

VALKYRIE PROFILE

LENNETH®

COVERS PSP™ HANDHELD
ENTERTAINMENT SYSTEM

BASED ON A GAME TEEN
RATED BY THE
ESRB

SQUARE ENIX™

Written by Elizabeth Hollinger and Greg Sepelak



VALKYRIE PROFILE

LENNETH

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Before You Start

Before you jump into playing *Valkyrie Profile: Lenneth*, you need to understand a few things about how the game works. First of all, you must choose your difficulty level: Easy, Normal, or Hard. All three are accessible at the start of the game, so you can pick the one that you think most meets your needs.

The premise of the game remains essentially the same regardless of difficulty level. All of the monsters, including bosses, have the same Hit Points, cast the same spells, and perform the same attacks regardless of whether you play on Easy or Hard. You also get the same recruitment requirements for each Sacred Phase, regardless of difficulty level, even if you don't have access to the items or skills needed to fulfill Freya's wishes. The big differences are in the amount of Experience Points awarded for killing monsters, the number of Einherjar you can recruit, and the number and complexity of the dungeons assigned to your chosen difficulty level.

Differences in Difficulty Levels

Difficulty Setting	Easy	Normal	Hard
Exp. Points	3x Normal Mode	Normal	70% of Normal Mode
Item Access	Restricted	Almost All	All
Dungeons	8 + Cave of Oblivion	15 + Cave of Oblivion	18 + Cave of Oblivion
Einherjar	13	20	24
Initial Level	Fixed per character	Fixed per character	Level 1
Possible Endings	B, C	A, B, C	A, B, C

Because of the way the difficulty levels are structured, it's pretty easy to complete all of the difficulty levels. If you are the type of person who likes to see the "whole" game, then we recommend playing Easy mode first and then diving into the Hard mode. Easy mode is quick, you get lots of experience points, and recruiting characters at levels similar to your current party makes it easy to max out their traits and stats before you transfer them to Freya in Valhalla. You also get to see all of the dungeons that you can't find in Hard mode. Easy mode is a good way to introduce yourself to the game, if only to see how it works and what you can do.

When you finish Easy mode, work your way through Hard Mode, trying to get the best ending, the A Ending. In Hard mode, the monsters stay the same but you get fewer Experience Points for killing them. Also, every new Einherjar starts at level 1,

even if you pick them up in Chapter 8! This means that you must manage your party far more effectively and be much more careful when you train your Einherjar. Hard mode has more than twice the number of dungeons, and you'll find that they are much more challenging. Hard-mode-only dungeons are full of mind-bending puzzles and areas that require real skill to traverse. Playing for the A Ending also presents special difficulties and rewards.



The Game Patterns

As you read through this guide, you'll notice that we refer to game patterns. When you choose your difficulty level and start a new game, you are assigned to one of four patterns. This game pattern determines the order in which you recruit Einherjar, visit dungeons, and which section of the Cave of Oblivion appears during any specific Chapter. Because you'd have to restart the game to change your pattern (and play through Chapter 0 to see which one you get), it's good that there really is no advantage to one game pattern over another. Each one has its pros and cons. In some you get a better order for Cave of Oblivion segments, while other patterns give you earlier access to better Einherjar. In the end, it really doesn't matter much. Refer to the following chart to see how your assigned game pattern works out.

Before You Start

- Characters
- Walkthrough
- Cave of Oblivion
- End Game
- Seraphic Gate
- Appendices

Easy Mode Game Patterns

Chapter 0 (Prologue)

Pattern One	Pattern Two	Pattern Three	Pattern Four
Place: Artolia	Place: Artolia	Place: Artolia	Place: Artolia
Einherjar: Arngrim; Jelanda	Einherjar: Arngrim; Jelanda	Einherjar: Arngrim; Jelanda	Einherjar: Arngrim; Jelanda
Dungeon: Artolian Mountain Ruins			

Chapter 1

Pattern One	Pattern Two	Pattern Three	Pattern Four
Place: Lassen	Place: Lassen	Place: Crell Monferaigne	Dungeon: Cave of Oblivion #2
Einherjar: Belenus	Einherjar: Belenus	Einherjar: Llewelyn	Dungeon: Forest of Woe
Dungeon: Forest of Woe	Dungeon: Forest of Woe	Place: Lassen	
		Einherjar: Belenus	Place: Lassen
Place: Crell Monferaigne	Place: Crell Monferaigne	Dungeon: Forest of Woe	Einherjar: Belenus
Einherjar: Llewelyn	Einherjar: Llewelyn		Place: Crell Monferaigne
Dungeon: Cave of Oblivion #1	Dungeon: Cave of Oblivion #4	Dungeon: Cave of Oblivion #7	Einherjar: Llewelyn

Chapter 2

Pattern One	Pattern Two	Pattern Three	Pattern Four
Place: Hai-Lan	Place: Crell Monferaigne	Place: Hai-Lan	Dungeon: Dragoncastle Caverns
Einherjar: Nanami	Einherjar: Janus	Einherjar: Yumei	
Dungeon: Dragoncastle Caverns	Place: Hai-Lan	Dungeon: Dragoncastle Caverns	Dungeon: Cave of Oblivion #5
	Einherjar: Jun		Place: Hai-Lan
Place: Crell Monferaigne	Dungeon: Cave of Oblivion #8	Dungeon: Cave of Oblivion #3	Einherjar: Jun
Einherjar: Janus	Dungeon: Dragoncastle Caverns		
Dungeon: Cave of Oblivion #2			

Chapter 3

Pattern One	Pattern Two	Pattern Three	Pattern Four
Place: Hai-Lan	Dungeon: Gorhla Cult HQ	Place: Hai-Lan	Place: Hai-Lan
Einherjar: Yumei		Einherjar: Nanami	Einherjar: Yumei
Dungeon: Gorhla Cult HQ	Place: Hai-Lan	Dungeon: Cave of Oblivion #8	Dungeon: Gorhla Cult HQ
	Einherjar: Yumei	Place: Hai-Lan	
Dungeon: Cave of Oblivion #3	Dungeon: Cave of Oblivion #1	Einherjar: Jun	Dungeon: Cave of Oblivion #4
			Dungeon: Gorhla Cult HQ

Chapter 4

Pattern One	Pattern Two	Pattern Three	Pattern Four
Place: Hai-Lan	Place: Hai-Lan	Place: Crell Monferaigne	Place: Crell Monferaigne
Einherjar: Jun	Einherjar: Nanami	Einherjar: Janus	Einherjar: Janus
Dungeon: Black Dream Tower	Dungeon: Cave of Oblivion #6	Dungeon: Cave of Oblivion #1	Dungeon: Black Dream Tower
	Dungeon: Black Dream Tower	Dungeon: Black Dream Tower	
Dungeon: Cave of Oblivion #4			Place: Hai-Lan
			Einherjar: Nanami
			Dungeon: Cave of Oblivion #3

Chapter 5

Pattern One	Pattern Two	Pattern Three	Pattern Four
Place: Villnore	Place: Villnore	Place: Hai-Lan	Place: Crell Monferaigne
Einherjar: Badrach	Einherjar: Badrach	Einherjar: Shihoh	Einherjar: Jayle
Dungeon: Arkdain Ruins	Dungeon: Arkdain Ruins	Dungeon: Arkdain Ruins	Dungeon: Arkdain Ruins
Place: Arkdain Ruins	Place: Arkdain Ruins	Place: Arkdain Ruins	Place: Villnore
Einherjar: Grey	Einherjar: Grey	Einherjar: Grey	Einherjar: Badrach
Dungeon: Cave of Oblivion #5	Dungeon: Cave of Oblivion #5	Dungeon: Cave of Oblivion #5	Dungeon: Cave of Oblivion #6

Chapter 6

Pattern One	Pattern Two	Pattern Three	Pattern Four
Place: Crell Monferaigne	Place: Crell Monferaigne	Place: Crell Monferaigne	Dungeon: Lost City of Dipan
Einherjar: Jayle	Einherjar: Jayle	Einherjar: Jayle	
Dungeon: Lost City of Dipan	Dungeon: Cave of Oblivion #7	Dungeon: Cave of Oblivion #4	Place: Arkdain Ruins
	Place: Hai-Lan	Place: Villnore	Einherjar: Grey
Place: Hai-Lan	Einherjar: Shihoh	Einherjar: Badrach	Place: Hai-Lan
Einherjar: Shihoh	Dungeon: Lost City of Dipan	Dungeon: Lost City of Dipan	Einherjar: Shihoh
Dungeon: Cave of Oblivion #6			Dungeon: Cave of Oblivion #7

Chapter 7

Pattern One	Pattern Two	Pattern Three	Pattern Four
Place: Hai-Lan	Place: Hai-Lan	Place: Hai-Lan	Place: Hai-Lan
Einherjar: Suo	Einherjar: Suo	Einherjar: Suo	Einherjar: Suo
Dungeon: Forest of Spirits	Dungeon: Forest of Spirits	Dungeon: Cave of Oblivion #2	Dungeon: Cave of Oblivion #8
		Dungeon: Forest of Spirits	Dungeon: Forest of Spirits
Dungeon: Cave of Oblivion #7	Dungeon: Cave of Oblivion #2		

Chapter 8

Pattern One	Pattern Two	Pattern Three	Pattern Four
Dungeon: Cave of Oblivion #8	Dungeon: Cave of Oblivion #3	Dungeon: Cave of Oblivion #6	Dungeon: Cave of Oblivion #1

Normal Mode Game Patterns

Chapter 0 (Prologue)

Pattern One	Pattern Two	Pattern Three	Pattern Four
Place: Artolia	Place: Artolia	Place: Artolia	Place: Artolia
Einherjar: Arngrim; Jelanda	Einherjar: Arngrim; Jelanda	Einherjar: Arngrim; Jelanda	Einherjar: Arngrim; Jelanda
Dungeon: Artolian Mountain Ruins			

Chapter 1

Pattern One	Pattern Two	Pattern Three	Pattern Four
Place: Lassen	Place: Lassen	Place: Crell Monferaigne	Dungeon: Solde Catacombs
Einherjar: Belenus	Einherjar: Belenus	Einherjar: Llewelyn	
Dungeon: Forest of Woe	Dungeon: Solde Catacombs	Dungeon: Cave of Oblivion #4	Place: Lassen
		Place: Lassen	Einherjar: Belenus
Place: Crell Monferaigne	Place: Crell Monferaigne	Einherjar: Belenus	Dungeon: Forest of Woe
Einherjar: Llewelyn	Einherjar: Llewelyn	Dungeon: Forest of Woe	
Dungeon: Solde Catacombs	Dungeon: Cave of Oblivion #3		Dungeon: Cave of Oblivion #2
	Dungeon: Forest of Woe	Dungeon: Solde Catacombs	Place: Crell Monferaigne
Dungeon: Cave of Oblivion #1			Einherjar: Llewelyn

Chapter 2

Pattern One	Pattern Two	Pattern Three	Pattern Four
Place: Artolia	Place: Artolia	Place: Artolia	Place: Artolia
Einherjar: Lawfer	Einherjar: Lawfer	Einherjar: Lawfer	Einherjar: Lawfer
Dungeon: Nethov Swamp	Dungeon: Dragoncastle Caverns	Dungeon: Nethov Swamp	Dungeon: Dragoncastle Caverns
Place: Hai-Lan	Place: Crell Monferaigne	Place: Hai-Lan	Place: Hai-Lan
Einherjar: Nanami	Einherjar: Janus	Einherjar: Nanami	Einherjar: Jun
Dungeon: Dragoncastle Caverns	Dungeon: Nethov Swamp	Dungeon: Dragoncastle Caverns	Dungeon: Nethov Swamp
Dungeon: Cave of Oblivion #2	Dungeon: Cave of Oblivion #5	Dungeon: Cave of Oblivion #7	Dungeon: Cave of Oblivion #5

Before You Start

- Characters
- Walkthrough
- Cave of Oblivion
- End Game
- Seraphic Gate
- Appendices

Chapter 3

Pattern One	Pattern Two	Pattern Three	Pattern Four
Place: Camille Village	Place: Camille Village	Place: Camille Village	Place: Camille Village
Einherjar: Kash'li	Einherjar: Kashell	Einherjar: Kashell	Einherjar: Kashell
Place: Crell Monferaigne	Place: Hai-Lan	Place: Hai-Lan	Place: Hai-Lan
Einherjar: Janus	Einherjar: Jun	Einherjar: Yumei	Einherjar: Yumei
Dungeon: Gorrhla Cult HQ	Dungeon: Cave of Oblivion #1	Dungeon: Gorrhla Cult HQ	Dungeon: Gorrhla Cult HQ
	Place: Hai-Lan		
Place: Hai-Lan	Einherjar: Yumei	Place: Hai-Lan	Place: Crell Monferaigne
Einherjar: Yumei	Dungeon: Gorrhla Cult HQ	Einherjar: Jun	Einherjar: Janus
Dungeon: Cave of Oblivion #3		Dungeon: Cave of Oblivion #6	Dungeon: Cave of Oblivion #1

Chapter 4

Pattern One	Pattern Two	Pattern Three	Pattern Four
Place: Villnore	Place: Villnore	Place: Villnore	Place: Villnore
Einherjar: Aelia	Einherjar: Aelia	Einherjar: Aelia	Einherjar: Aelia
Dungeon: Black Dream Tower	Dungeon: Black Dream Tower	Dungeon: Black Dream Tower	Dungeon: Cave of Oblivion #7
			Dungeon: Black Dream Tower
Place: Hai-Lan	Place: Hai-Lan	Place: Crell Monferaigne	
Einherjar: Jun	Einherjar: Nanami	Einherjar: Janus	Place: Hai-Lan
Dungeon: Cave of Thackus	Dungeon: Cave of Oblivion #2	Dungeon: Cave of Thackus	Einherjar: Nanami
	Dungeon: Cave of Thackus		Dungeon: Cave of Thackus
Dungeon: Cave of Oblivion #4		Dungeon: Cave of Oblivion #5	
Place: Flementburg	Place: Flementburg	Place: Flementburg	Place: Flementburg
Einherjar: Lorenta	Einherjar: Lorenta	Einherjar: Lorenta	Einherjar: Lorenta

Chapter 5

Pattern One	Pattern Two	Pattern Three	Pattern Four
Place: Flementburg	Place: Flementburg	Place: Flementburg	Place: Flementburg
Einherjar: Mystina	Einherjar: Mystina	Einherjar: Mystina	Einherjar: Mystina
Place: Gerabelum	Place: Gerabelum	Place: Gerabelum	Place: Gerabelum
Einherjar: Lucian	Einherjar: Lucian	Einherjar: Lucian	Einherjar: Lucian
Dungeon: Arkdain Ruins	Dungeon: Arkdain Ruins	Dungeon: Cave of Oblivion #3	Dungeon: Cave of Oblivion #4
		Place: Hai-Lan	Place: Crell Monferaigne
Place: Villnore	Place: Villnore	Einherjar: Shiho	Einherjar: Jayle
Einherjar: Badrach	Einherjar: Badrach	Dungeon: Arkdain Ruins	Dungeon: Arkdain Ruins
Dungeon: Cave of Oblivion #5	Dungeon: Cave of Oblivion #7		
	Place: Arkdain Ruins		Place: Villnore
	Einherjar: Grey		Einherjar: Badrach

