No parameter

Iron Ore

Description : A large nugget of iron ore.

No parameter

Ebony Powder

Description : A beautiful black powder creating by grinding down black pearls.

No parameter

Skill Potion

Description : Potion which raises CP (Capacity Points) by 20.

No parameter

Prime Elixir

Description : Potion which restores lost DME. Restores 99% of maximum DME.

No parameter

Prime Banish

Description : Potion which cures stoned and cursed conditions. It works only on these conditions and doesn't cure poison, faint, freeze, and paralyze.

No parameter

Beasts's Fangs

Description : Fang from some type of monster.

No parameter

Fresh Meat

Description : Some type of raw fish.

No parameter

Aconite

Description : An extremely poisonous herb. It is apparently used in magical ceremonies.

No parameter

Slanting Rain

Description : Allows characters to learn the skill "Slanting Rain".

No parameter

Combo Counter

Description : Allows characters to learn the skill "Combo Counter".

No parameter

Feather

Description : A feather from an unknown bird.

No parameter

Charge

Description : Allows characters to learn the skill "Charge".

No parameter

Wait Reaction

Description : Allows characters to learn the skill "Wait Reaction".

No parameter

Trick Step

Description : Allows characters to learn the skill "Trick Step".

No parameter

Noise Arrow

Description : Allows characters to learn the skill "Noise Arrow".

No parameter

Cure Condition

Description : Allows characters to learn the skill "Cure Condition".

No parameter

Lightning Bolt

Description : Scroll which allows you to memorize "Lightning Bolt".

No parameter

Prismatic Missile

Description : Scroll which allows you to memorize "Prismatic Missile".

No parameter

Heal

Description : Scroll which allows you to memorize "Heal".

No parameter

Normalize

Description : Scroll which allows you to memorize "Normalize".

No parameter

Sap Power

Description : Scroll which allows you to memorize "Sap Power".

No parameter

Sap Guard

Description : Scroll which allows you to memorize "Sap Guard".

No parameter

Dampen Magic

Description : Scroll which allows you to memorize "Dampen Magic".

No parameter

Stone Torch

Description : Scroll which allows you to memorize "Stone Torch".

No parameter

Poison Blow

Description : Scroll which allows you to memorize "Poison Blow".

No parameter

Splash

Description : Allows characters to learn the skill "Splash".

No parameter

Throw

Description : Allows characters to learn the skill "Throw".

No parameter

Guts

Description : Allows characters to learn the skill "Guts".

No parameter

Adept Illusion

Description : Allows characters to learn the skill "Adept Illusion".

No parameter

Dancing Sword

Description : Allows characters to learn the skill "Dancing Sword".

No parameter

Burgundy Flask

Description : A burgundy-colored drink. Its ingredients are a mystery but its taste is an unqualified success. It is a treat for the senses.

No parameter

Defend

Description : Allows characters to learn the skill "Defend".

No parameter

Broken Spear

Description : A broken spear which has seen one too many battles.
Completely broken and useless.

No parameter

Golden Egg

Description : A golden egg which randomly raises STR, INT, DEX and AGL.

No parameter

Reflect Sorcery

Description : Scroll which allows you to memorize "Reflect Sorcery".

No parameter

Auto Item

Description : Allows characters to learn the skill "Auto Item".

No parameter

Noble Banish

Description : Potion which cures abnormal status of all 4 party members including Valkyrie. Cures poison, paralyze, faint, freeze, stoned and cursed conditions.

No parameter

Charge Break

Description : Potion which users 30% of user's DME to reduce CT (Charge Turn) to 0. Useful when immediate action is needed.

No parameter

Unicorn Horn

Description : The horn of a unicorn.

No parameter

Darkness Arrow

Description : Allows characters to learn the skill "Darkness Arrow".

No parameter

Hit

Description : Allows characters to learn the skill "Hit".

No parameter

Invoke Feather

Description : Scroll which allows you to memorize "Invoke Feather".

No parameter

Shield Critical

Description : Scroll which allows you to memorize "Shield Critical".

No parameter

Strike Edge

Description : Allows characters to learn the skill "Strike Edge".

No parameter

Scarlet Edge

Description : Allows characters to learn the skill "Scarlet Edge".

No parameter

Broken Bow

Description : A broken bow which has seen one too many battles.
Completely broken and useless.

No parameter

Raptor's Claw

Description : The talon from some type of predatory bird.

No parameter

Citrine

Description : A crystal which is normally clear, but has turned yellow due to some impurity. For some reason, it is highly valued in the Underworld.

No parameter

Base Metal

Description : Some type of metal which rusts easily in the air. Perhaps lead or zinc.

