

Ogre battle 64 strategy guide

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Now that I've finally won the game, I'm ready to accept everything and everything that last thing. If you have a question about the game, check both FAQ to see if your question has been answered. Any email asking for something doesn't mean much that I have that much less time to put more good stuff here. ^ ^, let's move on to what small business I was able to throw together. ~ ^ *** Preliminary FREQUENTLY ASKED QUESTIONS Q: What is Ogre Battle 64? A: Ogre Battle 64 is a strategy/RPG developed by Quest and Atlus for Nintendo 64. Q: Is this battle ogre like Ogre Battle PSX? A: No, this is not a remake of the original ogre battle. This is a whole new game setup. Q: How do I upgrade Soldiers? A: Check out my class section. Basically, continue the fight. Q: How do I use ElEm Pedra? A: The interrupt meter at the top of the screen must fill up three times. Typically, the battle starts with a once completed interrupt meter. You won't last too long. Q: Why can't I get promoted to class? A: There are several requirements to be able to go in class. The first thing you need to do is find a basic set of equipment for your target class. What you want is to check the shops when you enter a new area and find any equipment you don't have and then buy it. Other requirements are simple in comparison. You must reach certain levels in your physical attributes and experience level. Additionally, you must be on a specific alignment for most classes. Q: How do I adjust the alignment? A: To lower the alig lower the alignment of a particular character, glue that person to a largely chaotic unit or group of undead. To raise your alignment: Fight enemies that have higher levels together. Use a scroll of discipline on the character. (same as Urn of Chaos) Arrange the high alignment marks together. To raise the alignment of a particular characters, glue that person with a largely legal entity or with several Platinum Dragons or Bahamuts. Q: How do I find new non-human characters? A: Search for areas that have already been cleared. You will find many different characters in areas that have been beaten. To find out what you find, enter the Stronghold where you start. Upon entering, Hugo Tactics gives you some information about the characters in the area. One of the things you can always find wherever you are is hawkmen and their improved classes. They can always be found on the roads in the area. O: Where can I find (insert a rare item here)? A: Here's the deal. You can go to Edit in Notepad or Wordpad and use find. Use find and enter what you're looking for. If you use it and find it, you are happy. If it's not here, I don't know, so I suggest you don't bother asking yourself. Q: Where can I find (insert a rare weapon/armor/whatever here)? A: Many of the crazy things I find come from enemy units, and I believe these drops of items are largely random. So, if you search for it and find it in my item list, but not in any store or hidden object list, let's say I got it from an enemy unit, in which case you're alone. O: Why can't I get (insert class here)? I have everything I need! A: Of course not. Keep in mind that you need the right stats, alignments, and equipment to make the class appear on the board. Q: What is Goethic? A: To equip things together or change things around, you should wait until you are between battles. You can access the organizing screen from the world map. Q: Someone has died and turned into a Zombie! Can I get it back? A: He's not afraid... Zombies are irreversible.. Q: All right. I have all the stats, alignment and equipment, but I still can't get class! What's wrong? A: Last thing. Make sure your stats are not exceeded because of weapons or armor that modifys your strength. Class limits come from BASE statistics, not equipment. Q: Can I save the controller to the pack? A: Sure he can. Just hold the start turn on the game. 3. Basic tips tips Battle read the user manual and use the tutorial! Trust me on this one. You will get extremely valuable information from these two sources. Start the game: At the beginning balance your units, always use the buddy system. Never send units yourself. Always, always, have your battle strategy set to Attack Leader. Units without leaders are helpless, and a leaderless enemy boss is a win. Don't be afraid to back off if you're in trouble. It is better to lose a person and pay for their resurrection. Know which way you and your enemy are standing. When engaging in a certain way, the device will be rotated. This can cause serious complications when confronting an individual in the wrong way. When you reach the fortresses, you either liberate them or capture them. You will trigger them if the alignment of the group is close to the morale of the fortresses, you either liberate them or capture them. that are neither controlled by you nor the enemy. If you want to keep people's views on you, leave them alone until after the battles: Training really helps, but only for units that you want to have low alignment. You can build serious levels with this. but this is a real burden on the War Fund. When it comes to training or even regular battles, keep an eye on your experience as you can't exceed 100. The experience as you can't exceed 100. The experience as you can't exceed 100. The experience you get from defeating enemies is withdrawn to zero when you reach a level, so if you're going to get the maximum return, don't try to engage an enemy you know you'll get a lot of experience about because a lot of them will be wasted. Don't worry about legions when you get them. They are much more troubled than they are much more troubled than they are worth. 4. Class This is really the heart of the game. The classes you choose in battles determine your progress in the game. Here's my configuration to describe the classes... Class: The name of the unit and how it fits into the great scheme of things. Appearance: What the character looks like so you can identify it. Terrain: The terrain class. Right hand: Usually the primary weapon the character uses. Left hand: It can be one of the few things. Shield, Spellbook, or Accessory. It can also be empty. Body: The body armor the character uses. Headgear or accessory. Cost: The total cost of purchasing the entire set directly from the rack. Attacks: Front: Attack used in the first place and relative strength to others. Center: Same as the front only for the middle row. Rear: Same as front only for rear row. Attacks will have relative strength as a letter level. And it's the strongest attack an individual can have. B is less strong. C is the weakest. These levels should be taken with a grain of salt, though, given the letters they are considering one attack and how it affects one person. For example, Flarebrass's Crimson Note obviously deals more damage than his Fiery Breath, but on one person The Fiery Breath will strike harder. Suppose the attacks will be evaluated separately because their strength can be changed regardless of physical attacks. Requirements: This includes the general alignment and statistics required for the class to be available. It should be noted that not every statistic requires a number to proceed. My thoughts: How generally useful I consider this character to be. History: Specific to special characters only. I'll give a little background to these people without giving away any spoilers, okay. Let's start with Your (or Your) Basic. Class: Soldier (Basic Human Unit) Appearance: A little guy with a brown hat and spear. It usually occurs in groups of three. Terrain: Plains Equipment: Right Hand: Short Spear * Can't Change * Left Hand: N/A Body: Half Armor * Can't Change * Head: N/A Cost: 0 (you always have an infinite amount of this equipment.) Attacks: Front: Thrust X 1 - A Middle: Thrust X 1 - C My thoughts: What can I say? The only way to get new human units is through soldiers. You will have to use many of these little guys if you want to get anywhere in this game because most of the leaders of your units will be human. Soldiers are in the rift of characters in groups of three. Their collective HP is divided into thirds for each Soldier. When a group of Soldiers loses a third is HP, one dies, and two-thirds, the other, and so on. Soldiers do not gain experience like other units. There is a special way to modernize them. Here's the lowdown. Every time you win a battle (you finish a round and get the word WIN), each soldiers, winning the battle will receive 2 Soldiers Expaes. Now that the leader of this unit gains a total of 100 Exp. Soldiers, one of the Soldiers moves to a basic human unit that is the same sex as the unit leader. For example, a knight-led unit will produce a warrior if the Soldiers this class if you have a spare set of equipment for that class. Then the other two Soldiers this cluster of Soldiers will be returned to your reserves. A good strategy to allow Soldiers to gain experience in more difficult moments of the game is to place them in the middle row behind another unit. They attack with a little less power (which is not much to begin with) and are protected from physical attacks. Soldiers can only be promoted during real battles.

Neutral meetings and training will not do this ... ***A. Male Human Classes Class: Fighter (Basic Male Human Unit) Appearance: A little guy in light armor with a small sword. Terrain: Plains Equipment: Right Hand: Short Sword Left Hand: Round Shield Body: Chain Mail Head: Iron Helm Cost: 190 Attacks: Front: Slash X 2 - A Middle: Slash X 1 - B Back: Slash X 1 - C My Thoughts: Yes. Your primary dude. These guys really aren't that bad, but, of course, you're just keeping them to something better. Later, this class is likely to become completely obsolete, as upgraded soldiers will have high enough levels to immediately become stronger classes. The best strategy, of course, is to put it first. Class: Knight Appearance: Tall guy in full armor, with a big sword and shield. Terrain: Plains Equipment: Right Hand: Baldr Sword Left Hand: Kite Shield Body: Plate Armor Head: Armet Cost: 570 Attacks: Front: Slash X 2 - A Middle: Slash X 1 - B Back: Slash X 1 - C Requirements: ALI: 40-100 STR: 72 VIT: 67 My thoughts: Combine one part of the fighter and two strong parts and what do you have? Knight! In fact, this guy really is nothing more fancy than an improved fighter. This is not a problem if what you are looking for, of course ... His sword strikes hard, and he is generally guite fast. He has good offensive and defensive skills. If there is only one problem with the Knight, it is that he is quite an expensive unit, as you can see from his listed cost. Class: Berserker Appearance: Strong, bearded bandit with horned helmet. Terrain: Plains Equipment: Right Hand: N/A Body: Leather Armor Head: Iron Rudder Cost: 220 Attacks: Front: Strike X 2 - A Middle: Strike X 1 - C Requirements: ALI: 0-60 STR: 72 VIT: 67 My thoughts: This is roughly the opposite of knight alignment. If you have a low leveling unit that needs muscle in the first place, this guy is your thug. It has good power, with a slightly reduced magic defense. Class: Appearance of a swords man: Wears a pointed hat and wears a large two-handed sword. Terrain: Plains Equipment: Right Hand: Slash X 1 - B Back: Slash X 1 - C Requirements: ALI: 30-100 STR: 72 DEX: 62 My thoughts: I consider this guy a poor Knight. He generally has the same attacking power as knight and guite high dexterity, but has a reduced defense. However, this is not too much of a change, so consider having a pair if it keeps spending down. Class: Phalanx Appearance: A heavily armored guy carrying a large shield and spear. Terrain: Plains Equipment: Right Hand: Spear Left Hand: Large Body Shield: Plate Mail Head: Iron Helm Cost: 570 Attacks: Front: Pierce X 1 - C Requirements: ALI: 20-80 STR: 76 VIT: 70 My Thoughts: This is Mr. Physical Defense. He's not more powerful than a knight, but he can take some serious blows and come back for more. Definitely a good man of the center of the front row. ** Terrain: Mountains Equipment: Right Hand: Leather Whip Left Hand: Leather Whip Left Hand: Leather Whip Left Hand: N/A Body: Leather Whip Left H decent fighter, but he has some special attributes. Put it in a unit with a monster of some kind, and this monster will fight better. I think a good compromise. Class: Doll Master Appearance: Robbed man with a puppet sits in front of him. Terrain: Plains Equipment: Right Hand: Marionette Left Hand: Amulet Body: Robe Head: Bandanna Cost: 210 Attacks: Front: Pull Strings X 2 - A Middle: Pull Strings X 2 - B Back: Pull Strings X 1 - C Requirements: ALI: 20-80 INT: 60 MEN: 66 DEX: 65 My thoughts: This guy is interesting. In fact, its hook is that it brings inanimate objects to life. Pretty good power if you ask me. His main attack is to animate the doll he is equipped with and attack the enemy. He has decent power to it. The fact that he gets two attacks in the middle row makes him a good candidate to form in the middle row. It also has a decent magic defense, so it is able to withstand the magical attacks that are thrown behind the front line. Another cool thing about him is related to another type of previously inanimate object: Golems. Place the Puppet Master in a Golem unit and the Golem will be stronger. Class: Ninja Appearance: A character in a ninja-like costume wielding claws. Terrain: Forests Equipment: Right Hand: Iron Claw Left Hand: N/A Body: Ninja's Hump Head: Hachigane Cost: 260 Attacks: Front: Rend X 2 - Middle: Rend X 1 - B Back: Rend X 1 - Requirements: ALI: 0-60 AGI: 52 DEX: 59 My thoughts: This guy is fast. He's a bit weaker than the average Knight, but he has the agility to make up for it. That's all that's special. Class: Wizard's Appearance: Bearded old man in full robe and carrying staff. Terrain: Plains Equipment: Right Hand: Scipplay Personnel Left Hand: Spellbook Body: Robe Head: Amulet Cost: 190 Attacks: Front: Elemental Magic* X 1 - C Middle: Elemental Magic* X physical harm, but it can endure magic to some extent. It will cast different spells depending on its governing element: Wind: Lightning Fire: Fireball Earth: Acid Vapor Water: Ice Blast Bane: Word of Pain Depending on the spell book you equip, these spells may change. Class: Paladin's Appearance: The Knight is looking for his neighbor. wearing white, gold, blue and purple armor and a helmet. Terrain: Plains Equipment: Right Hand: Blessed Sword Left Hand: Slash X 2 - B Back: Slash/Elemental Magic* X 2 - C/A Requirements: ALI: 60-100 STR: 123 VIT: 103 DEX: 89 My Thoughts: Look! Into the sky! It's a bird! It's a plane! He's a Super Knight! These rock guys will give house. They have beautiful three attacks on the front, and they can use magic on the back, so you don't have too many problems if you're back attacked. They have decent everything when it comes to the skills to go, so stock up on these holy boys! Magic depends on the element of the sword you are using. Class: Appearance of the Black Knight: Horned Helmet, Black and Gold Armor, and Cape. Terrain: Plains Equipment: Right Hand: Satan Bullova Left Hand: Valiant Mantle Body: Baldr Armor Head: Armet Cost: 940 (This is for everything but Valiant Mantles that can't be bought.) Attacks: Front: Cleave X 2 - A Middle: Cleave X 2 - B Back: Cleave/Elemental Magic* X 2 - C/A Requirements: ALI: 0-40 STR: 117 VIT: 112 My thoughts: Really, really nasty guy. It is an upgraded Berserker. It's good at the front or back, but you'll probably want to keep it in front to keep your combat targets... Finding Valiant Mantles: It can be difficult because there is only one specific place to find Valiant Mantle throughout the game, and it's in Sable Lowlands. However, you may be lucky enough to find several Valiant Mantles in the same area. Class: Appearance of the master of the sword: An older guy in a brown robe holding a sword by his side. Terrain: Plains Equipment: Right Hand: Left Hand: N/A Body: Cloth Armor Head: Hachigane Cost: 420 Attacks: Front: Slash X 2 - C Return: Sonic Boom is not a very good attack, in my opinion. The attack strikes the enemy and hits the Master of the Sword in return. I say keep the bugger in front. Like the Swords man, he has good attacking power and evasion. Class: Kataphract Appearance: A large spear and a large spear and a large spear and a large shield. Terrain: Plains Equipment: Right Hand: Baldr Spear Left Hand: Tower Shield Body: Heavy Armor Head: Armet Cost: 1350 Attacks: Front: Pierce X 2 - A Middle: Pierce X 2 - B Back: Pierce X 2 - C Requirements: ALI: 30-80 STR: 132 VIT: 130 My Thoughts: Walking Brick Wall! These guys are very good strikers and dynamos in physical defense. You'll definitely want these guys for a good frontline unit. Class: Beast Master Appearance: Whitebeard man with a balding, a little armor and whip. Terrain: Mountains Equipment: Right Hand: Burst Rose Left Hand: N/A Body: Hard Leather Head: N/A Cost: 270 Attacks: Front: Lash X 2 - B Return: Lash X 2 - B Return: Lash X 2 - C Requirements: ALI: 0-45 STR: 117 VIT: 103 Lunatikk Thoughts: Decent Fighter, but their main goal is to work with beasts to black out their abilities. Class: The appearance of a charmer: Robbed guy with long hair and, of course, a doll. Terrain: Plains Equipment: Right Hand: Stupid Left Hand: Stupid Left Hand: Amulet Body: Magician's Robe Head: Bandanna Cost: 500 Attacks: Front: Pull Strings X 3 - A Middle: Pull Strings X 2 - B Back: Pull Strings X 2 - C Requirements: ALI: 25-75 INT: 110 MEN: 106 DEX: 115 My thoughts: About the same thing as doll master. He will have more attacks in front, but will be a bit more vulnerable. Sticking it with golems will increase their ability, naturally... ** Class: Ninja Master Appearance: Ninja in dark brown clothing in a metal mask. Terrain: Forests Equipment: Right Hand: Baldr Claw Left Hand: N/A Body: Ninja Hump Head: Hannya Mask Cost: 510 Attacks: Front: Rend X 2 - B Back: Ninja Art* X 2 - Requirements: ALI: 0-40 INT: 94 AGI: 112 DEX: 99 My thoughts: Ninja Masters are pretty damn good. They are Ninja Art has really decent power, can strike like a Arcily spell, and can change an element regardless of the Master element. I like these guys even though I only have one. Class: Archmage Appearance: Bearded old man in robe with a strange hat and staff. Terrain: Plains Equipment: Right Hand: Bow Wand Left Hand: Spellbook Body: Mage Head: Amulet Cost: 410 Attacks: Front: Elemental Magic* X 1 - C Middle: Elemental Magic Plus* X 2 - B Back: Elemental Magic Plus* X 2 - Requirements: ALI: 0-40 INT: 123 MEN: 107 My thoughts: These guys are enhanced Wizards. Magic Plus* X 2 - Requirements: ALI: 0-40 INT: 123 MEN: 107 My thoughts: These guys are enhanced Wizards. hit or attacked by the target and hit neighboring targets for less damage. Wind: Thunder Flare Fire: Fire Storm Earth: Crag Press Water: Ice Field Bane: Dark Quest ** Terrain: Plains Equipment: Right Hand: Tiamat Sword Left Hand: N/A Body: Dragon Armor Head: Dragon Helmet Cost: Cannot be purchased normally. Attacks: Front: Slash X 3 - A Middle: Slash X 2 - B Back: Slash X 2 - C Requirements: ALI: 0-100 STR: 127 VIT: 111 DEX: 95 My thoughts: A
big task is not particularly difficult, but they can be completed guite late in the game. Dragoons have serious attacking power on them and they are very strong defense wise. They are also very good at killing dragons. The first one is seriously recommended by me ... Start Dragoon: Go to Idorf after completing Mylesia. You will learn about dragoons and armorers who have done things for them, and their locations. Getting Dragon Helms: Go to Burgunny in Gunther Piedmont at night. Here you will see a drunk. Come back during the day and an older woman will tell you about him and his wife who lives in Senal in Volmus. Visit again (during the day) and you'll be able to buy Dragon Helm for 250 Goths, Getting Dragon Armor: Go to Kynor in Mount Ithaca during the day and you'll meet an old man who will talk about Dragon Armor and tell you about the ore, Condrite. You can find that ore on the market in Melphy, Dardunnelles on the 6th day of each month during the day (around 9:00 to 18:00). Buy Condrite for 200 Goth and take it to an old man who will fashion armor for free. Capturing the Tiamat Sword: Return to Idorf with these two items after starting Chapter 3. You will be informed about barkeep in Elaine, Fair Heights. Go there at the end of the mission and he will tell you about Nua's Grozz, and he will give you the Dragon Scale. He will tell you that he found a dragon in the forest outside Pinneg, Celesis. Enter pinneg fortress after defeating this scene with the unit you want to fight, and you'll go into the forest, drop the Dragon Scale, and fight Grozz Nuy. Fighting Grozz Nuy is not difficult because he only gets one attack per round, and if you're smart, you've used more than one attack per round. Just make sure your character can cause a lot of damage and you'll win and get the Tiamat Sword, and the Dragoon class will be open to you. Last note: I DON'T NEED A DRAGON SHIELD TO DO DRAGOON!!! Class: Centurion Appearance: A man with a sword, shield, armor, and a large plume on his helmet. Terrain: Plains Equipment: Right Hand: Baldr Sword Left Hand: Kite Shield Body: Plate Armor Head: Armet Cost: 570 Attacks: Front: Slash X 1 - B Back: Slash X 1 - C Requirements: ALI: 0-100 VIT: 52 INT: 62 MEN: 52 DEX: 54 Must have ten soldiers promoted. My thoughts: I don't find Centurions all that great. You can go to the Legion FAQ for my opinion on legions as a whole. If you really want legion, I would like to use one of the special characters. ** Terrain: Forest Equipment: Right Hand: N/A Body: Leather Armor Head: Bandanna Cost: 110 Attacks: Front: Shoot X 1 - B Back: Shoot X 2 - C My Thoughts: Although its power is lowest at the back, the fact that it attacks twice as much as it makes up. Once again, this class will become obsolete once you have captured the levels and the soldiers can be upgraded directly. Class: Archer's Appearance: A woman with a green feathered hat and costume and a bow. Terrain: Forests Equipment: Right Hand: Big Bow Left Hand: N/A Body: Leather Cap Cost: 190 Attacks: Front: Shoot X 2 - C Requirements: ALI: 20-80 STR: 72 DEX: 69 My thoughts: This is for all of you SATs fans. Analogy - Fighter : Knight :: Amazon : ? If you said archer, you want to be right. It's nothing more fancy than a stronger Amazon, which is fine if that's what you crave. Since he attacks twice in the middle, he is one of the few good units in the middle row. Class: Dragon Tamer Appearance: Woman with dragon skull on her head Terrain: Plains Equipment: Right Hand: Rapier Left Hand: N/A Body: Chain Mail Head: Bone Helm Cost: 200 Attacks: Front: Thrust X 2 - A Middle: Thrust X 1 21 - B Back: Thrust X 1 - C Requirements: ALI: 30-90 STR: 72 VIT: 57 DEX: 69 My thoughts: On the surface this lady seems to be nothing more than a frontline fencer. Of course, the fact that it's called Dragon Tamer means it keeps the power of these beasts so powerful that they have a whole kind of class dedicated to them. As you might expect, Dragons in units with it will increase their power. Class: Valkyrie Appearance: Female soldier with wings on her head. Terrain: Snow Equipment: Right Hand: Spear Left Hand: Round Shield Body: Breastplate Rudder: Plumed Headband Cost: 410 Attacks: Front: Cleave X 2 - A Middle: Clea X 1 - B Back: Lightning* X 2 - A Requirement: ALI: 40-100 STR: 72 VIT: 57 INT: 62 My thoughts: This is a versatile prettye class. It is good in both the front and back rows. She is also one of the few classes that has both physical and magical attacks. You should take this into account in your main femme fight. Class: Witch Terrain: Plains Appearance: Girl with wand and pointed hat Equipment: Right Hand: Scipplay Staff Left Hand: Spellbook Body: Witch's Dress Head: Pointy Hat Cost: 300 Attacks: Front: Magic* X 1 Middle Effect: Effect Magic* X 1 Requirements: ALI: 0-60 INT: 65 MEN: 68 DEX: 72 My Thoughts: All Right. I used to think that witches were really bad, but in fact they are not so shabby. If you have an enemy unit of a really nasty nature, a witch who can use the Sleep or Paralyze spell can be what the doctor ordered. Anyway, here are its elements. Wind: Electroshock (Paralyze) Fire: Ray of Paralysis (Paralyze) Earth: Poison Cloud (Poison) Water: Slumber Mist (Sleep) Bane: Nightmare (Sleep) *****outfit and high heels, wand-wielding Terrain: Plains Equipment: Right Hand: Spellbook Body: Witch's Dress Head: A Mustlet Cost: 240 Attacks: Front: Elemental Magic* X 1 - C Middle: Elemental Magic* X 1 - B Return: Elemental Magic* X 2 - Requirements: ALI: 0-60 INT: 62 MEN: 65 My Thoughts: This is the female version of the Wizard. It has a more magical defense, which shouldn't matter because you'll never put it in danger, right? In any case, he uses the same elemental magic as the Wizard. Wind: Lightning Fire: Fireball Earth: Acid Par Water: Ice Blast Bane: Word of Pain Depending on the spellbook you equip, these spells may change. Class: Clergyman Appearance: Braided girl in full hooded robe. Terrain: Plains Equipment: Right Hand: Light Mace Left Hand: N/A Body: Clerical Robe Head: Rosary Cost: 130 Attacks: Front: Healing X 1 - C Middle: Healing X 1 - B Back: Healing X 2 - A Requirements: ALI: 45-100 INT: 59 MEN: 62 My Thoughts: Bow to the Cleric. Bow to her. It is the only major healing unit in the game. You will learn to love her. She can heal you. Do I really need to say more? Okay, she has a good magic defense, too... ** Class: Diana Look: Long with a pen, wearing blue pants. Terrain: Forests Equipment: Right Hand: Ytival Left Hand: N/A Body: Hard Leather Head: Plumed Headband Cost: 480 Attacks: Front: Shoot X 2 - B Back: Shoot X 3 - C Requirements: ALI: 20-70 STR: 116 DEX: 124 Lunatikk Thoughts: Almost beef-up archer. They have really good power and decent defense, but they make great figures at the back of the row because they can attack three times. Class: Dragon Master Appearance: A woman wearing a rapier. Terrain: Plains Equipment: Right Hand: Estoc Left Hand: N/A Body: Weight Armor Head: Plumed Headband Cost: 510 Attacks: Front: Thrust X 2 - A Middle: Thrust X 2 - B Back: Thrust X 2 - C Requirements: ALI: 50-90 STR: 127 VIT: 112 DEX: 113 My thoughts: This is an improved form of Dragon Tamer. She is much better at controlling dragons, and what I really like about her is that she gets two attacks no matter where you put her, so she doesn't really lose much by sticking her in the back row. Class: Freya Appearance: Woman dressed in a large amount of metal armor, metal helmet with wings, and Spear Left Hand: Buckler Body: Baldr Mail Head: Armet Cost: 730 Attacks: Front: Cleave X 2 - A Middle: Cleave X 2 - B Return: Cleave Elemental Magic Plus * X 2 - C / A Requirements: ALI: 60-100 STR: 116 VIT: 101 INT: 106 My thoughts: These beautiful ladies are Valkyries squared. To attack her back row to be magic, you need an elementary spear, like Thunder Spear. Class: The appearance of a mermaid: Long hair with a pen in it, dressed in blue pants. Terrain: Plains Equipment: Right Hand: Bow Wand Left Hand: N/A Body: Fur Head: Amulet Cost: 540 Attacks: Front: Elemental Magic * X 2 - B Return: Elemental Magic * X 2 - B Return Plus is the magic of area effects. Your siren attacks a target within a block of four squares, and all enemies in that four-meter block are hit for less damage. Wind: Thunder Flare Fire: Fire Storm Earth: Crag Press Water: Ice Field Bane: Dark Quest ** Terrain: Plains Equipment: Right Hand: Baldr Mace Left Hand: N/A Body: Wise Head Robe: Rosary Cost: 530 Attacks: Front Healing Plus* X 1 - C Middle: Healing Plus* X 1 - C Middle stronger than normal Healing and heals a four-meter block of characters for roughly the same amount, or heals the character and all adjacent for a smaller amount. Definitely a must-have for any unit on the go. Class: Princess Look: Woman in full dress and crown, with fan Terrain: Plains Equipment: Right Hand: Battle Fan Left Hand: Spellbook Body: Pure-White Dress Head: Dream Tiara *Can't Change* Cost: Can't Buy Attacks: Front: Elemental Magic* X 2 - B Back: Elemental Magic* X 2 - A Requirements: ALI: 70-100 My Thoughts: Worship It Too!!! You can only have one, but you will definitely want to add this royalties gem to your army. Sure, she seems like another spellcaster, just a high alignment, but get it! Put in it in each unit as a leader, and any other character except her will get an additional attack! Sweet!! This means you can have 18 attacks per round. Some are lucky to get 12... You should be grateful... ^ ^ she can also lead the Legion. Getting a Pure-White Dress: Go to Bourdeux, Tenne Plains, with every group of women led, You will be informed about dresses and silk. Go to Melphy, Dardunnelles for 15 each month during the day (9:00 to 18:00) and you will find a trader who will sell you bolt of silk for 2000 Goth. Buy it and take it to a seamstest in Billney. Tenne Plains, with a leader who will do it in a sheer white dress for 2500 Goth. First Dream Tiara : Go to Clemona, Blue Basilica and the old tell a
love story never found. It will give you a package for Gelda. Take him to Bool, Crenel Canyon, and you'll meet an old woman who will tell you to take her to Elle, Zenobia Border. The old man there will tell you that her family has moved to Soathon. Are we tired of this wild goose chase? Go to Tristle and you will receive a letter from Gelda. Go back to Clemon and the old man will give you the Dream Tiara. It's all pretty tearjerker...; ; Capture a battle fan: No store sells them, but you can pick them up in Gules Hills as a hidden object. Check out this mission to find out where. Class: Centurion Appearance: A woman with a sword, shield, armor and a large plume on a conical hat. Terrain: Plains Equipment: Right Hand: Baldr Helm Cost: 590 Attacks: Front: Slash X 1 - C Requirements: ALI: 0-100 VIT: 52 INT: 62 MEN: 52 DEX: 54 Must have promoted ten soldiers. My thoughts: I don't find Centurions all that great. You can go to the Legion FAQ for my opinion on legions as a whole. If you really want legion, I would like to use one of the special ** C. Undead Classes You can get undead classes in one of two ways. My preferred way is to find them in the desert. Another way is to make one of your heroes die. If they stay dead long enough and you have equipment for them, they will become undead. It doesn't work for Liches or Vampires, though. You will have to directly change the class for them. A really special thing about the low level of the Undead (Zombie, Skeleton, Ghost) is that they will be restored after the battle if eliminated by standard means. Only in this way can they be completely destroyed or attacked by a sacred weapon. Class: Zombie Appearance: Looks like a dried man with green and white bandages Terrain: Plains Equipment: Right Hand: N/A Left Hand: N/A Body: Old Head of Clothing: N/A Attacks: Front: Bite X 1 - C My thoughts: Zombies are the most basic undead. Bite attacks do not deal much damage. Really, probably the only thing you'll want zombies to do is shield more powerful units. If they hit a magic fire attack, they will automatically change to Skeletons. Class: Skeleton Appearance: A... Uh... Skeleton... Terrain: Plains Equipment: Right Hand: Halt Hammer Left Hand: Strike X 1 - B Back: Strike X 1 - C My Thoughts: This is a good fighter. Not very much for this class, but it is the standard of undead fighter. This is what you get when the fighting type men die and turned undead. Class: Ghost Appearance: Basically Floating Sheet Terrain: Sky Equipment: Right Hand: N/A Body: Torn Fabric Head: N/A Attacks: Front: Nightmare X 1 - C Middle: Nightmare X 1 - B Back: Nightmare X 2 - And My Thoughts: Ghosts are not as useful as skeletons. Nightmare is fine and all for causing a sleep effect, but it really kind of beats the use of the Undead to protect more powerful individuals. If you hit a skeleton with a combination of Wind and Fire attack, it will become a Ghost. Class: Vampire Appearance: Guy with pointed eyes dressed in purple, watery clothing Terrain: Plains Equipment: Right hand: N/A Left hand: N/A Body: Count's Garment *Can't change* Head: Blood emblem *can't be changed* Attacks Front: Life Drain X 2 - A Back: Life Drain X 2 - A Back: Life Drain X 2 - Requirements: ALI: 0-50 VIT: 52 MEN: 63 AGI: 54 Thoughts Lunatikka: I have a vampire thinking: Ok, cool. Vampires are supposed to be super-human, undead, sex machines. They are not super-people. super suck. They deal very good defense, and they (as well as the unit they're in) can only move at night. To make matters worse, after turning someone into a vampire there is no return. You'll get stuck with it. I don't see a possible application for these guys. My backup thoughts: If, for some strange reason, you feel like making a vampire, remember that this particular Undead is specific to men only. First Blood Emblem: Go to Elegorea, Mylesia with a chaotic male leader. You will talk to Lestat the Undead. He'll ask you four questions to see if you're worthy to be a vampire. Your answers will have to be as such based on the time of day: Time of Day Answer Order 00:00-01:29 1,1,1,1 01:30-02:59 2,2,2,2 03:00-04:29 1,1,1,1 04:30-05:59 2,2,2,1 06:00-07:29 1,1,2,1 07:30-08:59 2,2,1,2 09:00-10:29 1,1,2,2 10:30-11:59 2,2,1,1 12:00-13:29 1,2,1,1 13:30-14:59 2,1,2,2 15:00-16:29 1,2,1,2 16:30-17:59 2,1,2,1 18:00-19:29 1,2,2,1 19:30-20:59 2,1,1,2 21:00-22:29 1,2,2,2 22:30-23:59 2,1,1,1 Getting a Count's Garment: No store sells these, and the first place you can find one lying around is Aurua Plains, which is guite late in the game. However, you can be lucky and find it earlier than the enemy. Class: Angel Knight Appearance: Blonde with rapier and large shield. It also has a halo and wings. Terrain: Sky Equipment: Right Hand: Kite Shield Body: Plate Mail Head: N/A Attacks: Front: Pierce X 2 - A Middle: Banish X 1 - B Back: Banish X 2 - C Requirements: ALI: 50-100 STR: 60 VIT: 61 DEX: 57 My thoughts: This is not an easy class, and there is an element of risk associated with obtaining it. This class is specific to women. He has all around good skills and a particularly high dexterity rate. Banish is an attack of virtue in which he throws his halo at the enemy. Like many undead, a person has the chance to become a Knight Angel only if you kill a character. If you have the right stats and equipment, your dead girl will eventually become a Knight of Angels. First Needles of Light: After Chapter 3, go to Melphy, Dardunnelles, for the 21st day of each month, during the day (9:00 a.m. to 6 p.m.). The dealer will try to sell you one for 350 Goth. Take it. Class: Seraph Appearance: Blue-haired angel with four wings and rapier. Terrain: Sky Equipment: Right Hand: Needle Light Left Hand: N/A Attacks: Front: Pierce X 2 - A Middle: Banish X 2 - B Back: Jihad X 2 - C Requirements: Previously Angel Knight ALI: 75-100 INT: 108 MEN: 125 DEX: 137 My thoughts: Oh, man. These sacred lovelies are cute! Angel Knights are really nothing compared to them. Jihad strikes all enemies with virtue-type damage and blurring Note that this class change occurs automatically after a battle. This is a real fight, not a workout. Class: Lich Appearance: Very thin person with a skeleton of his hands, hunched over with a large staff and dressed in a black coat. Terrain: Plains Equipment: Right Hand: Kerykeion Left Hand: Bane Body Book: Bloodstained Robe Head: Ring of the Dead * Can't Be Changed * Attacks: Front: Elemental Magic Plus * X 2 - C Middle: Elemental Magic Plus * X 2 - B Back: Elemental Magic Plus * X 3 -Requirements: ALI: 0-30 INT: 24 MEN: 51 My Thoughts: Amazing. Just amazing. These are the niceest guys out there. They probably no longer have sweat glands, either way... The only bad thing about Liches is that you can only get enough Rings of the Dead. I know how to get one and I hear that you can get the other one. The really good thing is that you don't have to kill your Arcymage to create it. First Ring of the Dead: Go to Banna Barra, Celesis. A young girl will give you a Dark Invitation. Go with Magnus to Quelluan, Zenobian Border, and you will receive a Ring. The ring can also be found in the first stage of the Tremos Mountains north of Congo. There seems to be some confusion about it, so let me just say that you don't need to kill someone to lich. Once you have all the equipment and requirements, Lich will appear as a class change on the class change screen and you can go from there. Getting Kerykeion: No store sells these, but you can get one of the combat neutral Black Dragons in the forests of Mylesia II. Getting Bloodstained Robe: No store sells these, but you can find it in Gules Hills. Check out this mission for your location. ** All are 1 tile characters, so there is room for a few in the unit. Class: Hawkman Appearance: A winged man carrying an axe or hammer. Terrain: Sky: Right Hand: Halt Hammer Left Hand: N/A Body: Leather Armor Head: Bandanna Cost: 190 Attacks: Front: Strike X 1 - B Back: Strike X 1 - C My thoughts: Hawkman is a decent fighter. Its biggest advantage is that it is a Sky unit. He swoops and soars with the best 'em. Class: Vultan Appearance: A winged man with gold and silver armor with his hair coming out of his helmet. Terrain: Sky Equipment: Right Hand: N/A Body: Hard Leather Head: Hachigane Cost: 490 Attacks: Front: Strike X 2 - A Middle: Strike X 1 - B Back: Wind Shot X 2 - C Requirements: ALI: 40-100 STR: 103 AGI: 97 DEX: 80 My Thoughts: About Saint Hawkman. Hawkman high alignment. In my opinion, keeping it on the front is the best way to act. He will strike at more power than the standard Hawkman, and he has heaven things goin' on. Class: Raven Appearance: Winged man wearing dark armor and helmet Terrain Skv Equipment: Right Hand: Baldr Axe Left Hand: N/A Body: Hard Leather Head: Hachigane Cost: 570 Attacks: Front: Hitting X 2 - A Middle: Strike X 1 - B Back: Thunder Arrow X 2 - C Requirements: ALI: 0-60 STR: 99 AGI: 93 DEX: 77 My thoughts: This guy is Hawkman went wrong. It's one of the few classes that's as good at the front as it is at the back. The Thunder arrow, of course, strikes best against the elements of the earth, and physical attacks are very harmful. Class: Pumpkin on his head. Terrain: Forest Equipment: Right Hand: N/A Left Hand: N/A Body: Plain Clothing Head: Glass Pumpkin *Cannot Be Changed* Attacks: Front: Pumpkin Smash X 2 - A Middle: Pumpkin Smash X 1 - A Back: Pumpkin Shower X 1 - A My thoughts: These strange gentlemen are a very valuable find. It is a similar pumpkin that was fought in the original battle of Ogre. Created by Deneb, this kid has incredible power. By throwing his head at enemies, he can take down half of their health. This is great against guys with high HP, not so much against low HP guys, naturally... Pumpkin shower is much more harmful. A few pumpkins fall on the opposition, about five to seven times, and each of them takes off half the PW of the target. This is directed to all units in the area of four squares.