Chapter 6

Pattern One	Pattern Two	Pattern Three	Pattern Four
Place: Arkdain Ruins	Dungeon: Lost City of Dipan	Place: Crell Monferaigne	Place: Hai-Lan
Einherjar: Grey		Einherjar: Jayle	Einherjar: Shihō
Dungeon: Lost City of Dipan	Place: Crell Monferaigne	Place: Arkdain Ruins	Dungeon: Lost City of Dipan
	Einherjar: Jayle	Einherjar: Grey	
Place: Hai-Lan	Dungeon: Cave of Oblivion #8	Dungeon: Cave of Oblivion #1	Place: Arkdain Ruins
Einherjar: Shihō	Place: Hai-Lan	Place: Villnore	Einherjar: Grey
Dungeon: Cave of Oblivion #6	Einherjar: Shihō	Einherjar: Badrach	Dungeon: Cave of Oblivion #8
Place: Crell Monferaigne		Dungeon: Lost City of Dipan	
Einherjar: Jayle			

Chapter 7

Pattern One	Pattern Two	Pattern Three	Pattern Four
Place: Hai-Lan	Place: Hai-Lan	Place: Hai-Lan	Place: Hai-Lan
Einherjar: Suo	Einherjar: Suo	Einherjar: Suo	Einherjar: Suo
Dungeon: Forest of Spirits	Dungeon: Cave of Oblivion #4	Dungeon: Forest of Spirits	Dungeon: Cave of Oblivion #6
	Dungeon: Forest of Spirits		Dungeon: Forest of Spirits
Dungeon: Cave of Oblivion #7		Dungeon: Cave of Oblivion #8	

Chapter 8

Pattern One	Pattern Two	Pattern Three	Pattern Four
Dungeon: Palace of the Dragon			
Dungeon: Cave of Oblivion #8	Dungeon: Cave of Oblivion #6	Dungeon: Cave of Oblivion #2	Dungeon: Cave of Oblivion #3
Event: Weeping Lily Meadow*			

*This event occurs only if you have managed to trigger the A Ending. Please see the walkthrough chapters for tips and tricks on how to obtain the A Ending.

Hard Mode Game Patterns

Chapter 0 (Prologue)

Pattern One	Pattern Two	Pattern Three	Pattern Four
Place: Artolia	Place: Artolia	Place: Artolia	Place: Artolia
Einherjar: Arngrim; Jelanda	Einherjar: Arngrim; Jelanda	Einherjar: Arngrim; Jelanda	Einherjar: Arngrim; Jelanda
Dungeon: Artolian Mountain Ruins			

Chapter 1

Pattern One	Pattern Two	Pattern Three	Pattern Four
Place: Lassen	Place: Lassen	Place: Crell Monferaigne	Dungeon: Solde Catacombs
Einherjar: Belenus	Einherjar: Belenus	Einherjar: Llewelyn	
Dungeon: Solde Catacombs	Dungeon: Cave of Oblivion #8	Dungeon: Solde Catacombs	Place: Lassen
	Place: Crell Monferaigne		Einherjar: Belenus
Place: Crell Monferaigne	Einherjar: Llewelyn	Dungeon: Cave of Oblivion #3	Dungeon: Cave of Oblivion #8
Einherjar: Llewelyn	Dungeon: Solde Catacombs	Place: Lassen	Place: Crell Monferaigne
Dungeon: Cave of Oblivion #3		Einherjar: Belenus	Einherjar: Llewelyn

Chapter 2

Pattern One	Pattern Two	Pattern Three	Pattern Four
Place: Artolia	Place: Artolia	Place: Artolia	Place: Artolia
Einherjar: Lawfer	Einherjar: Lawfer	Einherjar: Lawfer	Einherjar: Lawfer
Place: Hai-Lan	Dungeon: Salerno Academy	Dungeon: Cave of Oblivion #6	Dungeon: Nethov Swamp
Einherjar: Nanami		Place: Hai-Lan	
Dungeon: Nethov Swamp	Place: Crell Monferaigne	Einherjar: Yumei	Place: Hai-Lan
	Einherjar: Janus	Dungeon: Salerno Academy	Einherjar: Jun
Place: Hai-Lan	Dungeon: Cave of Oblivion #4		Dungeon: Cave of Oblivion #1
Einherjar: Jun	Place: Hai-Lan	Place: Hai-Lan	Place: Hai-Lan
Dungeon: Salerno Academy	Einherjar: Jun	Einherjar: Jun	Einherjar: Nanami
	Dungeon: Nethov Swamp	Dungeon: Nethov Swamp	Dungeon: Salerno Academy
Dungeon: Cave of Oblivion #6			

Chapter 3

Pattern One	Pattern Two	Pattern Three	Pattern Four
Place: Camille Village	Place: Camille Village	Place: Camille Village	Place: Camille Village
Einherjar: Kashell	Einherjar: Kashell	Einherjar: Kashell	Einherjar: Kashell
Place: Crell Monferaigne	Place: Hai-Lan	Place: Hai-Lan	Place: Crell Monferaigne
Einherjar: Janus	Einherjar: Nanami	Einherjar: Nanami	Einherjar: Janus
Dungeon: Clockwork Mansion	Dungeon: Clockwork Mansion	Dungeon: Clockwork Mansion	Dungeon: Cave of Oblivion #6
Dungeon: Cave of Oblivion #2	Place: Hai-Lan	Dungeon: Cave of Oblivion #2	Dungeon: Clockwork Mansion
	Einherjar: Yumei		
	Dungeon: Cave of Oblivion #2		

Before You Start

- Characters
- Walkthrough
- Cave of Oblivion
- End Game
- Seraphic Gate
- Appendices

Chapter 4

Pattern One	Pattern Two	Pattern Three	Pattern Four
Place: Villnore	Place: Villnore	Place: Villnore	Place: Villnore
Einherjar: Aelia	Einherjar: Aelia	Einherjar: Aelia	Einherjar: Aelia
Dungeon: Cave of Thackus	Dungeon: Dark Tower of Xervah	Dungeon: Cave of Oblivion #5	Dungeon: Cave of Oblivion #4
		Dungeon: Cave of Thackus	Dungeon: Dark Tower of Xervah
Place: Hai-Lan	Dungeon: Cave of Oblivion #7		
Einherjar: Yumei	Dungeon: Cave of Thackus	Place: Crell Monferaigne	Place: Hai-Lan
Dungeon: Dark Tower of Xervah		Einherjar: Janus	Einherjar: Yumei
	Place: Flementburg	Dungeon: Dark Tower of Xervah	Dungeon: Cave of Thackus
Dungeon: Cave of Oblivion #5	Einherjar: Lorenta		
Place: Flementburg		Place: Flementburg	Place: Flementburg
Einherjar: Lorenta		Einherjar: Lorenta	Einherjar: Lorenta

Chapter 5

Pattern One	Pattern Two	Pattern Three	Pattern Four
Place: Flementburg	Place: Flementburg	Place: Flementburg	Place: Flementburg
Einherjar: Mystina	Einherjar: Mystina	Einherjar: Mystina	Einherjar: Mystina
Place: Gerabellum	Place: Gerabellum	Place: Gerabellum	Place: Gerabellum
Einherjar: Lucian	Einherjar: Lucian	Einherjar: Lucian	Einherjar: Lucian
Dungeon: Arkdain Ruins	Dungeon: Cave of Oblivion #1	Dungeon: Citadel of Flame	Dungeon: Arkdain Ruins
Place: Crell Monferaigne	Place: Villnore	Place: Hai-Lan	Place: Arkdain Ruins
Einherjar: Jayle	Einherjar: Badrach	Einherjar: Shihoh	Einherjar: Grey
Dungeon: Citadel of Flame	Dungeon: Arkdain Ruins	Dungeon: Cave of Oblivion #8	Dungeon: Citadel of Flame
		Dungeon: Arkdain Ruins	
Dungeon: Cave of Oblivion #8	Place: Arkdain Ruins		Dungeon: Cave of Oblivion #2
	Einherjar: Grey		
	Dungeon: Citadel of Flame		

Chapter 6

Pattern One	Pattern Two	Pattern Three	Pattern Four
Place: Villnore	Place: Hai-Lan	Place: Crell Monferaigne	Place: Crell Monferaigne
Einherjar: Badrach	Einherjar: Shihoh	Einherjar: Jayle	Einherjar: Jayle
Dungeon: Sunken Shrine	Dungeon: Lost City of Dipan	Dungeon: Sunken Shrine	Dungeon: Cave of Oblivion #5
			Place: Hai-Lan
Place: Arkdain Ruins	Place: Crell Monferaigne	Place: Arkdain Ruins	Einherjar: Shihoh
Einherjar: Grey	Einherjar: Jayle	Einherjar: Grey	Dungeon: Sunken Shrine
Dungeon: Lost City of Dipan	Dungeon: Cave of Oblivion #3	Dungeon: Cave of Oblivion #1	
	Dungeon: Sunken Shrine	Place: Villnore	Place: Villnore
Place: Hai-Lan		Einherjar: Badrach	Einherjar: Badrach
Einherjar: Shihoh		Dungeon: Lost City of Dipan	Dungeon: Lost City of Dipan
Dungeon: Cave of Oblivion #1			

Chapter 7

Pattern One	Pattern Two	Pattern Three	Pattern Four
Place: Hai-Lan	Place: Hai-Lan	Place: Hai-Lan	Place: Hai-Lan
Einherjar: Suo	Einherjar: Suo	Einherjar: Suo	Einherjar: Suo
Dungeon: Forest of Spirits	Dungeon: Tombs of Amenti	Dungeon: Forest of Spirits	Dungeon: Forest of Spirits
Dungeon: Tombs of Amenti	Dungeon: Forest of Spirits	Dungeon: Cave of Oblivion #7	Dungeon: Cave of Oblivion #3
		Dungeon: Tombs of Amenti	Dungeon: Tombs of Amenti
Dungeon: Cave of Oblivion #7	Dungeon: Cave of Oblivion #5		

Chapter 8

Pattern One	Pattern Two	Pattern Three	Pattern Four
Dungeon: Palace of the Dragon	Dungeon: Palace of the Dragon	Dungeon: Arianrod Labyrinth	Dungeon: Arianrod Labyrinth
Dungeon: Celestial Castle	Dungeon: Cave of Oblivion #6	Dungeon: Palace of the Dragon	Dungeon: Cave of Oblivion #7
	Dungeon: Arianrod Labyrinth		Dungeon: Celestial Castle
Dungeon: Arianrod Labyrinth		Dungeon: Cave of Oblivion #4	
Dungeon: Cave of Oblivion #4	Dungeon: Celestial Castle	Dungeon: Celestial Castle	Dungeon: Palace of the Dragon
Event: Weeping Lily Meadow*			

*This event occurs only if you have managed to trigger the A Ending. Please see the walkthrough chapters for tips and tricks on how to obtain the A Ending.

Special Events and Side Quests

We encourage you to spend the extra periods you have in each chapter exploring the World Map. Occasionally, you discover special events that don't appear through Spiritual Concentration. To help you out, we've listed all of them here for you. Please note that not all of these events happen in Easy mode.



Artolia 1

Recruitable Characters: Arngrim, Jelanda, and Lawfer

Place	Time	Event
Private Residence	Chapter One, etc.	A Woman Appears.
Tavern	After Lawfer Event and before Kashell Event.	Kashell and Celia appear.
Arngrim's House (2nd Floor)	When Arngrim is among your allies.	Obtain the Dragon Slayer.

Camille Village 2

Recruitable Characters: Kashell

Place	Time	Event
Camille Village	After Kashell Event.	The village is destroyed and Oddrock Caves' gate opens.
Church	After Kashell Event.	Surviving villager appears.
Graveyard	When Kashell is among your allies.	Obtain Vainslayer.
Graveyard	When Badrach is among your allies.	Obtain the Handwoven Bandana.

Coriander Village 3

Recruitable Characters: N/A

Place	Time	Event
Coriander Village	Before Aelia Event.	Aelia appears.

Crell Monferaigne 4

Recruitable Characters: Janus, Jayle, Llewelyn

Place	Time	Event
Tavern	Before Jayle Event.	Jayle and Fahn appear.
Tavern	After Jayle Event.	The customers' speech changes.
Janus' House	Before Janus Event.	Janus Appears.
Janus' House	When Janus is among your allies.	Obtain the Raven Slayer.
Forest	When Lleweyln is among your allies.	Obtain the Goddess Pendant.

Flenceberg 5

Recruitable Characters: Lorenta, Mystina

Place	Time	Event
Academy	Before Lorenta Event.	Lorenta appears.
Mystina's Room	Before Mystina Event.	Mystina and Academy Student appear.
Mystina's Room	When Mystina is among your allies.	Obtain the Infinity Rod.

Gerabellum 6

Recruitable Characters: Lucian

Place	Time	Event
Gerabellum	From Chapter Three to before Lucian Event (Normal & Hard only).	Special event, "A Fateful Meeting," occurs.
Gerabellum	After Lucian Event.	Destruction of Main Street.

Before You Start
Characters
Walkthrough
Cave of Oblivion
End Game
Seraphic Gate
Appendices

Hai-Lan 7

Recruitable Characters: Jun, Nanami, Shiho, Suo, Yumei

Place	Time	Event
Inn	Before Jun Event.	Jun appears
Inn	After Suo Event.	The Traveler in the passageway disappears.
Private Residence	After Shiho Event.	Old Man's speech changes.
Pleiades Shrine	When Nanami is among your allies.	Obtain Dragonbane.
Seashore	When Yumei is among your allies.	Obtain the Fragment of Lapis Gem.

Lassen 8

Recruitable Characters: Belenus

Place	Time	Event
Asaka's Room	When Belenus is among your allies.	Obtain the Pressed Flower.

Villnore 9

Recruitable Characters: Aelia, Badrach

Place	Time	Event
Inn	Before Badrach Event.	Badrach appears.
Inn	After Badrach Event.	Geena's speech changes.

Weeping Lily Valley 10

Recruitable Characters: N/A

Place	Time	Event
Weeping Lily Valley	From Chapter Two (Normal & Hard only).	Special event, "Weeping Lily Tombstone," occurs.
Weeping Lily Valley	After Special Event "Lucian's Death."	Special event, "Hrist Awakens," occurs.

Dungeon-Related Events

Place	Time	Event
Brahms Castle	Chapter Three and on.	Special event, "Lord of the Immortals," occurs.
Tower of Lizard Valeth	Chapter 4, after the Lorenta Event.	Tower of Lizard Valeth appears on the World Map.
Arkdain Ruins	Chapter 7 (Hard only).	Lyseria Event occurs in the boss chamber.

The Army of Asgard

Valkyrie journeys across the land, seeking the souls of those about to die, souls that can be molded into great warriors for the coming war. The souls must be trained, not just in battle, but in changing their positive and negative personality traits, teaching them new Skills...making them into true heroes.