No parameter

Teachings of Asa

Description : A book discussing how feeble and powerless a single person's life is. It's nothing but self-righteous blather.

No parameter

Mystic Cross

Description : Scroll which allows you to memorize "Mystic Cross".

No parameter

Resist Damage

Description : Allows characters to learn the skill "Resist Damage".

No parameter

Spell Reinforce

Description : Scroll which allows you to memorize "Spell Reinforce".

No parameter

Concentration

Description : Allows characters to learn the skill "Concentration".

No parameter

Monster Tome

Description : An encyclopedia containing information about all the monsters in existence.

No parameter

Stun Magic

Description : Allows characters to learn the skill "Stun Magic".

No parameter

Resist Magic

Description : Allows characters to learn the skill "Resist Magic".

No parameter

Dark

Description : Allows characters to learn the skill "Dark".

No parameter

Ghoul Powder

Description : Drug created through research into dark magic. Robs the user's soul and transform them into monsters.

No parameter

Guard Reinforce

Description : Scroll which allows you to memorize "Guard Reinforce".

No parameter

Orihalcon

Description : A magical alloy with unsurpasses defensive power.

No parameter

Sacred Javelin

Description : Scroll which allows you to memorize "Sacred Javelin".

No parameter

Wand of Exchange

Description : Mysterious wand which allows wielder to change the party's formation.

No parameter

Broken Armor

Description : During its lifetime, this armor saved its wearer on countless occasions. It is now broken and beyond repair.

No parameter

Accursed Flame Gem

Description : Gem created by the great dragon, Fafnir. Imbued with its power through a magic Ceremony, but it appears that its crystal is somewhat damaged.

No parameter

False Arrow

Description : Allows characters to learn the skill "False Arrow".

No parameter

Last Trial

Description : Allows characters to learn the skill "Last Trial".

No parameter

Mental Reaction

Description : Allows characters to learn the skill "Mental Reaction".

No parameter

4.9 ARTIFACT LIST

Sealed Box

Description : Small, mysteriously sealed box. Impossible to open, its content remain a mystery.

No parameter

Bark of the Dryad

Description : The bark from a tree inhabited by Dryads.

No parameter

Inscribed Fragment

Description : A fragment with some kind of important matters inscribed upon it.

No parameter

Gargoyle Statue

Description : An extremely unpleasant-looking statue of gargoyle.

No parameter

Incense Burner of Darlis

Description : By using this incense burner and meditating, the entire party's maximum DME is raised by 100. However, meditation requires 2 full Periods.

No parameter

Golden Fowl

Description : A unique bird which lays several golden eggs each Chapter.

No parameter

Holy Grail

Description : It can be drunken from but once each Chapter, and it raises the STR, INT, DEX and AGL of the drinker.

No parameter

Bewitching Statue

Description : Statue of a beautiful, seductive woman.

No parameter

Fairy Bottle

Description : A bottle created by a sorceress with extremely bad taste.

No parameter

Accursed Flame Gem

Description : Gem created by the great dragon, Fafnir. Imbued with its power through a magic ceremony. A flame can be seen flickering within it.

No parameter

Scroll of Golem

Description : Instructions for creating a Golem.

No parameter

Hourglass of the Gods

Description : An hourglass wrought by the gods, it has the power to reverse time up to 5 Periods in the past.

No parameter

4.10 TRANSMUTATE ITEM LIST

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BEFORE	AFTER
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Vegetable Seed	Elixir
Foxglove	Union Plume
Lapis Lazuli	Enemy Search
Savory	Banish