Unfortunately, it also takes off half of the HP pumpkinhead. So, if there is a non-cleric in the unit, put it in the front, and in the back, if the individual has a cleric. Class: Gremlin Appearance: Looks like a small bat with a big head and pointed tail Terrain: Sky Equipment: Attacks: Front: Throw a Kiss X 2 - A Middle: Throw a Kiss X 1 - B Back: Abyss X 2 - A Lunatikk thinks: Semi-useful to have. but nothing special. Throw a kiss reduces the attack power of anyone you hit and hits the Abyss for light damage that will lull you. They have low HP, but they avoid attacks like crazy, and they have a high magic defense. Class: Faerie Appearance: Little girl with wings Terrain: Sky Equipment: Right hand: N/A Left hand: N/A Body: Tiny clothing * Can't change* Head: Attacks N/A: Front: Throw a Kiss X 1 - B Back: Magic Missle X 2 - C Lunatikk thoughts: Not very useful unless you have nothing better to use. They use Throw a Kiss on allies to increase their attack power. The Magic Projectile strikes light damage and is virtually useless. However, this is a virtue based on that can be a bit useful when dealing with evil or undead characters. ** E. Dragon Classes These are the epitome of all beasts. They have a large number of class changes available to them depending on their alignment and the ruling element. These are two tile characters. Class: Young dragon appearance: small, plump yellow rat with wings and beak. Terrain: Mountain Attacks: Front: Bite X 1 - B Back: Bite X 1 - C Lunatikk Thoughts: Good early game unit. Eventually, it will evolve into something more efficient, depending on its element and alignment. His power is enchanced by Dragon Tamers and Masters. Class: Thunder Dragon Appearance: Purple Dragon Terrain: Plains Attacks: Front: Bite X 2 - A Middle: Bite X 1 - C Requirements - Wind Element ALI: 20-80 AGI: 61 DEX: 81 My thoughts: Like other mid-tier dragons, a decent warrior who should probably be in the front row. Eventually it will become Quetzalcoatl. Breathing slightly damages neighboring forms. Note that this class change occurs automatically after a battle. This is a real fight, not a workout. Class: Red Dragon Appearance: Red Dragon Terrain: Mountains Attacks: Front: Bite X 2 - A Middle: Bite X 1 - B Back: Fire Breath X 1 - C Requirements -Ali's Fiery Elementals: 20-80 STR: 108 AGI: 61 My thoughts: Like other mid-tier dragons, a decent warrior who should probably be in the front row. Eventually it will become Flarebrass. Breathing slightly damages neighboring forms. Note that this class change occurs automatically after a battle. This is a real fight, not a workout. Class: Earth Dragon Appearance: Green Dragon Terrain: Plains Attacks: Front: Bite X 2 - A Middle: Bite X 1 - B Return: Acid Breath X 1 - C Requirements - Earth Element ALI: 20-80 VIT: 109 MEN: 98 My thoughts: Like other mid-level dragons, a decent warrior who should probably be in the front row. Eventually, she will become Azhi Dahaka. Breathing slightly damages neighboring forms. Note that this class change occurs automatically after a battle. This is a real fight, not a workout. Class: Blue Dragon Appearance: Blue Dragon Appeara DEX: 81 Lunatikk Thoughts: Like other mid-level dragons, a decent warrior who should probably be in front Eventually it will become Hydra. Breathing slightly damages neighboring forms. Note that this class change occurs automatically after a battle. This is a real fight, not a workout. Class: Platinum Dragon Appearance: White Dragon Terrain: Snow Attacks: Front: Bite X 2 - A Middle: Bite X 1 - B Back: Sacred Breath X 1 - C Requirements: ALI: 65-100 VIT: 114 INT: 73 MEN: 101 Lunatikk thoughts: Like other medium-level dragons, a decent warrior who should probably be in the front row. Eventually it will become a Bahumut. Breathing slightly damages neighboring forms. Note that this class change occurs automatically after a battle. This is a real fight, not a workout. Class: Black Dragon Appearance: Black Dragon Appearance: Black Stacks: Front: Bite X 2 - A Middle: Bite X 1 - B Back: Rotten Breath X 1 - C Requirements: ALI: 0-35 STR: 112 INT: 73 My thoughts: Like other medium-level dragons, a decent warrior who should probably be in the front row. Eventually, he will become Tiamat. Breathing slightly damages neighboring forms. Note that this class change occurs automatically after a battle. This is a real fight, not a workout. Class: Quetzalcoatl Appearance: Eastern dragon, snake-like appearance. Terrain: Attacks on plains: Front: Lightning Breath X 2 - A Middle: Lightning Breath X 2 - B Back: Radiant Gale X 2 - C Requirements - Previously Thunder Dragon ALI: 25-75 AGI: 93 DEX: 121 My thoughts: Great class if you can get it, just like other high-level dragons. On the back is my personal choice for the course of action, as Radiant Gale hits all enemies and paralyzes them. Note that this class change occurs automatically after a battle. This is a real fight, not a workout. Class: Flarebrass Appearance: Strong western red dragon standing tall on two legs. Terrain: Attacks on plains: Front: Fire Breath X 2 - A Middle: Fire Breath X 2 - B Return: Crimson Note X 2 - C Requirements - Previously Red Dragon ALI: 25-75 STR: 156 AGI: 93 My thoughts: Great class if you can get it, like other high-level dragons. On the back is my personal choice for the action course, as the Crimson Note hits all enemies and reduces their power. Note that this class change occurs automatically after a battle. This is a real fight, not a workout. Class: Ahzi Dahaka Appearance: Brownish-green dinosaur-type dragon on all fours and scales. Terrain: Plains Attacks: Front: Acid Breath X 2 - B Return: Earthquake X 2 - C Requirements - Previously Earth Dragon ALI: VIT: 151 MEN: 130 My Thoughts: Great class if you can get it, like other high-level dragons. On the back is my personal choice for the course of action, as earthquake hits all enemies and lowers their power. Note that this class change occurs automatically after a battle. This is a real fight, not a workout. Class: Hydra Appearance: Bright blue, five-headed dragon. Terrain: Swamp Attacks: Front: Breath of Cold X 2 - A Middle: Breath of Cold X 2 - B Back: Clear Disaster X 2 - C Requirements - Previously Blue Dragon ALI: 25-75 MEN: 138 DEX: 121 My thoughts: Great class if you can get it, just like other high-level dragons. On the back is my personal choice for the course of action, as Clear Disaster strikes all enemies and puts them to sleep. Note that this class change occurs automatically after a battle. This is a real fight, not a workout. Class: Bahamut Appearance: A large white dragon standing high on four legs. Terrain: Snow Attacks: Front: Sacred Breath X 2 - A Middle: Sacred Breath X 2 - B Back: Divine Ray X 2 - C Requirements: Previously Platinum Dragon ALI: 75-100 VIT: 162 INT: 105 MEN: 133 Lunatikk Thoughts: Evolved Platinum Dragon version and one of Ultimate Dragon Forms. This Sacred Breath is good and everything, but divine Ray deals moderate to heavy damage to all enemies twice in a single battle. Plus, it looks pretty cool. Very powerful. Note that this class change occurs automatically after a battle. This is a real fight, not a workout. Class: Tiamat Appearance: Wiry, but muscular, black dragon standing on two legs. Terrain: Plains Attacks: Front: Rotten Breath X 2 - A Middle: Rotten Breath X 2 - B Back: Evil Dead X 2 - C Requirements - Previously Black Dragon ALI: 0-25 STR: 160 INT: 105 DEX: 124 My thoughts: Great class if you can get it, like other high-level dragons. On the back is my personal choice for an action course as Evil Dead strikes all enemies and puts them to sleep. Note that this class change occurs automatically after a battle. This is a real fight, not a workout. ** They make up for taking on the role of 2 characters, being about as strong as two characters. Most of these people are guite strong or can attack many times. Class: Wyrm Appearance: A lizard that is more wing than body. Terrain: Sky Attacks: Front: Bite X 2 - C My Thoughts: The thing that sets it up beyond this ability to fly. Besides being a better than average striker with a nasty set of teeth. Class: Wyvern's appearance: Slightly more muscular than Wyrm, and has a purple and white comb on his head. Terrain: Sky Attacks: Front: Bite X 2 - B Back: Fire Breath X 2 - A Lunatikk's thoughts: Not too shabby of a flying character. Good attack from the front row, good defense. Focal breathing can hit multiple targets at once, dealing a moderate amount of damage. Note that this class change occurs automatically after a battle. This is a real fight, not a workout. Class: Griffin Appearance: Eagle's head and wings on the lion's body. Terrain: Sky Attacks: Front: Claw X 2 - Center: Claw X 1 - B Return: Wind Shot X 2 - And My Thoughts: Wyrms are good for low-alignment sky units, and Griffins are good for high-level sky units. Have fun with them if you like the craft of heaven. Class: Opinicus Appearance: Larger, Blue-Bow, Blue-Claw Griffin Terrain: Sky Attacks: Front: Claw X 2 - A Middle: Claw X 1 - B Return: Wind Storm X 2 - C Requirements: Previously Griffin, Partially Chaotic to Partially Lawful Alignment MEN: 105 AGI: 127 DEX: 91 My Thoughts: Improved Griffins. These guys are probably better in front because wind storm generally doesn't hit as hard... Note that this class change occurs automatically after a battle. This is a real fight, not a workout. Class: Cockoe Appearance: Looks like a chicken with a lizard tail. Terrain: Sky Attacks: Front: Peck X 2 - A Middle: Peck X 1 - B Back: Petrify X 2 - C Lunatikk's thoughts: Ooh baby, these are good. Peck is fine but put them in the back for some Class A injury. Petrify can hit multiple targets at once for moderate damage and has a chance to fossil them. Agree. Instant kill. They're pretty good at avoiding, but they don't have a very good defense. I recommend getting at least one of them. My spare thoughts: Petrifying enemies doesn't give you any
experience. Caution should be exercised during fossils. Class: Sphinx Appearance: Beast with Female Front and Wings Attacks: Front: Claw X 2 - A Middle: Evocation X 1 - B Back: Evocation X 2 - A My thoughts: These beasts are great! Put them on the back and you have the power of archmage or mermaid, so all you trade here is space. Class: Hellhound Appearance: Wolf with Two Heads Terrain: Mountains Attacks: Front: Bite X 3 - A Middle: X 2 - B Return: Bite X 1 - C My thoughts: This is a very powerful unit. The main reason for his power is the three attacks he gets. There is nothing special about it. Class: Cerberus Appearance: Looks like a pit bull with three heads Terrain: Mountains Attacks: Front: Bite X 3 - A Middle: Bite X 2 - B Back: Mesmerize X 2 - C Requirements: Neutral to chaotic alignment STR: 139 VIT: 138 MEN: 90 My thoughts: These guys are Hellhounds times a half. They have great attacking power and defense. I would like to put these puppies on the front line. Note that this class change occurs automatically after a battle. This is a real fight, not a workout. ** Not as bad as for trouble... ** Class: Golem Appearance: A large cluster of human-shaped rocks. Terrain: Mountain Attacks: Front: Crush X 2 - B Back: Crush X 1 - C My thoughts: These guys can strike hard. They are also very strong. One of the disadvantages I found in this class is that they are not always well hit. However, they cannot change their status, so they cannot be put to sleep, poisoned or paralyzed. Class: Stone Golem Appearance: A gray cluster of human-shaped rocks. Terrain: Mountains Attacks: Front: Crush X 3 - A Middle: Crush X 2 - B Back: Crush X 1 - C Requirements: Golem becomes petried during... STR: 104 VIT: 129 My thoughts: What happens when the Golem is petried. This is stronger and more agile than the standard version of the Golem. Not much else to be said. The class change occurs automatically during the battle when the Golem is petried. If your stats are not at the right level, however, your Golem will simply be petrified. Class: Baldr Golem Appearance: Bluish human-shaped cluster of rocks. Terrain: Mountains Attacks: Front: Crush X 2 - B Back: Crush X 1 - C Requirements: Stone Golem is hit by wind/combo fire while... STR: 144 VIT: 185 My Thoughts: Wind and Fire. A bit like tempering a Golem, as if you were tempering any metal. Anyhoo, These are the best Golems because they will have increased Stones stats... This class change occurs automatically during the battle if the Stone Golem is at the appropriate statistic level, ** These are monsters from Netherworld that invaded the human world. Class: Goblin Look: Strange looking toothy guy in plate mail. Terrain: Plains Equipment: Right Hand: Short Sword Left Hand: N/A Body: Plate Mail Head: N/Attacks: Front: Slash X 1 - C My Thoughts: Even for demons, I don't find these guys worth the effort. They're not that strong. As far as I know, they don't evolve, and by the time you get them, you probably have guys who are much better. Class: Ogre Appearance: A huge humanoid with a gray complexion carrying a massive hammer. Terrain: Plains Equipment: Right Hand: Warhammer Left Hand: N/A Attacks: Front: Crush X 3 - A Middle: Crush X 2 - A Middle: Crush X 3 - A Middle: Crush B Back: Crush X 1 - C My thoughts: Ogre have considerable power for them. These are great characters, but they don't hit as often as most other characters... ** Terrain: Attacks on the plains: Front: Cleave X 2 - A Middle: Cleave X 2 - B Back: Cleave/Elemental Magic X 2 - C/A My thoughts: If you notice similarities between this guy and the Black Knight, you're pretty attentive. Saturos is almost a Black Knight for the demon crew. He is one of the few demons that can lead a unit, so it is very useful for them. Class: Gorgon Appearance: Top half female, lower half snake and hair hoses. Terrain: Attacks on plains: Front: Terror Gaze X 1 - Center: Shoot X 1 - B Back: Shoot X 2 - C My Thoughts: A Look of Terror Targets All Enemies. Gorgons are incredibly cheap because they have the ability to completely fossils the unit in nothing flat. However, it will be blocked by any character with a shield. ** I. Magnus Gallant Special Character Class Appearance: Purple-haired guy in armor, with a sword behind him Starting Class: Gladiator Terrain: Plains Equipment: Right Hand: Short Sword Left Hand: Blue on A Jerk * Body: Mail Head Plate: N/A Attacks: Front: Slash X 2 - C/A My thoughts: Magnus is strange in the sense that he can perform two attacks in front and back, but not in the middle. Still, since he's the only life this game really depends on, keeping him in the back is by far the best way to act at the beginning. However, later in the game, after getting priests and healing is less of a problem (always have a cleric or priest with Magnus), you may want to put it in front as some swords cause him magical attacks that are generally less effective than Attacks. History: Magnus joined the Palatine army to escape his father and humiliate his father's past. He graduated from a military academy and is almost immediately sent to the Southern Division. --- Second Class: Vanguard Terrain: Plains Equipment: Right Hand: Blue Sash Body: Baldr Mail Head: N/A Attacks: Front: Slash X 2 - A Middle: Slash X 2 - B Back: Slash/Elemental Magic Plus* X 2 - C/A My Thoughts: Like all second grades, Magnus becomes avant-garde at the beginning of Chapter 3 and can lead the Legion. Elemental Magic Plus is possible depending on the element of equipped swords. --- Final Class: General Appearance: Same old Magnus with heavy armor. Equipment: Right Hand: Baldr Sword Left Hand: Blue Sash *Cannot Change* Body: Baldr Armor Head: N/A Attacks: Front: Slash X 2 - B Back: Blast X 2 - C My Thoughts: Magnus becomes a general at the beginning of the last chapter. He can now use full body armor and fire gusts from the sword that change depending on the element of sword he uses. Physical: Sonic Blast Wind: Wind Blast Virtue: Holy Blast Bane: Dark Blast Although it's a whole new thing, the gusts are not guite as effective, and if you're not adamant in keeping Magnus behind, you're probably better off front of it. Diomedes Rangue Appearance: Looks like a Knight without a helmet, and wears a blue sash. Starting Class: Gladiator Terrain: Plains Equipment: Right Hand: Baldr Sword Left Hand: Blue Wing *Cannot Change* Body: Armor Head Plate: N/A Attacks: Front: Slash X 2 - A Middle: Slash X 2 - B Back: Slash X 2 - C My Thoughts: Dio is guite powerful. You'll probably still want to keep it in the middle, not in front, because it's so valuable. History: Little is relevant in Dio's past. Suffice it to say that there is a little cocksure of yourself and your skills. How to get it: Automatically joins Scene 1. How to lose it: If you agree to fight him before the start of scene 1, and if you say ... When Rhade orders you to kill Frederick, he will leave. --- Second Class: Warrior Terrain: Plains Equipment: Right Hand: Blessed Sword Left Hand: Blessed Slash/Elemental Magic* X 2 - C/A My Thoughts: Like all second classes, Dio becomes a warrior at the beginning of Chapter 3 and can command the Legion. Elemental Magic is a possibility depending on the element of equipped swords. I would go to the front row in this case, because of the three attacks. Leia Silvis Appearance: Valkyrie without wings and having a long blonde Starting class: Blaze Knight Terrain: Snow Equipment: Right Hand: Spear Left Hand: Spear the fact that he does not wear a headdress. History: Leia joined the Palatinus Army to escape from her father, from whom she must separate. She grew up among the nobility, but feels that this is her place to be in the military. How to get it: Automatically joins Scene 3. --- Second Class: Rune Knight Terrain: Snow Equipment: Right Hand: Thunder Spear Left Hand: Buckler Body: Baldr Mail Head: N/A Attacks: Front: Cleave X 2 - A Middle: Cleave X 2 - B Back: Cleave/Elemental Magic Plus* X 2 - C/A My Thoughts: Like all second grades, Leia becomes a Rune Knight at the beginning of Chapter 3 and can lead the Legion. Oddly enough, it loses lightning's ability and gains elemental Magic Plus, as does Magnus and Dio. Depending on the spear equipment, it performs various attacks on the back. Troi Tobacco Class: Phalanx Attacks: See Phalanx Attacks: See Phalanx My Thoughts: See The Story of the Phalanx: There's Not Much to Say About Troy. He's a pretty cheerful guy and shows a lot of interest in your battalion. How to get it: Go to Elgorea, Mylesia in Scene 4 (Path Divers). Troi approaches you and asks you to join. Katreda Birall Class: The Appearance of a Cleric: Pink-robed Cleric Terrain: See Clericyman's Equipment: See Cleric's Attacks: See Cleric My Thoughts: See Cleric Story: Katreda is a cheerful girl. He joins his father, who was captured by the Southern Division. How to get it: Go to Cayes, Gunther Piedmont during Scene 7 (New Beginning), and she will ask to join so she can help her father. Asnabel Birall Class: Berserker Appearance: Purple Berserker Terrain: See Berserker Equipment: See Berserker Attacks: See Berserker My Thoughts: See Berserker Story: Captured by the Southern Division, Asnabel was forced to work in the Gunther Piedmont mines. Once released, it will become a valuable asset for the team. How to get it: Will Katreda after the liberation of Gunther Piedmont in Scene 7 (New Beginning). Aisha Knudel Class: The Appearance of a Priest: Pink Dressed, Hoodless Priest Terrain: See Priest Attacks: See Priest A (Thoughts) and ask them to join their party. Liedel Klein Class: Archer's Appearance: Archer's Equipment: Archer My Thoughts: See Archer's Equipment: Arch true, he will join to find out what it is. How to get it: You must have a high Chaos frame. Defeat her in the Sable Lowlands mission and she will ask you to join your team. Vad Orok Zlenka Class: Gripper Appearance: Dark-skinned warrior wielding claws. Terrain: Plains Equipment: Right Hand: Touelno Left Hand: N/A
Body: Thunder Chain Head: Hachigane Attacks: Front: Rend X 3 - A Middle: Rend X 2 - B Back: Fatal Dance X 2 - C My Thoughts: Although Fatal Dance technically deals less damage. so Fatal Dance technically stronger. History: Vad. like many other Bolmaukans, was forced to surrender by the Lodis Empire. Although he worked for the Central Division, he tried to retain his honor. How to get it: In Mount Ithaca (Uncertainty), first go north and liberate ketican, which will destroy the bridge. When you do this, Vad won't move and you have to avoid attacking him. Do this and he will suggest you join after the battle. Saradin Carm Class: Warlock Appearance: A non-hooded white-haired wizard looking gentleman. Terrain: Plains Equipment: Right Hand: Hemlock * Can't Change * Left Hand: Spellbook Body: Magic* X 2 - B Back: Elemental Magic Plus* X 2 - A My Thoughts: Saradin's got some stank on him. The back is an early Arcichem, so keep it in your back for the best results. But you can't cheat his employees, Hemlock... History: Another of the visiting Zenobic fighters, Saradin was once a student of a sorcerer who went mad. How to get it: You don't have to lose Dio. Defeat Scene 15 (Uncertainty) and he will ask you to join your team. Sheen Cocteau Class: Hawkman Appearance: Brown-haired Hawkman Terrain: See Hawkman Gear: See Hawkman Attacks: See Hawkman Attacks Go to Coppermine, Azure Plains, during Scene 17 (Visitors from the West), and he will ask you to join your party. Ankiseth Gallant Class; Solidblade Appearance; Similar to Magnus only higher and older appearance; Similar to Magnus only higher appearance; Similar to Magnus only higher and older appearance; Similar to Magnus only higher appearance; Simil 3 - A Middle: Slash X 2 - B Back: Clay Assault * X 2 - A My thoughts; Good for either front or back rows, Ankiseth has Clay Assault in the back rows, Ankiseth has Clay Assault in the back row, regardless of what is fitted with it. When I got it, he was at a fairly high level, so he towered over everyone else. He can lead the Legion, History: Ankiseth The Steadfast has gained a name for itself over the years. He is accused of protecting Prince Yumil and is responsible for making Magnus and Yumil close friends since childhood. Unfortunately, his notoriety returned to him when he was forced to kill a nobleman attacking the prince. This caused him to fall from grace with populus. How to get it: At the beginning of Scene 18 (The Grim Path), you must choose to meet your father. Keep him alive in battle, and if you have a medium- and high frame of chaos, choose to join you after the battle. Meredia O'Keife Class: Mermaid Appearance: Blue-haired, white-clad Siren Terrain: See Siren Attacks: See Siren My thoughts: See Siren Story: Meredia has been friends with Leia since she was a child. When Leia joined the army, Meredia decided to stay in her homeland of Argent. How to get it: At the beginning of Scene 21 (Eastern Orthodox Church), Meredia will appear if Leia is still alive. It will ask you to join your party. Europea Rheda Class: Centurion (Female) Appearance: Red-haired Centurion without goofy hat, Terrain: View Centurion (Female) Equipment: View Centurion (Female) Attacks: Front: Slash X 2 - A Middle: Slash X Knight is the head of Berthan Sentinels of Celesis. As such a holy knight, she is sometimes required to make difficult moral decisions. How to get it: Take Magnus to Fort Hillverich during Scene 22 (Suspicion). You must have a neutral to high Chaos Frame. You will talk to Europe and she will go to the enemy headquarters. Make sure she doesn't die and she will suggest you join you. Paul Lukische - COMING SOON! Biske La Varet - COMING SOON! Quass Debonair Class: General look: Tall guy with long blonde hair and a fairly large sword. Terrain: Plains Equipment: Right Hand: Sonic Blade *cannot be changed* Left Hand: Tunic *cannot be changed* Body: Breidablick Head: N/A Attacks: Front: Slash X 3 - A Middle: Slash X 2 - B Back: Sonic X 2 - C My thoughts: Debonair is a great character. It is probably best to put it in the first row. Sonic Blade or Tunic. He can also lead the Legion. History: Debonair wind was one of four Devas zeteginea. He joined Destin's detachment during the Zenobi War and joined him in the north to help the revolution. How to get it: You need Aisha, Saradin and a high frame of chaos. In Scene 26 (No Man's Land), take Magnus to Ibu Deli. You'll get into Debonair there. If the requirements are met, it will ask you to join. Destin Faroda Class: Lord Appearance: Orange-haired guy with a pretty big sword. Terrain: Plains Equipment: Right Hand: Sigmund Left Hand: Sigmund row, so keep him there. He can also lead the Legion. Story: Earning the name Destin The Valiant, Destin was the hero of the original battle of Ogre. He is best known for freeing the land of Zenobia from oppression by the Black Queen, Endor. Now he is fighting for the help of the Palatine Revolution. How to get it: In Scene 29 (March to Latium), take Magnus's group to Kurashino, Gules Hills. If you have all zenobians up to this point, Destin will join you. Gilbert Oblion Class: Beast Master Terrain: See Beast Master Appearance: Yellow-clothed Beast Master Story: One of Destin's closest advisers in this war, Gilbert is a former leader of the Beast Division in Zenobia. It is never far from Destin's side. How to get it: In Scene 29 (March to Latium), take Magnus's group to Kurashino, Gules Hills. If you have until then all zenobian and high frame of chaos, Gilbert will join you. Carthusians - COMING SOON! ** J. Hostile character classes You can't control these guys... Ever... Stop asking me if you can. These are special classes used by the enemy, mainly for narrative purposes. Normal Enemies ** Class: Grappler Appearance: Dark skinned guy with claws and headband. Attacks: Front: Rend X 2 - B Middle: Rend X 2 - C Back: Fatal Dance X 1 - A My thoughts: These guys are warriors of Nirdam, Bolmaukans. They were forced into slavery in a joint venture by Lodis and Palatinus. They used to be proud and now they are just fighting for survival. As you can see, Fatal Dance is more powerful than attacking Grappler's frontline. Be careful when fighting these guys, they can deal damage really guickly. Class; Appearance of knights templars; Knight in full armor and large shield. His helmet has a hole in the shape of a cross. Attacks; Front: Slash X 2 - C/A My thoughts; If you haven't noticed, these guys are like paladins. They have a little higher defense and a lower offense, but they're about the same. These are the holy knights of the Lodis Empire. They fight for their beliefs in Lodisism. Class: Daemon Appearance: Blue skinned, winged guy. Quite a nasty look. Attacks: Front: Cleave X 2 - A Middle: Cleave X 2 - B Back: Cl

appearance, these guys are really no worse than Saturoses. You will face only a few of them. These guys are the leaders of the Demon Army Legion... ** Attacks: Front: Slash X 2 - B Back: Slash X 2 - C My thoughts: Here are the defenders of Daniki's dream. They were created from her limbs by the goddess Berthe. There are only four in the whole game. They are quite strong. enough said... The actual name of this class is Guardian, but the only guardians in the game are knights, so I made an executive decision and decided to call them, officially, The Knights of Danika. Bosses ** Class: General See Quass Debonair Who: Quass Debonair (Zenobia Border) ** Class: Vanity Appearance: Nobleman Carrying a Thin Sword. Attacks: Front: Thrust X 2 - A Who: Godeslas Branic (Alba), Kerikov Barthes (Celesis), Numitol Silvis (Argent) My thoughts: Vanity is almost fighting noblemen. They may have some inherent strengths, but they rely heavily on their fellow soldiers. Class: Superior Knight Appearance: Knight without helmet. Attacks: Front: Slash X 2 - C Who: Eurynome Rhade (Mylesia II, Mount Ithaca), Xevec Nulaton (Romulus) My thoughts: Superior Knights can be guite nasty. They have more power than a standard Knight. Class: Solidblade - See Ankiseth Gallant Who: Ankiseth Gallant Who: Ankiseth Gallant Who: Baldwin Glendale (Wentinus I, Wentinus I, Wentinus I) ** Attacks: Front: Slash X 3 - A Who: Baldwin Glendale (Wentinus I), Ventinus I, Wentinus I, Wentinus I), Pruflas Watts (Gules Hills I, Temple of Berthe I), Amazeroth Ludon (Ptia), Vapula Simburg (Blue Basilica), Thamuz Delville (Aurua Plains) My thoughts: It's interesting how to make TC stronger just by moving them. At first, the face of TC in the middle row, where they are the weakest. Later you will fight them in the first row, where they are stronger. Finally, in the last fight with Baldwin, he will be at the back where he can use Evocation, which can be guite nasty. Class: Dark Prince Appearance: Blonde with a pushing sword. Attacks: Front: Thrust X 2 - A Who: Amrius Dulmare (Fort Romulus) My thoughts: Amrius fights you twice in one scene. For the first time, he is alone inside. The second time he has helpers and is at the back where he can use the Dark Tradition, which is tantamount to using Pedra with Bane. Nasty. Class: Overlord Appearance: Purple hair young man. Attacks: Front: Thrust X 2 - A Middle: Thrust X 4 - A so much the fact that Yumil is tough, it's that he has two Knights of Danika as guards. Class: Death Templars: Noble-looking Temple Commander Attacks: ??? Who: Richard is strong; stronger than even temple command, but that's all that's unique. 5. Elements like this. I think I have most of them now ... Here's the key: Description: Description of the item listed in the game. Change statistics: How an item changes your hit or item resistance. Effect: Rare, but some weapons affect the enemy. This also applies to descriptions of what some valuables do. Several pieces of armor provide protection against certain status changes. Element: The ruler of the weapon, if it is not physical or variable. Cost: The cost of the item. This doesn't necessarily mean that you can buy it, but it's used as a sales reference. You can sell any item for 1/4 of its cost. Items in parentheses can not be bought in stores. If you want if something can be purchased, just search the document to see if it appears later in stores. Suffice it to say that many of the stronger weapons/armors can't be purchased. I have stacked all the helm/headgear/shields/body armor according to the Strike Resistance modifier and then the cost and then the item. I put all the weapons according to the force modifier, then the element. I have stacked all the valuables according to their cost, and then alphabetically. A. Helmets/Headgear - Can be used by: Swordsman, Doll Master, Ninja, Sword Master Charmer, Ninja Master, Amazon, Archer, Diana, Valkyrie, Dragon Master, Hawkman, Vultan Bandanna Description: A large piece of cloth wrapped around your head to improve your courage. Stat Change: MEN+2 Resistances: Strike +1 Cost: 20 Plumed Headband Description: A band decorated with white feathers, known for being lucky Resistance: Strike +1, Holy -1, Dark +3 Element: Virtue Cost: 60 Lure Cap Description: A band decorated with iron tiles to protect your user. Resistance: Strike +2 Cost: 40 Leather Hat Description: Popular leather headdress. Resistance: Strike +2 Cost: 40 Jin-gasa Description: A wide, conical hat that protects the user from rain and snow. Stat Change: INT+ 1 Resistances: Strike +2 Cost: 100 Hannya Mask Description: Hanny's Mask, a female demon portrayed as the incarnation of agony, hatred and rage. Change stats: MEN+2, AGI+2 Resistances: Strike +3, Fire -2, Water +5, Element: Flame Cost: (250) Ice Bandanna Description: Magic bandanna woven with a woven breath of snowy spirit. Resistances: Strike +3, Fire +5, Water -2 Element: Water Cost: (250) Celestial Veil Description: Beautiful veil that protects the user from darkness, Stat Change: INT+4 Resistances: Strike +4, Holy -4, Dark +8 Effect Invalid: Petr Elementify: Virtue Cost: (550) Red Branch Description: Hat with red branches like antlers. This sharpens the user's concentration. Statistic changes: DEX+10 Resistances: Hit +5, Wind -1, Earth +4 Element: Wind --- Helms - Can be used by: Fighter, Knight, Berserker, Phalanx, Paladin, Black Knight, Cataphract, Dragoon, Centurion (male), Dragon Tamer, Freya, Centurion (female), Raven Iron Helm Description: Iron skullcap that leaves part of the head unseen. Resistance: Strike +2 Cost: 30 Bone Helmet Description: Rudder modeled after Skull. Mainly does not provide too much protection. Resistance: Strike +2 Cost: 50 Armet Description: Iron helmet that covers the entire head; provides good protection, but reduces visibility. Resistance: Blow +4 Cost: 120 Dragon Helmet Description: Powerful rudder made of dragon attacks. Resistance: Strike +4, Fire +4 Element: Fire Cost: 250 Baldr Helm Description: Helmet made of Baldr, metal that increases magical ability. Stats change: INT+1 Resistances: Strike +5 Cost: 170 Helm of Thunderclap Description: Legendary Helm comes from the war cry of the thunder god Thor. Resistance: Hit +6, Wind -2, Earth +8 Element: Wind Cost: 410 Fearless Rudder Description: A helmet worn by a swordsman who defeated 100 enemies. Stat change: STR +20, AGI-15, DEX + 5 Resistance: Strike +6, Holy +3, Dark -1 Element: Bane Cost: (1550) Freude Helm Description: Holy helm, blessed by Filarrh, the sun god who reters the power of evil. Stats change: MEN+2 Resistances: Strike +7, Holy -4, Dark +10 Element: Cost of Virtues: (700) **Weapons --- Swords - Can be used by: Fighter, Knight, Paladin, Centurion (male), Centurion (female), Goblin, Gladiator, Vanguard, General (Magnus), Warrior, Solidblade Short Sword Description: Sword forged with Baldr, metal that increases your magical Stat Change ability: STR+5, INT+3 Cost: 150 Stone Sword Description: Sword carved from an ancient boulder, believed to contain the spirit of god. Stat Change: STR +7, VIT + 5 Resistances: Wind +4, Earth -1 Element: Earth Cost: 400 Firedrake Sword Description: Curved single-bladed sword with wide blade designed to cut the enemy. Stats change: STR +8 Cost: 400 Firedrake Sword Description: Dragon's killer made from projectile scale. Stat Change: STR+ 8 Resistances: Fire -1, Water +4 Element: Flame Cost: 300 Glamdring Description: Baldr sword emits a constant red glow Stat Change: STR + 9 Resistance: Water +3 Element: Flame Cost: 400 Blessed Sword Description: Baldr sword blessed by the priest. Stat Change: STR +9, INT + 3 Element: Virtue Cost: 400 Sum Mannus Description: Lightning sword made from thunder dragon scale. Stat Change: STR + 11 Resistances: Wind -1, Earth +4 Element: Wind Cost: 500 Ice Blade Description: Sword sculpted from bat ice. Stat Change: STR +13 Resistances: Fire +4, Water -1 Element: Water Cost: 600 Dainslaif Description: A bloodthirsty sword that summons the welder to fight. Stat Change: STR+14 Resistance: Holy +4, Dark -1 Element: Bane Cost: (850) Noish's Promise: Description: A change form of a young man who has transformed into a search for the lost soul of his true love. Change statistics: STR+15, MEN+11 Cost: Adamant Katana Description: A wide-bladed saber hardened in the eastern kingdom of Zipang. Stat Change: STR +16 Resistances: Wind +8, Earth -3 Element: Earth Cost: (1500) Evil Blade Description: Devil sword used by swordsers from below. Stat Change: STR +17 Resistances: Holy +8, Dark -3 Effect: Sleep Element: Slope Cost: (1500) Flamberge Description: Great sword with undibbled blade, often used for ceremonial purposes. Stat Change: STR+18 Cost: (1400) Repentance Description: The holy sword said to have been brought from heaven by a fallen angel. Stat Change: STR+18 Resistance: Holy -1, Dark +4 Element: Cost of Virtue: (1500) Laevateinn Description: Surt's Burning Sword, said to deviate the world by fire during Ragnarok. Stat Change: STR+18 Resistance: Fire +3, Water +8 Element: Flame Cost: (1600) Nephrite Sword Description: A sword made of jade that contains the power of ungodly water. Stat Change: STR+18 Resistance: Fire +8, Water -3 Element: Water Cost: (1600) Notos Description: A Sword That Possesses the Power of Notos, the God of the Southern Wind. One of the Wind. Stat Change: STR +19, AGI + 5 Resistances: Wind -2, Earth +7 Element: Wind Cost: (1750) Oracion Description: A shining sword of virtue that gives the welder the ability to communicate with the gods. Stat Change: STR+21 Resistance: Holy -3. Dark +8 Element: Cost of Virtue: (2100) Fafnir Description: Sword used by an ancient hero to kill the evil dragon. Fafnir. Stat Change: STR+22 Cost: (1850) --- Greatswords - Can be used by: Swordsmonger. Sword Master. Dragoon. General (Debonair. Sonic Blade only), Lord Bastard Sword Description: Common, large, double-edged sword designed to damage by its sheer size. Stat Change: STR+6 Cost: 180
Yomogi Description: Daito, an exotic long sword of the East that strengthens his welder power. Stat Change: STR+7, DEX+3 Resistances: Wind +4, Earth -1 Element: Earth Cost: (300) Claymore Description: Greatsword with Oversized Guard. Stats change: STR+9 Cost: 360 Glaive of Champion Description: Holy sword found in the tail of the dragon. It looks tarnished, but emits bright light when brandished. Stat Change: STR+11 Resistance: Dark +2 Element: Virtue Cost: (550) Matsukaze Description: Daito, an exotic long sword of the East, with the power to create wind blades. Change stats: STR+12, DEX+4 Resistances: Wind -1, Earth +4 Element: Wind Cost: (650) Malachit Sword Description: A sword forged in the world's cover that freezes what it strikes. Stat Change: STR+12 Resistance: Fire +4, Water -1 Element: Water Cost: (650) Kagari-bi Description: Daito, an exotic long sword of the East that becomes engulfed in flame when brandished. Stat Change: STR +13, DEX + 4 Resistances: Fire -1, Water +4 Element: Flame Cost: (750) Sigmund Description: Hardened Sword Lightning by Thor. Stat Change: STR+14 Resistances: Wind -3. Earth +8 Element: Wind Cost: (650) Durandel Description: Lost technology of ancient Mistralians trapped the power of bane in this sword. Stat Change: STR +14 Resistances: Holy +8. Dark -3 Element: Bane Cost: (700) Sonic Blade Description: Legendary long sword. sculpted from the scale of an older dragon. Stat Change: STR + 15 Cost: (1200) Tiamat Sword Description: Two-handed sword made of evil dragon claw, Fafnir. Stat Change: STR + 19 Cost: (1750) Chaladholg Description: Holy Sword, also known as Demon Slayer, for shearing countless evil beings. Stat Change: STR +22 Resistances: Holy -4, Dark +10 Element: Virtue Cost: (2100) Ogre Blade Description: Giant Weapon Forged by Ogre; its form is too irregular and unsophisticated to be considered a sword. Stat Change: STR +25, INT-4 Resistance: Holy +15, Dark -10 Element: Bane Cost: (2550) --- Pushing Swords - Can be used by: Dragon Tamer, Dragon Master, Angel Knight, Seraphim Rapier Description: Lightweight, sharp-tipped sword designed for pushing on joints in armor. Stat Change: STR+4 Cost: 30 Estoc Description: Lightweight, sharp-tipped sword designed for pushing on joints in armor. Stat Change: STR+6 Cost: 250 Peridot Sword Description: Sword made of frozen peridot Stat Change: STR+7 Resistances: Fire +4, Water -1 Element: Water Cost: 350 Needle Light Description: Thin blade of virtue element. Stats change: STR+7 Resistances: Dark +3 Item: Virtue Cost: 350 Needle Light Description: Thin blade of virtue element. Stats change: STR+7 Resistances: Dark +3 Item: Virtue element. Stats change: STR+7 Resistances: Dark +3 Item: specific shape, but is very easy to use. Stat Change: STR+8 Cost: 400 Gem Dragon Sword Description: Sword carved from Dragon Gem, jewel with the ability to communicate with dragons. Stat Change: STR+13 Cost: (600) --- One-Handed Axe/Hammer – Can be used by: Berserker, Skeleton, Hawkman, Vultan, Raven, Saturos Halt Hammer Description: Hammer used for smashing rocks. Change statistics: STR + 4 Cost: 110 Francisca Description: A small hand axe that can be wielded with relative ease. Stat Change: STR+5 Cost: 130 Baldr Club Description: Cudgel with Baldr. a metal that increases your magical abilities. Stat Change: STR+6. INT+3 Cost: 220 Baldr Axe Description: Axe made of Baldr, metal that increases magical ability. Stats change: STR+7, INT+3 Cost: 300 Evil Axe Description: Cursed axe used by demons to shear enemies. Stat Change: STR+8 Resistance: Holy +3 Element: Bane Cost: (410) Flame Flail Description: Alnari Order Beater, which emits heat and light when rocked. Stat Change: STR+10 Resistance: Water +3 Element: Flame Cost: 490 Celestial Hammer Description: Holy hammer engraved with ten commandments Filarhh, sun god. Change statistics: STR + 10 resistances: -3 Element: Cost of Virtue: (1800) Frozen Axe Description: Silvery axe is suitable for fighting in cold climates, hence its nickname, Winter General. Change stat: STR + 11 Resistances: Water -1 Element: Water Cost: 500 Aqua Hammer Description: Beautiful hammer Said to have arisen from basque tears, god of the sea. Change stat: STR + 15 Resistances: Water -3 Element: Cost of water: (900) Euro Description: Hammer, which has the power of the euro, the god of the eastern wind. One of the four Relics of the Wind. Stat change: STR +16, AGI + 5 Resistances: Wind -1, Earth +6 Element: Wind Cost: (1050) Wyrma Axe Description: Wide-bladed axe designed to kill dragons, often used for execution. Stat Change: STR +18 Resistances: Wind -1, Earth +6 Element: Wind Cost: (1050) Wyrma Axe Description: Wide-bladed axe designed to kill dragons, often used for execution. Stat Change: STR +18 Resistances: Wind -1, Earth +6 Element: Wind Cost: (1050) Wyrma Axe Description: Wide-bladed axe designed to kill dragons, often used for execution. Hangover Description: Huge, blood-inundated hangover. Change stats: STR+21 Resistances: Holy +10, Dark -4 Element: Bane Cost: (2200) Gramlock Description: Flame Axe forged in Muspellheim. Stat Change: STR+23 Resistances: Holy +10, Dark -4 Element: Bane Cost: (2200) Gramlock Description: Flame Axe forged in Muspellheim. Stat Change: STR+23 Resistance: Fire -5, Water +15 Element: Flame Cost: (2250) --- Two-Handed Axe/Hammer - Can be used by: Black Knight, Ogre Warhammer Description: Pointed hammer designed to pierce armor. Stat Change: STR +7 Cost: (210) Satan's Bullova Description: Large scythe-like axe, sucks your soul from enemies. Stat Change: STR +8 Resistance: Holy +3 Element: Bane Cost: 360 Urdarbruun Description: Axe found in a fountain at the bottom of the world. Stat Change: STR + 9 Resistance: Fire +3 Element: Water Cost: 450 Prox Description: A magic axe that pours roaring flames in the welder's will. Stat Change: STR +9 Resistances: Fire -1, Water +4 Element: Flame Cost: 450 Mjollnir Description: Thor's Colossal Hammer, the God of Thunder. Stat Change: STR +0 Resistances: Fire -1, Water +4 Element: Flame Cost: 450 Mjollnir Description: Thor's Colossal Hammer, the God of Thunder. Stat Change: STR +0 Resistances: Fire -1, Water +4 Element: Flame Cost: 450 Mjollnir Description: Thor's Colossal Hammer, the God of Thunder. Stat Change: STR +0 Resistances: Fire -1, Water +4 Element: Flame Cost: 450 Mjollnir Description: Thor's Colossal Hammer, the God of Thunder. Stat Change: STR +0 Resistances: Fire -1, Water +4 Element: Flame Cost: 450 Mjollnir Description: Thor's Colossal Hammer, the God of Thunder. Stat Change: STR +0 Resistances: Fire -1, Water +4 Element: Flame Cost: 450 Mjollnir Description: Thor's Colossal Hammer, the God of Thunder. Stat Change: STR +0 Resistances: Fire -1, Water +4 Element: Flame Cost: 450 Mjollnir Description: Thor's Colossal Hammer, the God of Thunder. Stat Change: STR +0 Resistances: Fire -1, Water +4 Element: Flame Cost: 450 Mjollnir Description: Thor's Colossal Hammer, the God of Thunder. Stat Change: STR +0 Resistances: Fire -1, Water +4 Element: Flame Cost: 450 Mjollnir Description: Thor's Colossal Hammer, the God of Thunder. Stat Change: STR +0 Resistances: Fire -1, Water +4 Element: Flame Cost: 450 Mjollnir Description: Thor's Colossal Hammer, the God of Thunder. Stat Change: STR +0 Resistances: Fire -1, Water +4 Element: Flame Cost: 450 Mjollnir Description: Thor's Colossal Hammer, the God of Thunder. Stat Change: STR +0 Resistances: Fire -1, Water +4 Element: Flame Cost: 450 Mjollnir Description: Thor's Colossal Hammer, the God of Thunder. Stat Change: STR +0 Resistances: Fire -1, Water +4 Element: Flame Cost: 450 Mjollnir Description: Thor's Colossal Hammer, the Flame Cost: 450 Mjollnir Description: Thor's Colossal Hammer, the Wind -1, Earth +4 Element: Wind Cost: (420) Sanscion Description: Hammer with Earth Power used by Galf, general netherworld. Stat Change: STR + 11 Resistances: Wind +4, Earth -1 Element: Earth Cost: (550) Paua Hammer Description: A hammer that pulls out the full potential of its welder. Stat Change: STR + 13 Cost: (600) Yggdrasil Description: Huge wooden club carved from yggdrasil branch, world tree. Changing stats: STR +18 Resistances: Wind +10, Earth -4 Element: Earth Cost: (1700) Rune Axe Description: Axe engraved with rune inscriptions. Stat Change: STR + 21 Resistances: Wind +10, Earth -4 Element: Virtue