DME	"Divine Materialize Energy," more commonly known as "hit points." Once DME hits 0, the character is knocked unconscious.
STR	Strength. The higher this number, the more damage is inflicted by physical attacks.
INT	Intelligence. The higher this number, the more damage is inflicted by Magic attacks.
AGL	Agility. The higher this number, the more likely the character is to avoid enemy attacks.
DEX	Dexterity. The higher this number, the greater the character's chances of successfully striking an enemy.
Resistance	The character's ability to absorb damage of certain types, reducing the amount of DME he or she loses. Zero is the lowest level of resistance, 3 is the highest.
Damage	The general power of an attack rated against the character's "normal" strength. An "A" rating is basically standard strength. "SS" and "S" are stronger than normal (up to 400%!), while B through F are weaker (F means less than 10% standard damage!).
Vector	The direction the enemy is pushed when hit with an attack. Keep this in mind when planning out the order and timing in which your characters attack.
Knockdown	An "O" indicates that the move will drop the enemy to the ground. Keep this in mind when deciding the order in which you attack!
SA Gauge	The amount the Special Attack Gauge raises with each blow. When the gauge reaches 100, you can use Special Attacks on the targeted enemy for major damage.
CT	The amount of Charge Time (turns) needed before a character can use this attack again. Some items can reduce CT.



Valkyrie

One of three Goddesses of Fate whose role it is to decide a person's fate after death. A mid-level Goddess of the sixth rank, her true name is Lenneth Valkyrie.

Type: None
Weapons: Swords, Bows

Starting Stats

Stat	Normal	Hard
Level	1	1
DME	1000	1000
STR	15	15
INT	10	10
AGL	10	10
DEX	5	5

Resistance

Fire	Holy	Poison	Ice	Darkness	Lightning
2	3	2	1	0	1

Sword Attacks

1. Bolt Slash

Hits	1
Damage	A
Vector	↔
Knockdown	X
SA Gauge	25

2. Moment Side

Hits	1
Damage	A
Vector	↑
Knockdown	O
SA Gauge	15

3. Vertical Raid

Hits	2
Damage	C x2
Vector	↑ / ↑
Knockdown	O / O
SA Gauge	12 x2

Bow Attacks

1. Spread Shot

Hits	2
Damage	A x2
Vector	↑
Knockdown	X / O
SA Gauge	10 x2

2. Tri-Blast

Hits	3
Damage	A x3
Vector	-
Knockdown	X / X / X
SA Gauge	3 x3

3. Infinity Blast

Hits	4
Damage	C x4
Vector	-
Knockdown	X / X
SA Gauge	6 x4

Special Attack

Nibelung Valesti (Sword)

Hits	5
Damage	C x5
SA Gauge	7 x5
CT	4

Nibelung Valesti (Bow)

Hits	9
Damage	C x9
SA Gauge	7 x8 +10
CT	4



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Freya

Venerated as the Goddess of Fertility, Freya appears as a beautiful young blonde woman. However, she is second only to Odin in terms of true power, commanding power over Life as well as Death.

Recruit:

Chapter 0/Seraphic Gate
(Hard Mode)

Type:

None
Ether

Weapons:

Starting Stats

Stat	Normal	Hard
Level	2	30
DME	6079	36001
STR	209	431
INT	211	532
AGL	104	201
DEX	103	182

Resistance

Fire	Holy	Poison	Ice	Darkness	Lightning
3	2	1	0	1	2

Attacks

1. Critical Flare

Hits	9
Damage	C x9
Vector	+
Knockdown	X
SA Gauge	4 x6

2. Aerial Burst

Hits	3
Damage	D x3
Vector	+
Knockdown	X / X / X
SA Gauge	7 x3

3. Thunder Sword

Hits	5
Damage	D x5
Vector	+
Knockdown	X
SA Gauge	10 x5

Ether Strike

Hits	1
Damage	SS
SA Gauge	10
CT	5

Starting Stats

Stat	Normal	Hard
Level	1	1
DME	2000	2000
STR	30	30
INT	5	5
AGL	10	10
DEX	3	3

Resistance

Fire	Holy	Poison	Ice	Darkness	Lightning
3	2	1	0	1	2

Attacks

1. Spinning

Hits	1
Damage	A
Vector	+
Knockdown	X
SA Gauge	15

2. High Wind

Hits	1
Damage	A
Vector	+
Knockdown	X
SA Gauge	30

3. Wrenching Swing

Hits	1
Damage	A
Vector	+
Knockdown	0
SA Gauge	25

Final Blast

Hits	8
Damage	B x8
SA Gauge	10 x8
CT	6

Hero Value

Start Value	Max Value	Needed CP
-91	76	160

Trait	Rank	Adjust	Needed CP
Brave	7	+9	52
Selfish	4	-6	12
Nimble	7	+5	32
Coolheaded	4	-9	12
Reckless	7	+2	26
Realist	7	+1	26

Jelanda

First Princess of Artolia. Behind her pure, sweet image lies a pampered princess with a heart of steel and a razor-sharp tongue.

Recruit:	Chapter 0
Type:	Sorcerer
Weapons:	Scepter



Starting Stats

Stat	Normal	Hard
Level	1	1
DME	300	300
STR	2	2
INT	15	15
AGL	20	20
DEX	3	3

Resistance

Fire	Holy	Poison	Ice	Darkness	Lightning
0	1	2	3	2	1

Starting Spells

- ♀ Fire Storm
- ♀ Heal

Hero Value

Start Value	Max Value	Needed CP
-43	76	166

Trait	Rank	Adjust	Needed CP
Cute	7	+2	26
Snobbish	4	-3	30
Loves Dad	7	+1	20
Shallow	3	-2	18
Foolhardy	2	-2	8
Stout	7	+6	32
Naiveté	2	-3	2
Optimistic	7	+4	30

Belenus

A nobleman holding a high office in Gerabellum. With his powers of leadership, he has earned the loyalty of knights and commoners alike. He stands for fairness and justice in a corrupt and decadent kingdom.

Recruit:	Chapter 1
Type:	Swordsman
Weapons:	Swords

Starting Stats

Stat	Normal	Hard
Level	3	1
DME	1575	1500
STR	26	10
INT	29	6
AGL	15	10
DEX	10	5

Resistance

Fire	Holy	Poison	Ice	Darkness	Lightning
2	3	2	1	0	1

Attacks

1. First Slash	2. Rising Slash	3. Piercing Crusade	Extreme Void
Hits	1	Hits	2
Damage	A	Damage	C x2
Vector	↓	Vector	↑ / ↑
Knockdown	X	Knockdown	0 / 0
SA Gauge	15	SA Gauge	12 x2

Hero Value

Start Value	Max Value	Needed CP
-7	124	166

Trait	Rank	Adjust	Needed CP
Prudent	7	+2	26
Precise	7	+2	26
Romantic	4	-2	10
Sacrificing	7	+7	42
Altruistic	7	+4	30
Stubborn	4	-1	6
Elegant	7	+2	26

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Grey

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Shiho

Suo

Lyseria

Gandar

Lezard Valeth

Brahms

Blewelyn

A gentle young man from Crell Monferaigne pressed into military service by his fanatical and self-righteous country. It is a tragedy that such a peaceful soul should be sent to his death on the fields of battle.

Recruit: Chapter 1
Type: Archer
Weapons: Bows

Starting Stats

Stat	Normal	Hard
Level	2	1
DME	739	700
STR	15	10
INT	18	6
AGL	15	10
DEX	10	5

Resistance

Fire	Holy	Poison	Ice	Darkness	Lightning
3	2	1	0	1	2

Attacks

1. First Shot

Hits	1
Damage	A
Vector	-
Knockdown	X
SA Gauge	5

2. Twin Shot

Hits	2
Damage	C x2
Vector	-
Knockdown	X / X
SA Gauge	5 x2

3. Aiming Wisp

Hits	3
Damage	D x3
Vector	-
Knockdown	X / X / 0
SA Gauge	5 x3

Special Attack

Layer Storm

Hits	20
Damage	B x20
SA Gauge	5 x20
CT	2

Hero Value

Start Value	Max Value	Needed CP
-90	35	128

Trait

Trait	Rank	Adjust	Needed CP
Cowardly	2	-8	14
Unlucky	2	-7	14
Can't Swim	-	-5	-
Worrier	2	-8	18
Altruistic	7	+4	30
Serious	7	+7	44
Romantic	1	-2	8

Lawfer

A young soldier from Artolia following in the footsteps of his knightly father. From a noble lineage, Lawfer had to fight against the expectations placed on him as well as struggling to compete with the more skilled Arngrim.

Recruit: Chapter 2

Type: Swordsman

Weapons: Pole-Arms

Starting Stats

Stat	Normal	Hard
Level	3	1
DME	1622	1500
STR	22	10
INT	26	6
AGL	17	10
DEX	10	5

Resistance

Fire	Holy	Poison	Ice	Darkness	Lightning
2	1	0	1	2	3

Attacks

1. Smash Axe

Hits	1
Damage	A
Vector	+
Knockdown	X
SA Gauge	24

2. Prisoner Fang

Hits	1
Damage	A
Vector	+
Knockdown	X
SA Gauge	30

3. Triple Thrust

Hits	3
Damage	A x3
Vector	+/+/+
Knockdown	X / X / 0
SA Gauge	10 x3

Special Attack

Justice Stream

Hits	10
Damage	A x10
SA Gauge	(2 x5) + (3 x5)
CT	2

Hero Value

Start Value	Max Value	Needed CP
-55	100	168

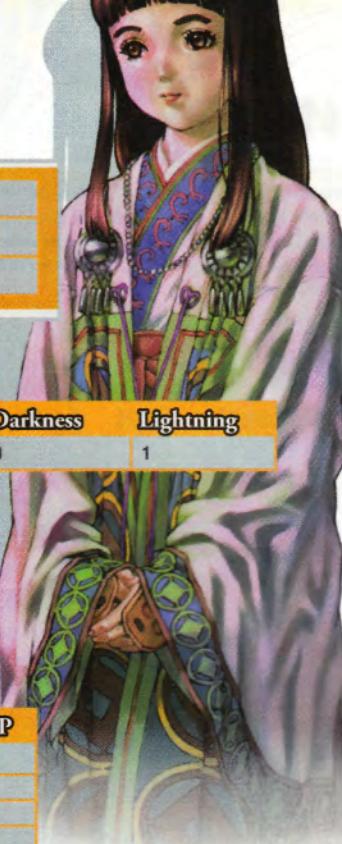
Trait

Trait	Rank	Adjust	Needed CP
Empathetic	7	+2	26
Precise	7	+2	26
Moralistic	7	+3	27
Sacrificing	7	+7	42
Beautiful	7	+3	27
Worrier	4	-8	14
Modest	4	-1	6

Nanami

After both her parents died, she was adopted by a Shinto priest and chosen to inherit the shrine duties. Her upbringing has left her honest and self-sacrificing, but also fatalistic and resigned to the vicissitudes of fate.

Recruit:	Chapters 2-4
Type:	Sorcerer
Weapons:	Scepters



Starting Stats

Stat	Normal	Hard
Level	3	1
DME	454	300
STR	12	5
INT	50	10
AGL	12	16
DEX	10	5

Resistance

Fire	Holy	Poison	Ice	Darkness	Lightning
2	3	2	1	0	1

Starting Spells

- Fire Storm
- Lightning Bolt
- Normalize

Hero Value

Start Value	Max Value	Needed CP
-87	84	165

Trait	Rank	Adjust	Needed CP
Grateful	7	+1	26
Sacrificing	7	+7	42
Cute	7	+2	26
Serious	7	+7	44
Fragile	4	-5	12
Cowardly	4	-8	15

Janus

A knight of Crell Monferaigne, he was chosen to perform an assassination due to his skill. When it went public, he sacrificed himself rather than betray his country, but his sacrifice was met with contempt from his compatriots.

Recruit:	Chapters 2-4
Type:	Archer
Weapons:	Bows

Starting Stats

Stat	Normal	Hard
Level	7	1
DME	1731	800
STR	37	10
INT	68	6
AGL	36	10
DEX	36	10

Resistance

Fire	Holy	Poison	Ice	Darkness	Lightning
1	2	3	2	1	0

Attacks

1. Diseased Needle

Hits	2
Damage	C x2
Vector	-
Knockdown	X
SA Gauge	1 x2

2. Tri-Stinger

Hits	3
Damage	D x3
Vector	-
Knockdown	X
SA Gauge	1 x3

3. Restraine Flame

Hits	1
Damage	A
Vector	+
Knockdown	O
SA Gauge	50

Guilty Break

Hits	9
Damage	B x9
SA Gauge	8 x9
CT	2

Hero Value

Start Value	Max Value	Needed CP
-64	103	164

Trait	Rank	Adjust	Needed CP
Loves Dad	7	+1	20
Loves Mom	7	+1	20
Brave	7	+9	52
Unlucky	4	-7	14
Sacrificing	7	+7	42
Tonguedited	3	-3	10
Reserved	4	-1	6

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Grey

Jayle

Shiho

Suo

Lyseria

Gandar

Lizard Valeth

Brahms



A young man from the land of Yamato, he wields two swords in a style all his own. His goal is to find a miracle drug that will cure his beloved sister, Ai, of her blindness. His life is devoted solely to his sister, whom he cherishes.

Recruit: Chapters 2~4
Type: Swordsman
Weapons: Katana

Starting Stats

Stat	Normal	Hard
Level	10	1
DME	4793	1300
STR	81	8
INT	109	3
AGL	64	20
DEX	57	25

Resistance

Fire	Holy	Poison	Ice	Darkness	Lightning
2	1	0	1	2	3

Attacks

1. Senko-Zan

Hits: 2
Damage: C x2
Vector: + / +
Knockdown: X / 0
SA Gauge: 5 x2

2. Koei-Zan

Hits: 1
Damage: A
Vector: +
Knockdown: X
SA Gauge: 5

3. So-enbu

Hits: 2
Damage: C x2
Vector: + / +
Knockdown: X / X
SA Gauge: 12 x2

Special Attack

Senko-jin

Hits: 15
Damage: C x15
SA Gauge: 2 x15
CT: 2

Hero Value

Start Value	Max Value	Needed CP
-71	92	171

Trait	Rank	Adjust	Needed CP
Loves Sis	7	+1	20
Beautiful	7	+3	27
Nimble	7	+5	32
Coolheaded	4	-9	12
Worrier	1	-8	12
Sacrificing	7	+7	42
Realist	7	+1	26



Disdaining all profit and personal gain, he travels the land in search of adventure. He wields an enormous sword to prepare himself for his meeting with a certain person. He does not disdain those who fight for their ideals.