Nightshade	Combo Potion
Quartz Gem	Malice Search
Flare Crystal	Ice Crystal
Ice Crystal	Thunder Crystal
Thunder Crystal	Poison Crystal
Poison Crystal	Holy Crystal
Holy Crystal	Shadow Crystal
Shadow Crystal	Flare Crystal
Fire Lance	Fire Storm
Fire Storm	Fire Lance
Icicle Edge	Frigid Damsel
Frigid Damsel	Icicle Edge
Two-Handed-Sword	Thunder Gem
Thunder Gem	Poison Gem
Poison Gem	Holy Gem
Holy Gem	Shadow Gem
Shadow Gem	Flare Gem
Flare Gem	Ice Gem
Ice Gem	Thunder Gem
Element Scepter	Tome of Alchemy
Sealed Box	Noble Elixir
Broken Blade	Broad Sword
Neckless Doll	Scout Orb
Iron Ore	Ebony Powder
Ebony Powder	Skill Potion
Mithril Ore	Earring of Healing
Beast's Fang	Holy Crystal
Fresh Meat	Banish
Aconite	Flare Crystal
Slanting Rain	Combo Counter
Combo Counter	Slanting Rain
Feather	Elixir
Shadow Servant	Dark Savior
Dark Savior	Shadow Servant
Gargoyle Statue	Angel Curio
Crossbow	Holy Gem
Ether Scepter	Tome of Alchemy
Ruby Mace	Shadow Gem
Incense Burner of Darlis	Mirror of Pleiades
Mirror of Pleiades	Incense Burner of Darlis
Lightning Bolt	Prismatic Missile
Prismatic Missile	Lightning Bolt
Splash	Throw
Throw	Spell
Heal	Normalize
Normalize	Heal
Guts	Avoid
Avoid	Guts
Stone Torch	Poison Blow
Poison Blow	Stone Torch
Sap Power	Sap Guard
Sap Guard	Dampen Magic
Dampen Magic	Sap Power
Adept Illusion	Dancing Sword
Dancing Sword	Adept Illusion
Trick Step	Noise Arrow
Noise Arrow	Wait Reaction
Wait Reaction	Trick Step
Burgundy Flask	Shadow Crystal
Broken Spear	Glaive

Golden Egg	Bracelet of Zoe
Reflect Sorcery	Dampen Magic
Auto Item	Cure Condition
Cure Condition	Auto Item
Holy Grail	Bracelet of Zoe
Hit	Magic Pow
Invoke Feather	Shield Critical
Bewitching Statue	Gem of Activity
Fairy Bottle	Gem of Creation
Strike Edge	Scarlet Edge
Scarlet Edge	Strike Edge
Broken Bow	Long Bow
Raptor's Claw	Poison Crystal
Citrine	Lapis Lazuli
Orihalcon	Creation Jewel
Broken Armor	Chainmail
Ghoul Powder	Ice Crystal
Base Metal	Ebony Powder
Spell Reinforce	Reflect Sorcery
Guard Reinforce	Spell Reinforce
Halberd	Poison Crystal
Fire-Crossbow	Holy Crystal

4.11 SPELL LIST

Heal

Description : A spell which restores ally's DME. Restores 80% of ally's max DME.

Fire Storm

Description : A spell that creates a fiery explosion which hurts foes into the air.

Fire Lance

Description : A spell which fires a searing bolt of flame at your foe.

Icicle Edge

Description : Razor sharp icicles descend upon your foe. Each icicle has a 1 of 8 chance of freezing foe.

Frigid Damsel

Description : Summons an Ice Spirit who will attack your foe. Each hit has a 1 in 8 chance of freezing foe.

Shadow Servant

Description : A spell which summons a creature of darkness to fight for you.

Dark Savior

Description : This spell causes a massive sword to materialize and strike your foes.

Stone Torch

Description : A spell which can transform your foe into stone.

Mystic Cross

Description : Holy crosses materialize and are fired at your foe.

Sacred Javelin

Description : Creates a spear which burns with a holy flame to fall upon your foes.

Normalize

Description : A spell that cures poisoned, paralytic, stoned, frozen and silenced conditions.

Sap Guard

Description : A spell that reduces enemy's RDM. Amount reduced depends on enemy's resistance. Lasts 5 turns.

Sap Power

Description : A spell that reduces enemy's ATK. Amount reduced depends on enemy's resistance. Lasts 5 turns.

Lightning Bolt

Description : A spell which fires a sizzling bolt of lightning at your foe.

Invoke Feather

Description : Revives characters who are unconscious (DME=0). Revived characters return with 80% of their max DME.

Might Reinforce

Description : A spell that multiplies ally's ATK by 1,5. Can only be cast once per battle. Lasts for 10 turns.

Guard Reinforce

Description : A spell that multiplies ally's RDM by 1,5. Can only be cast once per battle. Lasts for 10 turns.

Spell Reinforce

Description : A spell that multiplies ally's Magic Damage by 1,5. Can only be cast once per battle. Lasts for 10 turns.

Poison Blow

Description : Creates a poison cloud which drains your foe of 10% of his life force each turn.

Prismatic Missile

Description : This spell creates a damaging light that causes various abnormal conditions.

Shield Critical

Description : A spell which seals your foe's special attack. Chance of success depends on foe's resistance. Lasts 3 turns.

Dampen Magic

Description : A spell which seals your foe's magic. Chance of success depends on foe's resistance. Lasts 3 turns.

Reflect Sorcery

Description : A spell that causes foe's magic spells to be reflected back on themselves. Lasts 3 turns.

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5. SPECIAL THANKS

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1. Enix

- For making a great game

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