Cost: (2000) Heavy Axe Description: Steel axe capable of dividing a large tree into two parts with a single stroke. Stat Change: STR+23 Cost: (2350) Dagda's Hammer Description: Hammer, which was made from the blood of Dagd, the god of life and death. One of Bane's arcane instruments. Stat Change: STR+26 Resistance: Holy +15, Dark -5 Effect: Paralysis Element: Bane Cost: (2500) --- Spear - Can be used by: Phalanx, Cataphract, Valkyrie, Freya, Blaze Knight, Rune Knight, Rune Knight, Rune Knight, Rune Knight, Stats Change: STR+5 Cost: 150 Baldr Spear Description: Spear made of Baldr, a metal that increases magical ability. Stats change: STR +7, INT + 3 Cost: 230 Thunder Spear Description: Magic spear with thunder power. Statistician Change: Str +7 Resistances: Earth +3 Element: Wind Cost: 320 Osric's Spear Description: Osric, King Zamora ice spear. Stat Change: STR +8 Resistance: Fire +4, Water -1 Element: Water Cost: 410 Volcaetus Description: Legendary Spear Discovered on Mount Volcana. Statistician Change: STR+9 Resistances: Fire -1, Water +4 Element: Flame Cost: 460 Earth Javelin Description: Spear, ability. Stat Change: STR + 12 Resistances: Wind +8, Earth -3 Element: Earth Cost: 550 Zephyros Description: Spear, which has the power of Zephys, the god of the western wind. One of the four Relics of the Wind. Stat Change: STR +12, AGI + 5 Resistances: Earth +6 Element: Wind Cost: (750) Bentisca Description: Spear found in dragon's lair, Isebelg. Stat Change: STR +14 Resistances: Fire +8, Water -3 Element: Water Cost: (650) Culnrikolnne Description: Its spear is made from the corner of a unicorn, with divine inscriptions engraved on it. Stat Change: STR+15, INT+2 Cost: (750) Lance Longinus Description: Spear of the evil deity, which absorbs sorrow and despair, and gives power to the welder. Stat Change: STR + 18 Resistances: Holy -3, Dark +8 Element: Virtue Cost: (1600) Holy Lance Description: Lance pure silver, led by a holy army when he descended from heaven. Stat Change: STR + 18 Resistances: Holy -3, Dark +8 Element: Virtue Cost: (1600) Ignis Description: Burning Spear mitigated by the eternal flame of the wasteland. Stat Change: STR +21 Resistnaces: Fire -3, Water +8, Element: Flame, Cost: (2000) Brionac Description: Rare magic spear with your own will. Stat Change: STR +24, INT+6 Resistances: Holy +10, Dark -4 Effect: Sleep Element: Bane Cost: (2300) --- Whips - Can be used by: Beast Tamer, Beast Master Leather Whip Description: Whip made of durable leather strap. Stat Change: STR+4 Cost: 120 Whip Exorcism Description: Whip that lends bad thoughts to those that strikes. Commonly used by priests of occultism. Stat Change: STR+7 Cost: (210) Holy Comet Description: A holy whip that leaves traces of pure white light when wielded. Stat Change: STR+13 Resistance: Holy +4, Dark +1 Resistance: Holy +4, Dark -1 Element: Bane Cost: (800) --- Claws -- Can be used by: Ninja, Ninja Master, Grapp Ironler Description: Iron claw attached to the forearm, mainly used in melee combat. Stats change: STR+5 Cost: 170 Baldr Claw Description: Claw made of Baldr, a metal that increases your magical abilities. Stats change: STR+7, INT+3 Cost: 280 Cyanic Claw Description: Dragon's killer made of blue dragon claws. Stat Change: STR + 8 Resistances: Fire +4, Water -1 Element: Water Cost: 320 Black Cat Description: Cursed claw steeped in the spirit of a black cat. Stat Change: STR + 8 Resistances: Fire +4, Water -1 Element: Water Cost: 320 Black Cat Description: Cursed claw steeped in the spirit of a black cat. Stat Change: STR + 8 Resistances: Fire +4, Water -1 Element: Water Cost: 320 Black Cat Description: Cursed claw steeped in the spirit of a black cat. Stat Change: STR + 8 Resistances: Fire +4, Water -1 Element: Water Cost: 320 Black Cat Description: Cursed claw steeped in the spirit of a black cat. Stat Change: STR + 8 Resistances: Fire +4, Water -1 Element: Water Cost: 320 Black Cat Description: Cursed claw steeped in the spirit of a black cat. Stat Change: STR + 8 Resistances: Fire +4, Water -1 Element: Water Cost: 320 Black Cat Description: Cursed claw steeped in the spirit of a black cat. Stat Change: STR + 8 Resistances: Fire +4, Water -1 Element: Water Cost: 320 Black Cat Description: Cursed claw steeped in the spirit of a black cat. Stat Change: STR + 8 Resistances: Fire +4, Water -1 Element: Water Cost: 320 Black Cat Description: Cursed claw steeped in the spirit of a black cat. Stat Change: STR + 8 Resistances: Fire +4, Water -1 Element: Water Cost: 320 Black Cat Description: Cursed claw steeped in the spirit of a black cat. Stat Change: STR + 8 Resistances: Fire +4, Water -1 Element: Water Cost: 320 Black Cat Description: Cursed claw steeped in the spirit of a black cat. Stat Change: STR + 8 Resistances: Fire +4, Water -1 Element: Water -1 Element: Water -1 Element: STR + 8 Resistances: Fire +4, Water -1 Element: STR + 8 Resistances: Fire +4, Water -1 Element: STR + 8 Resistances: Fire +4, Water -1 Element: STR + 8 Resistances: Fire +4, Water -1 Element: STR + 8 Resistances: Fire +4, Water -1 Element: STR + 8 Resistances: Fire +4, Water -1 Element: STR + 8 Resistances: Fire +4, Water -1 Element: STR + 8 Resistances: Fire +4, Water -1 Element: STR that courses with electricity. Stat Change: STR + 12 Resistances; Wind -1. Earth +4 Element: Wind Cost; (550) Berserk Description; It is said that the welder of this claw attacks with the cruelty of a wild beast. Stat Change: STR +13 Resistances; Wind +4. Earth -1 Element; Earth Cost; (600) Lfal Description; Demon Claw, tilted by a portion of hell inferno. Statistician Change: STR+14 Resistances: Fire -1, Water +4 Element: Flame Cost: (700) Wajra Description: A unique weapon that change: STR+17, INT+5 Resistance: Holy -1, Dark +4 Element: Virtue Cost: (1550) --- Bows - Can be used by: Amazon, Archer, Diana, Gorgon Short Bow Description: Small, bright wooden bow that is portable and easy to use but lacks strength. Stat Change: STR+4 Cost: 90 Baldr Bow Description: Bow made of Baldr, metal that increases your magical abilities. Stat Change: STR+6. INT+3 Cost: 160 Ytival Description: A bow of pure silver, worn by a holy army when they descended from heaven. Statistician Change: STR +7 Resistances: Holy -4. Dark +10 Element: Virtue Cost: 270 Sandstorm Bow Description: Legendary Arch of the Ancient Kingdom of Habiram. His shots never miss their mark, even in a sandstorm. Stat Change: STR+8 Resistances: Wind +8, Earth -3 Element: Earth Cost: 420 Thunderbolt Bow Description: Thor Thunder God Bow. The arrow is absorbed by lightning and penetrates the enemy. Stat Change: STR+9 Resistances: Wind -3, Earth +8 Element: Wind Cost: (490) Composite Bow Description: Arch made of many materials, giving you more flexibility and durability. Stat Change: STR+10 Cost: (550) Conflagrant Bow Description: Blessed by flame goddess, this bow instantly freezes your targets. Stat Change: STR+14 Resistance: Fire +8, Water -3 Element: Water Cost: (700) Crescente Description: Crescent-shaped bow used by a virgin to shoot an arrow into the sky to deliver a love letter. Stats change: STR +15, DEX + 4 resistances: Holy -3, Dark +8 Element: Virtue Cost: (850) Ji'ygel's Bow A great bow made of Ji'vgel's bones, which was promised eternal pleasure in exchange for his soul. Stat Change: STR +16. INT-2 Resistances: Holy +10. Dark -4 Effect: Petrify Element: Bane Cost: (1150) --- Mace - Can be used by: Cleric, Priest Mace Light Description: Bright, compact mace that is easy to own. Change stats: STR +2, INT + 3 Cost: 30 Baldr Mace Description: Mace made of Baldr, a metal that increases magical ability. Stat Change: STR+3, INT+5 Cost: 180 Gambatein Description: Mace blessed by Holp, god of wisdom, with the power to powder the forces of evil. Stat change: STR + 3, INT + 13 Resistances: Holy -3, Dark +8 Element: Virtue Cost: (1550) Heavenly Mace Description: Holy mace that emits white light from a jewel mounted in the head. Change statistics: STR +4, INT + 9 Resistances: Holy -1, Dark +4 Element: Virtue Cost: (600) --- Staves - Can be used by: Wizard, Archmage, Sorceress, Witch, Mermaid, Lich, Sorcerer (Hemlock only) Scipplay Staff Description: Staff sculpted from the Cypress Tree Scipplay Change statistics: STR +1, INT + 3 Cost: 20 Arc wand Description: Wand preferred by experienced sorcerers, which enhances the magical ability of the user. Change of statistics: STR+3, INT +5 Cost: 150 Hemlock Description: Staff carved from an ancient tree whose roots have spread throughout the continent. Zeteginea Stat Change: STR+3, INT+11, MEN+1 Resistances: Wind +6, Earth -2 Element: Earth Cost: (800) Kerykeion Description: Hermes staff with two snakes laced around it. Stat Change: STR+4, INT+7 Resistance: Holy +8, Dark -3 Element: Bane Cost: (330) Hraesvelg Description: Staff with eagle feather Hraesvelg on top. He grants the holder a mastery over the wind. Stat Change: STR +4, INT + 7 Resistances: Wind -3, Earth +8 Element: Wind Cost: 340 Phorusgir Description: Staff who transforms the magical power of their welder into ice blades. Stat Change: STR +4, INT + 10 Resistance: Fire +8, Water -3 Element: Wind Cost: (750) Jormungand Description: Staff made in the likeness of Jormungand, a giant snake surrounds the world. Stat change: STR+4, INT+15 Resistances: Wind +8, Earth -3 Cost: (2100) Airgetlam Description: Silver staff, said to have sprung up with nuad's severed arm, which enhances his wielder's wisdom. Stat Change: STR+5, INT+12 Resistance: Holy -3 Dark +8 Element: Cost of Virtue: (1400) Totila Description: Personnel who spit out the flame and burn evil. Stat Change: STR+6, INT+8 Resistances: Fire -3, Water +8 Element: Flame Cost: (420) --- Dolls - Can be used by: Doll Master, Enchanter Marionette Description: Wooden Doll, Articulated Steel. Stat Change: STR+5 Cost: 120 Fool Description: A peculiar doll resembling a buffolate who hides many weapons. Stat Change: STR+7 Cost: 320 Heaven's Doll Description: Angel doll very
popular among Stats change: STR + 9 Resistances: Holy -3, Dark +8 Element: Cost of virtue: virtues: Curse Doll Description: Cursed soul is trapped in this doll. Stat change: STR + 10 Resistances: Holy +8, Dark -3 Effect: Paralyze Element: Bane Cost: (600) Lia Fail Description: Statue set with the Stone of Destiny that confirms the sentience of a god. Stat Change: STR+13 Resistances: Holy -4, Dark +10 Item: Virtue Cost: (900) Gallant Doll Description: Doll given as birthday gift. Its power reflects the strength of the battalion commander. Change statistics: STR+Magnus/20, NIT+Magnus/20, NIT+Magnus/20, MEN+Magnus/20, MEN+Magnus/20, DEX+Magnus/20, D Festive heart-shaped fan. Stat Change: STR+7, AGI +5 Resistances: Holy -1, Dark +4 Element: Cost of Virtues: (1250) **Spellbooks - Can be used by: Wizard, Archmage, Sorceress, Witch, Mermaid, Princess, Lich, Sorcerer Spellbook Description: A book of spells that channels the power of your diet keeper into magical spells. Stat Change: INT+1 Cost: 100 Book of Wind Description: A book of spells that channels the power of the wind god, Harnella, into magic spells. Stat Changes to Elemental Wind Element: Wind Cost: 200 Book of Flame Description: Book of Spells That Channels the Power of the Fire God, Zoshonel, into Magic Spells. Stat Change: INT + 4 Resistances: Fire -1, Water +4 Effect: Spell Changes to Elemental Fire Element: Flame Cost: 200 Book of Spells. Stat Change: INT + 4 Resistances: Wind +4, Earth -1 Effect: Spell Changes to Earth Elemental Elemental Elemental Elemental: Earth Cost: 200 Book of Water Description: Book of Spells That channels the power of the water -1 Effect: Spell Changes to Water Cost: 200 Book of Bane Description: Book of Spells That Channels The Power of Asmodee, God of Death, into Magic Spells. Stat Change: INT + 5 Resistances: Holy +4, Dark -1 Effect: Changes spells to Elemental Bane: Scroll Cost: 300 Annihilation Description: Rare tom written by ancient Draconites. He throws a shower of flame to the ground. Stat Change: STR-2, INT+10 Resistance: Fire -5, Water +10 Effect: Spell Changes to Doom Element: Drakonite Cost: Starts at 30,000 and increases by 20 each day to 60,000 Meteor Strike Description: Rare tome written by ancient Draconites. He calls a meteor from the sky. Change stats: STR-2, INT + 10 Resistances: Wind +10, Earth -5 Effect: Meteorite Spell Changes Element: Drakonite Cost: 50000 Tempest Description: Rare tom written by Draconites. It evokes a violent storm. Stat Change: STR-2, INT + 10 Resistances: Wind -5, Earth +10 Effect: Spell Changes on Element Tempest: Drakonite Cost: (50000) White Mute Description: Rare tom written by ancient Drakonites. Instantly freezes the atmosphere. Change stats: STR-2, INT+10 Resistances: Fire +10, Water -5 Effect: Changes spells to White Mute Element: Drakonite Cost: (50000) **Small Shield Description: Small wooden shield attached to the forearm with a belt. Resistance: Blow +2 Cost: 20 Buckler Description: A small metal shield used mainly for pairing attacks. Resistances: Strike through +5 Cost: 40 Electric Shield Description: Small shield endowed with Nue blood, a thunder beast that increases wind power. Resistance: Strike +8, Wind -3, Earth +8 Element: Wind Cost: 150 Flame Shield Description: Small shield forged by Ephraette, Flame Diinn that increases flame power: Impact +8, Fire -3, Water +8 Element: Flame Cost: 150 Terra Shield Description: A small shield made by Firbolg, a frosty giant that increases the power of water. Resistances: Hit +8, Fire +8, Water -3 Element: Water Cost: 150 Starry Sky Description: Shield decorated with a heavenly map. The brilliance of its stars keeps the darkness in the reassance. Resistance: Strike +12, Holy -12, Dark +50 Element: Virtue Cost: (1900) --- Shield - Can be used by: Knight, Phalanx, Paladin, Kataphract, Centurion (male), Knight Angel Sanctified Shield Description: Wooden shield made of sacred Berthe tree, which protects the welder from status changes. Resistances: Impact +6, Wind +2 Invalid Effect: Poison, Paralysis, Sleep, Petrify Element: Earth Cost: (2250) Kite Shield Description: Metal shield with lower half tapered for increased maneuverability in combat. Resistances: Strike through +8 Cost: 70 Large Round Shield Description: Large Round Shield Description: Shield made of dragon scales. Resistances: Hit +10, Fire +7 Element: Flame Cost: 260 Baldr Shield Description: Shield made of Baldra, a metal that increases magical ability. Stats change: INT+3 Resistances: Strike +12 Cost: 250 Nue Shield Description: Shield made of Baldra, a metal that increases magical ability. Stats change: INT+3 Resistances: Strike +12 Cost: 250 Nue Shield Description: Shield made of Baldra, a metal that increases magical ability. Resistances: Hit +12. Wind -3. Earth +8 Element: Wind Cost: (500) Inferno Shield Description: Shield with flame power trapped deep in the ground. Strike +12, Wind +2, Fire -3, Water +7 Element: Flame Cost: (500) Crystal Guard Description: Beautiful shield made of transparent, crystal-like substance. Resistance: Hit +12, Fire +8, Water -3 Cost: (500) Holy Shield Description: Shield inscribed in king Oberon's name, giving additional protection to the welder. Stats change: MEN+4 Resistances: Strike +15, Effect Invalid: Paralyze Element: Virtue Cost: (1750) Tower Shield Description: A cumbersome rectangular shield which, in return, provides good protection. Resistance: Strike +16 Cost: 350 Ogre Shield Description: Shield forged by Ogre; is very heavy, but provides exceptional protection. Stats change: STR+10, INT-5 Resistances: Strike +20, Holy +10, Dark -5 Element: Bane Cost: (2100) ** E. Body Armor Lightweight Armor -- Can be used by: Fighter, Berserker, Fencer, Sword Master, Beast Tamer, Beast Master, Ninja, Ninja Master, Amazon, Archer, Diana, Dragon Tamer, Dragon Master, Hawkman, Vultan, Raven, Saturos, Gorgon Cloth Armor Its loose design is very comfortable. Change stats: MEN+2, DEX+2 Resistances: Strike +1 Cost: 20 Ninja's Hump Description: Clothing worn by ninjas, with iron plates. Stat Change: AGI +2 Resistance: Strike +3 Cost: 50 Leather Armor Description: Armor consisting of layers of leather resistance: Strike +3 Cost: 60 Chain Mail Description: Armor consisting of layers of leather resistance: Strike +3 Cost: 120 Hard Leather Description: Armor made of hardened leather in boiling oil. Resistance: Strike +6 Cost: 150 Scale Armor Description: Frozen chain mail that protects your user by emitting cold breaths. Resistances: Strike +8, Fire +5, Water -2 Element: Water Cost: (350) Thunder Chain Description: Chain mail charged with lightning that protects its wearer by periodically discharging electricity. Resistances: Strike +8, Wind -2, Earth +5 Element: Wind Cost: (350) Flame Skin Description: Leather armor marked with a flame seal. Protects your user with a magic layer of flame. Resistances: Strike +8, Fire -3, Water +8 Element: Flame Cost: (350) Terra Armor Description: Hard skin engraved with earth symbol. It provides its user with the power of the earth. Resistances: Strike +9, Wind +8, Earth -3 Element: Earth Cost: (250) Idaten's Mail Description: A mystical chain that makes its user nimble. Stat Change: AGI +13 Resistance: Strike +11, Wind -3, Earth +7 Element: Wind Cost: (1500) Saint's Hump Description: Dress sewn by followers of light, made of fabric purified with holy water. Stats change: MEN+4 Resistances: Strike +12, Holy -5, Dark Item: Cost of Virtue: (750) --- Armor - Can be used by: Phalanx, Valkyrie, Freya, Angel Knight, Seraph, Goblin, Gladiator (Magnus), Vanguard, Blaze Knight, Rune Knight, Rune Knight, Solidblade, Lord Breastplate Description: Iron Armor that covers vital areas of the body. Resistances: Strike +9 Cost: 210 Baldr Mail Description: Record mail made of Baldra, a metal that enhances magical ability. Stat Change: INT+ 3 Resistances: Strike +11 Cost: 250 Titania Mail Description: Legendary armor stolen from Queen Faerie Titania's temple. User agility is slightly increased. Stats change: AGI+4 Resistances: Strike +13 Cost: (750) Phoenix Mail Description: Armor brought to this world by Phoenix. Resistances: Impact +15, Fire -4, Water +10 Element: Flame Cost: 900 Peregrine Mail Description: Armor made from peregrine pen, great winged beast. Resistances: Strike +15, Wind -4, Earth +10 Element: Wind Cost: 900 Hwail Mail Description: Armor modeled after Hwail, a huge water monster that lives in the Oberro Sea. Resistance: Strike +15, Fire +10, Water -4 Element: Water Cost: 900 Nathalork Mail Description: Armor made of thick, rocky like the skin of a cruel Nathalork. Resistances: Strike +15, Wind +10, Earth Cost: (900) Bloodstained Armor Descriptionn: Armor stained with black blood to get the power of darkness. Evil spirits accompany armor. Resistance: Strike +17, Holy +15, Dark -5 Element: Bane Cost: (1500) Angelic Armor Description: Legendary armor worn by the Knight, Paladin, Cataphract, Gladiator (Dio), Warrior, Dragoon, General Plate Armor Description: Full body armor consisting of shape and mounted iron plates. It is heavy, but the weight is well distributed over the whole body. Resistance: Blow +11 Cost: 230 Baldr Armor Description: Plate armor made of Baldra, a metal that increases magical ability. Stats change: INT+3 Resistances: Strike +13 Cost: 420 Dragon Armor Description: Full body armor made of meteorite. This is especially effective against dragons. Resistances: Impact +13, Fire +4 Element: Flame Cost: (800) Heavy Armor Description: Plate armor reinforced with additional metal plates. It is very heavy, but provides excellent protection. Resistance: Blow +15 Cost: 650 Wind Armor Description: Magical full body armor that protects your user with a strong whirlwind. Resistances: Strike +17, Wind -3, Earth +8 Element: Wind Cost: (1500) Breidablick Description: Fog emitted from this whole body armor hides your user from sight. Resistances: Impact +17, Fire +8, Water Item: Water, Water, (1500) Rune Plate
Description: Baldr armor engraved with runic inscriptions. Stats change: INT+3 Resistances: Strike +18, Wind -4, Earth +10 Element: Wind Cost: (1800) Southern Cross Description: Armor that was supposedly worn by ancient gods. This room is decorated with a Southern Cross. Resistance: Strike +20, Holy -1, Dark +3 Element: Cost of Virtue: (2500) Death Armor Description: Whole body armor known to gradually absorb the essence of your life. Resistance: Strike +21, Holy +15, Dark -5 Element: Zmory Cost: (1900) Ogre Armor Description: Full-case armor forged by Ogre; is very heavy, but provides exceptional protection. Stat change: STR +10, INT-5 Resistances: Strike +25, Holy +8, Dark -4 Element: Bane Cost: (2250) Diadora's Song Description: Armor steeped in the spirit of a girl separated from her lover. You can hear her sad singing in it. Resistance: Strike +26 Cost: (3200) --- Robes - Can be used by: Doll Master, Enchanter, Wizard, Archmage, Cleric, Priest, Skeleton, Ghost, Lich, Warlock Torn Cloth Description: Old, torn cloth that offers virtually no physical protection. Resistance: Strike +1 Cost: 10 Robe Description: Long, flowing robe. It is thin and light, but not very durable. Resistance: Strike +2 Cost: 30 Cleric's Robe Description: Clothing commonly worn by clergy, providing peace and quiet to its user. Resistance: Strike +2, Holy -1, Dark +5 Element: Virtue Cost: 50 Mage Robes Description: A robe woven with Baldra threads, a metal that increases magical ability. Stat Change: INT +5 Resistance: Blow +3 Cost: 120 Flame Robe Description: Shell-covered firedrake coat to protect the wearer from the cold. Stat Change: INT+5 Resistance: Strike +4, Fire -4, Water +10 Element: Flame Cost: (400) Earth Robe Description: Magic clothing that gives earth power to the user. Change statistics: INT + 5 Resistances: Strike +4, Wind +10, Earth -4 Element: Earth Cost: (400) Water Robe Description: Clothing worn by Titania priests, Queen of fairies, blessed by water elementals. Stat Change: INT + 5 Resistances: Strike +4, Fire +10, Water -4 Element: Water Cost: (400) Wind Robe Description: Replica robe worn by Skyfarer, in ancient relief. Stat Change: INT + 5 Resistances; Strike +4, Wind -4, Earth +10 Element; Wind Cost; (400) Wise Robe Description; Robe with crystals attached to it. enhancing the user's magical ability. Stat Change: INT + 8 Resistances; Strike +5 Cost; 300 Phoenix Robe Description; Robe woven with feathers of an immortal Phoenix. Stat Change: INT+7 Resistances: Strike +5, Fire -5, Water +15 Element: Flame Cost: (750) Oath Coat Description: worn by those who dedicate their lives as saints. Stat Change: INT + 7, MEN + 5 Resistance: Strike +5, Holy -4, Dark +10 Element: The Cost of Virtue: (750) Abyss Robe Description: Robe tainted by unfathomable darkness from the kingdom of this world. Stat Change: INT+8, MEN+2 Resistances: Strike +5, Holy +50, Dark -17 Element: Bane Cost: (1750) Bloodstained Robe Description: A robe riddling with demon blood, covering everything in the dark. Change stats: INT +10, MEN+5 Resistances: Strike +6, Holy +15, Dark -5 Item: Bane Cost: (1000) --- Garments -- Can be used by: Sorceress, Witch, Mermaid, Princess, Zombie, Vampire (Count Clothing only), Faerie (Tiny Clothing Description: Tattered clothes that practically do not offer protection to its user. Resistance: Strike +1 Cost: 10 Tiny Clothing Description: Hand-sized clothing made of fabric. Resistances: Strike +2 Cost: (10) Plain clothing description: Simple clothing made of cheap fabric. Resistance: Strike +2 Cost: (30) Witch Dress Description: Dress for witches, decorated with a magic gem. Stat Change: INT + 3 Resistances: Strike +2 Cost: 80 Count's Garment Descripton: Elegantly tailored clothing for nobility. Resistance: Strike +3 Cost; (200) Pure white dress Description: Pure white dress that only a noble, pure woman can wear. Stat Change: INT + 5 Resistances: Strike +3, Holy +2, Dark +5 Element: Virtue Cost; 2500 Fur Description: Expensive coat made of carnivorous beast fur. Stat Change: INT + 5 Resistances: Strike +4 Cost; 250 Feather Suit Description: Magic suit woven with feathers of the legendary giant condor, provides wind protection for the user. Stat Change: INT + 7 Resistances: Strike +5, Wind -2, Earth +6 Element: Wind Cost: 400 Heat-Tex Description: Crimson clothing made of high-tech magic and new synthetic material. Stat Change: INT + 7 Resistances: Strike +5, Fire -2, Water +6 Element: Flame Cost: (400) Forest Tunic Description: Dark Green Tunic sewn by elves. This makes the user hard to find in the forest. Stat Change: INT +7 Resistances: Strike +5, Wind +6, Earth -2 Element: Earth Cost: (400) Misty Coat Description: Mystical coat decorated with blue crystals that possess the magical power of water. Stat Change: INT+7 Resistances: Strike +5, Fire +6, Water -2 Element: Water Cost: (400) Stellar Description: Old robe with fragments of a falling star. Stat change: INT + 8 Resistances: Strike +7, Holy -3, Dark +8 Element: Virtue Cost: (1750) Spell Robe Description: Old robe with illegible text, considered worn in some ritual. Change statistics: STR-5, INT+15 Resistances: Strike +8, Holy +8, Dark -3 Cost: (1500) ** Wizard, Archduchin, Black Knight, Sorceress, Cleric, Mermaid, Father Amulet Description: Necklace worn by warlords. Stat change: INT+4 Cost: 40 Valiant Mantle Description: Durable coat made of thick leather. A lot of effort is required to pierce it. Resistance: Strike +3 Cost: (40) Rosary Description: Silver cross and beads carried by priests. Stat Change: STR-10, INT+3 Resistances: Dark +2 Element: Virtue Cost: 50 Eloguence Ring Description: Magic ring that increases the user's spell power. Stat Change: STR-10, INT+10 Cost: 250 Bell of Thunder Description: Cast iron bell decorated with thunder comb. Provides protect against thunder and lightning. Change stat: INT + 3 Resistances: Wind -3, Earth +8 Element: Wind Cost: 250 Fang firedrake Description: Charm made of fan firedrake. Provides flame power and heat wave protection. Stat Change: STR+3, Resistances: Fire -3, Water +8 Element: Flame Cost: 250 Naked Ring Description: A magic ring that reaches into a power channel that runs deep underground. Stat Change: STR+ 5 Resistances: Wind +8, Earth -3 Element: Earth Cost: 250 Snow Orb Description: Jewel enged from the core of a huge block of ice. Stat Change: INT+5 Resistance: Fire +8, Water -3 Element: Water Cost: 250 Elder's Sign Description: A charm that gives its user a huge amount of knowledge, said to be as ancient as the gods themselves. Stat Change: INT+6 Resistances: Holy -4, Dark +10 Invalid Effect: Paralysis Element: Cost of Virtue: (600) Brand Ring Description: Ungodly ring used to brand sinners with demon insignia. Stat Change: STR-6, INT + 13 Resistance: Holy +8, Dark -6 Element: Bane Cost: (1350) Archangel Pen Description: Pen that gives protection to the archangel on his onwer. Stat Change: INT + 12 Resistances: Holy -5, Dark +15 Element: Cost of Virtue: (1600) Firecrest Description: A legendary red gem that holds the spirit of the Divine Dragon, Resistance: Strike +20, Wind +20, Fire +20, Earth +20, Water +20, Holv +20, Dark +20 Cost; (2550) Angel's Brooch Description: Brooch Description: Jewel Worn by countess Nirdamese. This gem tells the story of Nirdam's tragic fall. Resistances: Strike +2 Cost: (3300) --- Class-specific accessories * cannot be changed* - Blue sash Description: A piece of material draped over the shoulders. This is a traditional Indigan outfit. Stats change: MEN+1 Resistances: Strike +1 Classes: Gladiator, Vanguard, Warrior. Solidblade, General (Magnus) Cost: (30) Tunic Description: Sleeveless Coat worn on armor for decorative purposes. Resistance: Strike +3 Classes: General (Debonair), Lord Cost: (50) Glass Pumpkin Description: A magic pumpkin created by Deneb, a beautiful witch from Zenobia. Resistances: Holy +1 Class: Cost: (170) Blood emblem Description: Emblem worn by followers of darkness. Stat Change: INT+4 Resistances: Holy -3, Dark +8 Element: Bane Class: Vampire Cost: (1300) Dream Tiara Description: Crown that rewards your user with a noble heart and a healthy body. Stat Change: INT+ 4 Resistances: Holy +8, Dark -3 Element: Virtue Classes: Princess Cost: (1500) Ring of the Dead Description: Magic Ring requires you to become immortal. Stat Change: INT +6 Resistances: Holy -4, Dark +10 Element: Scroll Class: Lich Cost: (2100) ** Expendables --- Curatives -- Heal Leaf Description: A medicinal herb leaf that restores 100HP to form. Cost: 10 Heal Seed Description: Herbal seeds that restore 300HP to character. Cost: 50 Heal Pack Description: Fruits of individuality that restore endurance to all members in the unit. Cost: 80 Angel Fruit Description: Wonderful fruits brought to this world by an angel. Restores endurance to all members of the unit. Cost: 200 Revive Stone Description: A concoction made from the tail of a cocko that heals petrification. Cost: 1500 --- - Champion Statuette Description: Statuette, based on the famous hero, which raises the level of experience of the owner. Cost: (2550) Life Cup Description: A cup that increases the hit points of the one who drinks from it. Cost: (2550) Description Shield: Braces that increase vitality and increase the user's resistance to physical damage. Cost: (2550) Crown of Intellect Description: A marcine self and elevates the user's intelligence. Cost: (2550) Speed Stone Description: A marcine self and elevates the user's intelligence. Cost: (2550) Speed Stone Description: A marcine self and elevates the user's mentality. Cost: (2550) Speed Stone Description: A marcine self and elevates the user's mentality. increases the user's agility. Cost: (2550) Crystal Precision Description: A spell that changes the fate of whoever drinks from it. Cost: (2550) Flag of Unity Description: A flag decorated with the battalion emblem that strengthens harmony in the unit. Cost: (2550) Discipline Scroll Description: A lawful scroll that
raises the alignment of the reader. Cost: (2550) --- other - Close gate Description: An item that distorts the tissue of space and transports the unit back to headquarters. Cost: 150 silver Description: A magic hourglass that slows down the passage of time. Cost: (300) Dowsing Rod Description: A pair of L-shaped sticks that indicates where the items are hidden. Cost: (600) Description of Love and Peace: A powerful magical item that convinces the enemy to join the army. Cost: (2000) ** H. Portable Valuables -- Ansate Cross Description: A cross that changes a soldier's gender when promoted. Cost: (10) Vigor Medal Description: A medal that strengthens the unit's leadership and accelerates the development of its leader and soldiers. Effect: Doubles the amount of Soldier's Expedition earned by the unit leader. Cost: (10) Marching Baton Description: Chopstick used to maintain rhythm and reduce fatigue during walking. Effect: Fatigue accumulates more slowly. Cost: (10) Censer of Restpose Description: Chopstick used to maintain rhythm and reduce fatigue during walking. for a much shorter time. Cost: (10) Sleipnir Figurine Description: Sleipnir figurine, an eight-legged horse that allows the handle to travel at high speed. Effect: The unit moves twice as fast on the map. Cost: (10) Warfare Manual Description: A manual written by a well-known military officer that gives you more experience gained in combat. Effect: The unit gains double experience. Cost: (10) Description of the Mastaby Barrier: An item known to prevent its owner from become zombies after incapacitation. Cost: (10) Charge Horn Description: Horn used to command troops in battle. All interrupt commands are available at the beginning of the fight. Effect: You can retreat or use Pedras at the beginning of the fight. Cost: (10) --- Treasures - Bolt of Silk Description: Fabric made of Silk Description during the day. Cost: 2000 Condrite Description: Meteorite that fell to the surface when this world was created. Dragon armor in Kynora, and visiting Melphy at 6 each month during the day, Cost: 450 Letter from father Description: This is addressed, To my dearest daughter, Selena. We should not open a letter. Found: Muji, Gules Hills, after you agree to find the man's daughter. Cost: (10) Dragon's Scale Description: Charm given by barkeep in Elaine. This is supposedly the scale of the legendary Divine Dragon. Found Elaine, Fair Heights, after receiving dragon rudder and armor and talk to an old man in Idorf for the second time. Cost: (640) Dark Invitation Description: Those who seek the ring of the dead come to the tavern near the border. - Guardian Dark Knowlege Found: Banna Barra, Celesis Cost: (10) Geld Pack Description: Package from old gentleman in Clemon to Gelda. Its contents are unknown. Found: Clemona, Blue Basilica Cost: (10) Letter from Gelda Description: Letter from Gelda to the old man in Clemona. It is directed: To whom I cling to the way of my heart. Found: Tristle, Soathon, after going around the world to deliver the package. Cost: (10) ** ** History / Mission Reviews haven't done some of the early levels yet. I will return to them at a later date. Here's how to set it up... Location: (Where are you, natch) Prologue: (Each story takes place before the battle) Strongholds, their population, morale and whatever in stores) Enemy Opposition: (Enemy units you will find on stage) Enemy Commander: (Enemy Commander, his class, if special, and the reward you receive from him) Combat tactics: (How to survive in this battle) Epilogue: (Cutscenes, (Everything you can do on stage after winning) Hidden objects: (Items that can be found on stage) Neutral encounters: (Neutral encounters: (Neutral enemies you can find, and items that can be found from them you get) Note: My formation configurations are as such... ----- back row ------ back row ------ middle row ----- frontal * = Unit Commander % = Legion Leader Look like this when you also face them in battle. , so I decided to use this format. Another note: Every store in the game has these items superfluous... Heal Leaf 10 Heal Seed 50 Heal Pack 120 Power Fruit 80 Angel Fruit 200 Revive Stone 500 Quit Gate 150 Abbreviation List - Sld - Soldiers Fig - Fighter Knt - Knight Bkr - Beast Tamer DoM - Doll Master Nin - Ninja Wiz - Wizard Pal - Paladin BIK - Black Knight SwM - Sword Master Cat - Cataphract BsM - Beast Master Enc - Enchanter NnM - Ninja Master ArM - Archmage CeM - Centurion (Male) Dgo - Dragoon Ama - Amazon Arc - Archer DgT - Dragon Master Fre - Freya Sir - Siren Pri - Priest CeF - Centurion (Female) Prn - Princess Zom - Zombie Ske -Skeleton Gho - Ghost Vam - Vampire AnK - Angel Knight Ser - Seraphim Lic - Lich Haw - Hawkman Vul - Vultan Rav - Pu Ravenm - Pumpkinhead Gre - Gremlin Fae - Faerie YgD - Young Dragon ThD - Thunder Dragon Que - Quetzalcoatl RdD - Red Dragon Flb - Flarebrass EhD - Earth Dragon AzD - Azhi Dahaka BuD - Blue Dragon Hyd - Hydra PmD - Platinum Dragon Bah - Bahamut BkD - Black Dragon Tmt - Tiamat Wyr - Wyrm Wyv - Wyvern Hel - Hellhound Cer - Cerberus Grf - Golem SGo - Stone Golem BGo - Baldr Golem Gob - Goblin Ogr - Ogre Sat - Saturos Gor - Gorgon - Grappler KtT - Knights Templar Dae -Daemon KDa - Knight Danika Gen - General Van - Vanity SuK - Superior Knight SoB - Solidblade TmC - Temple Command Lyc - Lycanthrope/Werewolf DTm - Death Templar ** Opening: At the opening, the main character stands before Archbishop Odiron at the graduation ceremony. It asks you for your name, the default setting being Magnus. Then he will ask you for your birthday. This will determine when your starting units. Each way you answer a guestion will earn points for a specific group of characters for your units. Ouestion 1: What do you have in your sword? Ardor Passion Vigor Talent Belief Hate Warrior 12 16 0 4 16 A grecialist 4 8 12 16 0 4 16 Ouestion 2: What will you break with your sword? Yoke Greed Roam Ouiet Order Hope Warrior 0 4 12 16 4 12 Magic User 4 8 16 0 8 16 Specialist 12 16 4 8 12 4 Tamer 16 0 8 12 16 8 Ouestion 3: What will you beg the gods for? Triumph Purity Might Valor Trust Sacrfice Warrior 8 12 16 0 4 4 12 Ouestion 4: What will you offer the gods? Freedom Glory Love Embrace Truth Lust Warrior 16 12 8 0 16 4 Magic User 12 8 4 16 4 16 Specialist 4 0 16 8 16 4 Tamer 0 16 12 4 4 16 Question 5: What do you want? Wealth Serenity Fertility Strife Peace Reform Warrior 8 0 16 12 4 12 Magic User 4 16 12 8 8 16 Specialist 16 8 4 0 12 4 Tamer 12 4 0 16 16 8 Question 6: What will you release from this land? Changes Honor Rule Ideal Law Chaos Warrior 0 4 12 16 16 8 Magic User 4 8 16 0 12 4 Specialist 12 16 4 8 8 16 Tamer 16 0 8 12 4 12 All right. Sum up all your scores from each of the four character category for which the first unit is located, and it will be unit 1 listed for each category. Now subdue 32 from the highest sum and take the new highest sum, and do the same, it will determine your unit 2. Then take 32 from the highest unit and continue until you receive four units. Unit 1 - Warrior: Knight, 2 Fighters, 2 Soldiers Unit 2 - Knight, 2 Fighters, 3 Fighters, 2 Soldiers Unit 2 -Warrior: Archer, Amazon, 3 Magic User Soldiers: Witch, 2 Amazons, 2 Soldiers Specialist: Swordsman, Fighter, 3 Tamer Soldiers: Doll Master, Amazon, 3 Soldiers Unit 3 - Warrior: Phalanx, Golem Magic User: Wizard, Wyrm Specialist: Cleric, Griffin Tamer: Beast Tamer, Hellhound So, for example, if you chose Ardor, Hope, Purity, Serenity and Changes, your results will be 36, 76, 36, 56, respectively, for each category. Your highest score is 76, so you'll get The Magic User Unit 1 (Sorceress). Denoizing 32 will give you 36, 44, 36 and 56. This puts Tamer at the top of the list, so you'll get a Tamer Unit for Unit 2, which is a Doll Master unit. A further 32 will provide you with 36, 44, 36 and 24. This gives you a magical user unit for Unit 3, which is the Sorceress Unit. Lowering the last 32 gives you 36, 12, 36 and 24, which leaves you with a tie. In the event of a draw, the first category receives accolades, so you get a Warrior unit that has a phalanx. Now these units (1, 2, 3 and 4) are in fact units 2, 3, 5 and 6 in your battalion. Unit 1 is a Magnus unit that has 2 fighters and 2 Amazons, and Unit 4 is a Dio unit that has 3 fighters and 3 are in fact units (1, 2, 3 and 4) are in
fact units (1, 2, 3 and 4) are in fact units (1, 2, 3 and 4) You will receive all equipment items for each leader class in four units, as well as two items for the next Unit Leader Class 1, so if you have a Knight for Unit 1 Leader, you will also receive three sets of hunting gear, three sets of Amazon equipment, ten healing leaves, five power fruits and an ansate cross. Odiron asks you the last question: What are you calling for help? Swift Wind Raging Fire Solid Earth Calm Water This guestion will determine what Elem Pedra to start with. What goes with which should be obvious... ** A. Prologue Throwing his gaze to the ground, trudging along... General Godeslas Branic welcomes the graduates of the military academy and welcomes them to the Southern Division. He gives them a dressing and gives the reins to one of them. They are sent to a meeting with their advisors. Magnus's advisor is a calm but strict old man named Hugo Miller. Hugo looks at him well and then rejects him. He introduces in the next candidate, Diomedes Rangue, who gets a little miffed on the old coot before he realizes he is an advisor. Hilarity follows... ** Scene 1 - The Southern Reaches Location: Tenne Plains Prologue: Magnus and Dio arrive, and Hugo gives them battle plans. They have to go to the Theodricus mine and investigate the problem with residents attacked by wild animals and bandits. Magnus. This is indeed an important decision in the game, and can affect whether Dio stays in the party. Either way, Hugo comes and interrupts the fight. Zemio: (Starting Location) 232 Morale: 76 Hou: (Allied, South of Zemio) Population: 167 Morale: 52 Shop: Bandanna 20 Iron Helm 30 Short Sword 20 Short Bow 30 Round Shield 20 Leather Armor 60 Chain Mail 120 Buchanan: (Western edge) Population: 116 Morale: 38 Mulsuk: (Northwest corner) Population: 289 Morale: 50 Bourdeux: (Center of Map) Population: 248 Morale: 50 Theodricus Mine: (Enemy Headquarters) Population: 50 Morale: 50 Enemy Opposition: ----- Wiz02*----- ----- Knt02 ----- Location: 248 Morale: 50 Theodricus Mine: (Enemy Headquarters) Population: 50 Morale: 50 Enemy Opposition: ----- Wiz02*----- ----- Knt02 ------ Location: Mulsuk Guard ----- Wit03* Grf02 ----- Wit03* Grf02 ----- Location: At the junction south of Mulsuk ----- Hel02 ----- Bkr03*----- Location: Guarding Buchanan Grf02 ----- Knt03*----- Location: Charge with Buchanan Enemy Commander: Stabilo ----- Bkr04*----- ----- Wyr04 ----- Location: Theodricus Mine Reward: Francisca Battle Tactics: Okay. Your first battle. Scared? Don't be. This one is very simple. First send your collective units south to Hou, but send them to Jadd to buy some extra Heal leaves. Then send one of your more legitimate guys to Bourdeux to liberate him. At this point, you should see your first enemies.