Recruit: Chapter 3
Type: Swordsman
Weapons: Swords, Two-Handed Swords

Starting Stats

Stat	Normal	Hard
Level	4	1
DME	2273	2000
STR	49	10
INT	23	6
AGL	20	10
DEX	12	5

Resistance

Fire	Holy	Poison	Ice	Darkness	Lightning
3	2	1	0	1	2

Attacks

1. Low Swing

Hits: 1
Damage: A
Vector: +
Knockdown: 0
SA Gauge: 10

2. Beast Tackle

Hits: 2
Damage: A x2
Vector: + / +
Knockdown: 0 / X
SA Gauge: 15 x2

3. Air Pressure

Hits: 1
Damage: A
Vector: +
Knockdown: 0
SA Gauge: 15

Special Attack

Flashing Blade

Hits: 3
Damage: A x3
SA Gauge: 23 x3
CT: 5

Hero Value

Start Value	Max Value	Needed CP
-31	97	136

Trait	Rank	Adjust	Needed CP
Emotional	3	-4	12
Focused	7	+3	27
Obtuse	2	-3	9
Tenacious	7	+8	44
Nondrinker	1	-1	6
Optimistic	7	+4	30
Outgoing	2	-2	8

Yumei

A maiden of the Mermaid people, she is able to change into a human form whenever she desires. She was raised to be wary of people but always tries to appear cheerful. Hers is a somewhat sad and tragic life.

Recruit:	Chapters 2-4
Type:	Sorcerer
Weapons:	Scepters

Starting Stats

Stat	Normal	Hard
Level	4	1
DME	477	300
STR	14	5
INT	65	16
AGL	16	10
DEX	14	5

Resistance

Fire	Holy	Poison	Ice	Darkness	Lightning
0	1	2	3	2	1

Hero Value

Start Value	Max Value	Needed CP
-43	121	175

Trait	Rank	Adjust	Needed CP
Robust	7	+3	27
Emotional	3	-4	12
Nimble	7	+5	32
Flirty	2	-2	8
Loves Dad	7	+1	20
Fragile	3	-5	12
Never Lost	7	+5	32
Swimmer	7	+5	32

Whether by choice or fate is unknown, but due to the power of the Dragon Gem, she is able to transform into a dragon. However, she has not yet realized that her shape-shifting, a form of Necromancy, is robbing her of her own identity.

Recruit:	Chapter 4
Type:	Swordsman
Weapons:	Pole-Arms

Starting Stats

Stat	Normal	Hard
Level	12	1
DME	6194	1400
STR	63	10
INT	130	20
AGL	50	5
DEX	49	15

Resistance

Fire	Holy	Poison	Ice	Darkness	Lightning
3	2	1	0	1	2

Hero Value

Start Value	Max Value	Needed CP
-15	90	155

Attacks

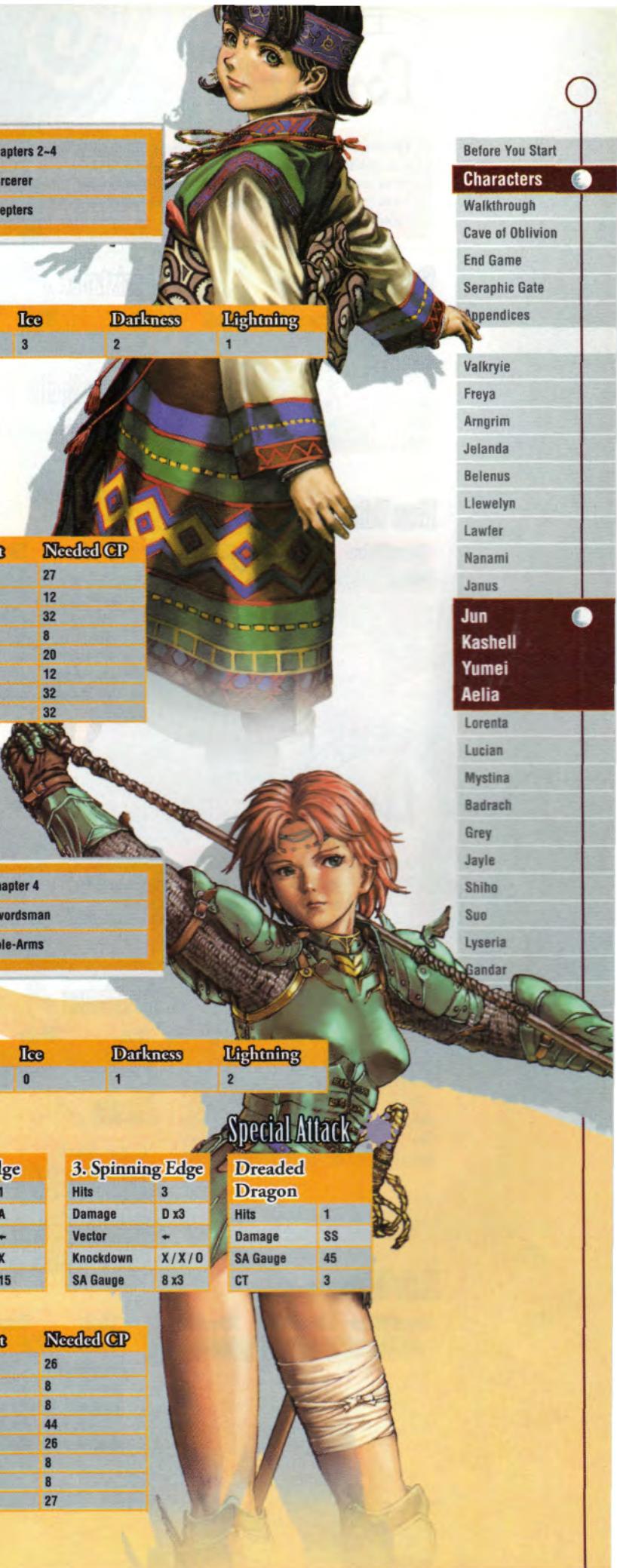
1. Roundkick	2. Sonic Edge	3. Spinning Edge	Dreaded Dragon
Hits	2	1	3
Damage	C x2	A	SS
Vector	↔ / ↑	+	45
Knockdown	X / O	X	X / X / O
SA Gauge	3 x2	15	8 x3

Trait	Rank	Adjust	Needed CP
Drinker	7	+1	26
Hates Men	1	-4	8
Foolhardy	2	-2	8
Confident	7	+7	44
Reckless	7	+2	26
Prideful	2	-2	8
Stubborn	2	-1	8
Healthy	7	+3	27

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- Aelia
- Lorenta
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- Mystina
- Badrach
- Grey
- Jayle
- Shiho
- Suo
- Lyseria
- Gandar



Lorenta

Headmistress of the Flenburg Sorcery Academy. She is as intelligent and refined as she is popular, but for some reason had trouble with her pupils, as is clear from the fact that one of them killed her for reasons unknown.

Recruit: Chapter 4
Type: Sorcerer
Weapons: Scepters

Starting Stats

Stat	Normal	Hard
Level	12	1
DME	2048	300
STR	27	2
INT	211	26
AGL	37	2
DEX	39	3

Resistance

Fire	Holy	Poison	Ice	Darkness	Lightning
0	1	2	3	2	1

Starting Spells

- Fire Lance
- Mystic Cross
- Heal
- Sap Guard
- Invoke Feather

Hero Value

Start Value	Max Value	Needed CP
-79	148	190

Trait	Rank	Adjust	Needed CP
Maternal	7	+7	44
Wise	7	+4	30
Devoted	7	+6	32
Elegant	7	+2	26
Worrier	4	-8	14
Can't Swim	4	-5	12
Giving	7	+6	32

Lucian

A young man from a poor village in the Villnre Region. Haunted for years by the tragic death of his childhood girlfriend, he sees the vestiges of her in Valkyrie. Strong in battle, but lacking the true spirit of a hero.

Recruit: Chapter 5
Type: Swordsman
Weapons: Swords

Starting Stats

Stat	Normal	Hard
Level	12	1
DME	4707	1000
STR	99	10
INT	146	15
AGL	51	8
DEX	42	8

Resistance

Fire	Holy	Poison	Ice	Darkness	Lightning
2	1	0	1	2	3

Attacks

1. Air Slash

Hits	1
Damage	A
Vector	+
Knockdown	0
SA Gauge	25

2. Slanting Blow

Hits	1
Damage	A
Vector	+
Knockdown	0
SA Gauge	15

3. Shining Bolt

Hits	12
Damage	D x12
Vector	+
Knockdown	0
SA Gauge	3 x12

Special Attack

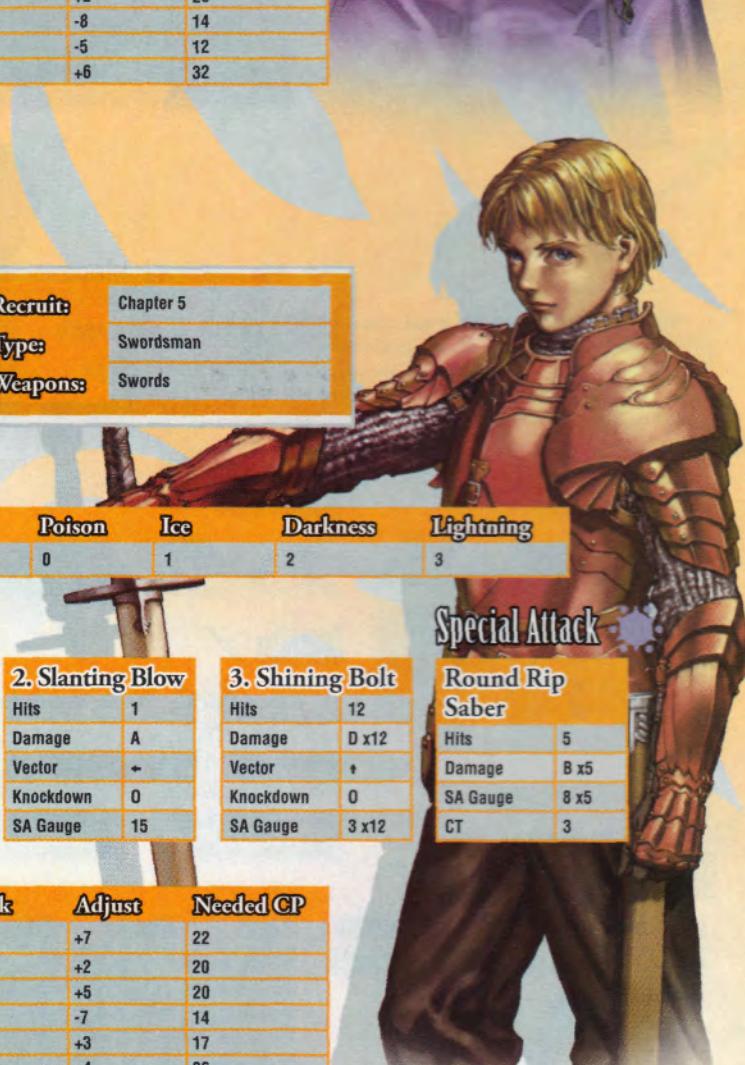
Round Rip Saber

Hits	5
Damage	B x5
SA Gauge	8 x5
CT	3

Hero Value

Start Value	Max Value	Needed CP
46	140	119

Trait	Rank	Adjust	Needed CP
Serious	2	+7	22
Empathetic	4	+2	20
Nimble	3	+5	20
Unlucky	4	-7	14
Focused	3	+3	17
Altruistic	5	+4	26



Mystina

After graduating head of the class at Flementburg Sorcery Academy, she worked there as a researcher. She is a perfectionist who hates to lose and admits to being an egotistical narcissist with poor powers of self-analysis.

Starting Stats

Stat	Normal	Hard
Level	15	1
DME	4000	300
STR	51	10
INT	266	30
AGL	50	10
DEX	51	10

Recruit: Chapter 5

Type: Sorcerer

Weapons: Scepters

Resistance

Fire	Holy	Poison	Ice	Darkness	Lightning
1	0	1	2	3	2

Starting Spells

- † Dark Savior
- † Mystic Cross
- † Normalize
- † Sacred Javelin
- † Sap Guard

Hero Value

Start Value	Max Value	Needed CP
-84	-12	102

Trait	Rank	Adjust	Needed CP
Prideful	4	-2	10
Egotistical	4	-7	14
Narcissistic	4	-1	10
Distracted	4	-1	6
Voluptuous	2	+2	12
Snobbish	4	-3	30
Wise	2	+4	14
Flashy	4	-1	6

Badrach

A thief who works alone, having refused to enter the Thieves' Guild. His power is unquestionable, but his unique ability to make enemies makes him unpopular. He has a notorious weakness for women and drink.

Starting Stats

Stat	Normal	Hard
Level	15	1
DME	5321	800
STR	63	5
INT	167	1
AGL	92	20
DEX	113	35

Recruit: Chapters 5-6

Type: Archer

Weapons: Bows

Resistance

Fire	Holy	Poison	Ice	Darkness	Lightning
1	0	1	2	3	2

Attacks

1. Flare Shot

Hits	1
Damage	A
Vector	†
Knockdown	0
SA Gauge	15

2. Fifth Way

Hits	12
Damage	E x12
Vector	-
Knockdown	X
SA Gauge	1 x12

3. Lunatic Shot

Hits	15
Damage	F x15
Vector	-
Knockdown	X
SA Gauge	1 x15

Sphere Strike

Hits	1
Damage	S
SA Gauge	30
CT	2

Hero Value

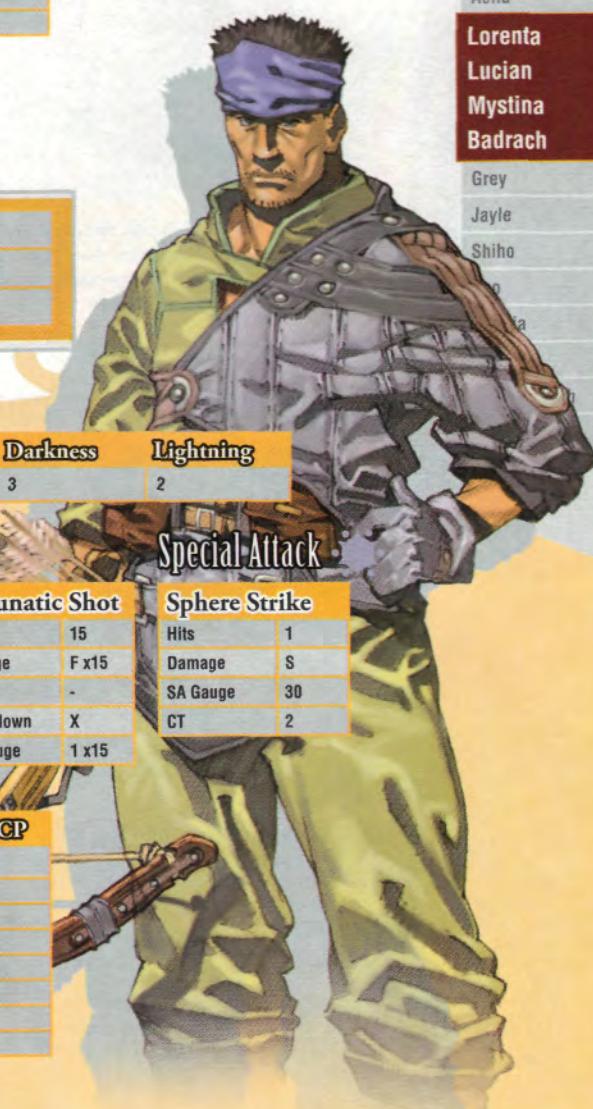
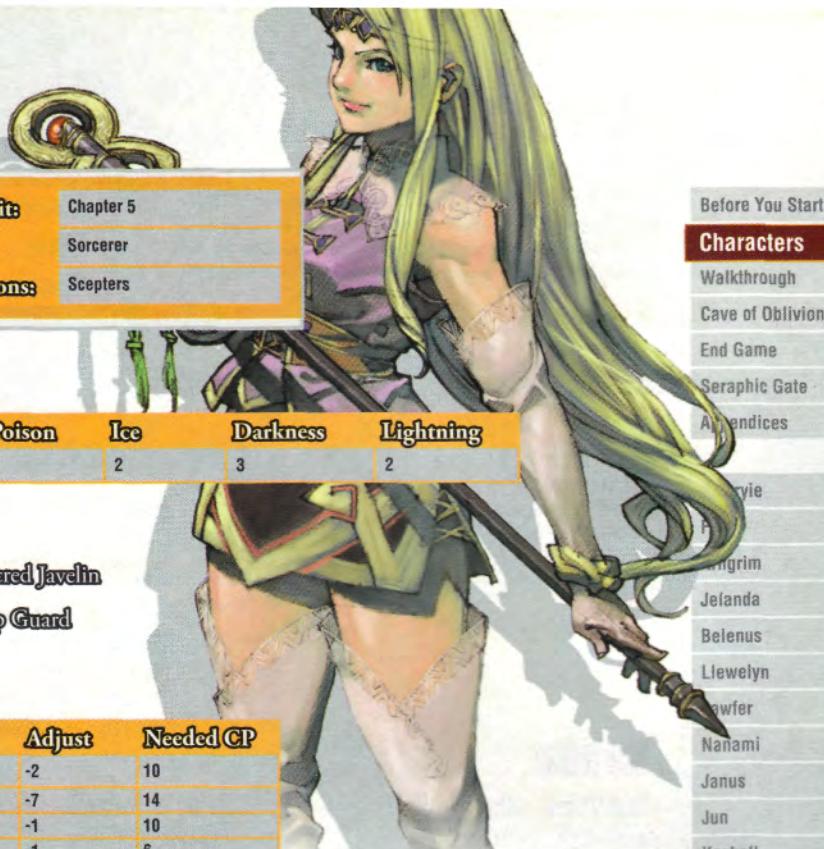
Start Value	Max Value	Needed CP
-112	49	172

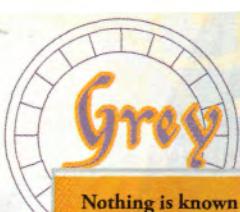
Trait	Rank	Adjust	Needed CP
Unlucky	2	-7	14
Lawless	3	-5	14
Perceptive	7	+8	44
Nimble	7	+5	32
Frivolous	2	-7	18
Lecherous	4	-1	6
Weakwilled	2	-8	18
Drinker	7	+1	26

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Lucian
Mystina
Badrach





Nothing is known about this man of mystery. After being saved by Lemia according to the ritual of Soul Transfer, he tried to save her by the same law, but his prayers went unanswered and his soul was set free.

Recruit:	Chapters 5-6
Type:	Swordsman
Weapons:	Swords, Two-Handed Swords

Starting Stats

Stat	Normal	Hard
Level	16	1
DME	7792	1000
STR	121	10
INT	200	25
AGL	70	8
DEX	63	8

Resistance

Fire	Holy	Poison	Ice	Darkness	Lightning
1	2	3	2	1	0

Attacks

1. Razor Edge

Hits	1
Damage	A
Vector	+
Knockdown	X
SA Gauge	15

2. Mortal Razor

Hits	1
Damage	A
Vector	+
Knockdown	0
SA Gauge	25

3. Energy Cannon

Hits	3
Damage	A + Ex2
Vector	+
Knockdown	X
SA Gauge	5 x3

Special Attack

Icicle Disaster

Hits	8
Damage	B + Ex6
SA Gauge	8 + 5x6
CT	+ 20
CT	2

Hero Value

Start Value	Max Value	Needed CP
-67	109	155

Starting Stats

Stat	Normal	Hard
Level	15	1
DME	7954	1000
STR	114	12
INT	176	8
AGL	55	8
DEX	55	8

Resistance

Fire	Holy	Poison	Ice	Darkness	Lightning
1	2	3	2	1	0

Attacks

1. Gleam Charge

Hits	1
Damage	A
Vector	+
Knockdown	X
SA Gauge	25

2. Round Dance

Hits	1
Damage	A
Vector	+
Knockdown	0
SA Gauge	15

3. Hind Edge

Hits	1
Damage	A
Vector	+
Knockdown	0
SA Gauge	10

Special Attack

Eternal Raid

Hits	7
Damage	B x7
SA Gauge	8 x7
CT	4

Hero Value

Start Value	Max Value	Needed CP
-26	92	131

Trait	Rank	Adjust	Needed CP
Prideful	4	-2	10
Brave	7	+9	52
Precise	7	+2	26
Emotional	2	-4	10
Moralistic	7	+3	27
Nondrinker	4	-1	6

Lyseria

A woman born with the power of prophecy. It is rumored that she is a descendant of the Vanir Goddess, Mimir. She despises her own power and has sealed it away within herself.

Recruit: Chapter 7
Type: Sorcerer
Weapons: Scepter

Starting Stats

Stat	Normal	Hard
Level	-	1
DME	-	300
STR	-	1
INT	-	50
AGL	-	20
DEX	-	5

Resistance

Fire	Holy	Poison	Ice	Darkness	Lightning
2	3	2	1	0	1

Starting Spells

- Guard Reinforce
- Mystic Cross
- Invoke Feather
- Sacred Javelin
- Might Reinforce

Hero Value

Start Value	Max Value	Needed CP
-69	108	182

Gandar

A sorcerer in the employ of the Villnore Army. Crafty and ambitious, his path to power is lined with corpses. He is a classic villain in every sense but his power is unrivalled. He prides himself on having never lost a battle.

Recruit: Chapter 8
Type: Sorcerer
Weapons: Scepters

Starting Stats

Stat	Normal	Hard
Level	24	1
DME	12036	1300
STR	66	8
INT	463	80
AGL	68	2
DEX	81	5

Resistance

Fire	Holy	Poison	Ice	Darkness	Lightning
1	0	1	2	3	2

Starting Spells

- Fire Lance
- Sap Guard
- Poison Blow
- Shadow Servant
- Prismatic Missile
- Shield Critical

Hero Value

Start Value	Max Value	Needed CP
-108	25	134

Trait	Rank	Adjust	Needed CP
Covetous	4	-9	20
Wise	2	+4	14
Egotistical	2	-7	18
Selfish	2	-6	16
Articulate	7	+6	32
Coolheaded	1	-9	10
Prudent	6	+2	24



Lizard Valeth

He is an accomplished Alchemist as well as a practitioner in the dark art of Necromancy. Behind his placid façade lies a mad genius who feels that all others are merely pawns to be played on his own handcrafted chessboard.

Recruit:	Seraphic Gate
Type:	Sorcerer
Weapons:	Scepters

Starting Stats

Stat	Normal	Hard
Level	-	30
DME	-	21296
STR	-	97
INT	-	564
AGL	-	101
DEX	-	98

Hero Value

Start Value	Max Value	Needed CP
-112	-28	56

Resistance

Fire	Holy	Poison	Ice	Darkness	Lightning
1	0	1	2	3	2

Starting Spells

- † Dark Savior
- † Invoke Feather
- † Prismatic Missile
- † Stone Torch
- † Fire Lance
- † Mystic Cross
- † Reflect Sorcery
- † Guard Reinforce
- † Poison Blow
- † Shield Critical

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Kashell
Yumei
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Lorenta
Lucian
Mystina
Badrach
Iayle
Sihoh
Suo
Lyseria
Sandar
Lizard Valeth
Brahms



Brahms

King of the Vampires and Lord of the Undead, he has fought many battles against Odin. He has taken the spirit of Silmeria, one of the Three Goddesses of Fate, but his sense of honor prevents him from ever harming a hostage.

Recruit:	Seraphic Gate (Hard Mode)
Type:	None
Weapons:	Knuckles

Starting Stats

Stat	Normal	Hard
Level	-	30
DME	-	32817
STR	-	266
INT	-	521
AGL	-	130
DEX	-	121

Resistance

Fire	Holy	Poison	Ice	Darkness	Lightning
1	0	1	2	3	2

Attacks

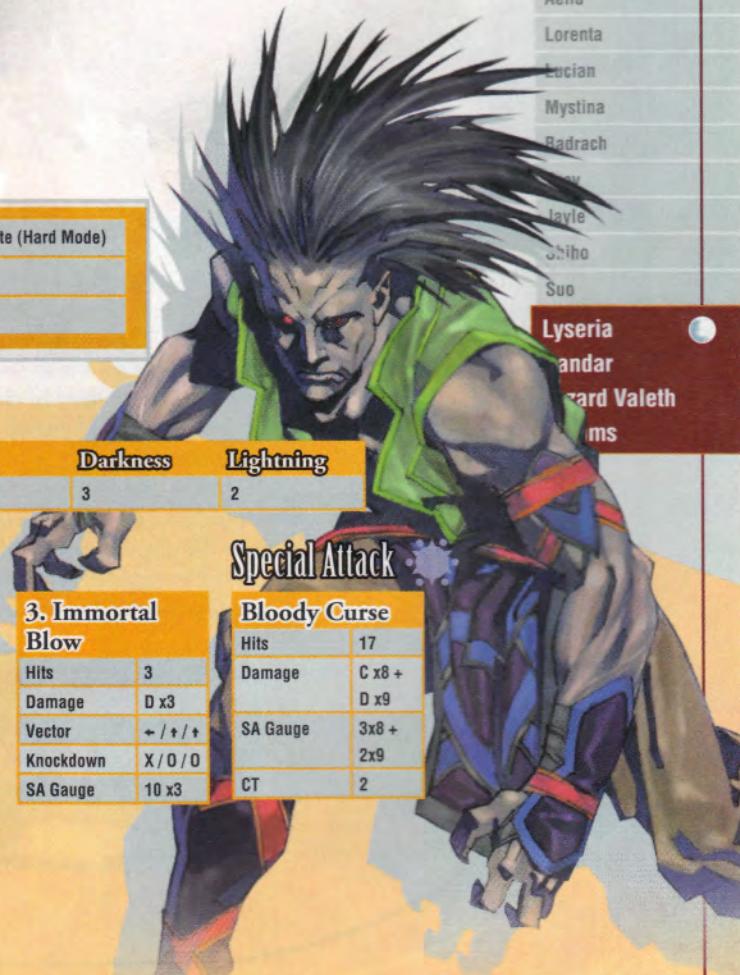
1. Bloody Knuckle	
Hits	1
Damage	A
Vector	+

2. Deadly Raid	
Hits	2
Damage	C x2
Vector	+/+
Knockdown	0
SA Gauge	15 x2

3. Immortal Blow	
Hits	3
Damage	D x3
Vector	+/+/+
Knockdown	X/0/0
SA Gauge	3x8+ 2x9
	10 x3
	CT
	2

Special Attack

Bloody Curse	
Hits	17
Damage	C x8+ D x9
SA Gauge	3x8+ 2x9
	10 x3
	CT
	2



As you would expect, Chapter 0 exists largely as an intro to the game and a tutorial about the basic mechanics of gameplay. This is where you learn how to jump, use crystals, defeat monsters, and do all of the normal stuff that a Valkyrie does. The main difference between this Chapter and the rest of the game is that you don't have to send any of your Einherjar to Valhalla at the end of the Chapter and there are no changes to the order of the events presented.

A Valkyrie is Born!

The Facts About Chapter 0

Dungeons in Chapter 0

Name	Easy	Normal	Hard
Artolian Mountain Ruins	X	X	X

Name	Easy (by pattern)				Normal (by pattern)				Hard (by pattern)				Location
	1	2	3	4	1	2	3	4	1	2	3	4	
Arngrim	X	X	X	X	X	X	X	X	X	X	X	X	Artolia
Jelanda	X	X	X	X	X	X	X	X	X	X	X	X	Artolia

Artifacts

Name	Easy	Normal	Hard	Send to Odin?
Sealed Box	X	X	X	Yes
Jewelled Blade "Grimrist"	X	X	X	Yes

The Overview

The game really starts when you receive instructions from Odin and Freya takes you down to earth to teach you your job. First up is a lesson on "Spiritual Concentration." When you press the Start button on the World Map screen, Valkyrie enters a state of meditation that enables her to find new Einherjar or the location of Undead in need of cleansing. This act costs 2 periods of time, unless the search comes up empty, in which case it costs nothing.

In every Chapter, you will perform this act multiple times to determine where to go next. Most Chapters involve finding Einherjar first, then locating the next dungeon. The patterns of these events naturally change depending on the difficulty level of the game and the pattern to which you were randomly assigned at the start.



First, a new Einherjar is introduced to you. This normally takes place in a relatively scripted environment. The story behind this person's (or persons' as the case may be) death and suitability as an Einherjar is narrated in a combination of cut-scenes and short action scenes. So in Arngrim and Jelanda's story, you fight a few monsters and move Arngrim around town a little bit to advance the story.



The three short battles during the story serve as a fast introduction to the battle system of *Valkyrie Profile*. To attack a monster, just press the button assigned to the character. Characters are displayed on the character screen in a diamond formation, corresponding to the layout of the buttons on your PSP.

So in the first battle, your two characters are assigned to the **□** and **⊗** buttons. If there is a spell caster in your party (and there will be), you can have them attack single targets using his or her assigned button or you can access the Battle Menu by pressing the Select button and manually choosing a spell. This enables you to access the multi-target functions of spells, as well as activate non-offensive spells like healing. However, at this stage of the game, just focus on pressing the buttons and getting a feel for creating combos.



You can create combos by ordering your attacks in a specific way. For example, in the first battle having Lawfer attack first forces the Lesser Harpy to defend against his high attack. In turn, this enables Arngrim to slide in with his lower sweeping sword attack for maximum damage. When you acquire new characters, experiment with the attack order to see how their attacks combine with your current party members' attacks.



The goal of any battle is to build up and max the Hit Gauge so that you can spark each character's Special Attack. These are multi-hit attacks that cause a great deal of damage and oftentimes results in the death of the intended target. There

is a time limit in which to choose which party member will use his or her special attack, so choose quickly but wisely.



Arngrim and Jelanda

It may seem strange that you end up with these two characters at the end of the Einherjar portion of the Chapter. Arngrim seems like a no-brainer, but the princess Jelanda?

To complete the recruitment event, have Arngrim leave his home when you gain control of him after "Angela" leaves. To continue the story, simply enter the main city and return home. It's a good idea, however, to wander around and talk to the people hanging around to get a feel for the game and storyline.

In later Chapters, this is how you will open up secrets, find interesting items, and so on.