You should not have any problems with them. Then send anyone to Mulsuka to liberate him, and one of your more chaotic guys to Buchanan to liberate him. Once you take care of all the enemies on the map, finish Stabilo and you should be fine. Forget Billney. As a neutral city, you will want to leave them alone until after the mission is over. Epilogue: Magnus interrogates Stabilo. He reveals that they were just a lure. A revolution is underway in the city to kill Prince Yumil. Magnus runs to save him, so it's up to them. Aftermath: After Dardunnelles: Go to Bourdeux with a female lead unit. You will be greeted by a woman who will explain dressmaking, and how the market in Dardunnelles runs silk on the 15th day of each month. After getting the Bolt of Silk: Go to Billney and talk to your seamsted to get a Pure White Dress for 2500 Goth. Hidden Objects: Baldr Sword: Between Hou and Bourdeux Altar of resurrection: Northwest of Bourdeux Old Clothing: Northeast Mulsuk Hard Leather: Midway between Zemio and Mulsuk Power Fruit: On the road between Hou and Billney Great Bow: Across the bridge south of Jadd Heal Leaf : Southeast of Theodricus ** Scene 2 - Sparks Location: Volmus Mine Prologue: Information Hugo knows that Yumil is being held in this area, he just doesn't know where. You will have to search the area and find it. Strongholds: (Starting location) Population: 268,268 63 Senal: (Southwest of Senal) Population: 251 Morale: 48 Store: Iron Helm 30 Hachigane 40 Short Sword 20 Iron Claw 170 Round Shield 20 Old Clothing 10 Ninja's Garb 50 Chain Mail 120 Berberah: (Neutral, East of Saukin) Population: 101 Morale: 62 Eldrett: (South of Eldrett) Population: 245 Morale: 58 Shop: Bandanna 20 Short Bow 30 Leather Whip 60 Halt Hammer 110 Torn Cloth 10 Leather Armror 60 Ishro: (Southeast from Dese ----- Wiz03*----- Wiz01 Sld-- ----- Location: Guarding Dese ----- Knt02*----- Fig02 Location: Ishro Protecting El Enemy Commander: Qad ----- Wiz01 Sld-- ----- Hel02 ----- BsM04* Location: Volmus Mine Reward: Leather Whip Battle Tactics: During the battle (after Ishro's liberation), you'll see a scene with Prince Yumil and his bodyguards, Emigrant Eurynome and tell them about what happened. Rhade orders him to kill all the rebels. Rhade has a nasty attitude. When one of the (unarmed) Rebels tries to escape, Rhade leads him through. At this point, it will become clear that the Enemy Headquarters is the Volmus Mine. Epilogue: Qad asks why Magnus delivers the bound Qad to Yumil, Jeal and Rhade. Rhade yells at Magnus, wondering why he didn't kill the rebel. Rhade beats the rebels, telling him there is a problem with the country. Rhade decides to kill the rebel as an example. Magnus tries to stop him by hitting Rhade, but is rejected. Just as Rhade brings the sword down, a strange knight falls in and locks his blade. A young girl runs up and unties the rebels, ushering him in. Jeal moves to attack, but another strange warrior stops him. He calls someone named Saradin, who paralyzes Rhade and Jeal, allowing them to escape. Later, it turned out that the executed person may not have been important at all. Rebel activities have intensified, and many people, including some members of the middle and upper classes, have begun to guestion the motives of the aristocracy... Hidden Objects: Heal Leaf: Forest east of Senal (across the river) Quit Gate: West Berberah (between highlands and river) Hard skin: on east of Senal (across Light Mace: On the road between Ishro and Eldrett Heal Leaf: Forest northwest of Xeira ***Chapter 1 Can't turn around - speechless and itinerant... Magnus is summoned to General Godeslas' chamber. Godeslas tells him that his achievements so far have been admirable, and he is given the rank of captain in the Southern Division, where he will command the battalion. He was given new orders to go to Crenel Canyon and defeat the rebels there. Godeslas tells him to put aside his personal feelings and do what he needs for his king and country. Scene 3 - First place of assignment: Crenel Canyon Prologue: Magnus and Dio are introduced to Leia Silvis. There is a bit of dialogue and there is hilarity. At this point, you can name your company. Go crazy and choose a cool name. Unfortunately, it may not be too long... Strongholds: Baldera: (Starting Location) Population: 154 Morale: 28 Shop: Scipplay Staff 20 Light Mace 30 Spellbook 100 Robe 30 Clergyman's Vestment 50 Witch's Dress 50 80 Amulet 40 Rosary 50 Movae: (Eastern Edge) Population: 193 Morale: 42 Fort Tuatha : (Northeast) Population: 173 Morale: 42 Fort Tuatha : (Northeas Guarding Kiefer ----- DgT04*----- Nin03 ----- Nin03 ----- Viz04* Sor03 ----- Wiz04* Sor03 ----- Bkr04* Gol03 ----- Bkr04* Gol03 ----- Viz04* Sor03 ------ Viz04* Sor03 ----- Viz04* Sor03 ------ Viz04* Sor03 --------- Viz04* Sor03 ------ Viz04* Sor03 ---------- Viz04* Sor03 -------Boolem Knt04*----- Fig03 Location: Guarding Carnot ----- EhD03 Location: Guarding Carnot ----- Fig03 Location: Fort Tuatha Reward: Baldr Spear Battle Tactics: You're to split up in this mission. You will have an additional leia unit. Send it east to balance things out, because valkyrie's unit will go down there because you'll get east before you show up to the west... Epilogue: Hugo informs Magnus that they now have two orders: Go to Mylesia and escort Prince Yumil, go to the Zenobiińska border and push the last of the revolutionaries there... Hidden Objects: Breastplate: West of Baldera Heal Seed: West of Keifer Plumed Headband: On the road between Bool and Tuatha Bone Helm: Between the mountains and the river west of Movae Scene 4 - The Path Diverges Location: Mylesia Prologue: We see a flashback in which Magnus's father, Ankiseth Gallant, kills a man who tried to murder Prince Yumil. Ankiseth is thrown out as a murderer. In fact, Hugo tells Magnus that the purpose of this mission is to escort Prince Yumil through an area that is now occupied by the rebels. Magnus refuses the request to visit the prince and leaves, but Dio stops him and asks him what his contract is. Magnus tells him that the prince is a childhood friend. Strongholds: Dunkweld Castle: (Starting Location) Population: 3 Morale: 19 Idorf: (Southeast Corner) Population: 229 Morale: 41 Lehoboth: (West of Idorf) Population: 257 Morale: 69 Tubulk: (West of Dunkweld) Population: 20 5 Moral E: 31 Witch's Hut Elgorea: (Northern Area) Population: 334 Morale: 49 Shop: Iron Helm 30 Leather Hat 40 Armet 120 Great Bow 90 Francisca 130 Baldr Sword 150 Kite Shield 70 Armor Plate 230 Phuntua : (East of Castle Burgundy) Population: 288 Morale: 77 Harraive: (Southern Edge) Population: 396 Morale: 50 Taza: (Northeast of Burgundy) Population: 2 4 Morale: 47 Burgundy Castle: (Enemy Fortress) Population: 4 Morale: 50 Enemy Opposition: BsT06* ----- Fae05 DoM06*----- Sld-- Location: Guarding Tubulk ----- Arc05 ----- Wit06*---------- Cleo6* ----- Sld-- ----- Sld-- ----- Sld-- Sld-- Sld-- Sld-- Sld-- ----- Sld-- ----- Sld-- ----- Sld-- Sld-- Location: Harraive protection ----- ReD05 ------ ReD05 ------ ReD05 ------ Re Ove02*BIK08 Items: Six Leaves ----- BIK07 ----- Yep. You will have to keep Yumil alive until this battle. Just move early and move often. First you want to liberate all cities in the area, you may need to send a unit over the highlands to liberate All cities in the area, you want to see a neat scene, let Yumil get to Zhontac first. Epilogue: Yumil and Magnus share a moment when Yumil confesses that he has no real power and that he wants to change the world. Aftermath: Go to the city of Idorf. There you will receive valuable information about dragoons. You will learn that the ancient arms manufacturers went to Burgunna in Gunther Piedmont and Kynora on top After you get the Dragon Rudder and Armor, and when you start the chapter come back here and you'll learn about Tiamat's Sword. Return to Elgorea from Troy. There you will meet his mom. He will give you the Holy Shield. Hidden Objects: Spellbook: East of Lehoboth Robe: Peninsula South of Elgorea Heal Seed: East of Harraive Witch's Dress: Peninsula midway between Elgorea and Taza Scipplay Staff: On the road north of Harraive Amulet: Southwest corner of the map, Across the Bridge ** Scene 5 - True Intentions Location: Zenobian Border Prologue: Hugo's Battle Plans Expresses Concern About This, how the rebels seem to lead a group of refugees and not worry about maintaining the area. Strongholds: Ethawella: (Starting Location) Population: 137 Morale: 47 Shop: Bone Helm 50 Jin-gasa 50 Rapier 30 Halt Hammer 110 Baldr Sword 180 Spell Book 100 Cloth Armor 20 Karya: (Neutral, West of Ethawell) Population: 178 Morale: 50 Witch's Hut Quelluan: (South of Ethawella) Population: 256 Morale: 52 Fort Crenel: (Enemy Headquarters) Population: 14 Morale: 50 Enemy Opposition: Fen07*---- Nin05 -----Nin05 ----- Nin05 ----- Location: South of Ethawell BuD05 ----- Val06* ----- Val06* ----- Uccation: west of Ethawell ----- ---- Bkr06* Location: Guarding Quelluan ----- Wiz0 ----- Wiz06* ----- Bkr05 ----- Wiz06* ----- Bkr05 ----- Bkr05 ----- Bkr06* Location: Guarding Quelluan ----- Wiz06* ----- Bkr05 ----- Bkr06* BuD05 ------ Bkr06* BuD05 ----------------Debonair (General) Sor05 ----- Gen08*----- Knt05 Location: Fort Crenel Reward: Champion Statuette Battle Tactics: Like Crenel Canyon, you will need to split your units into two groups to cover all bases. Since you probably still have seven units at this point, you need to make the call where you want the extra unit to go. Epilogue: Debonair admits to fighting Magnus. He tells him that the purpose of this battle was to take refugees out of the country to Zenobia. Gilbert Oblion, leader of the zenobia. Beast Division, appears and tells Debonair that they are ready to leave. Magnus chases after them and bumps into the other three people he saw in Volmus. They are Destin Faroda, Saradin Carm and Aisha Knudel, heroes of the Zenobic War. Both Magnus and Destin exchange words about who is right in this
revolution, and Destin exchange words about who is right in this revolution, and Destin exchange words about who is right in this revolution. should terminate any business in Mylesia or at the Zenobina border, as these areas will later be temporarily closed. Returning to Alba, Magnus talks to Godeslas, who tells him that he is to command the forces at the Volmus mine, where the leader of the revolution, Frederick Raskin, is reportedly stationed. Rhade gives Magnus a few words of encouragement, and Magnus leaves. Aftermath: After the battle, head to Karya, where you'll find a group of hooligans (two warriors and a berserker) terrorizing a young cleric. You will face them in a fight to the death. After defeating them (it is not difficult at all) you will be told by the cleric to go Dem Vidro. Do it and you will get Ansate Cross for your troubles... Hidden Objects: Kite Shield: Southwest of Ethawell Plate Armor: Midway between Laguat and Quelluan Baldr Sword: On the road between Quelluan Baldr Sword: On the roa Ariosh Knight runs to Godeslas, telling him that the revolution has captured many fortresses in the area at once. The Volmus Mine, Mylesia, Crenel Canyon, Zenobijska Border and Tenne Plains were seized at once. Only Alba, Gunther Piedmont and Dardunnelles remain. Godeslas stresses that this can be done if Magnus's group wins Frederick. Strongholds: Dese: (Starting Location) Population: 251 Morale: 48 Shop: Iron Rudder 30 Hachigane 40 Short Sword 20 Iron Claw 170 Round Shield 20 Old Clothing 10 Ninja's Garb 50 Chain Mail 120 Eldrett: (South of Dese) Population: 148 Morale: 55 Xeira: (South of Eldrett) Population: 245 Morale: 58 Shop: Bandanna 20 Short Bow 30 Leather Whip 60 Halt Hammer 110 Torn Cloth 10 Leather Armror 60 Volmus Mine : (East of Senal) Population: 50 Morale: 43 Berberah: (East of Senal) Population: 50 Morale: 43 Berberah: (East of Senal) Population: 50 Morale: 44 Senal: (Northwest of Senal) Population: 50 Morale: 44 Senal: (Northwest of Senal) Population: 50 Morale: 40 Witch's Hut Ishro: (Southeast of Senal) Population: 50 Morale: 44 Senal: (Northwest of Senal) Population: 50 Morale: Corner) Population: 150 Morale: 66 Saukin: (East of Kaezi) Population: 268 Morale: 63 Fort Bulan: (Enemy Headquarters) Population: 12 Morale: 50 Enemy Opposition : ----- Bkr06 -----Ama05 Location: Kaezi ----- BkD06 DoM08 * ----- BkD06 DoM08 * ----- Fen08 * ----- Fig05 Fig 050 5 ----- Fig05 Fig Enemy Commander: Valna ----- Arc06 Arc06 ----- Phx06 Phx08 * Phx06 Location: Fort Bulan Reward: Earth Javelin Battle Tactics: This mission is a little strange. In most others, you started at one end of the map and worked your way to the other. Here you start in the middle and you can go south and liberate, as well as go to the northeast, where the headquarters is located. You will probably want to do both. Enemy units are fairly evenly divided between north and south, watch out, taking units to Ishro and Volmus Mine, because two units will appear right next to these cities as you get closer. Epilogue: Magnus talks to the captured Frederick about the future. Dio appears, announcing that Rhade and Godeslas are here. Godeslas are here. Godeslas and Rhade order Magnus to kill Frederick. This is an important turning point in the game. If you say I can't do it. you will take the sword and cut the ropes of Frederick. If you say ..., Dio will take the sword for you and do the same. Either way, Dio will stop them while you and Frederick escape. Later, Magnus will talk to Frederick about the decision he has just made. It looks like you'll join the Revolutionary Army, and Hugo and Leia are coming with you. Dio will also come, but only if he said, I can not do it. If you said ..., you lost it. At this point, the route to Alba will be closed, not that you can still do something there... Hidden Objects: Same as Volmus Mine I, but also... Plate Mail: South of Kazei ** Scene 7 - A New Beginning: Gunther Piedmont Prologue: Frederick commissions Magnus's battalion as a mobile force. This means that you will be on your own for most of the battle. Your first task is to liberate the mine in Gunther, and free a man named Asnabel Birall, once known as the Palatinus Iron Hammer. Strongholds: Takua: (Starting Location) Population: 263 Morale: 39 Shop: Bandanna 20 Iron Helmet 30 Leather Hat 40 Short Sword 150 Short Bow 30 Grand Bow 90 Round Shield 20 Leather Armor 60 Chain Mail 120 Hard Leather 50 Mosaka: (Southwest of Takua) Population: 203 Morale: 73 Burgunny: (Southeast of Takua) Population: 45 Morale: 57 Inekell: (East of Cayes) Population: 159 Morale: 69 Cayes: (South of Mosaka) Population: 45 Morale: 57 Inekell: (East of Cayes) Population: 203 Morale: 73 Burgunny: (Southeast of Takua) Population: 203 Morale: 69 Cayes: (South of Burgunny) Population: 45 Morale: 47 Morale: 47 Morale: 281 Morale: 31 Gunther (Enemy Headquarters) Population: 16,16 50 Enemy Opposition: Val07 ----- Val07 ------ Val07 ------Location : Charging from north of Gunther ----- Gre07 Gre07 BsT08*----- Hel07 Location: Charge From North Gunther Enemy Commander: Makisi Wiz07 ----- Bkr09*----- Location: Gunther Mines Reward: Flame Flail Battle Tactics: Another Split Battle. Get used to them. Many Beast Tamer units will appear in the highlands. These are mountain units, so they will be faster there. One of the things you should do is go south to Cayes. You will encounter Asnabel himself after defeating the mission. Aftermath: Mosaka is Dio's hometown. Head there and his younger brother will talk to him. Burgunny is home to the manufacturer Dragon Helms. After getting acquainted with the weaponry of the dragon in Idorf, in the bar you will find zbrojar at night, who gets drunk in the bar. Go again during the day to find someone who will tell you about your wife who lives in Senal in Volmus. After going to Senal, come back here and the happy couple will thank you. Come back again to buy Dragon Helm. Go to Inekell with Katred's mother. It's not that useful, but it's worth a lot of Goth. This may apply, but if so, I do not know what it is ... Go to Kinsey with Ansabel Berserker and you'll get Helm of the Fearless, which is pretty nice. It will be given to you by the people Ansabel was a laborer. Hidden Objects: Spellbook: Road South of Kinseva Witch's Dress; East of Kinseva Heal Leaf; Southeast of Kinseva Marionette; Midway Between Caves and Inekell Scipplay Staff: Southwest of Gunther Mines ****Crossroads Fortresses: Romella: (Starting Location) Population: 120 Morale: 75 Shop: Plumed Band 60 Spear 150 Round Shield 20 Large Shield 180 Plate Mail 210 Adigrat : (Neutral, South of Romelli) Population: 169 Morale: 10 Bungasue: (East of Romelli) Population: 192 Morale: 75 Shop: Plumed Band 60 Spear 150 Round Shield 20 Large Shield 180 Plate Mail 210 Adigrat : (Neutral, South of Romelli) Population: 120 Morale: 75 Shop: Plumed Band 60 Spear 150 Round Shield 20 Large Shield 180 Plate Mail 210 Adigrat : (Neutral, South of Romelli) Population: 120 Morale: 75 Shop: Plumed Band 60 Spear 150 Round Shield 20 Large Shield 180 Plate Mail 210 Adigrat : (Neutral, South of Romelli) Population: 120 Morale: 75 Shop: Plumed Band 60 Spear 150 Round Shield 20 Large Shield 180 Plate Mail 210 Adigrat : (Neutral, South of Romelli) Population: 120 Morale: 75 Shop: Plumed Band 60 Spear 150 Round Shield 20 Large Shield 180 Plate Mail 210 Adigrat : (Neutral, South of Romelli) Population: 120 Morale: 75 Shop: Plumed Band 60 Spear 150 Round Shield 20 Large Shield 180 Plate Mail 210 Adigrat : (Neutral, South of Round Shield 20 Large Shield 180 Plate Mail 210 Adigrat : (Neutral, South of Romelli) Population: 120 Morale: 75 Shop: Plumed Band 60 Spear 150 Round Shield 20 Large Shield 180 Plate Mail 210 Adigrat : (Neutral, South of Round Shield 20 Large Shield 180 Plate Mail 210 Adigrat : (Neutral, South of Round Shield 20 Large Shield 180 Plate Mail 210 Adigrat : (Neutral, South of Round Shield 20 Large Shield 180 Plate Mail 210 Adigrat : (Neutral, South of Round Shield 20 Large Shield 180 Plate Mail 210 Adigrat : (Neutral, South of Round Shield 20 Large Shield 180 Plate Mail 210 Adigrat : (Neutral, South of Round Shield 20 Large Shield 180 Plate Mail 210 Adigrat : (Neutral, South of Round Shield 20 Large Shield 180 Plate Mail 210 Adigrat : (Neutral, South of Round Shield 20 Large Shield 180 Plate Mail 210 Adigrat : (Neutral, South of Round Shield 20 Large Shield 180 Plate Shield 180 Plate Shield 18 46 Melphy: (North of Romelli) Population: 97 Morale: 50 Garu Kaio: (east of Dardunnelles: Number: 102 Morale: 50 Garu Kaio: (east of Dardunnelles) Population: 288 Morale: 20 Witch's Hut Fort Akkisis: (Enemy Headquarters) Population: 16 1 Morale: 50 Enemy Opposition: ----- DoM08 Wiz08 ----- Fig07 ----- Fig07 ----- Knt08 * ----- Eup07 ReD07 ReD07 ReD07 ReD07 ----- Sor10* Location: Charging from Dardunelles ----- Fig07 Fig07 Fig (----- Eupon Eu ----- Ogr11 ----- Gol08 Location: Charging east of Garu Kaio ----- Bkr08 * Gob10 Gob09 ------ Bkr08 * Gob10 Gob09 ------ Bkr08 * Gob10 Gob09 ------ Bkr08 * Gob10 Gob09 *----- Bkr08 * Gob10 Gob09 Tactics : Another division mission. Send one unit south to take care of the bad guys around Adigrat, and share the rest to take care of the two paths, sending more down the middle. Along the way it will be a small cut-off. A revolutionary soldier happens to be on several dead soldiers of the Southern Division. Another calls for help, and he is chased by large gray creatures. These are the eponym ogres. They are quite nasty, especially in this mission, where their levels will be a few higher than yours. Ariosh may be too nasty considering that he is hiding behind a phalanx and there is a solid level of 20 Ogre with him. You will want to align the units to attack it. The strange thing about Ariosh is that when he attacked him from behind and lost the battle, he started moving! Strange... Epilogue: Magnus interrogates his former officer, demanding to know where the monsters came from. Ariosh
remembers the general. Destin tells Magnus that they may have succumbed to the Hell's Aura. He asks Ariosh if they come from below. Ariosh says that the general sacrificed the people who ate the fruits of the pit, and Ogre left. Aftermath: In Melphy, if you enter the city on certain days of the month and hours, you will find a trader who will sell you some strange things. 1st 9AM-9PM: Altar of resurrection - 1500 Goth 6 9AM-6PM: Condrite - After talking to an old man in Kynora, Mt. Ithaca - 450 Goth 6th 6PM-9PM: Meteor Strike - 50000 Goth 15th 9AM-6PM: Bolt of Silk - After talking to a woman in Bourdeux, Tenne Plains - 2000 Goth 15th 9AM-6PM: Meteor Strike - 50000 Goth Hidden Items: Rosary: Southeast of Aelphy (across the River) Cloth Armor: Forest Northeast of A Bubble Sword: Forest East of Adigrat Heal Seed: Halfway between Dardunnelles and Bungasue Heal Leaf: Southwest of Garu Kaio Altar of Resurrection : West of Ramballene Jin-gasa : Forest West of Garu Kaio Iron Claw: On the road between Dardunnelles and Fort Akkisis ** Alba Prolouge: Hugo and Magnus talk about how the Central Division cut off the south to wash their hands as a result of an incident involving Ogres. Strongholds: Allada: (Starting Location) Population: 126 Morale: 15 Bowende: (North of Aladd) Population: 213 Morale: 15 Witch's Hut Geohel: (East of Allady) Population: 297 Morale: 87 Shop Bandanna 20 Pointy Hat 100 Scipplay Staff 20 Short Bow 30 Marionette 120 Book of Water 200 Leather Armor 60 Witch's Dress 80 Edepar: (North of Bowende) Population: 206 Morale: 67 Vertze: (Northeast Corner) Population: 126 Morale: 87 Shop: Iron Helm 30 Short Sword 20 Great Bow 90 Baldr Sword 150 Book of Wind 200 Book of Flame 200 Annihil 30000 + 20 X Days Played up to 60000 Round Shield 20 Chain Mail 120 Hard Leather 150 Narogue: (West of Edepar) Population: 58 Morale: 68 Akka Castle: (Enemy Headquarters) Population : 54 Morale : 50 Enemy Opposition: ----- Pmp08 ----- Fig10 ----- Fig10 ----- Fig10 ----- Sld-- ---- Sld-- ---- Sld-- ---- Sld-- ---- Sld-- ---- Sld-- ---- Phx11*----- ---- Location: Charging from south Ede ----- Gre09 Gre09 ----- Phx09* Location: Charging from Narogue ----- Sld-- ----- Phx09* Location: Charging from south Ede ----- Sld-- ----from Edepar Sor09*----- Wiz08 Sor08 ----- Wiz08 Sor08 ----- Ghoos Edepar ----- Golos Cle09*----- Golos Location: Guarding Geohel ----- Cle08 ------ Cle08 ------ Cle08 ------- Cle08 ------ Cle08 ------ Cle08 ------ Cle08 --Knt08 Bkr08 Arc09*----- ----- Location location : Guarding Vertze Enemy Commander: Godeslas Branic (Vanity) ----- Val08 Knt08 ------ Val08 Knt08 Knt08 Knt08 Knt08 Knt08 Knt08 Knt08 Knt08 Knt08 Pumpkinhead unit. It can get really nasty... Epilogue: Frederick and Magnus are consulting on whether this has been done. Frederick tells Magnus to believe in himself. A few days after the liberation of the southern region, the king sent a message that western and eastern divisions were to eliminate the revolution. The Western Division and fought the revolution in many small skirmishes. The Eastern Orthodox Church remained silent. Aftermath: When you're done, head to Edepar with Magnus. The townspeople there will present you the Medal of Vigor. Hidden Objects: Heal Seed: East of Allada Spellbook: East of Boewende Ninja's Hump: North of Boewende Iron Claw: Northwest of Boewende Rosary: Northwest of Vertze Power Fruit: Northwest Geohel (across the river) ***no path can be found... Ankiseth Gallant and Prince Yumil talk about the future and how Yumil can please his father. Baldwin interrupts and brings with him a girl and a holy sword of the royal family, in honor of being a general. The girl is to serve her personal needs. He introduces himself as Mari Callan. At Akka Castle, Frederick holds a conference with his officers, including Magnus, Hugo, Destin, Saradin and Xevec, leader of the Southern Tigers. They discuss the recent animosities of the Western Division with the appointment of a new general. Xevec suggests the release of bolmaukans held in Audvera Heights. This would give them an advantage against the Western Division and Lodis. Magnus objects, thinking that he is just planning to use them. Xevec seems to be a little hot-headed, don't you think? Scene 10 – Idealism and Realism Location: Crenel Canyon Prologue: You pass through a canyon on your way to Mylesia. Suddenly you stop at Crenel Canyon! It's an ambush! You've just come across a huge army! Fortunately, you don't know you're here yet, so you have an element of surprise. Do not get cocky though, because they are in a good position to receive ... Strongholds: Baldera: (Starting Location) Population: 108 Morale: 84 Kiefer: (Southwest Corner) Population: 154 Morale: 28 Shop: Scipplay Staff 20 Light Mace 30 Spellbook 100 Robe 30 Clergyman's Vestment 50 Witch's Dress 50 80 Amulet 40 Rosary 50 Movae: (Eastern Edge) Population: 193 Morale: 44 Boolem: (Western Edge) Population: 293 Morale: 22 Witch's Hut Carnot: (Northeast) Population: 173 Morale: 42 Fort Tuatha : (Northern Edge, Enemy Opposition: ----- Wiz10* ----- Wiz10* ----- Ucation: Guarding Kiefer Sor10*----- Wiz09 Sor (----- ----- Wiz09 Sor (----- ----- Wiz09 ----- Ucation: Protection) Movae ----- Val09 ----- Nin09 Items: Two ----- Phx10* ----- Uccation: Outside Movae (see Tactics) ----- Val09 ----- Knt09 Knt09 Location: Outside Kiefer (see Tactics) Val09 ----- Knt09 Knt09 Location: Outside Kiefer (see Tactics) Val09 ----- Knt09 Knt09 ----- Knt09 ----- Knt09 ----- Knt09 ----- Knt09 ----- Knt09 ----- Knt09 Knt09 Location: Outside Kiefer (see Tactics) Val09 ----- Knt09 Knt09 Location: Outside Kiefer (see Tactics) Val09 ----- Knt09 Knt09 Location: Outside Kiefer (see Tactics) Val09 ----- Knt09 ----- Knt09 Knt09 ----- Knt09 Knt09 ----- Knt09 ----- Knt09 ----- Knt09 Knt09 ----- Knt09 Knt09 Knt09 Location: Outside Kiefer (see Tactics) Val09 ----- Knt09 Knt09 Knt09 Location: Outside Kiefer (see Tactics) Val09 ----- Knt09 Knt09 Knt09 Location: Outside Kiefer (see Tactics) Val09 ----- Knt09 Knt09 Knt09 Location: Outside Kiefer (see Tactics) Val09 ----- Knt09 K Hwk09 Location : Near Boolem ----- Sor10* ----- Val09 ----- Val09 ----- Val09 ----- Val09 ----- Val09 ----- BsT09 DoM09 BIK10*DoM09 Location: south of Carnot ----- Wiz09 ----- Wiz09 ----- Wiz10* Items: One Leaf ----- BsT09 ----- BsT09 ----- BsT09 DoM09 BIK10*DoM09 Location: south of Fort Tuatha Fen11* ----- Nin09 ----- Nin09 ----- Nin09 ----- Nin09 ----- Nin09 ----- Nin09 ----- Fen09 Location: Fort Tuatha Award: Hannya Mask Battle Tactics : Divide your battalion into two equal sides. They should be a mixed alignment because you will face-toface mixed alignment on both paths. First, take each of the neighboring cities. When you do this, you have two units sit on each of these cities while the rest go north. The reason for this is that after crossing the bridge on both sides, the craft will appear almost right on top of each of the cities you have just liberated. The rest of the battle is guite simple. There are no big surprises, except for the fact that you meet your first master class units here, in particular the Paladin, the Black Knight, and the Ninja Master who runs the show. Epilogue: At this point, you will realize that you are fighting members of the Revolutionary Army. These guys are only interested in fighting and don't like Frederick at all. Then you will see a scene in the palace of Prince Yumil. Rhade appears and informs prince that they have meals from Lodis. Ankiseth is not too happy about it, wanting to fight the war in his own way. He rejects the offer, and Rhade sets out to fight alongside Lodis' crew on his own. Hidden Objects: Same as Crenel Canyon I** Troops are well prepared to receive an attack. This mission is very similar to the last attack on Mylea, only this time you will not have to worry about the prince ... Strongholds: Dunkweld Castle: (Starting Location) Population: 3 Morale: 19 Idorf: (Southeast Corner) Population: 229 Morale: 41 Lehoboth: (West of Idorf) Population: 257 Morale: 69 Tubulk: (West of Dunkweld) Population: 20 5 Moral E: 31 Witch's Hut Elgorea: (Northern Area) Population: 288 Morale Location: Coming out of Tubulk Cle12 * ----- Fae11 ----- Sld-- Location: Guarding Tubulk ----- Hwk11 ----- Hwk11 ----- Hwk11 ----- Location: Charging from midnight near Elgorea Wyr11 ----- Rav12* ----- Wyr11 Location: Charging from the south near Idorf Fae11 ----- Hwk12 ----- Items: One leaf, Two fruits ----- Vul12 * Hwk12 Location: Charging from the west near Phuntua Val11 Val12 * Val11 ----- Grp11 Location : Guarding Lehoboth ----- Fen11 Nin11 ----- Fen11 Location : East of Phuntua Gol11 ----- Gol11 ----- Items: Two Leaves Grp11 ----- Bkr11 Location: West of Taza Enemy Commander: Eurynome Rhade (Superior Knight) ----- Grp11 Grp11 ----- Grp11 Location : Castle Burgundy Award: Inferno Battle Tactics Shield: There are several problems with this battle. The first and most obvious is the large number of enemy units in this battle. Second, when you reach your first liberated cities, three Hawkmen units will come out of the north, south and west. Keep several units at the base and a few more north and south on the way to capture. This area also introduces a brand new character called Grappler among Master Beasts and Vultan. This guy is a nasty physically strong fighter, with Rend's attack in the front and middle rows, and an attack called Fatal Dance in the back. They are all guite powerful. You'll have to face some of these guys during the battle, too... Epilogue: Rhade is a little bitter about losing as you can imagine, but as a coward you know he is, he runs away, but not without words about how much he thinks about revolution. Aftermath: After Wentinus: Return to Idorf to learn about Tiamat's Sword, the last piece of equipment needed to become a Dragoon. He will tell you that he may be in the stomach of Grozz Nuy, the God of the Dragon. He gives the lead on the barkeep in Elaine on Vert Plateau. Hidden Objects: Same as
Mylesia I *** Scene 12: The Indomitable Location: Highland of Soathon Prologue: Magnus is the strongest because they drag the Bolmaucans into the war. Hugo urges him to continue using his sword to protect, and put his fears out of his mind... Strongholds: Fort Celestus: (Starting Location) Population: 52 50 Tristle: (Neutral, West of Celestus) Population: 162 Morale: 56 Shop: Baldr Mace 180 Baldr Club 220 Baldr Spear 230 Baldr Club 220 Baldr Axe 300 Hard Leather 150 Cochran: (Western Edge) Population: 218 Morale: 4 6 Witch's Hut Kapiscau: (Map Center) Population: 262 Morale: 17 Jiram: (Southeastern Edge) Population: 53 Morale: 50 Enemy Opposition: ----- Grp11 ----- Grp11 ----- Grp11 ----- Grp11 ----- Grp11 ----- Grp12 * Grp11 Location: South of Tristle ----- Rav12* ----- Hwk11 ----- Hwk11 ----- Hwk11 ----- Location: Mountains east of Kapiscau ----- Sld-- ----- Sld-- ----- Sld-- Items: Two Leaves Grp11 Fen12 * Grp11 Location: Charging with Kapiscau ----- Sld-- ----- Sld-- ----- Sld-- Items: Three BsT11 : Most na południe od Shafferville (Rekolekcie) ----- Sor11 Sor11* ----- Grp12 Lokalizacia: Ładowanie z Cochran ----- DrT13* ----- DrT13* ----- PtD12 Lokalizacia: Straż Jiram Fae11 ----- Hwk12 ----- Vul12*Hwk12 Lokalizacia: Góry na wschód od Cochran ----- Sor11 Sor11 Phx12*----- -----Grp12 Lokalizacja: Ochrona Kapiscau ----- Val11 ----- Val12* ----- Val12* ----- Val11 ----- Val11 ----- Val11 ----- Val11 ----- Val11 ----- Val12* ----- Val12* ----- Val11 ------ Va with this battle... The problem #1: As you progress eastwards, you'll spot the Black Knight unit. As soon as he sees you, he will do on the other side of the bridge, it will explode. You will have to go in a different direction. The #2: Two flying units. These guys are not stupid. They will go for liberated fortresses. Be sure to keep an eye on them and try to overpower them early. In addition, standard tactics apply. Epilogue: Magnus faces his father, Ankiseth. Magnus returns to Hugo to find that he now has three choices. He can follow orders and head south to Audvera Heights, where he will free the Bolmaucans. It can defy orders and head north to Mount Ithaca, which will make the upcoming battle with the main forces of the Western Division come sooner. He can also defy orders and head west to the old town of Bolmaukan in the Sable Lowlands. Later, Yumil sends several orders to one of his soldiers and leaves in a huff with Mari watching. After leaving, the old crone teleports. He tells Mari that he can serve the prince. He does this by waking up a sleeping sleeper inside it... DUN DUUUUN! Where to go: Going north will cut off the other two areas. Don't go north until you've besaded the other two areas because you'll lose some good things. Aftermath: Go to Jiram. In this city, either a woman will tell you about the death of her son's dog, or the child will tell you. Take the spare Hellhound with you to the city. If you don't have one, you can easily find it in the nearby town of Barrens. Return to him from Hellhound in the unit, and he will accept the dog (after a few visits) and give you a Pedra from Bane. Very nice... Also in Shafferville, an old man will talk about nirdamese's great warrior, Vad, who is fighting the revolution. Bring Vad back here and you'll get Idaten's Mail. Hidden Objects: Fruit of Power: South of Shafferville Baldr Mace: South of Cochran Robe of the Wise: Northeast of Kapiscau Blessed Sword: Southwest of Kapiscau Book of Flame: East of Kapiscau Altar Resurrection: East of Jiram ** : This mission takes place differently, if you first go to the Sable Lowland. For the argument, we'd consider going to Audvera Heights in phase 1 and going to the Sable Lowland before Phase 2. Prologue - Phase 1: Hugo explains to Magnus how the base around the mines is heavily defended. From the beginning, there will not be too many attacks at the forefront. The priority at the beginning of the battle is to defend... Prologue - Phase 2: Audver's mines are liberated and the enemy regains Ziggiveld Castle. They are largely charging from the castle itself. Strongholds: Ziggiveld Castle: (Starting Location(1), Enemy Headquarters(2)) Population: 53 Morale: 50 Puld: (West of Ziggiveld) Population: 241 Morale e: 32 Shop: Pointy Hat 100 Armet 120 Scipplay Staff 20 Spellbook 100 Book of Bane 300 Robe 30 Witch's Dress 80 Baldr Armor 420 Amulet 40 Naracrete: (South of Ziggiveld) Population: 273 Morale: 28 Bezelle: (South of Naracrete) Population: 273 Morale: 78 Shop: Baldr Club 220 Baldr Spear 230 Baldr Claw 280 Baldr Axe 300 Hard Leather 150 Chig Nik: (Southwest of Bezelle, Neutral(2)) Population: 226 Morale: 40 Seldovia: (West of Chig Nik, Neutral(2)) Population: 102 Morale: 21 Audvera Mine: (Enemy Headquarters(1), Starting Location(2)) Population : 103 Morale : 66 Enemy Opposition - Phase 1 BsT BsT Wit* --- --- Bkr --- Bkr --- Bkr --- Bkr --- DgT DgT Grp --- Location: Charging with Barrow ---- & lt;8> BlK13* ---- Knt12 -----Arc12 Knt12 ----- Arc12 Location: Charging from east Puld ArM13* ----- Wiz12 Sor12 Items: Three leaves Wiz12 Sor12 ----- Sir12 Grp12 ----- Viz12 Sor12 Items: Three leaves, Two fruits ----- Pal14 * Grp12 Location: Charging with Naracrete Grp Enc * Grp --- --- BGo --- Location: Charging with Naracrete ------- Pal12 ----- Grp12 Grp13 * Grp12 Location: Charging from the west Naracrete Wit ArM * --- ---- Wit Grp Grp --- Location: Charging from Naracrete ----- Val13 Grp12 Grp12 Grp12 Grp12 Grp13 * Grp12 Grp13 * Grp12 Horation: Charging from Naracrete ----- Val13 Grp12 Grp12 Grp13 * Grp12 Grp13 * Grp12 Grp13 * Grp13 ---- Pmp12 Arc13*----- Fig14 Fig14 Location : Southeast of Naracrete Wit12 ----- Wit12 Wit12 ----- Items: Two Leaves ----- BIK13*Wit12 Location: South of Naracrete Grp12 Grp12 Grp12 Grp12 Grp12 Grp12 Location: Guarding Chig Nik Enemy Commander: Tuzt ----- DoM14* ----- Items: Four Leaves, Two Fruits SG012 ----- Gol12 Location: Audvera Mine Reward: Fool Enemy Opposition - Phase 2: Wit12 ----- Wit13 * Wit12 Location: Charging with Bezelle ----- Wit13 * ----- Val13 Grp12 Grp12 Grp12 Grp12 Location : Bezelle ----- Sir12 Grp12 ----- items: three leaves, Two fruits -----Pal14 * Grp12 Location: Charging with Naracrete ArM13 * ----- Fig14 Fig14 Location: Urgent Puld Knt12 Knt12 Bkr12 ----- Grp12 Grp12 Grp12 Location: Naracrete Protection ----- Pmp12 Arc13*----- Fig14 Fig14 Location: Urgent Puld Knt12 Knt12 Bkr12 -----Pal13* ----- Bkr12 ----- Location: Guarding Baskirk ----- BlK13* ----- Kn T12 ----- Arc12 Knt12 ----- Arc12 Location: Southeast of Ziggiveld Castle ----- Pal12 ------ Pal12 ------- Pal12 ------- Pal12 ---------- Pal12 ------ Pal12 ------------ Pal12 -------------------Gol12 Location: Castle Ziggiveld Reward: Fool Battle Tactics - Phase 1: First, place several units in front as a shield for your base. As you can see from the opposition list, you will have a lot of enemies on you QUICKLY. Slowly liberate cities and hold at least two units in your frontline cities. GREAT HELP: That's assuming you're on a pro-Zenobian route. I think you have to have a good reputation for doing this to work. Go to Puld. If you have done everything right up to this point (it is not so difficult), Aisha Priest will appear, saying that she got lost from her unit. It's a bit of luck, which will be an incredible help later on. She will sign on to the crew and you will be much better about her. Because of the difficulty, there really isn't much more to battle. Just be very careful, as always. Try not to because the nearest Witch's Hut is at the very end of the area. You'll probably want to pick up the Bane Book, too, in the store. Battle Tactics - Phase 2: Battle Battle Much easier in this configuration. There are fewer enemies, on the one hand. I haven't been able to get Aisha out of this phase, however... Epilogue: Magnus refuses to recruit bolmaukans for use in upcoming battles. Hidden Objects: Scale Armor: On the road between Ziggiveld and Puld Estoc: On the road between Ziggiveld and Barrow Mirror of Soul: Forest south of Ziggiveld Magician's Robe: South of Naracrete Plumed Band: West of Naracrete Fool: Halfway between Barrow and Naracrete Book of Water: Northeast of Audvera (between the Highlands and the River) Dragon Shield: Northeast of the aforementioned Water Book ** : Sable Lowlands Prologue: Battle Plans Strongholds: Temil: (Starting Location) Population: 273 Morale: 25 Shop Baldr Helm 170 Rupture Rose 120 Blessed Sword 400 Baldr Shield 250 Robe Wise 300 Baldr Armor 420 Quills: (South Population: 193 Morale: 72 Shichidarui: (West Temil) Population: 196 Morale: 16 Cotolus: (Northwest of Shichidarui) Population: 181 Morale: 69 Prilgi: (Southwest of Shichidarui) Population: 280 Morale: 25 Witch's Hut Baimuk: (South Prilgi) Population: 157 Morale: 66 Crotal Castle: (Enemy Opposition: ----- NnM13*Wiz12 Bkr12 ----- Wiz12 Bkr12 ----- Ucation: East of Shichidarui ----- Wit13 * ----- Val13 Items: Five Leaves Grp12 Grp12 Grp12 Location: Charging with Quills ----- Dia14 * ----- Grp12 ----- &It;2> &It;1> Grp12 Grp12 ----- Cocation: Southeast of Shichidarui ArM13*----- ---- Wiz12 Sor12 Items: One Leaf Wiz12 Sor12 ----- Location: Shichidarui ----- Grp12 ----- Grp12 ----- Rav14* Grp12 Grp12 ----- Location: Prilgi ----- Protection 12 ----- Nin12 NnM14* Nin12 ----- Nin12 ----- Items: Two leaves Bkr12 ----- Items: Two leaves Bkr12 ----- Location: Charging from north ----- Rav13* ----- Hwk12 Items: Four leaves -----Hwk12 ----- Location : Charging from north Hwk12 ----- Fen14* ----- Fen14* ----- Hwk12 ----- Hwk12 ----- Hwk12 ----- Wyr12 Location: Charging from ----- North Gre11 Fae 11 DgT11*Fae11 ----- Gre11 ----- Gre11 ----- Gre11 ----- Gre11 ----- Fen14* ----- Hwk12 ----- Hwk12 ----- Hwk12 ----- Wyr12 Location: Charging from ------ Wyr12 Location: Charging from ------- Wyr12 Location: Charging from ------- Wyr12 Location: Char Knt12 ----- &It;7> Location: Guarding Cotoltus PtD12 ----- Fae14 ----- Fae14 ----- Sor13*----- Sor13*----- Location: Guarding Baimuk Enemy
Commander: Liedel Klein Sir12 Arc14*Sir12 ----- Knt12 Knt12 Kn Then you will see five units of units in the north. You can immediately go to the Ninja unit and prevent it, or, if you are able to take on the challenge, face off against enemy units. If you go for the latter, you will want to send about four units to go through the mountains. The rest of the battle is not too difficult. However, be sure to pick up the Black Knight's gear as you won't get another chance. Getting Liedel: To join you, you'll need a high Chaos Frame. To be on the safe side, attack it with a high alignment unit. Epilogue: A young Bolmaukan warrior thanks Magnus for his help and tells him to free the Bolmaukans in the mines in the Audvera Hills. Hidden Objects: Valiant Mantle: On the road between Temil and Shichidarui Baldr Armor: On the road between Shichidarui and Prilgi Armet: On the road between Shichidarui and Kuva Satan's Bullova: West of Cotoltus Book of Bane: Midway between Quills and Baimuk Quit Gate: Southwest of Prilgi Bracer of Protection: with Prilgi ** Scene 15 - Location of uncertainty: Mount Ithaca Prologue: Magnus wants to avoid a fight with the Western Division. Just as he and Hugo are discussing how the two sides can reach an agreement, there is a messenger from the Western Division who wants to discuss the conditions of peace with the Revolutionary Army, from Prince Yumil himself. After this meeting, a word about the incisive power of the troops reaches the Army of Fr. It seems that Sir Rhade did not have enough punishment. It's time to teach that upstart lesson. Strongholds: Cybillgin: (Starting Location) Population: 91 Morale: 37 Witch's Hut Cactovich: (Allied, South of Cybillgin) Population: 289 Morale: 33 Shop: Bandanna 20 Plumed Headband 60 Estoc 250 Fool 320 Blessed Sword 400 Magician's Robe 120 Scale Armor 200 Amulet 40 Nakima: (East of Cybillgin) Population: 125 Morale: 52 Kynora: (Neutral, East of Nakima) Population: 125 Morale: 52 Kynora: (Neutral, East of Nakima) Population: 125 Morale: 52 Kynora: (Neutral, East of Nakima) Population: 125 Morale: 52 Kynora: (Neutral, East of Nakima) Population: 125 Morale: 52 Kynora: (Neutral, East of Nakima) Population: 125 Morale: 52 Kynora: (Neutral, East of Nakima) Population: 125 Morale: 52 Kynora: (Neutral, East of Nakima) Population: 125 Morale: 52 Kynora: (Neutral, East of Nakima) Population: 125 Morale: 52 Kynora: (Neutral, East of Nakima) Population: 125 Morale: 52 Kynora: (Neutral, East of Nakima) Population: 125 Morale: 52 Kynora: (Neutral, East of Nakima) Population: 125 Morale: 52 Kynora: (Neutral, East of Nakima) Population: 125 Morale: 52 Kynora: (Neutral, East of Nakima) Population: 125 Morale: 52 Kynora: (Neutral, East of Nakima) Population: 125 Morale: 52 Kynora: (Neutral, East of Nakima) Population: 125 Morale: 52 Kynora: (Neutral, East of Nakima) Population: 126 Morale: 52 Kynora: (Neutral, East of Nakima) Population: 126 Morale: 52 Kynora: (Neutral, East of Nakima) Population: 126 Morale: 52 Kynora: (Neutral, East of Nakima) Population: 126 Morale: 52 Kynora: (Neutral, East of Nakima) Population: 126 Morale: 52 Kynora: (Neutral, East of Nakima) Population: 126 Morale: 52 Kynora: (Neutral, East of Nakima) Population: 126 Morale: 52 Kynora: (Neutral, East of Nakima) Population: 126 Morale: 52 Kynora: (Neutral, East of Nakima) Population: 126 Morale: 52 Kynora: (Neutral, East of Nakima) Population: 126 Morale: 52 Kynora: (Neutral, East of Nakima) Population: 126 Morale: 52 Kynora: (Neutral, East of Nakima) Population: 126 Morale: 52 Kynora: (Neutral, East of Nakima) Population: 126 Morale: 52 Kynora: (Neutral, East of Nakima) Population: 126 Morale: 52 Kynora: (Neutral, East of Nakima) Population: 126 Kynora: (Neutral, East of Nakima) Population: 126 Kynora: (Neutral, 123 Morale: 74 Lachook: (East of Lapdz) Population: 201 Morale: 21 Tilorro: (Northeast of Bella Cula) Population: 121 Morale: 19 Ketican: (North of Tilorro) 48 Morale: 19 Ketican: (North of Tilorro) 48 Morale: 10 Fort Gullsvinter: (Enemy Headquarters) Population: 122 Morale: 50 Enemy Opposition: Wit13 ArM14*----- Wit13 Grp13 ----- Uccation: Charging from Bella Cula ----- Grp13 BIK14* ----- DgT13 DgT13 Grp13 ----- Brp13 ----- Grp13 ----- Items: Two Leaves, Two Fruits Grp13 ----- Items: Two Leaves, Two Fruits Grp13 ----- Items: Six Fruits Wyr13 ----- Brp13 DgT13 DgT13 Grp13 ----- Grp13 ----- Grp13 ----- Items: Two Leaves, Two Fruits Grp13 ----- Items: Two Leaves, Two Fruits Grp13 ----- Items: Two Leaves, Two Fruits Grp13 ----- Items: Six Fruits Wyr13 ----- Brp13 DgT13 DgT13 DgT13 Crp13 ----- Grp13 ----- Items: Two Leaves, Two Fruits Grp13 ----- Items: Six Fruits Wyr13 ----- Items: Two Leaves, Two Fruits Grp13 ----- Items: Six Fruits Wyr13 ----- Items: Two Leaves, Two Fruits Grp13 ----- Items: Six Fruits Wyr13 ----- Items: Six Fruits Wyr13 ----- Items: Six Fruits Wyr13 ----- Items: Two Leaves, Two Fruits Grp13 ----- Items: Six Fruits Wyr13 ------ Items: Six Fruits Wyr13 ----- Items: Six - Grp13 Grp13 Grp13 Location: Ketican Enc14 * ----- Gol13 ----- Gol13 ----- Gol13 ----- Gol13 ----- Gol13 ----- Gol13 ----- Fri14 * ----- Fae13 Sor13 Location: South of Lachook (See Tactics) ----- NnM14 * ----- Items: Two Leaves Grf13 ----- Wyv13 Location: South of Tactics: Okay. A few guys come to you from the beginning. Watch the Raven's unit south to capture it before it reaches an allied city. The northern area is strangely sparsely populated and for a good reason, because when you approach the bridge, it will be blown out, preventing the passage. The character xxx in normal enemies is the legendary Grappler, Vad. Getting it in your party is not as hard as some make it out to be. First, you must at least clean the mines in Audvera Heights. Then go north and liberate Ketican to destroy the bridge. When you come back, Vad won't move from his seat, so just avoid it. After the stage will join you. Nice. As you progress inward from noon, you will be forced to cross the bridge as you cross it, three units will jump out of nowhere and attack (this one is marked in the list). Just take a few units with you and you shouldn't have too much trouble if you play smart. Epilogue: Magnus will see the oppressed Nirdamese. They return to their homeland. This means you won't see Grappler units anymore. Bravo! Then destin Faroda will appear, saying that he will leave the case of the Revolutionary Army, because it is more about abolishing the class system than independence from lodis. If you're on the Pro-Zenobian tour, Saradin decides to stay behind to help your cause. Aftermath: Go to Kynor. If you enter the fortress during the day, and if you talked to an old man in Mylesia, you will learn about Dragon Armor and Condrite. He tells you to go to Dardunnelles and get condrite so he can make armor. Hidden Objects: Baldr Mail: Midway between Kynora and Cactovich Revive Stone: Pocket of forest inside the mountains of NW Cybillgin Buckler: On the road between Bella Cula and Cybillgin Arc Wand: On the road between Bella Cula and Ketican Magician's Robe: Barrens NW Lachook Book of Earth : South of (Across the river) ** Suddenly Dio appears, who was considered dead. He kills Rhade and says he will take Rhade's place. Hugo gives battle plans... Strongholds: Mursunny: (Starting Location) Population: 117 Morale: 35 Shop: Hachigane 40 Plumed Headband 60 Baldr Bow 160 Ytival 270 Claymore 360 Cloth Armor 20 Hard Leather 150 Natashkan: (East of Mursunny) Population: 188 Morale: 48 Dolbo: (Distant North) Population: 43 Morale: 28 Mingan: (Northeast of Natashkan) Population: 122 Morale: 39 Escaraba: (East of Mingan) Population: 160 Morale: 41 Balera: (East of Mingan) Population: 171 Morale: 80 Tananna : (Northeast of Natashkan) Population: 160 Morale: 53 Witch's Hut Keryoleth: (Enemy Headquarters) Population: 31 Morale: 50 Enemy Opposition: ReD15 ----- Gob18 Gob18 Location: Charging from Natashkan Rav15 ----- Cat15 ----- Cat15 ----- Cat17 + Location: Natashkan ----- Dia16 Protection *Pmp15 ----- Gre18 Items: Five Leaves Pmp15 Fre17* Items : Five Leaves, Two Fruits Val15 ----- Val15 Location: Guarding Gypsanville ----- Sir16*----- Sir16*----- B Go15 Location: Southwest of Keryoleth Dia16 * ----- Arc15 Knt15 ----- Knt15 Location: South of Keryoleth Enemy and in the south. The problem of the south is a simple problem of numbers. You have many, many units to deal with set in a wall near Mingan. Still, there are a lot of exposed leaders, so fight wise and shouldn't have too many problems. In the north, you will face the first units in this battle. Cockad, in the back row, can petrify their units, and will put them out of the fight just like that. It costs 500 Goth to revive someone petrified, too, with Stone Revive, so it's worth using this strategy. Equip someone (Knight or Phalanx) with the Sanctied Troy Shield, place it with two Golems, and send them to fight the demons of birds. You will also have problems with Diana's unit in the north, due to the two Pumpkinheads in the unit. Either send a powerful unit into a spell to quickly remove Diana (which is the only other significant harm), or send someone with a priest. Clergy probably won't be as useful in this case. After overcoming these problems, the mission is easily completed. Epilogue: Magnus meets his father. They exchange words, and Ankiseth Gallant questions his son's motives about this revolution... Hidden Objects: Fur: On the road between Mursunny and Natashkan and Mingan Book of Wind: Midway between Escaraba and Tananna Arc Wand: On the road between Gypsanville and Dolbo Dragon Shield: North of Gypsanville ****** Fortresses: Remella: (Starting location) Population: 63 Morale: 42 Store: Armet 120 Arc Wand 150 Thunder Spear 320 Spellbook 100 Buckler 40 Magician's Robe 120 Baldr Mail 250 Amulet 40 Frattelli : (North of R Population: 270 Morale: 80 Kegu: (West of Frattelli) Population: 157 Morale: 14 Witch's Hut Ouellorna; (South of Noistrien) Population; 129 Morale; 61 Dauphin;
(Southwest of Remella) Population; 224 Morale; 83 Drumheller; (South of Remella) Population; 216 Morale; 58 Fort Noistrien; (Enemy Headquarters) Population; 27 Morale; 50 Enemy Opposition; Wyr14 ----- Rav15* ----- Items: Three Leaves, Two Fruits ----- Wyr14 Location: Guarding Drumheller Wit14 KtT16 * Sir14 Wit14 ----- DgM14 Items: Three Leaves, Two fruits ----- KtT15 * ----- Location: Charging with Dauphin Fae14 Gre15 ----- ---- Upr14 Location: Protection Frattelli Wiz14 Wiz14 ----- DgM14 Items: Three Leaves, Two fruits ----- KtT15 * ----- Location: Charging with Dauphin Fae14 Gre15 ----- ------- Fae14 ----- Phx15 * ----- Location : Protection Dauphin Arc14 ----- Rav15 * ----- Rav15 * ----- Hwk14 Items: Four Leaves, Two Fruits Pal14 Location : Charging from the mountains (see Tactics) Wyr14 ----- Rav15 * ----- Hwk14 Items: Four Leaves, Two Fruits ----- Hwk14 Items: Four Leaves, Two Fruits Pal14 ----- Pal14 Location : Charging with Kegu ----- Rav15 * ----- Hwk14 Items: Four Leaves, Two Fruits ------ Hwk14 Items: Four Leaves, Two Fruits --------- items: three leaves, Two fruits ----- Two leaves, two fruits ----- Wyr14 Location: Loading from the mountains (See Tactics) ----- items: four leaves, two fruits ----- Two leaves, two fruits Wyr14 ----- Wyr14 Location: Charging from the mountains (See Tactics) Pri14 ----- Pri14 ----- Pri14 ----- Vul14 Ktt16* Cat14 Ktt16* Cat14 Location: Kebu Protection of Copper Mine Wit14 Wit14 DoM15* ----- Vul14 ----- Items: Two Leaves Wit14 ----- Location: Guarding Quellorna Enemy Commander: Robert Sir14 Sir14 ----- Items: Three Leaves, Two Fruits Pal14 KtT16 * Pal14 Location: Fort Noistrien Award: Ice Blade Battle Tactics : A new opponent has joined the mix. You take some members of the St. Lodis Army down here. This battle is quite simple. You will get a little surprise with a new unit, the Knights Templar. They are almost just a bit of a beefier Knight, but not so much. In addition, you will get a pleasant surprise when you cross the bridge on the river. Four flying units will attack your headquarters. Of course, you already realized that this was their intention, so you'll have a few units there, right? ^ ^ in the southern extremities, near Coppermine, you may have the pleasure of running to Sheen Cocteau. He is a Hawkman who considers himself quite a ladies man. Register it. Epilogue: Same thing if you took this way first. Nothing if you went here second. Aftermath: Not much happens, but if you take Sheen to Frattelli, a woman won't tell him... Hidden Objects: Plumed Headband: Road between Remella and Drumheller Claymore: Road between Fratelli and Kegu Quit Gate: Road between Kegu and Fort Noistrien Ytival: Midway between Remella and Drumheller Claymore: Road between Fratelli and Kegu Quit Gate: Road between Kegu and Fort Noistrien Ytival: Midway between Kegu and Fort Noistrien Ytival: Midway between Cauphin and Quellorna Revive Stone: Northwest of Mingan (across the river) Silver Hourglass: East of Balera **** Here you have a choice of how you want to proceed. You can follow orders and fight, or you can try to bring peace. Peace: Magnus goes to meet his father. There is some tension between them, and they go to the War Room. Just as they begin to are a peace deal, Dio erupts with the news that Yumil has been arrested for treason. He was taken by a knight from Lodis. Ankiseth wants to sacrifice himself, but Magnus insists on saving him with the whole group. The following orders: A simple matter of battle plans. Strongholds: Salem: (Starting Location) Population: 122 Morale: 33 Relying: (North of Salem) Population: 187 Morale: 18 Parmel: (East) Population: 253 Morale: 79 Witch's Hut Badin: (North East Corner) Population: 236 Morale: 10 Timmins: (Northern Edge) Population: 238 Morale: 35 Shop: Armet 120 Arc Wand 150 Baldr Spear 230 Spellbook 100 Tower Shield 350 Fur Coat 250 Heavy Armor 650 Amulet 40 Igglurick: (Southeast of Talpaea Castle) Population: 244 Morale: 12 Talpaea Castle) Number: 177 Morale: 50 Enemy Opposition : (With Ankiseth) ArM17*----- Wiz16 Sor16 Wiz16 Sor16 ----- Location: Guarding Reliance Knt16 Knt16 Bkr16 ----- Pal17*----- Items: Two Leaves Bkr16 ----- Arc1 6 Items: Four Leaves, Two Fruits Knt16 ----- Arc16 Location: Charging with Ellode (for Ankiseth) ----- NnM17* ----- Fen16 Nin16 ----- Fen16 ----- Fen16 Location: Ellode --- Legion 1 Protection: Sld Funnel Change Formation -- CeM17%-- ----- Items: Three Leaves, One Fruit ----- SwM17 * ----- Nin16 Item : Right Side Knt16 BIK18 * BIK16 ----- Items: Six Leaves BIK16 ----- Items: Six Leaves BIK16 ----- Fen16 ------ Fen16 ---------- Knt16 Position: Left side ---- Fre16 Fre16 ----- Fre18 * Val16 ----- Val 16 Location: Guarding Hopedale Dia16 Wit18*Dia16 ----- Vin16 ------ Vin16 ------- Vin16 Location: Retiring from IggluRick Arc16 Arc16 ----- Phx16 Cat19*Phx16 Location : Protection of Igglurick --- Egion 2: Wedge Change Formation ----- SId-- CeF17%SId-- Items : Two Leaves Rav17 * ----- SId-- CeF17%SId-- Items : Two Leaves Rav17 * ----- SId-- CeF17%SId-- Items : Two Leaves ----- Phx16 Cat19*Phx16 Location : Protection of Igglurick --- Egion 2: Wedge Change Formation ----- SId-- CeF17%SId-- Items : Two Leaves ----- SId-- CeF17%SId-- Items : Two Leaves ----- SId-- CeF17%SId-- Items : Two Leaves Rav17 * ----- SId-- CeF17%SId-- Items : Two Leaves ----- SId-- CeF17%SId-- Items : Two Leaves Rav17 * ----- SId-- CeF17%SId-- Items : Two Leaves ----- SId-- CeF17%SId-- Items : Two Leaves ----- SId-- CeF17%SId-- Items : Two Leaves Rav17 * ----- SId-- CeF17%SId-- Items : Two Leaves Rav17 * ----- SId-- CeF17%SId-- Items : Two Leaves ----- SId-- CeF17%SId-- Items : Two Leaves Rav17 * ----- SId-- CeF17%SId-- Items : Two Leaves ----- SId-- CeF17%SId-- Items : Two Leaves Rav17 * ----- SId-- CeF17%SId-- Items : Two Leaves ----- SId-- CeF17%SId-- Items : Two Leaves Rav17 * ----- SId-- CeF17%SId-- Items : Two Leaves Rav17 * ----- SId-- CeF17%SId-- Items : Two Leaves Rav17 * ----- SId-- CeF17%SId-- Items : Two Leaves Rav17 * ----- SId-- CeF17%SId-- Items : Two Leaves Rav17 * ----- SId-- CeF17%SId-- Items : Two Leaves Rav17 * ----- SId-- CeF17%SId-- Items : Two Leaves Rav17 * ----- SId-- CeF17%SId-- Items : Two Leaves Rav17 * ----- SId-- CeF17%SId-- Items : Two Leaves Rav17 * ----- SId-- CeF17%SId-- SId-- SId-- CeF17%SId-- SId-- SId-

Side Pri18 * ----- BGo16 Goal16 ----- Position: Enemy --- Commander: Baldwin Glendale (Temple Command) Dia16 ----- KtT16 Location: Talpaea Castle --- enemy opposition: (Without Ankiseth) Knt16 Knt16 Bkr1 ----- Pal17*----- Bkr16 ----- Location: Protection Cartwright -----Wit19*Wit16 Pri1 6 ----- Pri16 ----- Pri16 ----- Entition : Guarding Silhouette ----- BIK17*----- Knt16 ----- Fre18* Val16 ----- Val16 Location : Charging from Ellode (for Ankiseth) ----- Fen16 Nin16 ----- Fen16 Location : Protection Ellode Fre16 Fre16 ----- Fre18* Val16 ----- Val16 Location : Charging from Ellode (for Ankiseth) ----- Fen16 Nin16 ----- Fen16 Location : Protection Ellode Fre16 Fre16 ----- Fre18* Val16 ----- Val16 Location : Charging from Ellode (for Ankiseth) ----- Fen16 Nin16 ----- Fen16 Location : Protection Ellode Fre16 Fre16 ----- Fre18* Val16 ----- Val16 Location : Charging from Ellode (for Ankiseth) ----- Fen16 Nin16 ----- Fen16 Location : Protection Ellode Fre16 Fre16 ----- Fre18* Val16 ----- Val16 Location : Charging from Ellode (for Ankiseth) ----- Fen16 Nin16 ----- Fen16 Location : Protection Ellode Fre16 Fre16 ----- Fre18* Val16 ----- Val16 Location : Charging from Ellode (for Ankiseth) ----- Fen16 Nin16 ----- Fen16 Nin16 ----- Fen16 Location : Protection Ellode Fre16 Fre16 ----- Fre18* Val16 ----- Val16 Location : Protection Ellode Fre16 Fre16 ----- Fre18* Val16 ----- Fen16 Location : Protection Ellode Fre16 Fre16 Fre16 ----- Fre18* Val16 ----- Fen16 Nin16 ----- Fen16 Nin Guarding Hopedale --- Legion 1: SLD Funnel Change Formation -- CeM17%SLD-- ----- Positions: Three Leaves, One Fruit ----- Nin16 Item: Left side ---- Nin16 Item: Right Side Knt16 BIK18 * BIK16 ----- Six Leaves BIK16 ----- Six Leaves, One Fruit ----- Six Leaves BIK16 ----- Six Leaves BIK16 ----- Six Leaves, One Fruit ------ Six Leaves, - Positions: Two leaves ----- Sld Location: Charging from ----- North Coast Knt16 Pal19 * Knt16 Items: Six Leaves Pal17 ----- Pal17 Item: Right Side SwM17 * ----- Pal17 Item: Right Side SwM17 * ----- Pal17 Items: Five Leaves, Two Fruits Cat17 ----- Cat17 Location: Castle Talpaea Award: Blessed Sword Battle Tactics (from Ankiseth): Ankiseth Unit: Dia17 ----- Dia17 ----- Cat17 Location: Silhouette Ankiseth will start with Silhouette. He will go north and liberate Cartwright, then head to Igglurick to liberate it, and then to Castle Talpaea to face Baldwin. Nothing can be done to stop him. Just pray that you are not forging along the way. In this battle you will face a high concentration of enemies on the west side. The east will be relatively serene. Save two or three (preferably three) units to send east to trigger. Turning to the most part, Cartwright has high morale, but Ankiseth will take care of it. Make sure you stop by Timmins, too, to buy any Mermaid or Cataphract equipment, because you won't be coming back here. Do not get caught in the hot deed by the Legion, which appears in the north, although it should not pose too many problems. (I beat the whole thing back from one unit) Combat Tactics: (Without Ankiseth) you won't be coming back here. Do not get caught in the hot deed by the Legion, which appears in the north, although it should not pose too many problems. There are a few extra units to face, but there shouldn't be too much hassle. In this battle you will face your first Legion. Don't panic. Just attack and you'll see firsthand how ineffective the legions are. The core of the Legion is easily removed. You will face a high concentration of enemies on the west side. The east will be relatively serene Save two or three (preferably three) units to send east to trigger. Turning to the morale of this area, you'll probably want them to be chaotic for the most part. Cartwright has high morale, but Ankiseth will take care of it. Make sure you stop by Timmins, too, to buy any Mermaid or Cataphract equipment, because you won't be coming back here. Don't get caught the Legion, which appears in the north, although it should not create too many problems. (I overcame the whole case with him, Mari stops him, throwing some of his newfound power at him. He is intrigued, but she still does not fit into it. He knocks her down and runs away. Magnus arrives in an empty room looking for Yumil. Epilogue (without Ankiseth tells his son that he has become strong and will take Yumil to the Revolutionary Army. Suddenly Baldwin approaches Ankiseth. He grabs Yumil and runs away. Ankiseth dies in her son's arms... Both Epilogues: Then there is a heated discussion among the Commanders of the Revolution, but there is still a problem of the Central Division, the Eastern Orthodox Church and Lodis. The revolution withdraws from Wentinus shortly after it was captured. Wentinus, Azure Plains, and Mount Keryoleth will no longer be available. Therefore, it is not on the Aftermath list, yet. Hidden Objects: Love and Peace: The Road Between Ellode and Silhouette Urn of Chaos: Midway between Yves and Hopedale Tower Shield: Southeast of Hopedale Heavy Armor: The Road Between Cartwright and Timmins Book of Bane: The Road Between Igglurick and Timmins ***their backs are bursting under their weights... Opening: A secret meeting is held with King Procus and his son regarding the true power of the progenitor. It is interrupted by Sir Richard Glendale of the Order of Kaliginous, along with his brother Baldwin and their counselor, Thamuz Delville, who issued a decree that gives Palatinus full control of the Holy Lodis Empire. Magnus, Frederick, Xevec (and Ankiseth, if you have one) discuss the situation. Xevec is all for the fight as it seems to be the easiest way to achieve victory. Frederick wants to talk about peace with the Central Division, because their strengths are equal. If Ankiesth is here, then at this point, if you have neutral to high Frame Chaos, you can decide whether to take Ankiseth with you. If you refuse, you will not be able to re-recruit it. Legion FAO Before I start, I can only remind you that legions will appear in the Hugo Report, and in the tutorial, so check the information there. Q: Why can't I put units in the Legion? A: To add units, you need soldiers at the core of the legion. This refers to the fact that soldiers must act as messengers to give order to units so that formations can be formed. Q: Who can become legion leader? A: Magnus, Dio, Leia and Ankiseth can be legion leaders. Centurions can lead legions. Q: How can I make Centurion? A: Any gender can become a Centurion? A big question ... Q: Are legions worth it? A: I can answer this with a loud NO! The Legion is obliged to maintain the formation. The fact that you have to use Soldiers in the Core makes it very weak. Centurion itself (or herself) is not a strong class at all. You can do almost the same with a small cluster of units and you have much more freedom. Scene 19 - The Setting Sun Location: Dardunnelles, The Crossroads Prologue: Battle Plans! Strongholds: Romella: (Starting Location) Population: 120 Morale: 75 Shop: Plumed Headband 60 Spear 150 Round Shield 20 Large Shield 180 Breastplate 180 Plate Mail 210 Adigrat: (Neutral, South Romelli) Population: 169 Morale: 10 Bungasue: (East of Romelli) Population: 192 Morale: 46 Melphy: (North of Romelli) Population: 97 Morale: 61 Ramballene: (Southeast of Bungasue) Population: 97 Morale: 61 Ramballene: (Southeast of Melphy) Population: 97 Morale: 61 Ramballene: (Southeast of Melphy) Population: 102 Morale: 50 Garu Kaio: (East of Melphy) Population: 91 Morale: 78 Dardunnelles (Southeast of Melphy) Population: 97 Morale: 61 Ramballene: (Southeast of Melphy) Population: 97 Morale: 78 Dardunnelles (Southeast of Melphy) Population: 97 Morale: 98 Morale: 78 Dardunnelles (Southeast of Melphy) Popula Pal18*Pal16 Knt16 ----- Knt16 ----- Position : Near left ----- Pri18 * SwM16 ----- Fre18 * ------ Fre18 * ----- Fre18 * ------ Fre18 * ----- Fre18 * ------ Fre18 * ----- Fre18 * ----- Fre18 * ----- Fre18 * ----- Fre18 * ------ Fre18 * ----- Fre18 * ------ Fre18 * ------- Fre18 * ------ Fre18 * --------- Fre18 * ------- Fre18 * ----------------------SwM16 ----- SwM16 ----- Fen16 Fen16 Location: Guarding Ramballene Pri18*----- Items: Four Leaves, One Stone ----- Bkr17 Location: Southwest of Akkisis Enemy Commander: Ujeanne ----- Pri18* Fre16 Fre16 ----- Items: Four Leaves, One Stone -----Pal16 Pal16 Location: Fort Akkisis Award: Water Battle Tactics Robes: Pay attention to the Cockatrice unit. Time to bring out cockatrice unit. Time to bring out cockatrice unit. Time to bring out cockatrice unit. broadcast. Besides, there really isn't much for this mission. Just watch out for the Raven unit trying to sneak into your base... Epilogue: Ujeanne reveals that Lodis is already here defending the Central Division. Magnus and the crew decide to help from the Eastern Orthodox Church. Then there is a scene in the East where a warrior is forced to kill because he is possessed by the devil. Aftermath: Take Sheen to Garu Kaio, where you'll find a young girl who will give him a hat with a lure. Hidden Objects: Such as Dardunnelles I ** Scene 20 - Radiant Cross Brigade Location: Gules Hills Prologue: Hugo informs Magnus that Lodis has anacled Palatinus, and will remain under control until the end of the war. Both Magnus and Hugo realize that all they can do is keep moving forward... Strongholds: Fort Bergiga: (Starting Location) Population: 87 Morale: 87 Shop: Leather Hat 40 Plumed Headband 60 Great Bow 90 Baldr Bow 160 Ytival 270 Bow of Sandstorm 420 Leather Armor 60 Hard Leather 150 Terra Armor 250 Kurashino: (Northeast of Amdlem) Population: 48 Morale: 69 Mezzeni: (Neutral, Southeast Corner) Population: 48 Morale: 69 Mezzeni: 69 Mezzeni Corner) Population: 95 Morale: 50 Novipoldt: (east of Echel) Population: 261 Morale: 64 Bell Population: 215 Morale: 50 Enemy Opposition: KtT16 ----- KtT16 ------ KtT16 ------- KtT16 ------ KtT16 ------- KtT16 -------Arc16 ----- KtT18* ----- Items : Two leaves, two fruits, one stone pal16 ----- Pal16 Location:
Charging with Kurashino ----- Wit16 Wit16 ----- Pri16 ----- Pri16 ----- Items: Two leaves, Two Fruits Cat16 KtT18 * Cat16 Location: Loading with Muji ----- Wit16 Wit16 ----- Wit16 Wit16 -----Knt16 Items: Four Leaves, Two Fruits Knt16 ----- Pal17* Location: Protection Muji Vul17* ----- Wyv16 ----- Items: Four Leaves, Two Fruits ----- Opi16 Vul17* ----- Opi16 Vul17* ----- Opi16 Vul17* ----- Gri16 Location: Charging from the east Kurashino -----Wit16 ----- BIK17*Wit16 Location: Protection Bellezoppo Fre16 KtT18*Fre16 ----- KtT16 Location: Charging with Guntherhaal Dia16 Dia16 ----- KtT18*----- ----- Cat16 Location: Protection Bellezoppo Fre16 KtT18*Fre16 ----- KtT16 ----- KtT16 ----- KtT18*----- ----- Cat16 Location: Protection Bellezoppo Fre16 KtT18*Fre16 ----- KtT16 ----- KtT18*----- ----- Cat16 Location: Charging with Guntherhaal Dia16 Leaves, Two Stones KtT16 TmC19*KtT16 Location: Guntherhaal Reward: Heavy Armor Battle Tactics: Deploy your units, because the enemy will be out in force right away with four Templar units and three Vultan units on you in the first ten minutes of battle. If you have aligned enough, the problems should be minimal. After getting rid of these units, there are surprisingly few others. Just pay attention to the additional templar units that appear near Pruflas as you close in on it. Epilogue: Mari finds Yumil in the garden where he said goodbye to Magnus. He explains to her that he wants power. He wants to be strong to rule Palatinus. He feels that he has nothing to help, unlike Ankiseth and Magnus. Mari can't believe what he hears and then Baldwin interrupts. He explains that Yumil has the power of a progenitor deep within himself. If he had used that power, even Lodis would have knelt before him. Before she leaves, she turns to Mari, telling her that she should stay away from him, and this also applies to Zeda. (The woman who gave Mari her power.) After leaving, Yumil says he wants the power of the progenitor, and Mari pledges to help him find her. Aftermath: Go to Muji and talk to a man who wants you to find your daughter in the Volmus mine. Go to the Volmus Mine and the woman will tell you that she went to Mount Ithaca. Go to Cactovich, Mount Ithaca, and you will find a girl who then gives Pedra virtue. Hidden Objects: Stone Sword: Road between Amdelm and Mezzeni Book of Bane: South of Colgeuff (over bridge) Quit Gate: North of Novipoldt (between two mountains) Dragon Shield: The road between Bellezoppo and Colgeuff Titania Mail: Forest northeast of Echel Bloodstained Robe Castle: The Road Between Castle Echel and Novipoldt ** : Fair Heights Prologue : Magnus, Dio and Leia discuss how Lodis is also in the area of the Eastern Orthodox Church. After the battle plans, Leia wonders why she was summoned to the meeting. Hugo explains that her friend is here. Tthe siren, enters. His name is Meredia O'Kiefe and explains how Count Silvis (Leia's father) supports the revolution, as do other members of the Central Division. It also asks you to join your party. Strongholds: Dibnoe: (Starting Location) Population: 298 Morale: 35 Shop: Iron Rudder 30 Armet 120 Spear 150 Baldr Spear 230 Prox 450 Volcaetus 460 Large Shield 180 Tower Shield 350 Plate Mail 210 Heavy Armor 650 Boulli: (North of Danillor: 193 Morale: 81 Danillor: (Northeast of Boulli) Population: 142 Morale: 53 Rajisk: (North of Danillor) Population: 193 Morale: 81 Danillor: (Northeast of Boulli) Population: 142 Morale: 65 Inze: (North of Danillor) Population: 193 Morale: 81 Danillor: (Northeast of Boulli) Population: 142 Morale: 65 Inze: (North of Danillor) Population: 193 Morale: 81 Danillor: (Northeast of Boulli) Population: 193 Morale: 81 Danillo 259 Morale: 44 Elaine: (Northwest of Rajisk) Population: 190 Morale: 25 Gramm Castle: (Enemy Headquarters) Population: 266 Morale: 50 Enemy Opposition: Arc17 Arc17 ----- ArM19*Wiz17 ----- ArM19*Location: Boulli Protection Wiz17 ArM19*Wiz17 ----- ArM19*Location: North of Boulli ----- Vul17 ----- Vul17 ----- Pal18*Hwk17 Items: Four leaves, Two fruits Vul17 Hwk17 ----- Location: North of Boulli Fre17 ----- Val17 Location: northwest of Boulli Wyv17 ----- Vul17 ----- Items: Four leaves, Two fruits Rav18 * ----- Wyr17 Location: Loading Location : Protection Daniloff ----- Enc18 * ----- Items: Four leaves, Two fruits SGo17 ----- BGo17 Item: right side Grf17 ----- Phx17 ----- Phx17 ----- Phx17 ----- Coc17 ----- Fre18 * ----- Item: Left side --- Coc17 ----- Fre19 * ------ Fre19 * ------ Fre19 * ----- Fre19 * ------ South of Gramm Castle ----- Pal17 Pal17 Cat17 ----- Cat17 ----- Cat17 ----- Cat17 ----- Cat17 ----- Cat17 Items : Four Leaves, Two Cat17 stones ----- Cat17 Location: Castle Gramm Award: Urdarbruun Battle Tactics: yes. It throws a lot of units at you, but it's really very simple. If you were at the top of the levels, this mission is very simple. Bon't forget the Cockatrice unit. Epilogue: Hugo and Magnus learn that the Eastern Orthodox Church is now under the control of the Central Division. Hugo discusses three possible routes One goes to tremos mountains (22), where the battalion certainly to the eastern and central divisions, there is also the possibility of vert plateau, where the Berthan Sentinel was spotted (21). Where to go: If you go to the Vert Plateau, you will have to go to capitrium, and Tremos will not be available. If you go to Tremos or the Chapter, the other two will disappear. After math: Part of Dragon Quest: After you have dragon rudder and armor, and you talked to an old man in Idorf again, go to Elaine and you'll get the Dragon Scale and you'll know that Grozz Nuy is in Pinneg, Celesis. Hidden Objects: Electric Shield: On the road to Boulli Crystal of Precision: On the road south of the Daniloff Cup of Life: Between two sets of mountains southeast of Inze Angel Fruit: Between the mountains and the river south of Daniloff Stone of Quickness : North of the point, where three rivers meet **Population: 79 Morale: 47 Shop: Bone Helm 50 Plumed Band 60 Rapier 30 Stone Sword 200 Estergum; (Northwest of Sagith) Population: 81 Morale: 52 Chrisalouis: (West estergum) Population : 208 Morale: 71 Queshay: (North of Estergum) Population: 179 Morale: 19 Fort Hillervich: (Northwest of Queshay) Population: 234 Morale: 13 Witch's Hut Marrilaife Castle: (Enemy Headquarters) Population: 77 Morale: 50 Enemy Opposition: PtD19 ----- Bah19 ----- Bah19 ----- Bah19 ----- Bah19 ----- ThD19 ----- ThD19 ----- ThD19 ----- Items: Four Leaves, Two Fruits, One Stone ----- DgM20*----- Location: Charging with Queshay Sor19 ----- Sld-- Positions: Two Leaves, Two Fruits Sld-- ----- Sld-- Positions: Two Leaves, Two Fruits Sld-- ----- Sld-- Legion 1 - Funnel Charging with Queshay ---- Sld-- Legion 1 - Funnel Charging with Queshay Sor19 ----- Sld-- Positions: Two Leaves, Two Fruits Sld-- ----- Sld-- Positions: Two Leaves, Two Fruits Sld-- ----- Sld-- Legion 1 - Funnel Charging with Queshay ----- Sld-- Positions: Two Leaves, Two Fruits Sld-- ----- Sld-- Positions: Two Leaves, Two Fruits Sld-- Legion 1 - Funnel Charging with Queshay ----- Sld-- Positions: Two Leaves, Two Fruits Sld-- ----- Sld-- Positions: Two Leaves, Two Fruits Sld-- ----- Sld-- Positions: Two Leaves, Two Fruits Sld-- Legion 1 - Funnel Charging with Queshay ---- Sld-- Positions: Two Leaves, Two Fruits Sld-- ----- Sld-- Positions: Two Leaves, Two Fruits Sld-- Positions: Two Leaves, Two Fruits Sld-- ----- Sld-- Positions: Two Leaves, Two Fruits Sld-- Positions: Two Leaves, Two Fruits Sld-- ----- Sld-- Positions: Two Leaves, Two Fruits Sld-- ----- Sld-- Positions: Two Leaves, Two Fruits Sld-- ----- Sld-- Positions: Two Leaves, Two Fruits Sld-- Positions: Two Positions: Two Leaves, Two Fruits Sld-- Positions: Two Fruits Sld-- Charging from north Queshay ----- SwM20* ----- items: four leaves, two fruits YgD19 ----- item Opi19: close to right ----- Wiz19 ----- Wiz19 ----- Item : Near left ----- Que19 ----- Items: Four Leaves, Two Fruits DgM19 DgM21 * DgM19 Position: Extreme Right Side AzD19 ----- EhD19 ----- Enc20* Position; Extreme Left --- Hvd19 ----- Fre20* Items; Four Leaves, Two Fruits ----- DaM20* Flb19 ----- ReD19 Location; Sarisk Protection ----- Enc20* ----- SGo19 ----- SGo19 ----- BGo19 Location; Southwest of Marrilaife Castle Enemy Commander: Fourierre Bah19 ----- DgM21* ----- Items: Five, Leaves Two stones ----- PtD19 ----- Location: Marrilaife Castle Battle Tactics: Enemy Level has taken a little jump here. This may cause some problems. Noteworthy is also the fact that in the ranks of the enemy there are several venerable dragons. Be careful who you send and watch their HP. Going to Fort Hillverich with Magnus will allow you to meet Berthan Sentinel, Europea. She will explain how enemies in this area are following her, and she asks for help. After Magnus agrees (automatically), she will go to the Castle herself. Europe Group: Fre19 ----- Fre19 -----CeF20* ----- Items: Four Leaves, Two Fruits, One Stone Pal19 ----- Epilog Pal19: (Taking Europea) Enemy Commander Doesn't Say Much. Europea agrees to tell the Revolutionary Army everything it knows about the Eastern Orthodox Church and what is happening there. It also offers to join the battalion. (Doesn't have to kill an enemy commander to get her to join) AFter you will complete this mission, Tremos Mountains will no longer be available. Aftermath: Take Europe back to Fort Hillverich, and there the lady will give you the Starry Sky, the Little Shield. Hidden Objects: Dragon Helm: On the road between Fort Hillverich and Chrisalouis Scroll of Discipline: Midway between Estergum and Fort Hillverich Book of Bane: Midway between Sarisk and Queshay Book of Bane: Midway between Quesha Dossoll heal pack: Directly easy Queshay in firecrest forest: Small cul-de-sac Plains northwest of Quesha Cyanic Claw: Barrens patch west of Sarisk ** : Tremos Mountains Salavaat : (Starting Location) Population: 169 Morale: 63 Shop: Bandanna 20 Armet 120 Fool 320 Satan's Bullova 360 Electric Shield 150 Robe 30
Magician's Robe 120 Baldr Armor 420 ArmuLet 40 Eloquence Ring 250 Corpino: (Northwest of Salavaat) Population: 81 Morale: 87 Fort Vitzdar: (Northeast of Salavaat) Population: 253 Morale: 57 Schime: (North of Schime) Population: 44 Morale : 44 Coongul: (North west of Fort Bertuga) Population: 295 Morale: 87 Witch's Hut Fulmanobo: (Northwest of Fort Bertuga) Population: 212 Morale: 53 Fort Bertuga) Population: 295 Morale: 53 Fort Bertuga) Population: 295 Morale: 19 Orremah: (Southwest of Fort Bertuga) Population: 295 Morale: 19 Orremah: (Southwest of Fort Bertuga) Population: 212 Morale: 53 Fort Bertuga) Population: 205 Morale: 50 Population: 205 Morale: 53 Fort Bertuga) Populati SLD-- ----- SLD-- ----- CeF24%------ Sld-- Location: Charge from south Corpino SwM24*----- Bah23 ----- Phx23 Dia23 Wit26*Phx23 ----- Phx23 Dia23 Wit26*Phx23 ----- Cat23 NnM23 ----- Sld-- Cat23 NnM23 ----- Cat23 NnM23 ------ Cat23 NnM23 ------ Cat23 NnM23 ------ Cat23 NnM23 ------- Cat23 NnM23 ------- Cat23 NnM23 ------ Cat23 NnM23 ---------------------Fen23 ----- NnM23 ----- SwM25 * Fen23 Location: Fort Bertuga Award: Yu-gir Combat Tactics: Well, at first, when I saw them, I was like holy crap! because I really suck; send your best 8 units out (I think up to this point you should be at least 8 or 10 if exactly 8 then send 7 out, keep one at your seat just in case), 4 on each side to stop two legions, have no one who can heal, so give it all you have on the leaderboards, I fought 10 battles that I took out 8 leaders for the first attempt. When you finish that (it will hurt near death), just go back to your headquarters, take the time to heal then just go to Fort Vitzdar and Corpino, after these two really have nothing left. During the battle: (THINGS YOU DON'T WANT TO MISS!!!!!!!) 1. People sometimes ask if we can get the Ring of the Dead in addition to the one you receive after Mission 24, which you took both paths here, the answer is YES!!! Just a little northwest of Coongul has 1 Ring of the Dead you'll find in the game! If you still don't know where, just go to search that whole light green area north of Coongul (I'm sure it's a forest because it's a different color). 2. You can also get an extra guy here on how to get it: First, enter the fortress, and not just sit there, corpino, you'll hear the story of someone who truned his friend to stone, baby devil. Secondly, if you've done first, then if you've captured Coongul (which is worth taking because he has a witch's hut) you'll go to the scene with a guy talking to a friend (well, a stone friend), he was blaming himself for what happened and then talked to him, told you to leave, you could choose between (You better leave him) alone) or why do you say that?, select Why do you say so? Third, after defeating the mission, you talk to the Master of the Sword before you fought him, he was like you know, I'm not fighting money and nonsense; after you defeat him, he was like you to join you, you also have two options: I don't need or Uh..., cheap? How much? (which I think is the funniest so far:), of course I chose the second option, he told me OK! I'll give you some of my best SOLDIER!!!. I wanted to hit him in the nose, well, if he has. Then the devil's child appeared, asked to join you, HE's A LEVEL 24 Enchanter! Scene 24 - Rebellion Location: Chapter, Land of the Advent Prologue: Battle Plans, Hugo warns Magnus to watch out for the undead and demons that inhabit the area, and warns that they are likely to face powerful units. Strongholds: Rososhi: (Starting Location) Population: 45 Morale: 87 Shop: Leather Whip 60 Rupture Rose 120 Exorcism Whip 210 Glaive of Champion 500 Leather Armor 60 Hard Leather 150 Balta: (Southeast Corner) Population: 32 Morale: 31 Ellista: (North of Rososhi) Population: 161 Morale: 70 Purlova: (East of Ellista) Population: 62 Morale: 39 Witch's Hut Surina: (East of Purlova) Population: 62 Morale: 39 Witch's Hut Surina: (East of Purlova) Population: 62 Morale: 39 Witch's Hut Surina: (East of Purlova) Population: 62 Morale: 39 Witch's Hut Surina: (East of Purlova) Population: 62 Morale: 39 Witch's Hut Surina: (East of Purlova) Population: 62 Morale: 39 Witch's Hut Surina: (East of Purlova) Population: 62 Morale: 39 Witch's Hut Surina: (East of Purlova) Population: 62 Morale: 39 Witch's Hut Surina: (East of Purlova) Population: 62 Morale: 39 Witch's Hut Surina: (East of Purlova) Population: 62 Morale: 40 Purlova) Population: 62 Morale: 39 Witch's Hut Surina: (East of Purlova) Population: 62 Morale: 39 Witch's Hut Surina: (East of Purlova) Population: 62 Morale: 39 Witch's Hut Surina: (East of Purlova) Population: 62 Morale: 39 Witch's Hut Surina: (East of Purlova) Population: 62 Morale: 40 Purlova) Po ---- Wyr18 Location: Mountains northeast of Rososhi Gho18 ----- Gho18 ----- Gho18 ----- Gho18 ----- BlK19* Gho18 Location: east of Purlova ----- Ske18 ----- Gre18 Coc18 ------ Gre18 Coc18 ------ Gre18 Coc18 ------ Gre18 Coc18 --Ball.) ----- NnM19* ----- Grf18 ----- Grf18 ----- Grf18 ----- Grf18 ----- Grf18 ----- Cer18 Hel18 ----- Zom18 ----- Zom18 ----- Zom18 ----- Zom18 ----- Zom18 ----- BsM20* Location: southwest of Surina (Po Liber.) Gho19 ----- Gho19 ----- Ske19 Ske19 ----- Ske19 Ske19 ----- Ske19 Ske19 ----- Grf18 ----- Cer18 Hel18 ----- Zom18 ----- Zom18 ----- Zom18 ----- Pmp18 ----- Fre19*----- Location: East of Eundel Castle ----- Grf18 ----- Grf18 ----- Items: Four leaves, Two fruits, one stone Hwk18 Vul19 * Hwk18 Location: west of Pudozey (After Liber.) Wyr18 ----- two leaves, two fruits ----- Wyr18 Location: east of Pudozey (After Liber.) Commander Biske La Varet (Lycanthrope/Werewolf) ----- BIK19 BIK19 BK19 ----- items: four leaves, two fruits, one stone ----- Location: Castle Eundel Award: Evil Blade Battle Tactics: There is one really crushed thing in this battle. Almost every liberated fortress, at least one unit will attack you. Some arise from nowhere. The levels in this mission are not as bad as those on the Vert Plateau, but there are plenty of undead to keep you busy, not to mention the Cockatrice unit and the Pumpkinhead unit. Biske is a werewolf. Fighting him during the day will fight with the man, while fighting him at night you will be able to fight the man-beast. Biske wolf is much more difficult than biske man. Choose your fighting times wisely... Epilogue: Biske can't believe he's been beaten twice. Magnus tells him to rest in peace when his or her own. Later, in the Tremos Mountains, several Knights of The Kaliginous Order force Yumil to eat the same fruit that Godeslas ate. He eats and becomes filled with hellish Aura, but this power, strengthened by his own inherent power, caused him to kill all the Knights around him. Mari comes and comforts him, telling him to accept the power, and that he will always be by his side. Hidden Objects: Dragon Shield: Road between Rososhi and Ellista Battle Fan: Between two mountain ranges west of Purlova Silver Hourglass: Between Rososhi and Surina Book of Wind: Midway between Ellista and Eundel Vestment Castle of Wind: Between two forests southeast of Eundel Castle Heal Pack: On the road between Suriname and Luga Revive Stone: Small stretch of plain between forest and bare NW Balta ** Scene 25 - The Bearer of Knowledge Location : Celesis, The Eastern Church Prologue: In Celesis, Prince Amrius grills Kerikov about finding ultimate power in the Berthe Temple. Kerikov refuses to disclose the information. At this point, Pruflas enters and grabs Amrius in the act. Pruflas tells Kerikov that he is about to delay the Revolutionary Army, which Kerikov believes is suicide. (From Europe): Magnus, Hugo and Europea discuss the ultimate power the Central Division is looking for. A messenger comes to tell them that Lodis is now on his way south. Europea has a theory that the Berthe Temple, where, legend has it, power is contained, can be in the Tremos Mountains. Magnus says they must liberate Celesis and save Archbishop Oderion before they do anything else. Strongholds: Rubnui: (Starting Location) Population: 194 Morale: 62 Shop: Light Mace 30 Baldr Mace 30 Baldr Mace 30 Baldr Mace 30 Baldr Mace 30 Population: 194 Morale: 62 Shop: Light Mace 30 Baldr Population: 92 Morale: 79 Banna Barra: (South of Pinneg) Population: 169 Morale: 47 Kalla: (East of Banna Barra) Population: 243 Morale: 74 Bollisk: (North of Kalli) Population: 232 Morale: Witch's Hut Caraton: (West Bollisku) Population: 136 Morale: 57 Celesis: (Enemy Headquarters) Caraton Vul19 ----- Vul19 Vul20 Pal21 * ----- Vul20 ----- Location: South of Cardboard? Fae20 AnK22* Fae20 ----- Pal21*Val20 Location : South of Cardboard? Vul20 AnK21 * Vul20 ----- Items: Four Leaves, Two Fruits ----- Wyv20 ----- Location: Mountains East of Cardboard? Fae20 AnK22* Fae20 ----- ---- items: Four Leaves, Two Fruits ----- Wyv20 ----- Location: Mountains East of Cardboard? Fae20 AnK22* Fae20 ----- ----- items: Four Leaves, Two Fruits ----- Wyv20 ----- Location: Mountains East of Cardboard? Fae20 AnK22* Fae20 ----- ----- items: Four Leaves, Two Fruits ----- Wyv20 ----- Location: Mountains East of Cardboard? Fae20 AnK22* Fae20 ----- ----- items: Four Leaves, Two Fruits ----- Wyv20 ----- Location: Mountains East of Cardboard? Fae20 AnK22* Fae20 ----- ----- items: Four Leaves, Two Fruits ----- Wyv20 ----- Location: Mountains East of Cardboard? Fae20 AnK22* Fae20 ----- ----- items: Four Leaves, Two Fruits ----- Wyv20 ----- Location: Mountains East of Cardboard? Fae20 AnK22* Fae20 ----- ----- items: Four Leaves, Two Fruits ----- Wyv20 ----- Location: Mountains East of Cardboard? Fae20 AnK22* Fae20 ----- ----- Items: Four Leaves, Two Fruits ----- Wyv20 ----- Location: Mountains East of Cardboard? Fae20 AnK22* Fae20 ----- ----- Items: Four Leaves, Two Fruits ----- Wyv20 ----- Location: Mountains East of Cardboard? Fae20 AnK22* Fae20 ----- ----- Items: Four Leaves, Two Fruits ----- Wyv20 ----- Location: Mountains East of Cardboard? Fae20 AnK22* Fae20 ----- ----- Items: Four Leaves, Two
Fruits ------ Wyv20 ----- Location: Mountains East of Cardboard? Fae20 AnK22* Fae20 ----- ----- Items: Four Leaves, Two Fruits ------ Wyv20 ----- Location: Mountains East of Cardboard? Fae20 AnK22* Fae20 ----- ----- Items: Four Leaves, Two Fruits ------ Wyv20 ----- Location: Mountains East of Cardboard? Fae20 AnK22* Fae20 ----- ----- Items: Four Leaves, Two Fruits ------ Hourd Ho three leaves. two fruits. One Stone AnK22 ----- AnK22 Location: Mountains East of Cardboard Arc20 Arc20 ----- Cle20 ----- Phx20 Cat23*Phx20 Location: Guarding Bollisk --- Legion 1 - Funnel Formation Offset Sld-- CeM21%Sld-- ----- Wyv2 0 ----- Wyv2 0 ----- Ucation: Southwest of Celesis Cle20 ----- Cle20 ----- Pri21* ----- Pri21* -----Cle20 Cle20 Item: Right side Cle20 Pri21 * Cle20 AnK22 ----- AnK22 Items: One leaf, two fruits ----- item : left side --- Pri22*----- Gol20 : Guarding Kalla ----- Fae20 Knt20 ----- Fae20 Knt20 ----- Location: Guarding Cotlass ----- Cle20 Cle20 ----- Items: Three leaves, One Fruit Enc21* ----- SGo20 Location: Southwest of Celesis Enemy Commander: Kerikov Berthas (Vanity) AnK22 Van21*AnK22 ----- Items: Three Leaves, Two Stones Knt21 ----- Knt21 Location: Celesis Reward: Thunder Chain Battle Tactics: Going straight through the east will trigger the appearance of the two units with question marks on their location. That's all there is for this battle, apart from the fact that this is the first place you can see the Angel knights. Epilogue: Magnus interrogates Kerikov and learns that he was the one who tried to do the thud in the Church of East Ortho. He spills the beans and says lodis is now seeking ultimate power in the Berthe Temple. Odiron appears and explains that they must now go to the Tremos Mountains to stop Lodis before they can get that power. Kerikov sneaks in. Aftermath: Completing Dragoon Quest: If you have a Dragon Scale, take the unit to Pinneg, Celesis. Make the person you want to fight the leader with. You drop the scale in the forest and Grozz Nuy challenges you. Fighting him is not so difficult. He gets one attack per round. Attacks will be powerful, but even if you have chosen a two-guy attack, if it is strong enough, you should not have major problems. Defeat him and you will receive the Tiamat Sword and access to the Dragoon class. Ring of the Dead: Go to Banna Barra. Young girl You Dark Invitation. Go with Magnus Magnus Zenobian border and you will get a ring. Hidden Objects: The Book of Water: On the Road Between Pinneg and Banna Barra Urn of Chaos: Between Caraton and Nedjinn Heal Pack: On the Road Between Cotlass and Bollisk Ice Chain: Halfway between Caraton and Kalla Chaladhold: Pass east of Pinned Peregrine Mail: Plain patch between the mountains and river S of Caraton Feather of ArchAngel: A piece of land above the River SE cardboard ** Scene 26 - Location of no man's land : Tremos Mountains Prologue: In the mountains, the enemy attacks the battalion. They have a headquarters surrounded and it won't be easy to get out of it... Strongholds: Palm: (Starting Location) Population: 114 Morale: 42 Shop: Iron Rudder 30 Prox 450 Volcaetus 460 Large Shield 180 Tower Shield 350 Plate Mail 210 Heavy Armor 650 Ibu Deli: (Southwest Palm) Population: 191 Morale: 69 Ulda: (East of Palm) Population: 172 Morale: 51 Witch's Hut Soshiba: (North Palm) Population: 39 Morale : 75 Totban: (Northwest of Soshiba) Population: 83 Morale: 50 Enemy Opposition: ----- BIK21*----- Items: Five Leaves, Two fruits Ogr24 ----- Ogr24 Location: Southwest of Palm NnM22 * ----- Gho21 Gre21 ----- Utems: Two leaves, Two fruits Gho21 Gre21 ----- Location: West of Palm Hwk21 ArM22 * Hwk21 ----- Items: Two leaves, Two fruits ----- Ogre21 -----Items: Two Leaves Ske21 ----- SGo21 Location: Loading with Soshiba BIK22 ----- BIK22 ----- Items: Four Leaves, Two fruits, One Stone Ske21 BIK23 * Ske21 Location: northeast of Palm ----- Gob21 Gob21 Gob21 Gob21 Pmp21 Location: Guarding Ibu Deli Ske22 * ----- ----- Ske21 Items: Three Leaves, Two fruits, two stones Ogr21 ----- Location: East of Palm Gho21 ----- Gho21 ----- Gho21 ----- BIK22 * Gho21 Location: Protection of Ulda BIK22 ----- BIK22 * Gho21 Location: Totban ----- ArM22*----- items : four leaves, two fruits, One Stone Ske21 BIK23*Ske21 Location: north of Ulda AzD21 ----- DgM22* ----- DgM22* ----- BIK22 * Gho21 Location: Totban ----- ArM22*-----undead. There really is no great strategy for this battle. Just hold them. If you have to be careful. to Ibu Deli with Magnus and i discover General Zenobian, Quass Debonair. If you have a sufficiently high frame of chaos, it will offer to join your battalion. In your battalion you will need Aisha and Saradin. Hidden Objects: Altar of resurrection: NW Palm in a small forest. Stardust: South of Palma, between two mountain ranges west of Palma, between the Forest and north of Ulda Peridot Sword: Between Soshiba and Savoir ***** Scene 27 - Child of the Covenant Location: Temple of Berthe Prologue: Pruflas enters the area where Yumil killed the Templars. All that remains is Mari, who does not want to speak. Magnus and Hugo take over the battle plans. Strongholds: Vitegra: (Starting Location) Population: 188 Morale: 67 Shop: Plumed Band 60 Armet 120 Spear 150 Thunder Spear 320 Osric's Spear 410 Frozen Axe 500 Buckler 40 Breastplate 180 Baldr Mail 250 Lugeph: (Neutral, North of Vitegra) Population: 109 Morale: 10 Kud Im Kalle: (Southeast Corner) Population: 197 Morale: 62 Sarrehart: (North of Sangeph) Population: 242 Morale: 33 Gremiha : (Northeast of Sarrehart) Population: 273 Morale: 45 Sermi: (North Edge) Population: 82 Morale: 47 So Col: (West of Berthe) Population: 259 Morale: 37 Witch's Hut Temple of Berthe: (Enemy Headquarters) Population: 79 Morale: 50 Enemy Opposition: ----- Opi21 Vul22* ----- Items: Four Leaves ------ Grf21 Location: Loading from the Mountains NE ----- Gre21 ----- Gre21 Items: Six Fruits, Two Stones Coc21 ----- Rav22* Location: Loading from the Mountains NE Knt21 BIK23*BIK21 ----- BIK21 ----- BIK21 ----- BIK21 ----- BIK21 ----- BIK21 ----- Sir22 ------ Sir22 ------ Sir22 ------ Sir22 ------ Sir22 ------- Sir22 ------- Sir22 ------ Sir2 Location: Charging with Kud Im Kalle Arc21 ----- KtT23 ----- Rt21 ----- Rt21 ----- Rt21 ----- Rt21 ----- Items: Five Leaves Hwk21 Location: Patrolling temple perimeter (south) ----- Vul23*Fae21 ----- Vul21 Items: Five fruits, Two stones Fae21 Vul21 ----- location: Patrolling the perimeter of the temple (north) Dia21 Dia21 Dia21 Dia21 ----- KtT23 * ----- Items: Four leaves, Two fruits, two stones ----- Cat21 Location: Gremiha Protection KtT21 ----- KtT21 ----- KtT23* ----- Items: Four Leaves, Two fruits, One stone KtT21 KtT21 KtT21 Location: Charging with Berthe Fre21 KtT23 * Fre21 ----- Items: Two Leaves KtT21 ----- KtT21 Location: Charging with Berthe Pri21 ----- Cat21 KtT23 * Cat21 Location: Charging with Berthe Enemy Commander: Pruflas Watts (Temple Command) ----- KtT21 Items: Four Leaves, Two Stones KtT21 TmC24*KtT21 Location: Berthe Reward Temple: Adamant Katana Battle Tactics: Okay. It's not that bad in this battle. You have several flying units, so keep the unit on all strongholds. See when you approach the temple when four Templar units come out of the temple to treat you to have some good old-fashioned Shiskabob Lodis... Epilogue: Pruflas is unable to break the seal on the Berthe Temple. Magnus is about to leave. Yumil jumps out of his hideout and goes to the center of the temple. Blood spills to the ground and the earth opens. He is surrounded by four strange-looking warriors, and they all disappear, just before Yumil tells Magnus that he will return. After leaving, the aura filling the temple becomes dark, and demons begin to appear. Magnus wants to fight, but Dio brings him out. NOTE: The next mission is also done in this area, so you can't leave, but you can still access the organizing, train, and save screen. Hidden Objects: Main Gauche: Between Sarrehart and Lugeph Phoenix Mail: Forest midway between Berthe and Vitrega Love and Peace: Mountain cul-de-sac north of Sarrehart Zephyros: On the road between Gremiha and Sermi Dragon Shield: In the small circular forest north of So Kol ****Magnus learns that the Berthe Temple is, in fact, Chaos Gate, a portal to another world. Their goal now is only to close the gate. The fight is not just for Palatinus, now ... Strongholds: Gremiha: (Starting Location) Population: 273 Morale: 45 Vitegra: (Southwest Corner) Population: 188 Morale: 67 Shop: Plumed Headband 60 Armet 120 Spear 150 Thunder Spear 320 Osric's Spear 410 Frozen Axe 500 Buckler 40 Breastplate 180 Baldr Mail 250 Lugeph: (North of Vitegra) Population: 109 Morale: 10 Kud Im Kalle: (Southeast Corner) Population: 197 Morale: 62 Sarrehart: (North of Sangeph) Population: 242 Morale: 33 Sermi: (North Edge) Population: 82 Morale: 47 So Kol: (West of Berthe) Population: 79 Morale: 50 Enemy Opposition: ----- Sir23* ----- Ogr22 ----- Wyv22 Location: Sarrehart AzD22 protection ----- DgM23* ----- DgM23* ----- Bob22 Gob22 Location: Charging with Sarrehart --- Legion 1 - Shift formation ----- Sld-- ----- Sld-- Location: Charging from So Kol Gre22 Rav23*Gre22 ----- Rav22 ----- Rav22 ----- Position: Near left Gre22 Rav23*Gre22 ----- Items: One leaf, Two fruits ----- Opi22 ----- position: Near right ----- Flb22 ----- Gre22 DgM24 * Gob22 Position: Extreme Left Gre22 BlK24 * ----- Gre22 ----- Gre22 ----- Gre22 Items: Four Leaves Coc22 ----- Rav23* Location: Loading from the Mountains SE Sarrehart ----- BlK22 * ----- Contion: Charging from Sermi ----- Ogr25 Location: Charging So Kol Bah22 ----- BsM23* ----- SGo22 ----- SGo22 ----- Scation: Charging from Sermi ----- Zom22 Ske22 Location: Charging from Sermi ----- Zom22 Ske22 Location: Charging from Sermi ----- Zom22 Ske22 Location: Charging from Sermi ----- Vul24*Fae22 ----- Vul22 Items: Four Leaves, Two Fruits Fae22 Vul22 ----- Location: Charging from Sermi ----- Zom22 Ske22 Location: Charging from Sermi ----- Zom22 Ske22 Location: Charging
from Sermi ----- Vul24*Fae22 ----- Vul22 Items: Four Leaves, Two Fruits Fae22 Vul22 ----- Location: Charging from Sermi ----- Zom22 Zom22 Ske22 Location: Charging from Sermi ----- Zom22 Zom22 Ske22 Location: Charging from Sermi ----- Vul24*Fae22 ----- Vul22 Items: Four Leaves, Two Fruits Fae22 Vul22 ----- Location: Charging from Sermi ----- Zom22 Zom22 Ske22 Location: Charging from Sermi ----- Zom22 Zom22 Ske22 Location: Charging from Sermi ----- Vul24*Fae22 ----- Vul22 Items: Four Leaves, Two Fruits Fae22 Vul22 ----- Location: Charging from Sermi ----- Zom22 Zom22 Ske22 Location: Charging from Sermi ----- Zom22 Zom22 Ske22 ----- Vul24*Fae22 ----- Vul24*Fae22 ----- Vul22 Items: Four Leaves, Two Fruits Fae22 Vul22 ----- Ske22 ----- Zom22 Zom22 Ske22 Location: Charging from Sermi ----- Zom22 Zom22 Ske22 Location: Charging from Sermi ----- Zom22 Zom22 Ske22 ----- Zom22 Zom22 Zom22 Ske22 ----- Zom22 the East Sermi Ske22 ArM23 * ----- Ske22 Items: Five Leaves Ogr22 ----- Location: Sermi Protection NnM23 *----- Four Leaves Gho22 Gre22 ----- Location: Guardian Lugelph Enemy Commander: Decarabia ----- Gob22 ----- Gob22 Items : Four Leaves, Two Stones Gob22 Sat25*Gob22 Location: Berthe Reward Temple: Wyrma Epilogue Axe: During battle, your army bumps into Richard and Baldwin. Everyone is for killing you in the name of their god, but Destin and Gilbert, the other Zenobians, appear and fight them. At the end of the battle, Baldwin and Richard retreat. A month later, the problems in the chapter subsided thanks to the re-election of Archbishop Odiron. Berthan Sentinels has now been commissioned to protect the Chapter from the inhabitants of netherworld, and capitrium on the side of the revolution. The word has not yet been received from Latium... Hidden items: See the previous scene. ** E. Final chapter - Possible, achievable, hopeful... Opening: Richard and Thamuz (counselor of the Kaliginous Order) discuss the situation in final force. When the Berthe Temple is destroyed, they have no choice but to rely on western ruins. It turns out that Zeda helps Richard and the Caliginous Order find ultimate power. Richard thanks Thamuziez for all the help he has given to keep Glendale alive. Suddenly, demons burst into the room, followed by King Procus and Zeda. The scene is fading... Baldwin stands in latium's main foyer. He is soon surrounded by three Templars, including Vapula and Amazeroth. The Nameless Knights Templar attacks Baldwin, and Baldwin easily sends him. Prince Amrius sits on the throne. Baldwin killed gets up again, and Amrius starts laughing. It is then that Richard and Thamuz rush to the room to defend Baldwin. Richard explains that everyone succumbed to the Hell's Aura. Three of them run out of the palace. Later, Frederick and the company talk to Archbishop Odiron. Odiron regrets that he must refuse to join the revolution, because there is now a lot of help needed in capitrium. With Latium, the soldier's reports flared up with the Xevec group and the Central Division, but there were no major incidents. Lodis, a soldier, says they retain official control of the Central Division, but little has changed, and most of Lodis' forces are trying to quell the Bolmaukan uprising. This is seen as the perfect time to confront the Central Division. Magnus, now a general, is sent to the front line to stop the Central Division from their evil intentions and release Palatinus once and for all. Scene 29 - March to Latium Location: 83 Morale: 50 Fort Bergiga: (Southwest Corner) Population: 87 Morale: 82 Amdelm: (Northeast of Bergiga) Bergiga Population: 31 Morale: 87 Shop: Leather Hat 40 Plumed Band 60 Great Bow 90 Baldr Bow 160 Ytival 270 Bow of Sandstorm 420 Leather Armor 250 Kurashino : (Northeast of Amdlem) Population: 48 Morale: 69 Mezzeni: (Neutral, Southeast Corner) Population: 61 Morale: 29 Muji: (Midwest Edge) Population: 182 Morale: 71 Colgeuff: (Mideast Edge) Population: 215 Morale: 40 Novipoldt: (East From Echel) Population: 261 Morale: 64 Bellezoppo: (South of Guntherhaal) Population: 215 Morale: 34 Witch's Hut Castle Echel: (Enemy Headquarters) Population: 95 Morale: 50 Enemy Opposition : Dia23 Dia23 ----- KtT25*-Cat23 Location : Chargi from Bellezoppo Fre23 KtT25 * Fre23 ----- DgM23 ----- DgM23 Items: Five leaves, two fruits, One Stone KtT23 ----- KtT23 Location: Locati protection Novipol Grdt Grf23 ----- Opi23 ----- Fre24 * ----- Fre24 * ----- Fre24 * ----- Fre24 * ----- Sir24 Sor23 Location: Northwest Ambush Point (See Tactics) Dia23 ----- Dia23 Rav23 Vul24* Rav23 Location: Southwest of Ambush Point (See Tactics) Sir26 * ----- Sir24 ----- Sir24 Sor23 Location: Northwest Ambush Point (See Tactics) Dia23 ----- Dia23 Rav23 Vul24* Rav23 Location: Southwest of Ambush Point (See Tactics) Vul24 * ----- Wyv23 ----- Items: Four Leaves, Two fruits ----- Utems: Four Leaves, Two Fruits ----- Utems: Four Leaves, Two Fruits, Two Stones Vul23 ----- Rav23 Location: West of Ambush Point (See Tactics) Wyv23 ----- Wyv23 ----- Items: Four Leaves ----- Items: Four Leaves ----- Hwk23 Location: Charging from Echel Pri23 ----- Pri23 ----- Cat23 KtT25*Cat23 Location: Pops up from Echel Wit23 Castle KtT25*Sir23 Wit23 ----- Sir23 ----- Sir23 ----- Sir23 ----- Sir23 ----- Sir23 ----- Items: Four Leaves, Two Stones Cat23 KtT25 * Cat23 Location: Castle Echel Reward: Glamdring Battle Tactics: There is a cool ambush that occurs when you walk between a mountain pass on the trail to the castle. You will be quite surrounded, but there should be no problem if you brought decent units along. Send several units to liberate the southern district. Quite an easy mission, for the most part. Take Magnus's unit to Karushino, where you'll encounter Destin and Gilbert. If you have the other three Zenobians, Destin will join your group, If you also have a high Chaos Frame, Gilbert will also join. Epilogue: The Templar, with his dying breath, threatens the group, tells him that the Battle of Ogre will return if he does not stop... ** Strongholds: Lobin i: (Starting Location) Population: 249 Morale: 44 Shop: Baldr Helm 170 Baldr Sword 150 Glamdring 400 Blessed Sword 400 Falchion 400 Sum Mannus 500 Kite Shield 70 Baldr Shield 250 Plate Armor 230 Baldr Armor 230 Baldr Armor 420 Norle: (Northwest of Lobini) Population: 141 Morale: 11 Witch's Hut Murau: (Northwest of Lobini) Population: 43 Morale: 72 Bilce: (Northeast Corner) Population: 157 Morale 11 Sceni: (Northwest of Ottochaz) Population: 70 Morale: 17 Fort Romulus: (Enemy Headquarters) Population: 112 Morale: 86 Enemy Opposition: ----- Opi24 Vul25 * ----- Items: Four Leaves, Two fruits Hwk24 Vul25 * Hwk24 Location: Charging from west Lobini ----- Opi24 Vul25 * ----- Items: Three leaves. Two fruits ----- Grf24 Location: Charging from the north Lobini ----- SwM25 * ----- Nin24 ----- Oul24 Items: Two leaves, Two fruits Fae24 Vul24 ----- Location: Charging from the north Lobini ----- PtD24 Val24 ----- PtD24 Val24 ----- Pal25 * Val24 Location: southwest of Norle Fre24 Fre24 ----- Fre26 * Val2 4 ----- Fre26 * Val2 4 ----- Val Location24: Charging from west Norle Arc24 Sir25 * Arc24 Gob25 ----- Phx24 Cat27* Phx24 Location : Ottochaz Protection Gre25 ----- Fre26 * Val2 4 ----- Pal25 *Gob25 ----- Location: Guarding Ottochaz BsM25*----- Wit25 ----- Ucasion: Sceni Protection Gre25 Dia25* Gre25 ----- Ucasion: Sceni Protection Gre25 ----- Wit25 ----- Wit25 ----- Wit25 ----- Wit25 ----- Ucasion: Sceni Protection Gre25 Dia25* Gre25 ------ Ucasion: Sceni Protection Gre25 Dia25* Gre25 ----- Ucasion: Sceni Protection Gre25 Dia25* Gre25 ------ Ucasion: Sceni Protection Gre25 Dia25* Gre25 ------ Ucasion: Sceni Protection Gre25 Dia25* Gre25 Dia25* Gre25 Dia25* Gre25 Dia25* Gre25 Dia25* Gre25 Dia25* Gre25 Dia25 Location: southeast of Fort Romulus ----- DgM25* Flb24 ----- DgM25* Flb24 ----- DgM25* Flb24 ----- Pal24 Location: Fort Romulus Reward: Ice Blade Battle Tactics: Watch flying units jump out of the mountains to converge at headquarters. Besides, this battle is very simple. NOTE: Like the Berthe Temple, it has a second mission, so you cannot leave this area at this time. Hidden Objects: Evil Spear: Midway between Norle and Bilce Dowsing Rod: Cul-de-sac of plains to the east of Bilce Cloak of Oath: Midway between Bilce and Sceni Misty Coat: On the road between Sceni and Murau ****** Opposition enemy: ----- Wit25 Knt25 Knt2 Gob27 Ogr27 ----- Location: Charging from home NW Plaza Gre26 Gre26 ----- Gob26 ----- Items : Three leaves, Two Fruits Pal26 * Gob26 ----- Ske25 ------ Ske There are no fortresses, just a square in the center where your quys can relax. Just push forward. You also have a timeout here, but since I overcame this area in three hours, it shouldn't be too hard to beat it within the limit. You will have to fight Prince Amrius twice. The first time he will simply use Slash's attack, the second will summon Saturos and Goblin, and he will go to the back row, where he will use an attack called Dark Lore, which is basically like using pedra from Bane. Epilogue: Saradin tells Magnus and Hugo about the Hell's Aura, and Prince Amrius was associated with him. Hugo explains that there are two routes to do now. Go to the Blue Basilica and fight king Prokreu or go to Ptia to free the inhabitants of the Central Division. Selecting Ptia will increase your Chaos Frame, and selecting the Blue Basilica will lower it. You can go to both, eventually, though... Hidden Objects: Nue Shield: Corner roads west of central plaza ** Scene 32 - Location: Ptia, Prologue of the Secluded Earth: In Winnei, King Procus criticizes one of his paladins. He is interrupted by the emerging Yumil along with these uncharacteristical-looking Knights. Yumil explains how he is the one who runs Palatinus, now because he has his firstborn power. He identifies the Knights as Knights of Danika and explains how he now has the power to govern. Hugo and Magnus discuss battle plans. Strongholds: Billemina: (Starting Location) Population: 268 Morale: 54 Shop: Iron