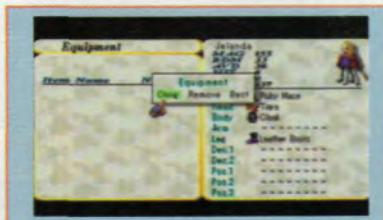


Arngrim is a standard warrior-type character. He carries a big sword and has high Hit Points and the standard slow attack speed. As you'll learn by the end of Chapter 0, Arngrim is going to hang around for a while so focus on equipping him well and raising his skills instead of correcting his character flaws. For

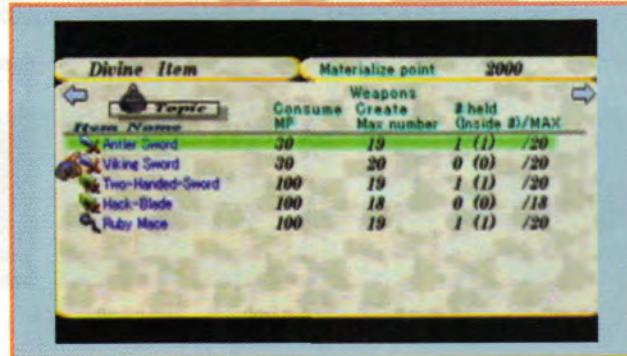
example, bulk him up by placing skill points in things like Counter, Fight, Tactics, Survival, etc.



Jelanda is the first sorcerer, so you may want to keep her around until Chapter 2 when you another sorcerer becomes available. Jelanda comes with a Fire spell and a Healing spell, making her quite handy as a party member. When leveling her up, increase her skills and correct her Character Traits evenly. On the skills side, consider leveling up First Aid and Survival or you can go another route.



Buy both of them a spare weapon from the Divine Item section of the Camp Menu before entering the first dungeon, the Artolian Mountain Ruins. Normal weapons tend to break easily and you don't want to get stranded in the middle of a dungeon without a replacement weapon! At this stage, don't worry about buying anyone new equipment or stocking up on items.



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The First Dungeon: Artolian Mountain Ruins

The Artolian Mountain Ruins is the first dungeon you encounter. While exploring, you'll learn some interesting tricks and there are some secrets to uncover as well. The objective is simple: Find the boss and defeat him!

Artolian Mountain Ruins: All You Need to Know

Experience Points Acquired

	Easy	Normal	Hard
Normal Monsters	8865	7110	4970
Boss(es)	4800	1600	1120

Enemy Data

Name	HP	Weakness
Dragon Servant	500	Ice
Elder Vampire	4800	N/A
Ghast	600	N/A
Lesser Vampire	400	N/A
Pongo	1000	Beast

Treasures—Normal/Hard Mode

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

Enemy Encounters—Normal/Hard Mode

- Lesser Vampire x1
- Ghast x1
- Lesser Vampire x2
- Ghast x2
- Pongo x2
- Pongo x1
- Ghast x2
- Pongo x3
- Lesser Vampire x1
- Pongo x1, Ghast x1
- Ghast x2, Lesser Vampire x1
- Ghast x3
- Pongo x3
- BOSS: Dragon Servant x2, Elder Vampire

Treasures—Easy Mode

- Iron-Barred Key
- Eye of Heaven
- Treasure Search
- Vegetable Seed
- Vegetable Seed
- Vegetable Seed
- Book of Everlasting Life
- Artifact: Sealed Box
- Artifact: Jewelled Blade "Grimrist"

Enemy Encounters—Easy Mode

- Lesser Vampire x1
- Ghast x1
- Lesser Vampire x2
- Ghast x2
- Pongo x2
- Pongo x1
- Pongo x3
- Lesser Vampire x3
- Pongo x3
- BOSS: Dragon Servant x2, Elder Vampire

Dungeon Objectives (Easy and Normal/Hard Modes)



Find the Iron-Barred Key.



Unlock the gate. (worth 500 Event Points)

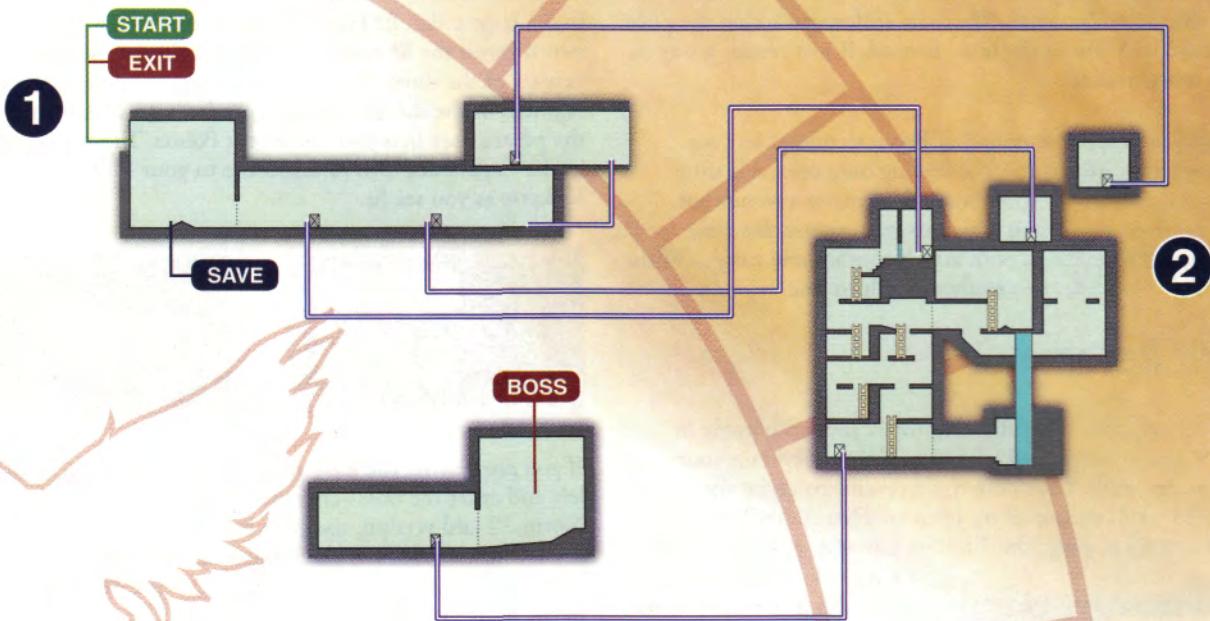


Use your sword to destroy the base of the pillar.



Defeat the Elder Vampire!
Recover all Artifacts to receive 3200 Event Points (100 per Artifact and 3000 for finding them all).

Easy Mode Maps



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Normal/Hard Mode Maps



One thing to know about the Artolian Mountain Ruins is that there are two versions. The Easy version is unique to the Easy mode of the game. Although it is a stripped down version of the dungeon, it has many of the same treasures and the same objectives. The main difference is that the pillar does *not* lead you to the boss. Instead, it just reveals a way to find more treasure.

It's also important to note that Freya accompanies you through the entire dungeon, leaving only once it is time to face the Elder Vampire boss. This creates a somewhat overpowered party with which to start, so use this time wisely and experiment with attack combos and magic. With Freya on your side, it is really difficult to lose.

Before You Start

Before you enter the dungeon proper, save your game in the Memory Camp and take some time to level up your characters' skills. Give both Valkyrie and Arngrim the Counter skill, then level up Jelanda's First Aid at least one level and set it under the Skill/Set Up option. Both of these

things will come in handy in the dungeon. Also, don't forget to buy at least one extra sword and scepter for Arngrim and Jelanda through Divine Item.



Getting Through the Ruins

Head into the ruins and go to the end of the hallway. On the next floor, enter the room and grab the Iron-Barred Key from the bag on the floor.



Return to the main hallway and grab the treasure from the room furthest to the right, then enter the room to the left and unlock the gate with the Iron-Barred Key.



On your way through the next room, Freya explains how to use the ladders and make your own with Valkyrie's crystal-making abilities. After experimenting with the crystals, drop down to the bottom of the room and head to the right to find a large pillar. At Freya's suggestion, attack it with your sword (press the **X** button) to break it. In the Normal/Hard version of the dungeon, this is necessary to open up the next segment of the dungeon leading to the boss. Destroying the pillar's base nets you 500 Event Points. These are stored in the Experience Orb to distribute to your Einherjar and Valkyrie as you see fit.



If you are playing the Easy version of the dungeon, head left and enter the boss's chamber. If you are playing the Normal/Hard version, use your new ladder-climbing and crystal-making skills to reach the mid-point of this room. Then cut over to the right and head into the next segment of the dungeon.



The door leading to the boss's chamber is located at the top of this room. Save your game at the Memory Camp and defeat the Elder Vampire. Open the boxes containing the Artifacts once the boss is dead and send both of them to Valhalla. Neither of the artifacts is worth keeping and you'll want the points now so that you can keep some artifacts later in the game.



When you're finished in the Boss's Chamber, venture back to the start of the dungeon for the closing event. Then it is on to Chapter 1!



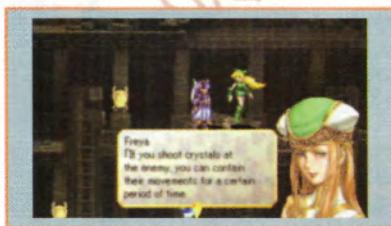
The Art of Crystals

Valkyrie has an interesting ability. When you press the **□** button, she shoots out a stream of water that immediately freezes into a crystal.



You can use this ability to freeze monsters, which is very helpful at times. You can push and pull frozen monsters and even use them as makeshift steps, if you choose. The only

problem is that if you are touching the monster when it unfreezes, it instantly triggers a battle.



You can also use these ice crystals to create steps up walls or on the floor, enabling you to reach areas that were otherwise inaccessible. The basic crystal ladder is a sequence of crystals, one on top of the other. Shoot a crystal on the wall, hop onto it, then shoot another one. You can have three active crystals at one time and you can jump on one two times before it

breaks. You need this knowledge in order to reach the four treasure chests in the tower room on the far-left of the ruins!



You can also deliberately shatter a crystal with your sword. After doing so, you can pick up and stack the remaining shards and stack them to form mini-steps. You'll find these shards very helpful later on.

Finally, you can create big crystals by shooting another stream of icy water at a small crystal. Shoot a small crystal on the floor when you need to jump through a narrow hole to a platform above.



Hit a big crystal with a third stream of water and it explodes, sending Valkyrie flying across the room. If you want the Treasure Search ability, you must master this technique to reach the platform on which it is located!



The Element Scepter

If you are playing in Normal/Hard mode and trying to get all of the treasure in the Ruins and kill all of the monsters for the experience points, you need to cross the spike pit at the bottom of the ruins. Getting onto the platform above the spikes isn't too difficult. Time your jump so that you leap before the boat starts to slide under the platform. However, the chest is trapped so to avoid danger, wait until the boat returns and is beneath the platform. Open the chest and run off the side to land on the boat as it passes. The Element Scepter is a great upgrade for Jelanda, but it is very fragile. Save it for boss battles!



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Elder Vampire

Name	HP	Weaknesses	EXP (Easy)	EXP (Normal)	EXP (Hard)
Dragon Servant	500	Ice	900	300	210
Elder Vampire	4800	N/A	3000	1000	700



Before the fight with the Elder Vampire, Freya leaves the party and gives Valkyrie the use of the sword, Reiter Pallasch. This weapon gives Valkyrie the ability to perform three attacks per turn.

First, focus on defeating the two Dragon Servants protecting the Elder Vampire. These monsters have a hard-to-crush Guard that requires some good timing on your part. To Guard Crush them, have Valkyrie attack first followed by Arngrim. Immediately follow Arngrim with two more attacks from Valkyrie. You'll find that the Battle Maiden can easily slip behind the Dragons with Arngrim's help and land some devastating blows. During this time, control Jelanda's magic manually through the Battle Menu to heal the party and cast Fire Blast on all of the enemies.



After defeating the Dragon Servants, concentrate all of your attacks on the Elder Vampire. Even on Hard Mode, this boss shouldn't present too much of a problem. Just keep all three party members alive and hit him hard each round of the battle.



At the end of the fight, return the two Artifacts to Odin and return to the entrance of the dungeon to get Freya's last bit of advice before the real game starts!

Chapter One is pretty easy and fast if you are playing on the Easy or Hard difficulty level. Before it is time for your first real Sacred Phase experience, you get to recruit two Einherjar and tackle a single dungeon (not including the Cave of Oblivion segment that appears). On Easy Mode, the lack of things to do hardly makes a difference. But on Hard Mode, you may not earn enough experience points to adequately level up the Einherjar you need to transfer to Valhalla before starting the Sacred Phase. If you can't get one of your new characters to Hero Value: 40 before you complete the Solde Catacombs, don't be afraid to leave and return to either of the two dungeons you've already cleared to get more experience points. If you are playing on Normal Mode, you get to clear both of the chapter's dungeons.



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The Facts About Chapter 1

Dungeons in Chapter 1

Name of Dungeon	Easy	Normal	Hard
Forest of Woe	X	X	-
Solde Catacombs	-	X	X

Recruitable Einherjar

Name	Easy (by pattern)				Normal (by pattern)				Hard (by pattern)				Location
	1	2	3	4	1	2	3	4	1	2	3	4	
Belenus	X	X	X	X	X	X	X	X	X	X	X	X	Lassen
Llewelyn	X	X	X	X	X	X	X	X	X	X	X	X	Crell Monferaigne

Artifacts

Name of Artifact	Easy	Normal	Hard	Send to Odin?
Extreme Guard	X	X	-	No
Phoenix Feather	X	X	-	No
Crown of Felmar	-	X	X	No
Emerald Necklace	-	X	X	No
Secret of Damascus	-	X	X	No

Einherjar Requirements for Chapter 1

- Hero Value: 40+
- Class: N/A
- Personal Characteristic(s): N/A
- Skills: N/A

Ending A Dos and Don'ts for Chapter 1

- Do freely transfer Einherjar to Valhalla.
- Don't pay a visit to Weeping Lily Valley.

Budgeting Your Time

This is the first chapter where you really have to keep track of the time you spend completing your objectives. Remember, in each chapter you're given a specific number of periods in which to complete your tasks. Visits to a city cost you one period, while a successful bout of Spiritual Concentration or a trip to a dungeon costs you two periods. The number of periods you receive per chapter is usually more than enough to accomplish the objectives (e.g., recruiting the available Einherjar, clearing the designated dungeons, and performing the Spiritual Concentrations needed to open each of those events).

Number of Periods per Chapter by Level of Difficulty

Chapter	Easy	Normal	Hard
1	24	24	24
2-8	16	24	28

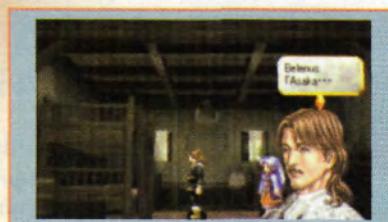
If you are playing the game on Normal or Hard Mode, you can spend the remaining periods exploring the various cities in search of undiscovered loot and surprise events or simply going back into old dungeons to kill monsters for more experience points. If you want to end the chapter and start the Sacred Phase stage, all you have to do is enter the Camp Menu while on the World Map and press the START button. This allows you to select how many periods you'd like to rest for; resting not only passes time, it also gives your party a chance to recover DME.