Rudder 30 Armet 120 Spear 230 Prox 450 Volcaetus 460 Large Shield 180 Tower Shield 350 Plate Mail 210 Heavy Armor 650 Sheesaku: (Neutral, South of Billemina) Population: 222 Morale: 50 Fort Guki: (Neutral, Southeast Corner) Population: 48 Morale: 27 Pacrats: (East of Billemina) Population: 205 Morale: 51 Witch's Hut Rete : (West of Billemina) Population: 288 Morale: 81 Torab Ni: (Corner) Southwest) Population: 50 Morale: 75 Agnault; (Western Edge) Population: 258 Morale: 50 Vitegith Castle: (Enemy Headquarters) Population: 295 Morale: 50 Vitegith Gob28 ----- KtT30 * Gob28 Location: Protection Rete Fre28 KtT30 * Fre28 ----- KtT30 * Fre28 ----- KtT30 * Fre28 ----- KtT30 * Fre28 ----- KtT30 * ----- Items: Four Leaves , Two Fruits, One Stone ----- Cat28 Location: Charging from Furge ----- KtT30 * PD28 ----- Items: Four Leaves , Two Fruits, One Stone ----- Cat28 Location: Charging from Furge ----- KtT30 * Fre28 ----- Items: Four Leaves , Two Fruits, One Stone ----- Cat28 Location: Charging from Furge ----- KtT30 * Fre28 ----- Items: Four Leaves , Two Fruits, One Stone ----- Cat28 Location: Charging from Furge ----- KtT30 * Fre28 ----- Items: Four Leaves , Two Fruits, One Stone ----- Cat28 Location: Charging from Furge ----- KtT30 * Fre28 ----- Items: Four Leaves , Two Fruits, One Stone ----- Cat28 Location: Charging from Furge ------ KtT30 * Fre28 ------ Items: Four Leaves , Two Fruits, One Stone ----- Cat28 Location: Charging from Furge ----- ----- KtT30 * Fre28 ------ Items: Four Leaves , Two Fruits, One Stone ----- Cat28 Location: Charging from Furge ----- ----- KtT30 * Fre28 ------ Items: Four Leaves , Two Fruits, One Stone ----- Cat28 Location: Charging from Furge ------ KtT30 * Fre28 ------ Items: Four Leaves , Two Fruits, One Stone ----- Cat28 Location: Charging from Furge ------ KtT30 * Fre28 ------ Items: Four Leaves , Two Fruits, One Stone ----- Cat28 Location: Charging from Furge ------ KtT30 * Fre28 ------ Items: Four Leaves , Two Fruits, One Stone ----- Cat28 Location: Charging from Furge ------ KtT30 * Fre28 ------ Items: Four Leaves , Two Fruits, One Stone ----- Cat28 Location: Charging from Furge ------ KtT30 * Fre28 ------ Items: Four Leaves , Two Fruits, One Stone ----- Cat28 Location: Charging from Furge ------ KtT30 * Fre28 ------ Items: Four Leaves , Two Fruits, One Stone ------ Cat28 Location: Charging from Furge ------ Items: Four Leaves , Two Fruits, One Stone ------ Cat28 Location: Charging from Furge ------- Items: Four Leaves , Two Fruits, One Stone ------ Cat28 Location: Charging from Furge ------- Items: Four Leaves , Two Fruits, Sat30*KtT29 ----- Items: Four Leaves, Two fruits KtT29 Location: Charging from SW Baya KtT29 ----- KtT29 Sat30*KtT29 Location: South of Vitegith Castle Enemy Commander: Amazeroth Ludon (Temple Command) Sat29 ----- Sat29 ----- Sat29 ----- Items: Four Leaves, Two fruits, two stones KtT29 TmC31*KtT29 Location: Vitegith Castle Prize: Laevateinn Combat Tactics: Probably the first thing you'll notice is five units in the east. It's best to take care of these guys right away. Send a few units to deal with them, but keep a few in your base as you'll be charged from the north by three Templar units. The rest of the area is surprisingly rare. In Torab Ni, you'll fall into the Black Knight, Carth. He comes out and charges after the Amazeroth. Getting it requires you to have a low cf, and none of the Zenobians. Carth Val29 ----- Val29 ----- Val29 ----- items: four leaves, Two Fruits, Two Stones Cat29 BIK31 * Cat29 Hidden Objects: Electric Shield: A Small Piece of Land Cradling in Barrens North of Rete Bracer Protection: Between Baya and Torab Ni Gate Quit: Between Baya and Torab Ni Gate Helm : Southwest of Agnalut ** Scene 33 - Location of Madness: Blue Basil Prologue: Battle Plans, or the same as the prologue of the last scene if you took the former. Strongholds: Fort Rugney: (Initial Location) Population: 115 Morale: 76 Pavia: (Southwest of Fort Rugney) Population: 102 Morale: 38 Witch's Hut Perg: (West Fort Rugney) Population: 220 Morale: 60 Bespleme: (Southwest of Perg) 163 Morale: 11 Cobigo: (South of Bespleme) Population: 174 Morale: 50 Clemona: (Southwest of Perg) 163 Morale: 87 Shop: Iron Helmet 30 Armet 120 Halt Hammer 110 Francisca 130 Baldr Club 220 Baldr Axe 300 Flame Flail 490 Shield Inferno 500 Leather Armor 60 Hard Leather 150 Andvari Castle: (Enemy Opposition: ----- Knt27 ----- Knt27 Items: Five Leaves ----- Pal27 ----- Location: Charging from Pavia ----- Que26 ----- DgM26DgM28 * Dgm26 Location: Guarding Pavia BsM27 * ----- Opi26 Items: Two Leaves Grf26 ----- Utems: Three Leaves, Two fruits Rav27* ----- Wyr26 Location: Mountains south of Perg KtT27 Sat28*----- Gob26 ----- KtT27 ----- Items: Three Leaves, Two fruits Rav27* ----- Wyr26 Location: Mountains south of Perg KtT27 Sat28*----- Gob26 ----- KtT27 ---------- Gob26 Location: Perg Gre2 Protection 6 ----- Gre26 Gob26 ----- KtT28*Gob26 Location: Charging from east Cobigo ----- Flb26 ----- Gob26 DgM28*Gob26 Location : Guarding Bespleme Gob26 KtT28*Gob26 ----- Items: Two Leaves ----- Ogr26 ----- Location: Charging from west Perg ----- Sat28*1KtT27 --------- KtT27 ----- Ogr26 Location: Northwest of Perg ----- Opi26 Vul27*----- Items: Three Leaves, Two Fruits, one stone ----- KtT28 * ----- Items: Four Leaves, Two fruits, two stones Ogr26 ----- Ogr26 Location: Charging from the west Perg Pri28 * ---- ----- Items: Four Leaves, Two fruits, two stones Ogr26 ----- Ogr26 Location: Charging from the west Perg Pri28 * ----- ----- Items: Three Leaves, Two Fruits, one stone ----- KtT28 * ----- Items: Four Leaves, Two fruits, two stones Ogr26 ----- Ogr26 Location: Charging from the west Perg Pri28 * ----- ----- Items: Four Leaves, Two fruits, two stones Ogr26 ----- Ogr26 Location: Charging from the west Perg Pri28 * ----- ----- Items: Four Leaves, Two fruits, two stones Ogr26 ----- Ogr26 Location: Charging from the west Perg Pri28 * ----- ----- Items: Four Leaves, Two fruits, two stones Ogr26 ----- Ogr26 Location: Charging from the west Perg Pri28 * ----- ----- Items: Four Leaves, Two fruits, two stones Ogr26 ----- Ogr26 Location: Charging from the west Perg Pri28 * ----- ----- Items: Four Leaves, Two fruits, two stones Ogr26 ----- Ogr26 Location: Charging from the west Perg Pri28 * ----- ----- Items: Four Leaves, Two fruits, two stones Ogr26 ----- Ogr26 Location: Charging from the west Perg Pri28 * ----- ----- Items: Four Leaves, Two fruits, two stones Ogr26 ----- Ogr26 Location: Charging from the west Perg Pri28 * ----- ----- Items: Four Leaves, Two fruits, two stones Ogr26 ----- Ogr26 Location: Charging from the west Perg Pri28 * ----- ----- Items: Four Leaves, Two fruits, two stones Ogr26 ----- Ogr26 Location: Charging from the west Perg Pri28 * ----- ----- Items: Four Leaves, Two fruits, two stones Ogr26 ----- Ogr26 Location: Charging from the west Perg Pri28 * ----- ------ Items: Four Leaves, Two fruits, two stones Ogr26 ----- Ogr26 Location: Charging from the west Perg Pri28 * ----- ------ Items: Four Leaves, Two fruits, two stones Ogr26 ----- Ogr26 Location: Charging from the west Perg Pri28 * ----- ----------- Items: Four Leaves, Two fruits, two stones Ogr26 --BGo26 Gol26 ----- Location: Guarding Cobigo ----- Brc27 * ----- Gre26 ----- Gre26 ----- Gob27 ----- Gob27 Items: Four Leaves, Two Stones KtT27 TmC29* KtT27 Location: Castle Andarvi Battle Tactics; This is probably one of the more simple battles you have so late in the game. Very simple, No tricks. There are no epilogue surprises; The Soldier reports rumors of demons trying to resurrect his goddess, Danika, who ate the fruit of the wasteland. Aftermath: First Tiara Dream: Go to Clemona and the old one to tell a love story you've never found. It will give you a package for Gelda. Take him to Bool, Crenel Canyon, and you'll meet an old woman who will tell you to take her to Elle, Zenobia Border. The old man there will tell you that her family has moved to Soathon. Are we tired of this wild goose

chase? Go to Tristle and you will receive a letter from Gelda. Go back to Clemon and the old man will give you the Dream Tiara. It's all pretty tearjerker...; _; Hidden Objects: Curse Doll: On the Road Between Peacock Cobigo Heal Pack: Halfway between Bespleme, Perg and Zuinomo Holy Lance: On road between Cobigo and Clemona Ring of Branding: Southwest of Clemona Tempest: southeast of Surite (across the river) Dragon Gem Sword: A patch of Iand on the left side of the road between Clemona and Castle Andarvi Angel Fruit: Northwest of Fort Rugney Altar of Resurrection: southeast of Cobigo in mountain cul-de-sac *** Scene 34 - Lord of Remus Keep Location : Tundra Argent Prologue : Battle plans, after which Magnus and Leia have a rather touching scene in which she thinks about what it might be like if she has to fight her father... Strongholds: Tezzla: (Starting Location) Population: 183 Morale: 36 Witch's Hut Orozei: (Southwest of Tezzla) Population: 253 Morale: 73 Shop: Bandanna 20 Marionette 120 Fool 320 Robe 30 Magician's Robe 120 AMulet 40 Eloguence Ring 250 Meltaus: (West of Tezzla) Population: 37 Morale: 35 Griena: (West of Orozei) Population: 37 Morale: 38 Caralla : (Northwest of Meltaus) Population: 93 Morale: 55 Troquil: (West of Orozei) Population: 93 Morale: 35 Griena: (West of Tezzla) Population: 93 Morale: 35 Griena: (West of Orozei) Population: 93 Morale: 35 Griena: (West of Content of Tezzla) Population: 93 Morale: 35 Griena: (West of Content of Tezzla) Population: 93 Morale: 35 Griena: (West of Content of Tezzla) Population: 93 Morale: 35 Griena: (West of Tezzla) Population: 93 Morale: 35 Griena: (West of Content of Tezzla) Population: 93 Morale: 35 Griena: (West of Content of Tezzla) Population: 93 Morale: 35 Griena: (West of Content of Tezzla) Population: 93 Morale: 35 Griena: (West of Content of Tezzla) Population: 93 Morale: 35 Griena: (West of Content of Tezzla) Population: 93 Morale: 35 Griena: (West of Content of Tezzla) Population: 93 Morale: 93 Moral Caralla) Population: 74 Morale: 55 Remus Keep: (Enemy Headquarters) Population: 240 Morale: 50 Enemy Opposition: ----- Zom29 Zom29 Zom29 Zom29 ----- Zom29 * Ske29 ----- Items: Six Leaves Ske29 ----- SGo29 Location: Charging with Orozei ----- Sat31 * ----- Gob29 ----- Zom29 Items : Six Leaves Zom29 Gob29 ----- Ske30 Ske30 Ske30 ----- Ske30 Ske30 Zom29 Location: Charging from Fahno --- Legion 1 - Leader Shift Formation Sld-- SLD-- ----- Price30%Sld-- Positions: Two Leaves, Two Fruits, One Stone Sat29 ----- Gho29 ----- Gho29 ----- Gho29 ----- Gho29 ----- Gho29 ----- Gho29 ----- Items: One leaf, one fruit ----- BIK30 * Gho29 Item: right side Ske29 ArM30 * ---- -----Ske29 Ogr29 ----- position : Left Side --- Legion 2 - Formation Funnel Changes Sld-- Price30%Sld-- ----- Items: One Leaf, Two Fruits, One Stone ----- Flb30 ----- Items: Three Leaves, Two Fruits, two stones Zom29 Zom29 Ske29 Item: Right side Gho29 launch an attack. You shouldn't have too much trouble. Just be sure to take a strong spellcasting unit against this Pumpkinhead unit. Epilogue: Leia confronts Reucharle, asking about her father. He tells her that Count Silvis took his own life to avoid surrendering to the Hell's Aura. Aftermath: Take Meredia to Meltaus and you will receive a Raia Tear. Hidden Objects: White Mute: A piece of land east of Caralla Mirror of Soul: On the road between Tezzla and Fahno Gambantein: On the road between Tezzla And Fahno G Claw 170 Baldr Claw 280 Cyanic Claw 320 Ninja's Hump 50 Hwail Mail 900 Clemms : (Neutral, South of Renevue) Population: 117 Morale: 31 Vitra: (South of Renevue) Population: 117 Morale: 32 Saro: (South of Kelmend) Population: 118 Morale: 31 Vitra: (South of Renevue) Population: 117 Morale: 46 Kelmend: (Northwestern Corner) Population: 103 Morale: 32 Saro: (South of Renevue) Population: 118 Morale: 31 Vitra: (South of Renevue) Population: 117 Morale: 46 Kelmend: (Northwestern Corner) Population: 108 Morale: 32 Saro: (South of Kelmend) Population: 118 Morale: 31 Vitra: (South of Renevue) Population: 31 Vitra: (South o Glebming) Population: 109 Morale: 54 Sondrio: (South of Clemms) Population: 52 Morale: 36 Fort Lebadeia: (Southern Edge) Population: 27 Fort Viezey: (Enemy Headquarters) Population: 31 Morale: 50 Enemy Opposition: ----- Sat29*----- Sat27 Items: Two Leaves, Two fruits Ogr27 ----- Location: Charging from south Renevue ----- Sat29* ----- Gob27 ----- Items : Two leaves ----- Ogr29 ----- Location: Charging from west Renevue Sph27 ----- ArM29* ----- Ogr27 ----- Cop27 ----- Gob27 ----- Items : Two leaves ----- Ogr29 ----- Location: Charging from west Renevue Sph27 ----- ArM29* ----- Ogr27 ----- Cop27 ----- Gob27 ------ Gob27 -----Charging from east Kelmend ----- Blk27* ----- Items: Two leaves, Two fruits Ogr29 ----- Ogr30 Location: West of Saro (After Lib) Ske27 ArM28* ----- ----- Items: Two leaves, Two fruits, Two Stones Ogr27 ----- Ogr27 Location: SW of Saro (After Lib) Ske27 ArM28* ----- ----- Items: Two leaves, Two fruits Ogr29 ----- Ogr30 Location: West of Saro (After Lib) Ske27 ArM28* ----- ----- Items: Two leaves, Two fruits, Two Stones Ogr27 ----- Ogr27 Location: SW of Saro (After Lib) Ske27 ArM28* ----- ----- Items: Two leaves, Two fruits Ogr27 ----- Location: South of Sondrio (After Lib) ----- Sir28*----- Ogr30 ----- Ogr30 ----- Ogr27 Location: NE for ----- Ogr27 Location: SW of Belce (After Lib) Sat27 Sat28*Sat27 ----- Ogr27 ----- Ogr2 tu Lebadeia (After Lib) Enemy Commander: Mylmurre Sat27 ----- Sat27 ----- Sat27 ----- Items: Five Leaves, Two Stones Gob27 Gor30 * Gob27 Location: Viezev Award: Ji/ylga's Bow Battle Tactics: This area is disgustingly simple. Even with the guys who grow up after the liberation of cities, it's all too simple ... Gorgon, however, can ruin your day really guickly. With his Gaze of Terror, he will almost immediately turn everyone into a stone. Bring you an anti-Cockatrice unit to do this. Epilogue: Mylmurre says the demons are fighting alongside the people to bring back Lady Danika. He says the blood of Danek and Progenitor is related. Hidden objects: Lance of Longinus: On the road between Renevue and Kelmend Angel Fruit: On the road between Saro and Belce Mirror of Soul: The end of the road east of Clemms Love and Peace: A piece of land in the forest east of The Annihilation Beam: Southeast of Sondrio ** Scene 36 - Proponents of Darkness Location: Tybell, Prologue Wicked Land : Apparently, although this area is controlled by demons, people gather here because it is relatively calm. Strongholds: Pazano: (Starting Location) Population: 156 Morale: 52 Store: Plumed Headband 60 Torn Cloth 10 Old Clothing 30 Leather Armor 60 Feather Suit 400 Raguza: (Neutral, Southeast corner) Population: 280 Morale: 47 Chelefteu: (South of Pazano) Population: 243 Morale: 37 Kaless Ande) Population: 243 Morale Gob32 ----- Gre32 Location: Lokry Protection ----- BIK30*----- Ogr32 ----- Ogr32 ----- Ogr33 Location: Sat30 Sat31*Sat30 Lokry Protection ----- Items: Two Leaves, Two fruits ----- Ogr30 ----- location: Protection Kaless Ande Gre31 Dia31 * Gre31 Gob31 ----- Gob31 Location : Charging from south Pazano Two Fruits Gob30 Gob30 ----- Location: SW from Castle Lloydgust Enemy Commander: Frohm BIK30 Dae33 *BIK30 ----- Items: Four Leaves, Two Stones Gob30 ----- Gob30 Location: Lloydgust Castle Award: Ogre Blade Battle Tactics: Another Battle with a few surprises. Most enemies are demons. Keep an eye on Gorgon. Hidden Objects: Heavy Axe: Halfway between Pazano and Chelefteu Feather of Archangel: Patch of Plains between Highland and Barren NE with Pazano Saint's Shield: Forest South of Lo *kry *** Scene 37 - March in the capital Location: Latium Prologue: Flashback time! We have a flashback to Magnus and Yumil's youth, where they are both young boys playing together and how Yumil promises that Magnus will be his knight when he becomes king. Flash forward to the scene where the nobleman tries to kill Yumil. Magnus tries to stop him, but the man throws him to the ground. Ankiseth runs in a short time and cuts the killer. Magnus hates being able to help. Now we see the same scene that we saw at the beginning, where Magnus tells Yumilu that he will join the army. Strongholds: Latina: (Starting Location) Population: 291 Morale: 56 Witch's Hut Gaeta: (Neutral, SW of Latina) Population: 271 Morale: 49 Shop: Iron Helmet 30 Baldr Helm 170 Helm of Thunderclap 410 Sword of Firedrake 300 Main Gauche 400 Blessed Sword 400 Sum Mannus 500 Plate Mail 210 Plate Armor 230 Baldr Mail 250 Baldr Armor 420 Heavy Armor 650 Peregrine Mail 900 Bell of Thunder 250 Fang Firedrake 250 Naked Ring 250 Snow Orb 250 Yen Vahagh: (SE of Latin population: 115 Morale: 51 Vulge: (South of Latina) Population: 112 Morale: 47 Gothpicci: (Southeast Corner) Population: 128 Morale: 88 Fort Toydebelt : (Enemy Headquarters #1) Population: 61 Morale: 50 Fort Toyderich: (Enemy Headquarters #2) Population: 45 Morale: 50 Enemy Opposition: Legion 1 - Double Wedge Formation ----- SLD-- Location: Charging from Yen Vahagh Gob35 Sir33 * ----- Gob35 Ogr35 ----- Gob35 Ogr35 ----- Position: Near left Grf33 ----- Position: Near right side Sph33 ----- ArM35 * ----- litems: three leaves, two fruits ----- Gob35 Ogr33 ----- litems: Four leaves, Two fruits ----- Fre34 * ----- Position: Near left Grf33 ----- Position: Near right side Sph33 ----- ArM35 * ----- litems: three leaves, two fruits ----- Gob35 Ogr33 ----- Items: Four leaves, Two fruits ----- Fre34 * ----- Position: Near right side Sph33 ----- ArM35 * ----- Position: Near right side Sph33 ----- ArM35 * ----- Gob35 Ogr35 ----- Gob35 Ogr35 ----- Fre34 * ----- Position: Near right side Sph33 ----- ArM35 * ----- Position: Near right side Sph33 ----- ArM35 * ----- Position: Near right side Sph33 ----- ArM35 * ------ Fre34 * ----- Position: Near right side Sph33 ----- ArM35 * ----- Position: Near right side Sph33 ----- ArM35 * ----- Position: Near right side Sph33 ----- Position: Near right side Sph34 ArM33 Positions: One Leaf
----- Position: Far Right --- Legion 2 - Sld Double Wedge Formation CeF34%SLD-- ----- Items: One leaf, two fruits, one stone ----- Flb34 ----- BlK33 * ----- BlK33 * ----- Items: Five leaves, Two fruits Ogr35 ----- Ogr36 Position: Left side SwM33 ----- SwM33 -----ArM34* ----- Gre33 ----- Gre33 Position: Right side --- Legion 3 - Sld-double wedge formation - CeM34%Sld-- ----- Items: Three Leaves, Two Fruits, One Stone ----- Hyd33 ----- Hyd33 ----- Fae33 BsM34**Item ------ Eae33 BsM34**Item ------ : Left side Gre34 Dia34 * Gre34 Gob34 ----- items: Three Leaves, Two Fruits, One Stone ----- Hyd34 ----- Eae33 ----- Hyd33 ----- Eae33 BsM34**Item ------ : Left side Gre34 Dia34 * Gre34 Gob34 ----- items: Three Leaves, Two Fruits, One Stone ----- Hyd34 ----- Eae33 ----- Eae33 BsM34**Item ------ : Left side Gre34 Dia34 * Gre34 Gob34 ----- items: Three Leaves, Two Fruits, One Stone ----- Eae33 ----- Eae33 ----- Eae33 ----- Eae33 ----- Eae33 ----- : Left side Gre34 Dia34 * Gre34 Gob34 ----- items: Three Leaves, Two Fruits, One Stone ----- Eae33 ----- Eae33 ----- Eae33 ----- : Left side Gre34 Dia34 * Gre34 Gob34 ----- items: Three Leaves, Two Fruits, One Stone ----- : Eae33 ----- Eae33 ----- : Eae33 ------ : Eae33 ----- : Eae33 ------ : Eae33 ----- : Eae33 ----- : Eae33 ------ : Eae33 ----- : Eae33 ------ : Eae33 -------: : Eae33 ---------: : Eae33 -------: : Eae33 -------: : Eae33 -------: : Eae3 leaves ----- Gob34 Item: right side --- Dia34 * ----- Arc33 Arc33 Knt33 ----- Items: four leaves, Two fruits ----- Knt33 Location: Protection Vulge BkD33 ----- BlK35 * -----Fruits, Two stones Sat34 KDa36 * Sat34 Location: Fort Toyderich AnK34 ----- AnK34 ----- items: four leaves, two fruits, two stones AnK34 KDa36 * AnK34 Location: Fort Toydebelt Award : Dragon Armor Battle Tactics: Yes. You've been wearing three Legions from the very beginning. Don't panic! That's almost everything the enemy has. After caring for the Legions, only two units guard the cities, and the knights of Danika on the forays. You have to kill both Knights to win this scene. Epilogue: The Captured Knight tells how the Chosen One will cleanse this earth of evil. Later, Yumil in Winnei laughs at himself, saying that he is almost there. Zeda and Mari enter the room... You will notice that you did not take Winnei in this battle. This, of course, can only mean one thing. You will have to storm Winnea, come back here and go to Vulge to learn about the Angel appearing in the Church of Gothpicci. Take Magnus there between 12 and 4:00. An Angel will appear. If you have Pedras of Bane and Virtue, Ansate Cross from the border of Zenobia, Dream Tiara and high Frame of Chaos, you will receive the Southern Cross. Hidden Objects: Rune Plate: End of road SE Yen Vahagh Lfal: On the road north of Gothpicci Crystal of Precision: Mountains southeast of Geata Angelic Armor: West of Winnea Scroll of Discipline: East of Winnea ***** Scene 38 - Promises Location: Winnea, Captain Palatinus Prologue: Procus is approaching Yumila, Wondering why he hasn't cast an almighty forbidden spell yet Yumil says he can't do it with Magnus marching. He then kills his own father. Enemy Opposition: ----- Knt32 Pal35*Knt32 Pal33 ----- Pal33 Location: Protection of the Second Western Gate ----- Hvd32 ----- Gre32 Items: Three Leaves. Two Fruits Pal32 Pal34*Pal32 Location: Patrolling Southern Street Gob32 ----- BlK34 * ----- Items: Four Leaves. Two Fruits BIK32 ----- BIK32 Location: Patrolling Southern Street Hwk32 ArM33 * Hwk32 ----- Utems: Four Leaves, Two fruits ----- Gor32 ----- Bir33 * ----- Ogr32 ----- Ogr Pmp32 Gob35 ----- Location: House West of Second South Gate AzD32 ----- EhD32 ----- EhD32 ----- EhD32 ----- EhD32 ----- Sat33 * ----- Focation: House West of Second West Gate Pal32 Pal34 * Pal32 Knt32 ----- Knt32 Items : Four leaves, one fruit ----- location: Patrolling Eastern Street Sat33 * ----- Items: four leaves, two fruits, One Stone ----- Cer32 ----- Location: House east of the Second East Gate Gre33 Gre33 ----- Location: Protection of the Second East Gate Pal32 Cat34 * Pal32 ----- Items: Eight Fruits ----- Ogr32 ----- Location: Patrolling West of Main Street Sor33 * -----YgD32 Gob32 ----- Gob32 ----- Gob32 ----- Gob32 ----- Dae34*Gho32 Gho32 ----- Cat32 ----- Cat32 ----- Cat32 ----- Cat32 Location: Patrol east of Main Street ReD32 ----- Cat32 Location: Patrol east of Main Street ----- Dae34*Gho32 Gho32 ----- Cat32 Location: Patrol east of Main Street ReD32 ----- Cat32 Location: Patrol east of Main Street ReD32 ----- Cat32 Location: Patrol east of Main Street ----- Cat32 Location: Patrol east of Main Street ReD32 ----- Cat32 Location: Patrol east of Main Street ----- Cat32 Location: Patrol east of Main Street ReD32 ----- Cat32 Location: Patrol east of Main Street ----- Cat32 Location: Patrol east of Main Street ReD32 ----- Cat32 Location: Patrol east of Main Street ----- Cat32 Location: Patrol east of Main Street ReD32 ----- Cat32 Location: Patrol east of Main Street ----- Cat32 Location: Patrol east of Main Street ReD32 ------ Cat32 Location: Patrol east of Main Street ReD32 ------ Cat32 Location: P Guardian Final Gate ----- Ogr32 ----- Gob32 Dae34*Gob32 Location: South of Royal Castle Enemy Commander: Yumil Dulmare (Overlord) ----- Roba32 Location : Royal Castle Reward: Champion Statuette Battle Tactics: Fight this battle like Fort Romulus. You should have a lot of time. Do not forget about the gardens lying around, which can heal you if you rest in them. Epilogue: Challenging Yumil. Yumil says it all. He is the Child of the Covenant. Long ago, the body of the goddess Danika, gueen of the wasteland, was divided into five pieces. His arms and legs became The Knights of Dank, who guarded the Gate of Chaos. The progenitor stumbled upon the Gate of Chaos once and asked for ultimate power in exchange for the resignation of one of his descendants. This offion was Yumil. Yumil became the embodiment of Danika's power. Magnus rebukes Yumil, asking him if total destruction is what he really wants. Yumil wants to start over... Suddenly, Mari, overcome with some unstoppable force, takes the sword and guides Yumil through. appears behind it. She rebukes the girl, telling her that she is the last hope now, and teleports with her. Yumil dies in Magnus's arms. He tells Magnus that with the Knights and him dead, the only thing that remains will be a seal on the ruins. Ruins. that the seal is damaged, Danika will have the ability to conquer the world. The battle of the ogres will come once again. Magnus promises his childhood friend that even if he is an ordinary man, he will do what he can. Later, in a conference room in Winnea, Magnus, Hugo and Frederick discuss matters. Magnus decides to leave to fulfill Yumil's request. Frederick gives his blessing. Scene 39 - Battle rages on the spot: Aurua Plains Prologue: Zeda pulls Mari along the desert. Overcome grief, Mari has a difficult time. The two meet the other Knights of the Kaliginous Order, Thamuz, Richard and Baldwin. Zeda offers an offer in which the Knights of Lodis help her break the seal and in turn receive blessings from her god. Strongholds: Fort Randrich: (Starting Location) Population: 15 Morale: 50 Le Vin: (Northwest of Randrich) Population: 252 Morale: 68 Landeck: (West of Le Vin) Population: 84 Morale: 57 Shop: Hraesvelg 340 Falchion 400 Frozen Axe 500 Ring of Eloquence 250 Brode: (West of Randrich) Population: 133 Morale: 28 Zarbow: (Southwest Corner) Population: 61 Morale : 20 Bartasake : (Northeastern Corner) Population: 278 Morale: 40 Tranus: (North of Landecka) Population: 94 Morale: 25 Witch's Hut Apertine: (West of Tranus) Population: 140 Morale: 28 Shop: Main SandStorm Bow 420 Inferno Shield 500 Kaysegg: (North Edge) Population: 99 Morale: 55 Anderout: (Enemy Headquarters) Population: 53 Morale: 50 Enemy Opposition: ----- BIK32*------ ----- Ogr34 ----- Ogr35 Location: Charging from west Le Vin Arc32 Sir33*Arc32 Gob33 ----- Gob33 ----- Gob33 ----- Gob33 ----- Ske32 Ogr32 ----- Ske32 Landeck ---- Legion 1 - Two-wing formation SLD- SLD-- ----- CeM33%Sld -- Items: Four leaves Sat32 ----- Location: Charging with Zarbow Gre32 ----- KtT34*Gob32 Item: right side ----- Sat34*----- Gob ----- Zom32 Zom32 Gob32 ----- position : Left Side ---- Legion 2 - Formation Funnel Changes ----- SLD-- CeF33%Sld -- Positions : Three leaves, One fruit ----- KtT32 ----- Location: Charging from Apertine Gob32 KtT34*Gob32 ----- Item: Right Page Gob34 Sir32*----- Gob34 Ogr34 ----- Position: Left side --- Legion 3 -Nel travel formation Sld-- ----- SLD-- ----- ---- Positions: Four leaves, Two fruits KtT32 CeM33%KtT32 Location: Charging with Tranus NnM33* ----- Gho32 Gre32 ----- item: right side ----- KtT34 * ----- Ogr32 ----- Ogr32 ----- Position: Left --- Legion 4 - Double Wedge Formation ----- SLD-- SLD-- SLD-- SLD-- SLD-- SLD--Positions: One Leaf, One Fruit ----- CeF33%-----
Location: Loading with Bartasake KtT33 Sat34*----- Gob32 ----- KtT33 Items: Six Leaves, Two fruits, One Fruits KtT33 ----- Ogr32 Item: left side ---- DoM33 * ----- Items: Three leaves, Two fruits, One Stone Ogr35 ----- Gol32 Location: Southeast of Anderout (Ambush) Gre33 Dia33 * Gre33 Gob33 ----- Gob33 Location: Anderout (Ambush) Enemy Commander: Thamuz Delville (Temple Command) KtT33 ----- KtT33 ----- Items: Four Leaves, Two Stones ----- Gob333 Location: Anderout Reward: Peridot Sword Battle Tactics: Yes. You read it right. There are four Legions in this battle. Don't panic, Simply place your units in teams. Two units in teams. Two units in teams. Two units in teams. Two units in the end of the three Legion units. Watch out for the outskirts of Anderout, Like all battles for the Kaligini order, there are several hidden units near the headquarters. Epiloque: Thamuz begs Baldwin to go to Keryoleth to raise Danika. Thamuz gives his life for what is left of the Kaliginous Order now uses Talapea Castle in Wentinus as a base. It was decided that they should take the castle first, because going to the mountains would expose wentinus attack. Hidden Objects: Airgetlam: East of Tranus Count's Garment: Between Mountains NE of Zarbow Urn of Chaos: Piece of land West of Tranus Southeast of Apertine Earth Javelin: Plains South of Le Vin Volcaetus: Between Mountains West of Albesta **** Scene 40 - Pressure Location: Wentinus Prolog: Baldwin tells Richard about Thamuz's death. Richard chasms him and sends him back to his post. When he leaves, Richard about Thamuz's death will not be in vain, and Baldwin will be the one who will gain ultimate power. Strongholds: Hopedale: (Starting Location) Population: 187 Morale: 78 Relying: (Allies, Southwest of Hopedale) Population: 253 Morale: 79 Witch's Hut Timmins: ((East of Hopedale) Population: 253 Morale: 79 Witch's Hut Timmins: ((East of Hopedale) Population: 253 Morale: 79 Witch's Hut Timmins: (North Edge) Population: 238 Morale: 79 Witch's Hut Timmins: (North Edge) Population: 238 Morale: 79 Witch's Hut Timmins: ((East of Hopedale) Population: 253 Morale: 79 Witch's Hut Timmins: (North Edge) Population: 238 Morale: 79 Witch's Hut Timmins: (North Edge) Population: 253 M 35 Shop: Armet 120 Arc Wand 150 Baldr Spear 230 Spellbook 100 Tower Shield 350 Fur Coat 250 Heavy Armor 650 Amulet 40 Igglurick : (Southeast of Talpaea Castle: (Enemy Headquarters) Population: 177 Morale: 50 Enemy Opposition: ----- Sat36*----- Gob34 ----- Zom34 Items: Two Leaves Zom34 Gob34 ----- Charging from Yves Guibiques Gre34 ----- Gre34 Gob34 ----- Items: Three Leaves, Two Fruits ----- KtT35 Sat36 * ----- Gob34 ----- KtT35 Items: Four Leaves, Two Fruits, One Stone ----- Gob34 Location: Protection Yves Guibiques ----- Ogr34 ----- Ogr34 -----Items: Two Leaves, Two Fruits Gob34 Dae36 * Gob34 Location: Charging Form Yves Guibiques Gob34 ----- Gob34 ----- Gob34 Gob34 Location: Charging with Cartwright ----- Gob34 Gob34 Location: Charging with Cartwright ----- Sat36 * KtT35 ----- Four Leaves, Two Fruits KtT35 ----- Ogr34 Location: Protection Cartwright ----- BlK34 * ----- ----- Ogr36 ----- Ogr37 Location: Charging with Igglurick Kt35 ----- KtT35 ----- Items : Four leaves, two fruits, one stone KtT35 Sat36 * KtT35 Location: Protection Igglurick ----- Items: Four leaves, Two fruits Ogr34 ----- Ogr34 Location: Loading with Timmins Gre35 Dia35 * Gre35 Gob35 ----- ----- Items: Four leaves, Two fruits Ogr34 ----- Ogr34 Location: Charging with Timmins Gre35 Dia35 * Gre35 Gob35 ----items: three leaves, two fruits, One Stone ----- Gob35 Location: Charging from Timmins Wiz34 ArM36* Wiz34 ----- ArM34 ----- ArM34 ----- Ske34 Ogr34 ----- Ske34 Ogr34 ----- Location: Charging from Timmins Gob34 KtT36*Gob34 ----- ----- : four leaves , Two fruits, two stones ------ Ogr34 ----- Location: Charging with Talpaea ----- KtT36 * ----- Items: Five Leaves, Two fruits of Ogr34 ----- Varabele (Temple Commander: Baldwin Glendale (Temple Commander: Baldwin Glendale (Temple Command)) Sat34 ----- Sat34 ----- Items: Four Leaves, Two Fruits, KtT34 ----- KtT34 Location: Charging from Talpaea Enemy Commander: Baldwin Glendale (Temple Command) Sat34 ----- Sat34 ------ Sat34 ----- Sat34 ------ Sat3 Reward: Wind Armor Battle Tactics: Kicker about this battle is simply the fact that there are so many units in cities. Observe the Templar unit in the west. They'll go after Reliance, and you don't want to lose it, so immediately send someone to Reliance. Preferably flying units. After all that is taken care of, just watch out for charging the Templar units from the Castle. This should come as no surprise to you, as every knight you have fought so far uses this tactic. Scene 41 - Adversaries Location: Castle Talpaea Prologue: Richard sends Baldwin to the ruins, saying he will stop the Revolutionary Army. Enemy Opposition: KtT34 ----- KtT34 ----- KtT34 Sat35*KtT34 Location: External Gate Protection ----- BIK34*----- ----- Items: Three Leaves, Two Fruits, Two Stones BkD33 ----- Ogr36 Location: SW External Gate ----- Items: Four Leaves, Two fruits, one stone ----- SwM34 * Gob36 Location: SE outer gate Sor34 * ----- YgD33 Gob33 ----- Items: Two leaves -----Gob33 ----- Location: NW Outer Gate ----- Sir34 * ----- Utems: Two leaves Ogr33 ----- Wyv33 Location : West Side Of External Street Gre33 Rav33 Items: Two Leaves ----- Location: Western Houses Houses ----- DgM34* Items: Four Leaves, Two Fruits ----- Gob33 Gob33 Location: East Side of External Street ----- Gre33 Hwk33 ----- Items: Two leaves, Two fruits ----- Rav34 * Gre33 Location: Eastern Houses Gre33 Items: Two Leaves Opi33 ----- Location: Near Archer Park AzD33 ----- EhD33 ----- Items: Two leaves ----- Sat34 * ----- Sat34 * -----Location: Near Cavalier Park Sph33 ----- ArM35 * ----- Ogr33 ----- Ogr33 ----- Location: Northwest of Archer Park (Reach it) ----- Flb33 ----- Items : Two Leaves , Two Fruits Gob33 DgM35 * Gob33 Location: East of Archer Park (Reach it) Cer33 ----- Sph33 ------ Sph33 ----- Sph33 ----- Sph33 ------ Sph33 ------ Sph34 ------ Sph34 ------ Sph34 ------ Sph34 ----- Sph34 ------ Sph34 ------ Sp Tower Reward: Oracion Battle Tactics: Another Assault Scene. Watch out for two units on the south road, and two that appear when you reach one of the parks. Epilogue: Richard's shadow, and he leads Richard with a sword. Hidden Objects: Wind Armor: West of Cavalier Park ** Scene 42 - Sleeping Goddess Location: Mount Keryoleth. Zeda explains that Mari is now her loyal puppet because her mind has disappeared from the loss of Yumil. The Templar runs up to Baldwin, announcing that your army is fast approaching. Baldwin leaves. Zeda gives Mari a holy sword and tells her to resurrect Danika. Mari says he can't do it. Zeda is a little annoved and tells her that she was born solely for this purpose. She is the daughter of Zeteginea's sage, Rashidi, and all this, including her love for Yumil, has been planned since her birth. Mari can't believe he's just a pawn in this, and he stabbes Zed with a sword. Mari approaches the ruins and cries out for Yumil. In anger and frustration, she stabs the earth with a sword, and falls to the ground. Suddenly, the blue light rises from the crack in the ground and the figure is formed it's... Have Destin: Later, in the War Room, Destin shows concern for Magnus. Magnus says he's fine. Destin explains that this will probably be the last battle. They're going over the plans. Destin gives Magnus words of encouragement, and we begin... Strongholds: Mursunny: (Starting Location) Population: 117 Morale: 35 Shop: Hachigane 40 Plumed Headband 60 Baldr Bow 160 Ytival 270 Claymore 360 Cloth Armor 20 Hard Leather 150 Natashkan: (East of Mursunny) Population: 188 Morale: 48 Dolbo: (Distant North) Population: 188 Morale: 28 Mingan: (Northeast of Natashkan) Population: 188 Morale: 28 Mingan: (Northeast of Natashkan) Population: 188 Morale: 48 Dolbo: (Distant North) Population: 43 Morale: 28 Mingan: (Northeast of Natashkan) Population: 188 Morale: 48 Dolbo: (Distant North) Population: 43 Morale: 48 Dolbo: (Distant North) Population: 188 Morale: 48 Dolbo: (Distant North) Population: 43 Morale: 48 Dolbo: (Distant North) Population: 48 Dolbo: (D (Neutral, East of Escaraba) Population: 160 Morale: 41 Balera: (East of Mingan) Population: 171 Morale: 81 Gypsanville: (North of Mingan) Population: 31 Morale: 50 Enemy Opposition: ----- Dae36*Gho34 Gho34 ----- Ske34 Ske34 Location: Guarding Natashkan