In Chapter 1, there are a few events that you should budget the time to see. The first takes place in Artolia and happens whenever you have Arngrim in your party. Take him back to his house and to his bedroom. After a brief cut-scene, he finds the Dragon Slayer, a special but fragile weapon that has enhanced powers when used against dragons.



Once you recruit Belenus, take him back to Lassen and check out Asaka's Room for the Pressed Flower.



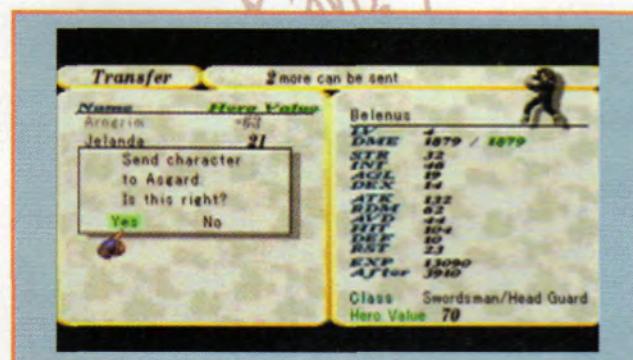
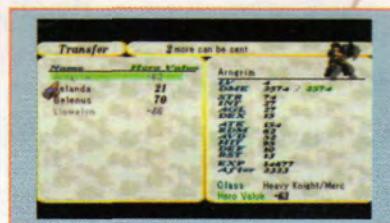
Finally, once Llewelyn is a party member, return to Crell Monferaigne and enter the Forest. There you will find the Goddess Pendant.

Transferring Einherjar

This is the first chapter in which you are required to send at least one Einherjar up to Vahalla to fight against the Vanir. Two Einherjar, Belenus and Llewelyn, appear in this chapter, and it makes sense to transfer one of them. You have to keep Arngrim, and we recommend that you also keep Jelanda until you pick up another magic user. The best candidate for transfer in this chapter is probably Belenus, so make sure that you pick him up early in the chapter and concentrate on leveling his character traits until his Hero Value is 40 or higher. This is pretty easy to do in Normal mode but may be trickier in Hard mode.

To transfer a character to Valhalla, simply open up the Camp Menu and select the Transfer option. This allows you to choose a character and send him on his way. Be sure to give him or her basic equipment. It's probably best to strip the character of any artifacts or specialty weapons, armor, or

accessories, and confirm that his stats meet the requirements set out by Freya at the end of the previous chapter's Sacred Phase.

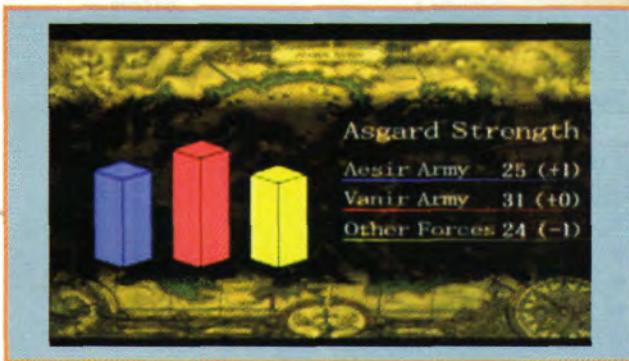


Sacred Phase

Once you've used up all of the periods allotted to you in a chapter, the Sacred Phase portion of the game begins. In Sacred Phase you learn three things: how the war between the Aesir and the Vanir goes, how your transferred Einherjar are faring, and what Odin thinks of your performance so far. Obviously, you'll want to strive for good evaluations, as these win you extra Materialize Points and lots of goodies, including some artifacts! Bad evaluations are just that: bad. They reduce your Seal Rating and put you in jeopardy of losing the game.

The Three Stages

First up comes the Battle Evaluation. This is where you learn how the Aesir are faring against the Vanir in their struggle for the world. When you start the game, the news is bleak. But, as you send more and more well-trained and equipped Einherjar to Valhalla to fight by Odin's side, the numbers of the Aesir increase and start to overtake the numbers of the Vanir. Your success in this stage is purely dictated by the numbers of Einherjar you transfer during the chapter.



Next comes the evaluation of the Einherjar. At the end of each Sacred Phase, Freya gives you a list of qualities that she and Odin want in Einherjar transferred during the next chapter. Your job is to provide them with the recruits they desire. It is obviously in your best interest to train characters to cover the needs in that list.



Einherjar Requirements by Game Chapter

Chapter	Hero Value	Class	Skills	Character Traits, etc.
Chapter 0	-	-	-	-
Chapter 1	40	-	-	-
Chapter 2	50	Warrior	Identify, Leadership, Tactics	-
Chapter 3	65	Archer	Find Trap, Survival	-
Chapter 4	80	-	Demon Int, Hear Noise, Trick	Negotiator
Chapter 5	90	-	Attack Power, Defend, March, Resist Damage	Swimmer, Nimble
Chapter 6	100	Sorcerer	Hit, Monster Int	Brave
Chapter 7	110	High-Level Sorcerer	Avoid, Resist Magic, Undead Int	Ability to repair the Accursed Flame Gem
Chapter 8	120	Any Hero with a High Hero Value	Counter, Fight, Formation, Leadership, March	Brave

Your best bet is to train your chosen Einherjar ahead of time and specifically for transfer. This means clearing up their traits until their Hero Values meet or exceed the required amount, and training them in the required skill to level 4 or above. The higher the skill level the more points your Einherjar receive.

Evaluation Points by Skill Level

Skill Level	Hero Value Points Added
1-3	+1
4-6	+3
7-8	+5

You'll find that it's easy to max train your Einherjar in Easy and Normal modes, while it's difficult in Hard mode. Do what you can with the points allotted to you. If your character isn't 100% perfect, you should still be able to get decent evaluation scores if you are close to matching Freya's desires.



Finally, before you send your Einherjar, make sure their traits match any requested by Freya, and confirm that they have a full set of armor and weapons. Don't give them your best artifacts or special weapons/equipment, but do make sure that they are well equipped. Remember that they are going to Valhalla as part of an army.



The final part of Sacred Phase is Lenneth's own Performance Review. Behind the scenes, the number of Einherjar transferred during a chapter and their subsequent performance is used to create an Evaluation Score, which is then added to or subtracted from Lenneth's Evaluation Value. Keep track of this rating by checking Lenneth's Status under the Camp Menu. You'll find it at the end of her page. If it ever drops to 0, the game comes to a dramatic conclusion and you lose in spectacular fashion. This becomes very important if you are keeping a lot of artifacts or if you are trying to achieve Ending A (the steps to which are discussed later in this guide).



Your total Evaluation Points (either positive or negative) are based on what Freya says to you at the start of Lenneth's review. They run the gamut from 25 points max to -25 or more. These also determine what items

you receive as a reward at the end of each chapter. If you are seeking something specific, you can use the following table to find out what type of evaluation to go after.

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Freyja's Speech / Evaluation Points Conversion Chart

Freyja's Message	Evaluation Points
It is magnificent.	25+
You are doing well. Please continue as you have been.	21 to 24
Send us warriors brave and true.	11 to 20
You are doing fairly well.	1 to 10
You must try harder.	0
The situation is grim. Are you truly doing your best?	-1 to -14
I am bitterly disappointed in you.	-15 to -24
You must do better. Lord Odin's wrath is a terrible thing to behold.	-25 or more

Once Freya has handed down her pronouncement, it's time to receive goodies and Materialize Points. The items you receive depend on your total evaluation score. Use the following charts to determine what you get for a given score.



Items Given by Evaluation Score:

Phase 1-2

Score	Rewards
0	Element Scepter
4	Fire Lance
10	Frigid Damsel
16	Wait Reaction
19	Normalize
22	Combo Counter
25*	Lightning Edge Go-Shorai Blade Elemental Edge Spinning Spear Supreme Crossbow Holy Prayer

*Random Item from list.

Phase 2-3

Score	Rewards
0	Element Scepter
14	Lightning Bolt
20	Shadow Servant
23	Splash
26	Heal
29	Throw
32	Extreme Guard
35	Emerald Necklace

Phase 3-4

Score	Rewards
0	Element Scepter
24	Icicle Edge
27	Fire Storm
30	Darkness Arrow
33	Reflect Sorcery
36	Auto Item
39	Faim Fenn
45*	Crescent Arrow Radiance Sword Accepter Rod Ignite Sword Ten-Horin Blade Heart Piercer

*Random Item from list.

Phase 4-5

Score	Rewards
0	Ether Scepter
37	Mystic Cross
40	Resist Damage
43	Invoke Feather
46	Bracelet of Zoe
49	Spell Reinforce
52	Concentration
55	Coin of Fortune

Phase 5-6

Score	Rewards
0	Ether Scepter
47	Guard Reinforce
50	Poison Blow
53	Holy Wand "Adventia"
56	Stone Torch
59	Star Guard
65*	Shiny Rupture Demon Blade Scarlet Forge Holy Halberd Absolute Force Violet Forge

*Random Item from list.

Phase 7-8

Score	Rewards
0	Ether Scepter
67	Sacred Javelin
73	Shield Critical
79	Might Reinforce
85*	Gram Ama-no-Murakumo Blade Last Avenger Noble Desire Ice Coffin Bahamut Tear Arc Wind

*Random Item from list.

Phase 6-7

Score	Rewards
0	Ether Scepter
57	Dark Savior
63	Prismatic Missile
69	Dampen Magic
72	Tome of Alchemy
75	Wand of Exchange

Forest of Woe

This is a pretty straightforward dungeon set in a snowy forest. The main things to watch out for are the hidden bags and chests of treasure in out-of-the-way corners. If you acquired the Treasure Search item during the last chapter, be sure to equip it. It causes a blue mote to float around Valkyrie whenever she is on a screen with an undiscovered treasure chest. If it's not in plain view, be sure to check out the bushes and especially the ends of lanes.



Forest of Woe: All You Need To Know

Experience Points Acquired

	Easy	Normal	Hard
Normal Monsters	11340	3780	-
Boss(es)	6300	2100	-

Enemy Data

Monster Name	HP	Weaknesses
Dragon Servant	500	Ice
Ghast	600	N/A
Insane Yeti	5200	Fire, Beast
Lesser Vampire	400	N/A
Pongo	1000	Beast

Treasures

1. Eye of Heaven
2. Icicle Edge
3. Flare Crystal
4. Lapis Lazuli
5. Flare Crystal
6. Element Scepter
7. Element Scepter
8. Phoenix Feather
9. Extreme Guard

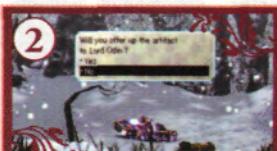
Enemy Encounters

1. Dragon Servant x2
2. Lesser Vampire x1, Ghast x1
3. Lesser Vampire x2, Dragon Servant x1
4. Dragon Servant x2
5. Ghast x2, Lesser Vampire x1
6. Dragon Servant x4
7. BOSS: Insane Yeti x3

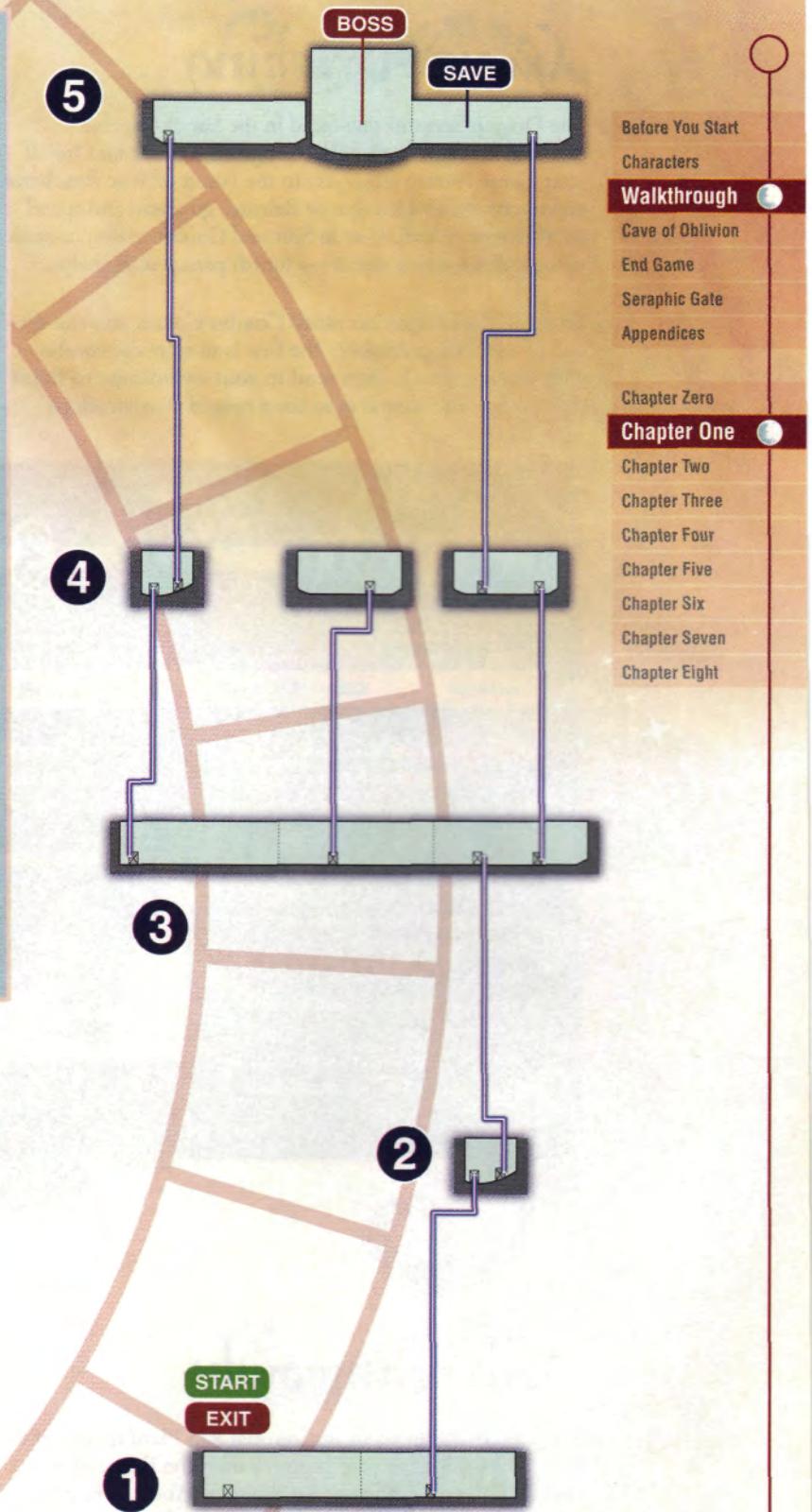
Dungeon Objectives



Defeat the Boss: Insane Yeti x3



Recover the 2 Artifacts.
(Receive 8200 Event Points: 600 per Artifact and 7000 for recovering them all.)