Sat34 Sat35 * Sat34 ----- Items: Four Leaves ----- Ogr34 ----- Ogr34 ----- Ogr34 ----- Ogr34 ----- Items: Six Leaves Ogr34 ----- Ogr34 Location : Charging with Dolbo Gre34 Sat35* ----- Gre34 Items : Two Leaves Gob34 Gob34 ----- Location: Charging with Mingan AzD34 ----- -------- DgM35 ----- Gob34 Gob34 Location: Dolbo Dia35 Protection * Gre34 ----- Gre34 Items: Four Leaves Gob34 Gob34 ----- ArM36 * ----- Ogr34 ------ Ogr34 ----- Ogr34 ------ Ogr34 ----- Ogr34 ----- Ogr34 ------ Ogr34 ------ Ogr34 ------ Ogr34 ------BIK36 * ----- Gre34 Opi34 ----- Gre34 Opi34 ----- Location: Charging with Tananna ----- Sat36*KtT35 ----- Ogr34 Location: Charging from Gypsanville KtT35 Sat36*----- Gob34 ----- KtT35 Items : Five leaves, two fruits ----- Gob34 Location: Charging from north Balera Gob34 KtT36 * Gob34 ----- Items: Four leaves, Two fruits, One Stone ----- Ogr34 ----- Charging with Keryoleth ----- KtT36 * ----- Items: Four Leaves, Two Fruits, Two Stones ----- Ogr34 Location: Charge from Enemy Commander Keryoleth: Baldwin Glendale (Temple Command) Dae34 TmC37* Dae34 ----- Items: Four Leaves, Two Fruits, Two Stones --------- Ogr34 ----- Location: Keryoleth Battle Tactics: Another simple battle for the most part. Many enemy units will charge from your cities before you are within range, so you may have to deal with several units at once. Don't sweat, though. Epilogue: AGAIN, Baldwin runs. It goes to the ruins. He sees Zeda and Mari lying on the ground. Zeda savs the last few words. turns into her true form. Gorgon, and melts It is then that Baldwin notices Danika hovering over the ruins. He swears that Mari will never have this power and kills her. On On before Denmark, demanding blessing, that he may have the highest power. That's when Magnus runs up and yells for Baldwin to stop. Danika, with a nod, knocks the cheeky Baldwin to the ground. Magnus runs up to Danika, recognizing Yumil in it. She explains to herself that she was once the goddess of the nineteenth world. She ate the fruit of Hell's Aura, and Berthe, her mother, put her to sleep. Yumil, however, awakened her with his power as a Covenant Child. She explains how she didn't want to wake up, but she felt so much sadness in Yumilu that so much sadness thing... Magnus defends and attacks... Final Enemy: Danika ----- XXX38 ----- XXX38 ----- XXX38 The middle part of Danika uses Lava Shot twice. You will fight the round against her. Just live. Withdraw if you need to. Don't worry about Pedras, they don't do anything against her. Once you survive the first round (the win is doubtful), you and the rest of your army will be pushed guite far away. The area around Keryoleth will change in form. The whole area around Keryoleth, and enemy demon units will begin to spill. Ignore them or push them out of the way, and just head straight to Danika and attack further until it is defeated. 7. Endings to this game, depending on the chaos of the frame, and who you have in your party. This is my first ending. After beating Danika: Danika thanks Magnus for stopping her. He explains that because he is both a man and a god, he constantly sways between good and evil. He explains that there are very few differences between humans and demons. Both are capable of good and evil. She gives him a parting of the word that the one who planned it was born of this world, and that Ogre Battle could not be avoided. He leaves... --- CF from 0-33: Magnus turns away from Winnei when he is said not to be allowed into Frederick's prescenity because they believe he is possessed by the Hell's Aura. He turns around. Within a few years, the barbarians from the attack of the east, Frederick dies soon, and Palatinus is reduced to rubble. One dav Kerikov finds Mari's body lying by the roadside. Suddenly, the child rises from under her and floats in the air. He tells you how good it is to have a GF higher than 33, you will get a standard ending where different things happen depending on who you have in your lot. Have Destin: Destin explains that despite Yumil's loss, the war was won. He says he returns to Zenobia to tell the king what happened. Magnus tells him that he will stay and help rebuild Palatinus. CF 34-66: Frederick becomes king of Palatinus, and Magnus becomes a great hero in the new Palatine army. He is described as a knight who was not guilty of anyone; even his king. CF 67-100: Frederick becomes the new king of Palatinus and leads his country to a great victory over the tribes of eastern barbarians in the future. Ending scene 1: Gunther Piedmont Have Troi, Katreda and Asnabel: Asnabel and Troy go to war. Katreda wishes him luck. End of Scene 2: Winnea Have Meredia: Hugo talks to Meredia, Liedel and Biske: Meredia notes that Liedel and Biske are a couple. Ending Scene 3: Azure Plains Have Sheen: Sheen wonders what he should do now with his life. He thinks they are excluding him and he will show 'em who is the boss. Will Sheen, Carth and/or Paul: Just like the above, only Carth and/or Paul organizes a war with the Bolmaucans (led by Vada, if you have one). Europea (if you have one) appears and says that he and his companions are coming. If you don't have it, it's just another Bolmaukan warrior. 8. Advanced FAQ Q: What is a chaos frame? A: We all thought the reputation counter from the original ogre battle had been removed. It turns out it still exists, but you can't check it out. At the end of the game, you get an analysis in the form of a numerical value from 0-100 of what people thought of you. The higher the frame of chaos, the better the ending. Q: How do I increase the Chaos frame? A: There's a lot of talk about what's affecting the Chaos Frame, but the biggest and proven factor is whether you liberate cities rather than capture them. To liberate the city, the enemy must have in his possession, first. Don't worry about trying to liberate neutral cities, because it won't work. Then check the morale of the city under the Stronghold Information. You should see a number from 0-100. Match this number, approximately, to the average alignment in one of your units. Use this unit to go to the city and you will liberate the city from 0-33 Morale. Each genearly neutral unit will liberate the city from 34-66 Morale. Any general the unit will liberate the city from 67-100 Morale. In general, given the average alignment of the unit. You will have about 20 scatter points, so if you have someone dead 50, you can trigger anything between 30 and 70. This may seem like a fairly wide distraction, but you'll thank the Zeteginean Gods for it later when you have units at 100 or 0 alignment. There has been a lot of talk about other things affecting Chaos Frame. Things like Magnus's Alignment, having demons in your party, creating a Lich, completely wiping enemy units, attacking units while you sleep. None of them have been proven to affect cf, and I suggest you just relax and focus on liberation. Q: How does Love and Peace work? A: Very simple, really. During the battle, you choose it. You choose an enemy unit that is in sight and use it on them. You have a chance for a member of this unit to approach you. This character disappears from the enemy unit and reappears in reserves. I don't know what the chance is that it works, nor do I really want to worry about it. In conclusion, you can use this item to get characters that you don't have the time, patience, or items to get another way. For example, I used it to win the Angel Knight because I didn't want to risk one of my characters. Characters you can't use love and peace on: Daemons Knights Templar Grapplers from Dank any Leader units Q: What's the deal with combination magic and attacks? A: Combo attacks are only for Soldiers. If you have two or more groups of Soldiers in the same row, there is a chance that they will attack together to increase damage. Magic Combination is much more fun. If you have two classes that can throw the same type of magic in the same row (Elemental, Effect), there is a chance that they will join them are attacks and attack one target with a combined spell to increase damage. The only limitation is that two units of the spell broadcast cannot have opposing elements (Fire/Water, Wind/Earth) All combo magic (for single target spells) performs what is called splash damage. Hits the target and then hits all neighboring units, dealing little damage. Combining the same elements will simply increase the spell power and add splash damage. Here are some other combinations: Wizard/Sorceress Combos: Wind/Fire: Plasma Ball Fire/Earth: Lava Shot Earth/Water: Clay Assault Water/Wind: Ionosphere Bane/Wind: Infest Bane/Fire: Dark Blaze Combining one of the lower classes gives you one of the higher classes gives you one of the following spells in the area of four blocks. The combination of the two upper classes gives you a spell all over the battlefield. Wizard or Sorceress / Archmage or Mermaid Combos: Wind / Fire: Plasma Storm (Paralysis) / Earth: Lava Flow (Paralysis) Earth / Water: Blue Spiral (Poison) Water / Wind: Atmosphere (Sleep) Bane / Wind: Inferno (Sleep) Bane / Wind: Black Blace (Paralyze) Fire/Earth: Poison Plant (Paralysis) Earth/Water: Deep Sleep (Sleep) Water/Wind: Poison Lime (Poison) Bane/Wind: Black B Breeze (Poison) Bane/Fire: Doom (Sleep) NOTE: Combos are also available for classes that can cast specific spells, such as Black Knights with Word of Pain and Lightning Combat, and even Ghosts with Nightmare. In addition, by combining Healing Spells, it will produce a healing spell that can cure status ailments. Oh, and finally, as nice as it would be, you can't combine drakonite spells. Excuse me... Q: How to beat Cockatrices cleanly? When I attack Cockatrices are scorers and as you attack people at the back of the row that can have their leader, this is still a great way to deal with them. What I'm doing is put my leader in front and golems at the back and side and then attack Cockatrice, or reposition your people so that only your goal
can be attacked by Cockatrice. Hey, the best part is that cockad can turn Golems into Stone Golems. Pretty nice. Backup: It will be even better if the leader of this group has a Holy Shield, then you are absolutely sure that your unit commander can not attack, they can not petrify. 3. Best: Find a way to attack the unit so that the Cockoids are in front. Circle around them, and scatter them with another group, then shut up to kill. 4. Best: Fight fire. Cockatrices attack. They are hard to find, but they are good! If you're going to do this, then make cockatrice faster than them so you can attack first. 5. Best: Reposition your people so that each of them is not to each other. If they are attacked, they can be petrified. Pretty sucky... And 6 best: Reposition your people so that a zombie or stupid individual is the only one who can be hurt by cocko. This strategy sucks, because if you go to these measures just not be petrified. then why the hell are you attacking COCKATRIACE ANYWAY! 8. Miscellany I didn't want to create a whole new chapter for each of them, so all the weird stuff goes here. A. Elem Pedras are magical stones filled with the power of the gods. You will be released one at the beginning of the game. To use a pedry, the break indicator at the top of the screen must fill up three times. Do not be discouraged, you can't use them at the beginning of the game, you will find you can use them almost every battle. At this point you will see that this is not whether you can use Pedras, but when ... In any case, there are six Pedras, each strengthened by one of the goddess of wind. He is able to summon Thunderbird, the spirit of lightning. Pedra of Flame - A stone that contains the power of Zoshonel, the goddess of fire. He is able to summon salamander, the spirit of flame. Pedra Earth - A stone that contains the power of Berthe, the goddess of the earth. He is able to summon the Golem, the spirit of the earth. He is able to summon the Golem, the spirit of the earth. He is able to summon the Golem, the spirit of the earth. power of Ishtar, the goddess of virtue. He is able to summon Fatus, the spirit of light. Pedra of Bane - A stone that contains the power of Asmodee, the god of banishments. He is able to summon phantom, the spirit of darkness. Well, now you know what they are. So, I suppose you want to find them, ch? To find the other three base pieces, head to Mylesia, Mount Ithaca and Gules Hills and battle several training battles as Magnus. After all, you'll face a two-character unit, and one of the Pedra element. Defeat this group and you will receive a Pedra. Pedra of Bane: Go to Jiram in highland of Soathon. In this city, either a woman will tell you about the death of her son's dog, or the child will tell you. Take the spare Hellhound in the unit, and he will accept the dog (after a few visits) and give you a Pedra from Bane. Very nice... Pedra virtue: Go to Muji, Gules Hills, and you'll talk to a man who wants you to find your daughter in the Volmus mine. Go to the Volmus Mine and the woman will tell you that she went to Mount Ithaca. Go to Cactovich, Mount Ithaca, and you will find a girl who then gives Pedra virtue. B. Rare items At certain points in the game, you may receive rare items from humans. Some of them are gifts for individual characters, and you need to visit a person with this character. Others can be obtained from Magnus, or by completing special tasks at some point in the game. --- Special Character Gifts Stung Shield Character: Troi Ttyon Location: Elgorea, Mylesia Angel's Brooch Character: Katreda Birall Location: Inekell, Gunther Piedmont Helm of the Fearless Character: Asnabel Birall Location: Kinseya, Gunther Piedmont Red Branch Character: Vad Orok Location: Shafferville, Highland of Soathon Decoy Cap Character: Sheen Cocteau Location: Garu Kaio Dardunnelles II Rai's Tear Character: Meredia O'Kiefe Location: Melthaus, Argent Starry Sky Character: Europea Rheda Location: Fort Hillverich, Vert Plateau --- Other rare items Note: Items for a specific class (or required to obtain items for a specific class) will not be here. Medal of Vigor (Portable, Precious) - Go to Edepar, Alba with Magnus after the Alba mission. Annihilation (Spellbook, Drakonite) - Sold in Verta, Alba. The price starts at 30000 Goth. OR Found southeast of Sondrio, Barpheth. Meteor Strike (Spellbook, Drakonite) - Found in Melphy, Dardunnelles for 50000 Goth. Go there between 18:00 and 21:00 on 6,15 or 21 each month. OR Between the Highlands and Barrens southwest of Furge, Ptia. Tempest (Spellbook, Drakonite) - Found near a piece of land east of Carella, Argent. Southern Cross (Armor, Fullbody Armor) - After storming Winnea, go back there and go to Vulge to learn about the Angel appearing in the Church of Gothpicci. Take Magnus there between 12 and 4:00. An Angel will appear. If you have Pedras of Bane and Virtue, Ansate Cross from the border of Zenobia, Dream Tiara and high Frame of Chaos, you will receive the Southern Cross. C. Birthday Now, you knew you put your birthday early for some reason, right? It turns out that you will receive a gift for every birthday, go to hugo's report and then to the event, then find a scene called Happy Birthday. Press L to view the scene. Your friends will throw you a small party and you will receive a gift. Now, normally, these gifts will be complementary superfluous. Any birthday that ends at 0, however, you will get a special item, indeed. 20th: Gallant Doll 30: Marching Baton (Portable, Precious) 40:Censer of Restpose (Portable, Valuable) 50th: Sleipnir Figurine (Portable, Precious) 60th: Warfare Manual (Portable, Precious) 70th: Mastaba Barrier (Portable, Valuable) 80th: Charge (Portable, Valuable) 90:: Diadora's Song (Armor, Full-Time Armor) 99.: Noisha's Promise (Weapon, Sword) ***** D. Neutral meeting list For convenience, I decided to consolidate all possible neutral meetings in one place. I'm going to put it through a monster because let's face it, you're probably looking for a specific monster, or a specific item for free... Note: The more valuable items are less likely to appear on low-level characters. Undead: Skeleton - Items: Halt Hammer, Torn Cloth Where: Volmus Mine II, Forests (Item 6) I, Lasy (Poz. 8) Dardunnelles II, Lasy (Poz. 16) Kapituła, Lasy (Poz. 18) Duch -Przedmioty: Rozdarta Tkanina Gdzie: Volmus Mine II, Lasy (Lv. 6) Dardunnelles I, Lasy (Poz. 8) --- Demi-human: Hawkman - Przedmioty: Halt Hammer, Bandanna, Leather Armor Gdzie: Mylesia I, Autostrady / Równiny (Lv. 5) Volmus Mine II, Autostrady / Równiny (Poz. 6) Crenel Canyon II, Autostrady / Równiny (Lv. 9) Vultan -Przedmioty: Baldr Club, Hachigane, Hard Leather Gdzie: Wentinus I, Autostrady/Równiny (Poz. 16) Dardunnelles II, Autostrady/Równiny (Poz. 16) Dardunnelles Równiny Aurua, Autostrady/Równiny (Poz. 32) Pumpkinhead - Przedmioty: Heal Leaf, Dowsing Rod Gdzie: Highland of Soathon, Forests (Lv. 11) Gremlin - Items: Heal Leaf, Dowsing Rod Where: Highland of Soathon, Forests (Lv. 11) Gremlin - Items: Heal Leaf, Dowsing Rod Where: Highland of Soathon, Forests (Lv. 11) Gremlin - Items: Heal Leaf, Dowsing Rod Where: Highland of Soathon, Forests (Lv. 11) Gremlin - Items: Heal Leaf, Dowsing Rod Where: Highland of Soathon, Forests (Lv. 11) Gremlin - Items: Heal Leaf, Dowsing Rod Where: Highland of Soathon, Forests (Lv. 11) Gremlin - Items: Heal Leaf, Dowsing Rod Where: Highland of Soathon, Forests (Lv. 11) Gremlin - Items: Heal Leaf, Dowsing Rod Where: Highland of Soathon, Forests (Lv. 11) Gremlin - Items: Heal Leaf, Dowsing Rod Where: Highland of Soathon, Forests (Lv. 11) Gremlin - Items: Heal Leaf, Dowsing Rod Where: Highland of Soathon, Forests (Lv. 11) Gremlin - Items: Heal Leaf, Dowsing Rod Where: Highland of Soathon, Forests (Lv. 11) Gremlin - Items: Heal Leaf, Dowsing Rod Where: Highland of Soathon, Forests (Lv. 11) Gremlin - Items: Heal Leaf, Dowsing Rod Where: Highland of Soathon, Forests (Lv. 11) Gremlin - Items: Heal Leaf, Dowsing Rod Where: Highland of Soathon, Forests (Lv. 11) Gremlin - Items: Heal Leaf, Dowsing Rod Where: Highland of Soathon, Forests (Lv. 11) Gremlin - Items: Heal Leaf, Dowsing Rod Where: Highland of Soathon, Forests (Lv. 11) Gremlin - Items: Heal Leaf, Dowsing Rod Where: Highland of Soathon, Forests (Lv. 11) Gremlin - Items: Heal Leaf, Dowsing Rod Where: Highland of Soathon, Forests (Lv. 11) Gremlin - Items: Heal Leaf, Dowsing Rod Where: Highland of Soathon, Forests (Lv. 11) Gremlin - Items: Heal Leaf, Dowsing Rod Where: Highland of Soathon, Forests (Lv. 11) Gremlin - Items: Heal Leaf, Dowsing Rod Where: Highland of Soathon, Forests (Lv. 11) Gremlin - Items: Heal Leaf, Dowsing Rod Where: Highland of Soathon, Forests (Lv. 11) Gremlin - Items: Heal Leaf, Dowsing Rod Where: Highland of Soathon, Forests (Lv. 11) Gremlin - Items: Heal Leaf, Dowsing Ro Items; Heal Leaf, Dowsing Rod Where; Highland of Soathon, Forests (Lv. 11) Gremlin - Items; Heal Leaf, Dowsing Rod Where; Highland of Soathon, Forests (Lv. 11) Gremlin - Items; Heal Leaf, Dowsing Rod Where; Highland of Soathon, Forests (Lv. 11) Gremlin - Items; Heal Leaf, Dowsing Rod Where; Highland of Soathon, Forests (Lv. 11) Gremlin - Items; Heal Leaf, Dowsing Rod Where; Highland of Soathon, Forests (Lv. 11) Gremlin - Items; Heal Leaf, Dowsing Rod Where; Highland of Soathon, Forests (Lv. 11) Gremlin - Items; Heal Leaf, Dowsing Rod Where; Highland of Soathon, Forests (Lv. 11) Gremlin - Items; Heal Leaf, Dowsing Rod Where; Highland of Soathon, Forests (Lv. 11) Gremlin - Items; Heal Leaf, Dowsing Rod Where; Highland of Soathon, Forests (Lv. 11) Gremlin - Items; Heal Leaf, Dowsing Rod Where; Highland of Soathon, Forests (Lv. 11) Gremlin - Items; Heal Leaf, Dowsing Rod Where; Highland of Soathon, Forests (Lv. 11) Gremlin - Items; Heal Leaf, Dowsing Rod Where; Highland of Soathon, Forests (Lv. 11) Gremlin - Items; Heal Leaf, Dowsing Rod Where; Highland of Soathon, Forests (Lv. 11) Gremlin - Items; Heal Leaf, Dowsing Rod Where;
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Przedmioty: Heal Leaf, Silver Hourglass Gdzie: Mylesia I, Plains (Poz. 13) Fair Heights, Lasy (Poz. 17) Faerie - Przedmioty: Heal Leaf, Silver Hourglass Gdzie: Mylesia I, Plains (Poz. 17) Faerie - Przedmioty: Heal Leaf, Silver Hourglass Gdzie: Mylesia I, Plains (Poz. 11) Niziny Sable, Równiny (Lv. 12) Mount Ithaca, Równiny (Lv. 11 13) Fair Heights, Plains (Lv. 2) Volmus Mine I, Forests (Lv. 2) Volmus Mine I, Forest Border, Plains (Lv. 5) Alba, Forests (Lv. 2) Volmus Mine I, Fo 15) Gules Hills I, Barrens (Lv. 16) Celesis, Barrens (Lv. 20) Ptia, Snowy Barrens (Lv. 28) Red Dragon - Przedmioty: Heal Seed, Topór z Wyrm Gdzie: Alba, Lasy (Poz. 7) Góra Keryoleth I, Lasy (Poz. 15) Azure Plains, Lasy (Poz. 14) Plaskowyż Vert, Lasy (Poz. 19) Świątynia Berthe II (Lv. 22) Blue Dragon - Heal Seed, Cyanic Claw Where: Gunther Piedmont, Marsh (Lv. 7) Sable Lowlands, Highlands (Lv.12) Gules Hills I, Marsh (Lv. 16) Tybell, Marsh (Lv. 30) Platinum Dragon - Items: Heal Seed, Ytival Where: Crenel Canyon II, Barrens (Item 9) Highlands (Lv. 11) Vert Plateau, Highlands (Lv. 12) Capitrium, Highlands (Item 20) Barpheth, Snowy Highlands (Item 27) Black Dragon - Items : Heal Seed, Kerykeion Where: Mylesia II, Forests (Item 11) Tremos Mountains I, Forests (Item 23) Barpheth, Forests (Item 30) Hydra - Items: SnowBall Where: Wentinus II, Marsh (Lv. 34) Tiamat -(Lv. 5) Volmus Mine II, Highlands (Lv. 6) Mylesia II, Highlands (Item 22) Wentinus II, Highlands (Item 34) Griffin - Items: Fruit of Power Where: Crenel Canyon I, Highlands (Lv. 3) Zenobia Border, Highlands (Item 22) Wentinus II, Highlands (Item 23) Berthe II Temple, Barrens (Item 22) Wentinus II, Highlands (Item 23) Berthe II Temple, Barrens (Item 22) Wentinus II, Highlands (Item 34) Griffin - Items: Fruit of Power Where: Crenel Canyon I, Highlands (Item 23) Berthe II Temple, Barrens (Item 22) Wentinus II, Highlands (Item 23) Berthe II Temple, Barrens (Item 24) Griffin - Items: Fruit of Power Where: Mountains I, Highlands (Item 24) Griffin - Items: Fruit of Power Where: Mountains I, Highlands (Item 24) Griffin - Items: Fruit of Power Where: (Item 5) Gunther Piedmont, Barrens (Lv. 7) Crenel Canyon II (Item 9) Mount Ithaca, Highlands (Item 13) Opinicus - Items: Angel Fruit, Crystal of Precision, Stone of Quickness Where: Temple of Berthe II, Highlands (Lv. 22) Romulus, Barrens, (Lv. 24) Tybell, Highlands, (Lv. 30) Cockatrice - Items: Revive stone, Discipline Scroll Where: Audvera Heights, Forests (Item 12) Mount Keryoleth I, Highlands (Lv. 24) Mount Keryoleth I, Highlands (Lv. 24) Mount Keryoleth II, Barrens (Lv. 24) Mount Keryo Forests (Lv. 3) Zenobia Border, Barrens (Lv. 5) Highland of Soathon, Barrens (Lv. 11) Cerberus - Items: Angel Fruit, Spell of Destiny, Unity Flag Where: Gules Hills I, Forests (Item 27) --- Golems: Golems - Items: Heal Leaf Where: Tenne Plains, Highlands (Item 2) Volmus Mine I, Highlands (Lv. 2) Mylesia I, Barrens (Lv. 12) Baldr Golem - Items: Kite Shield Where: Audvera Heights, Barrens (Lv. 12) Tremos Mountains II, Highlands (Lv. 21) Baldr Golem - Items: Baldr Shield, Baldr Armor Where: Romulus Highlands (Lv. 24) Argent, Barrens (Item 29) --- Demons: Goblin - Items: Heal Leaf, Short Sword, Plate Mail Where: Mount Keryoleth I, Forests (Lv. 15) Tremos Mountains II, Forests (Lv. 21) Ptia, Forests (Item 28) Blue Basilica, Forests (Item 28) Blue Basilica, Forests (Item 28) Blue Basilica, Forests (Item 28) Latium, Forests (Item 33) ** 1 | 2 | 3 / \ 4---5 (must complete both missions) | 6 | 7 | 8 | 9 | 10 | 11 | 12 / \ / \ 13-14-15 (completing 15 moves you if you are under 13 or 14, close) / | 16-17 (may finish both 16th and 17th) | / / 18 (after 18, 16, 17 and 18 close) | 19 | 20 | 21 / \ / \ 1 \ 23 22>24 (must go to 24 after 22, can not go to 22 \ / after 24) \ 25 26 27 28 29 30 31 / 32--33 1 34 3 is only available if you have low CF and no Zenobians) ** 55 Element Cheat NOTE: I definitely suggest you go through the game normally before trying this trick to get the full experience because this cheat makes the game much easier... okay. Now that is settled ... The basic crunch of this trick is that create 55 specific items. It works on another type of item (or not for a specific one in this group), let me know... okay. First, you will need at least one of the items you want to do 55 z. Sorry. I'm not getting a billion Urns of Chaos right at the bat. Set up a unit, with one character being able to move only one item and load it with several items. It doesn't matter what. Heal Leaves work fine. Extinguish the last two slots of the items. Place the corresponding element in the last slot, leaving the second to the last blank. Now go to Remove Characters and remove a character that can only move one item that is placed back in stock. Now you have an extra item, but the fun doesn't stop there! Now remove the desired item from this unit and return to the warehouse using the Item Move feature. Since technically you already have zero equipped (according to the item list), it will be overturned to 55. Now you will have 1-5 items (or 55/02, or how many you have had before). Well, now you have 55 items, but you can't access them because they're in an equipped slot. Now go to the Sell Item screen and sell one more number than the other next to the item. So, if you number 55/01, sell three. This causes the second number to overturn to 55. Now leave the organizing screen and come back, and now you will have 0/55 of the item. Now you can use it to your best or sell it for a lot of cash. The only problem is that strange things can happen to these items when you save and disable the game. For example, I used it to get 55 Cups of Life, and when I got back into the game. For example, I was 27. To the best of my knowledge, your items will never disappear completely, but the number may change. Really, no problem. You can just get it done again for another 55. 9. Legal This FAQ was made 100% by me, CyricZ. You cannot take it in whole or in part and demand it as your own. You can't change it in any way, even if you ask me first, and that includes putting it in HTML format. Please do not include this on your website unless you have my explicit consent. I put a lot of time into it. Give me some credit ... Currently, the following sites have permission to publish faq. www.gamefaqs.com www.cheatstop.com www.cheatstop.com www.gamespot.com www.gamespot.com www.gamefaqs.com vgstrategies.about.com www.cheatstop.com www.cheatstop.com www.gamefaqs.com vgstrategies.about.com www.cheatstop.com www.cheatstop.com www.gamefaqs.com vgstrategies.about.com www.gamefaqs.com vgstrategies.about.com www.gamefaqs.com vgstrategies.about.com www.gamefaqs.com vgstrategies.about.com vgstrategies www.gamesteronline.com www.gamexperts.com if you find any sites that have this FAQ in addition to those listed, please let me know. Know. 10. CJayC Credits - For posting this on your site. Lunatikk - He was the first to give me some new classes: Paladin, Diana, Priest, Beast Master, Zombie, Ghost,
Vultan, Raven, Pumpkinhead, Gremlin, Faerie, Wyvern, Cerberus, Young Dragon, Platinum Dragon, Blue Dragon, Sword Master, Freya, Siren, Vampire, Bahamut, Cockatrice. Now get out of my bushes! ^ ^ MetroidMoo - For information about Golems. Brian Jones – For some information on besting getting annoying cockatrices... MtnRige - For Black Knight and Archmage Kami - For info on how to get Vad King Tut - THANK YOU, THANK YOU, THANK YOU, THANK YOU, THANK YOU for letting me use the enemy uses Revive Stones. Andrew – For the Baldr Golem Juggernaut class – For pointing me out some tips on building an experience. Duke Frederick - For providing me with a preliminary strategy for Scene 23. Wicked Souls - For the perfect Witch combo! Eagles and Mighty Pang – For a good starter guide for Tremos Mountains I. Adam Hutch, Freedan, Bumper – For providing me with position information. MetroidMoo – For allowing me to use its FAQ for some of my items. Rashidi and Chameleon - For information on vanity attacks and the Supreme Knight Class. ultron, epic, EvanMacD - For Netural Encounter information. Nash Blade and other users on gamefags boards - To explore 55 Cheat Items. 11. Update version 2.5 - 12/20/2000 God, I hate finals week. Anyway, I've finished almost all missions on hidden objects and whatever. You just have to make yourself a complete Tremos Mts. And instruction, and get this bonus mission, and we should all be done ... Oh yes... You have an interesting topic in the Miscellany section... And I'll put off updates for a while until I come back from a break. It will be until about January 13th, so don't expect anything from me between these times... Version 2.4 - 12/9/2000 - All right. He did a lot. Changed all items and finished a lot of missions with enemy levels and hidden objects. Version 2.3 - 12/3/2000 - Well, these are almost all missions except the bonus mission you get for defeating the game without zenobians and with a low Chaos frame. Version 2.2 - 11/29/2000 - Such a short time, but such a big update. I added the Miscellany section and consolidated all neutral meetings into one section. Oh, and a few more missions, too. Version 2.1 - 11/26/2000 - Two more missions. One of them is the first, and one is the last. Agree. I beat the game, and now I accept all the information. Version 2.0 - 11/20/2000 - Five consecutive missions, princess class, as well as Gorgon and Sphinx. Version 1.7 - 11/7/2000 - Two more missions, and I added Debonair, Destin and Gilbert. Happy day! Version 1.5 - 10/31/2000 - Two more missions, as well as Angel Knights and Serafin added. Version 1.5 - 10/31/2000 - Two more missions, as well as Angel Knights and Serafin added. will now have hidden items in missions. Version 1.4 - 10/28/2000 - A few more missions and a few master classes of the dragon. Version 1.3 - 10/26/2000 - A few more missions and a few master classes of the dragon. Version 1.3 - 10/26/2000 - I know it's a little late to change the format, but I'll have to do it soon anyway, so I've added level and items transferred to each of the opposing units in my Mission Walkthrlows. In addition, I build a small chapel of King Tut. He is a true god in my book. He allowed me to use the information on his part: . This allows me to set stat requirements for all required classes! Yay! Version 1.1 - 10/22/2000 - See version 1.1 - 10/19/2000 - More missions and several other items. Version 1.0 - 10/15/2000 - Since it actually starts to look like a real FAQ, we are above 1. Added the first mission guide (for scene 10) and several classes, more items and such... *** ** Frequently asked guestions about the last word #2 ready. Phew. This one was much harder to do than the Perfect Dark FAQ. RPG seem to be as such. Remember that if you want to send me, make sure that your stuff is not already in the FAQ. I'll take any information you have. Items, neutral meetings, a few special characters that are missing, whatever... Last note: Some people have asked me how they are doing or whether their units are

good. Also, some people ask me what are my best teams so they can emulate me. Let me just say that there are a million and a half ways to play this game and my best units. Don't always look for answers. This is your war, not mine. You know how best you can fight it. I'm just giving you a road map. You have to make a journey. Have fun! Fun!

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