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Guard Breaking

The Dragon Servants you faced in the last chapter have returned to haunt both of the dungeons in Chapter One. If your Game Pattern sends you to the Forest of Woe first, before you recruit either Llewelyn or Belenus, go ahead and spend another two periods or so in Spiritual Concentration to open up one of those two events—a fourth person really helps.

To break the Dragon Servants' Combo Guard, you can do one of two things reliably: The first is to start the combo with a magic attack, then send in your swordsman to finish the combo. The second is to use a ranged bow attack to

start the combo. Llewelyn is an archer and the perfect candidate, but in a pinch Valkyrie can fill in as well. Check out Divine Item to see that a few bows have been added to the inventory. Buy a couple for both Valkyrie and Llewelyn, and have Valkyrie stand in as group archer until you decide to bring Llewelyn into the party.



Insane Yeti 3

Name	HP	Weaknesses	EXP Points (Easy)	EXP Points (Normal)	EXP Points (Hard)
Insane Yeti	5200	Fire, Beast	2100	700	-

Before you start this battle, teach Jelanda the Fire Lance spell, assuming you found the book that teaches it in the last chapter. It seems that the Insane Yeti you are about to face are weak to fire. Jelanda, the fire mage, is your secret weapon! This is especially true if she uses one of the Element Scepters in your inventory.

Follow Lenneth's sage advice and have the rest of the gang concentrate their attacks on one Yeti at a time while Jelanda unleashes Fire Storm on the group as a whole. If you fight smartly and counter all of the enemies' failed attacks, this battle will be over with no casualties.



Solde Catacombs

This dungeon appears in the Normal and Hard modes of the game and is slightly more complex than the Forest of Woe. However, the monsters remain the same. You can find the secret to the catacombs' riddles on a slab of granite near the dungeon's entrance. Read it to find out what you're tasked with today.



Solde Catacombs: All You Need To Know

Experience Points Acquired

	Easy	Normal	Hard
Normal Monsters	-	8620	6034
Boss(es)	-	4800	3360

Enemy Data

Monster Name	HP	Weaknesses
Dragon Servant	500	Ice
Drow Shaman	1000	Mage
Ghast	600	N/A
Lesser Vampire	400	N/A
Ramapithicus	4000	Beast

Treasures

- 1. Avoid
- 2. Short Bow
- 3. Attack Power
- 4. Fire Lance
- 5. Magic Power
- 6. Frigid Damsel
- 7. Emerald Necklace
- 8. Crown of Felmar
- 9. Secret of Damascus
- 10. Broad Sword
- 11. Eye of Heaven
- 12. Element Scepter

Enemy Encounters

- 1. Dragon Servant x4
- 2. Lesser Vampire x2, Dragon Servant x1
- 3. Lesser Vampire x2, Dragon Servant x1
- 4. Dragon Servant x3
- 5. Dragon Servant x2
- 6. Ghast x2, Lesser Vampire x1
- 7. Ghast x3
- 8. Dragon Servant x1
- 9. Lesser Vampire x1, Ghast x2
- 10. Dragon Servant x4
- 11. Dragon Servant x4
- 12. Dragon Servant x1
- 13. Dragon Servant x1
- 14. BOSS: Drow Shaman x2, Ramapithicus x1

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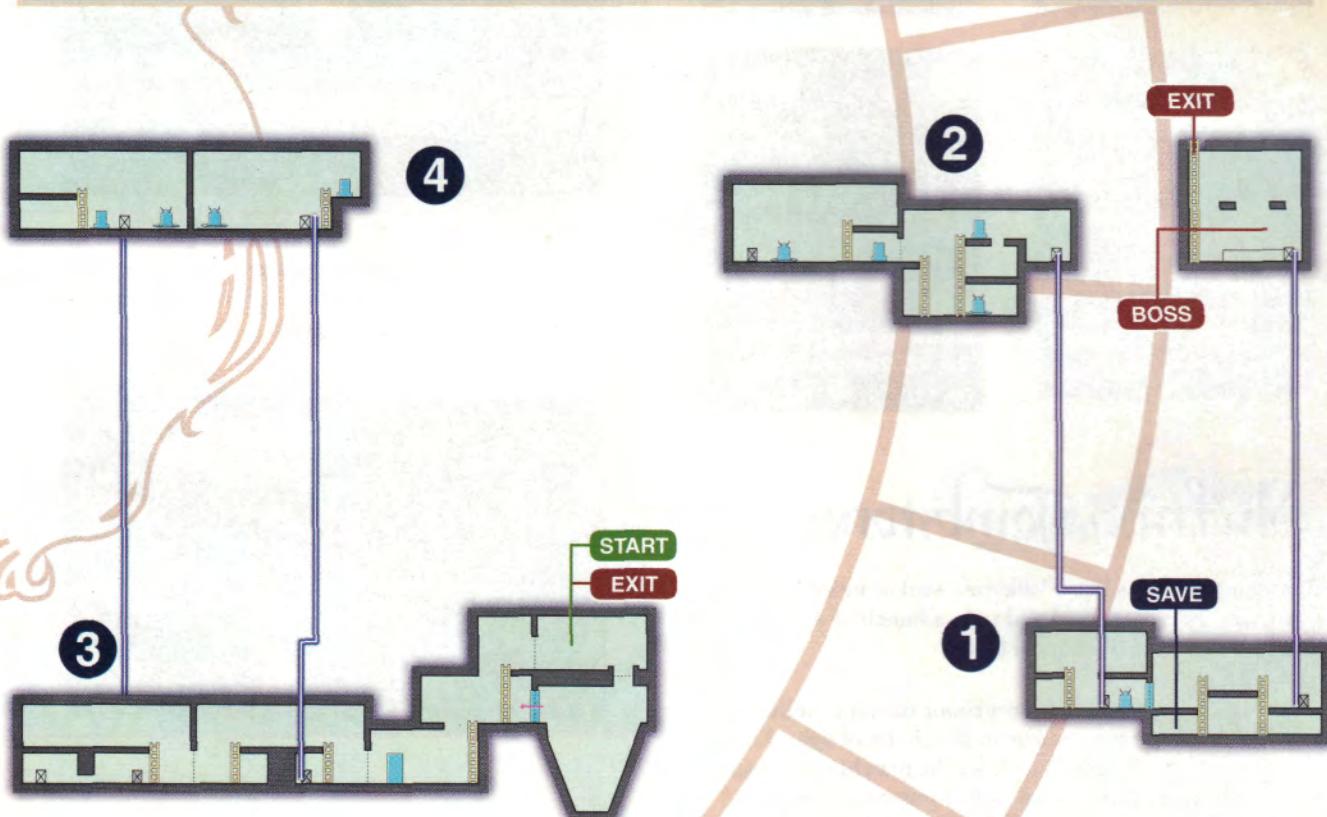
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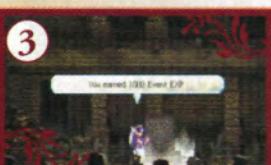
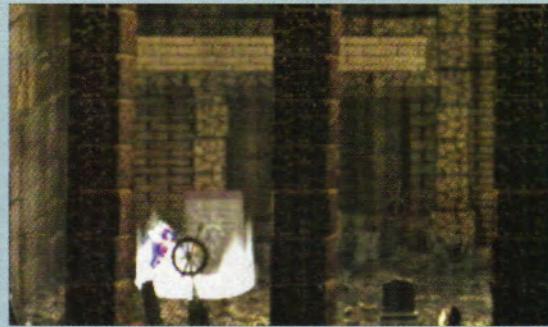
Dungeon Objectives



Use your sword to destroy the Gargoyle. Then move the tombstone into the Magic Circle. (Earn 1000 Event Points.)



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Use your sword to destroy the Gargoyle. Then move the tombstone into the Magic Circle. (Earn 1000 Event Points.)



Once you've completed Steps 1-4, destroy the last Gargoyle with your sword to open the door to the Boss Chamber. (Earn 5000 Event Points.)



Defeat the Boss (Drow Shaman x2 and Rampithicus x1). Recover all three artifacts. (Earn 11800 Event Points: 600 per ARTIFACT and 10000 for recovering all three.)

Push or pull the tombstone into its rightful place in the light by pressing the \otimes button while Valkyrie faces the slab. Then, while holding \otimes , move her in the direction you want to push or pull the object. Dragon Servants guard some tombstones, while others are just tricky to grip.



A fifth magic circle with another gargoyle lies at the end of the road. This time, the door to the boss's antechamber opens when you destroy the gargoyle.



Shifting Tombstones

Sometimes it seems like a Valkyrie's work is never done. Not only does she have to find and train a bunch of dead souls, but she also has to do manual labor!

There are four tombstones throughout the catacombs that you must move to four nearby magic circles of light. Locate the circle of light and then look for the matching tombstone somewhere in the same room—the tombstones are often guarded. Before you tackle moving the tombstone, destroy the gargoyle filling the tombstone's target location with a simple strike of Lenneth's sword.

Drow Shaman

Name	HP	Weaknesses	EXP Points (Easy)	EXP Points (Normal)	EXP Points (Hard)
Drow Shaman	1000	Mage, Holy Water of Mithra	1500	500	350
Rampithicus	4000	Beast	-	3800	2660

You must defeat two back-row casters and an overgrown ape. The ape is the least of your worries! Your first task in this battle is to take out the Fire Lance-casting Drow Shaman.

If you have Llewelyn in your party and an extra bow, have both him and Valkyrie assault the Drow Shaman with ranged bow attacks. Have Jelanda blast the whole enemy party with Fire Storm, or help out Valkyrie and Llewelyn with Fire Lances of her own. Arngrim or Belanus have to stick with beating on the Rampithicus.



Ideally, try to down one Drow Shaman every round or round-and-a-half, or you'll find yourself spending more time healing and resurrecting than you do actually fighting. The Drow Shaman like to concentrate their attacks on a single target and can easily kill said target in a round or two of casting.

Once you've killed the Shaman, send everyone against the Rampithicus and hope for a good, strong Purify Weird Soul round in which you can use most everyone's special attack.



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With two chapters under your belt, the game starts to change a little. If you look at the Recruitable Einherjar chart, you'll see that not every difficulty level and not every game pattern gets to recruit the same three characters during this chapter. That shouldn't really present you with any difficulties as far as fulfilling Freya's recruitment commands. After all, what she wants is pretty straightforward: a warrior skilled in Leadership and Tactics with the ability to Identify artifacts.

Chapter Two

The Facts About Chapter 2

Dungeons in Chapter 2

Name of Dungeon	Easy	Normal	Hard
Dragoncastle Caverns	X	X	-
Nethov Swamps	-	X	X
Salerno Academy	-	-	X

Recruitable Einherjar

Name	Easy (by pattern)				Normal (by pattern)				Hard (by pattern)				Location
	1	2	3	4	1	2	3	4	1	2	3	4	
Janus	X	X	-	-	-	X	-	-	-	X	-	-	Crell Monferaigne
Jun	-	X	-	X	-	-	-	X	X	X	X	X	Hai-Lan
Lawfer	-	-	-	-	X	X	X	X	X	X	X	X	Artolia
Nanami	X	-	-	-	X	-	X	-	X	-	-	X	Hai-Lan
Yumei	-	-	X	-	-	-	-	-	-	-	X	-	Hai-Lan

Artifacts

Name of Artifact	Easy	Normal	Hard	Send to Odin?
Scarlet Lotus Sword	X	X	-	No
Spear "Dark Angel"	X	X	-	No
Bark of the Dryad	-	X	X	No
Inscribed Fragment	-	X	X	Yes
Faith Fenn	-	-	X	Yes
Holy Grail	-	-	X	No
Tiara of the Holy Empress	-	-	X	No

Einherjar Requirements for Chapter 2

- Hero Value: 50+
- Class: Warrior
- Personal Characteristic(s): N/A
- Skills: Identify, Leadership, Tactics

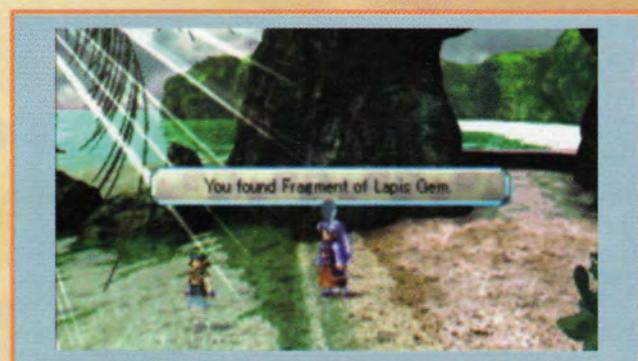
Ending A Dos and Don'ts for Chapter 2

- Do freely transfer Einherjar to Valhalla.
- Don't pay a visit to Weeping Lily Valley.
- Don't go to Gerabellum.

Choosing the Right Warrior for the Task

You get to recruit two to three characters this chapter, and that is really quite a lot. You might even want to consider sending two Einherjar to Freya during this turn. Because you cannot send Arngrim, you are stuck with Belenus (if you still have him) or possibly Jun or Lawfer. Lawfer appears only in Normal and Hard modes, and Jun is kind of hit or miss. Regardless, make the best of your options. Try to grab your chosen candidate early in the chapter. Check the Game Patterns table to figure out which characters you want to get and when, and then do multiple Spiritual Concentrations until you trigger the recruitment event. Take the characters

into the dungeons and level them up. Now that you have both Hero Value and Skill requirements, you'll find that you need to level up both equally. We recommend concentrating on leveling the character's Traits first and then start in on his Skills. Get the required skills to level 4 or above first, and then fill in if you have the points and time. If you need to use your store of Event Points to add a level or complete one, do so. It's worthwhile to transfer at least one character who meets the guidelines.



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Special Events

In Chapter One, we told you about some secret scenes that occur when you return to a character's hometown. Keep that up in this chapter as well. If you get to recruit Janus, take him back to Crell Monferaigne and pick up the Raven Slayer. To get the Fragment of Lapis Gem, take Yumei back to Hai-Lan once she joins your party. You can get the Dragonbane if you take Nanami back there and revisit the Pleiades Shrine.



Dragoncastle Caverns

This is another straightforward dungeon. It is basically a series of tunnels drilled into a mountain. You have ladders to help you climb up and down some of the longer tunnels. The road to the boss is long but relatively painless. However, don't let that prevent you from exploring the whole thing and grabbing all the treasure and experience points you can.



Dragoncastle Caverns: All You Need To Know

Experience Points Acquired

	Easy	Normal	Hard
Normal Monsters	37005	12335	-
Boss(es)	15000	5000	-

Enemy Data

Monster Name	HP	Weaknesses
Banshee	400	N/A
Current Fish	1300	Fire
Lesser Dragon	9000	Holy, Lightning, Poison, Dragon
Monstrous Viper	900	N/A
Venomous Spider	1500	Ice

Treasures

1. Quartz Gem
2. Vegetable Seed
3. Long Sword
4. Eye of Heaven
5. Savory
6. Slanting Rain
7. Aconite
8. Foxglove
9. Spear "Dark Angel"
10. Scarlet Lotus Sword
11. Element Scepter
12. Foxglove
13. Nightshade
14. Lapis Lazuli
15. Frigid Damsel
16. Short Spear
17. Fire Strom
18. Lapis Lazuli

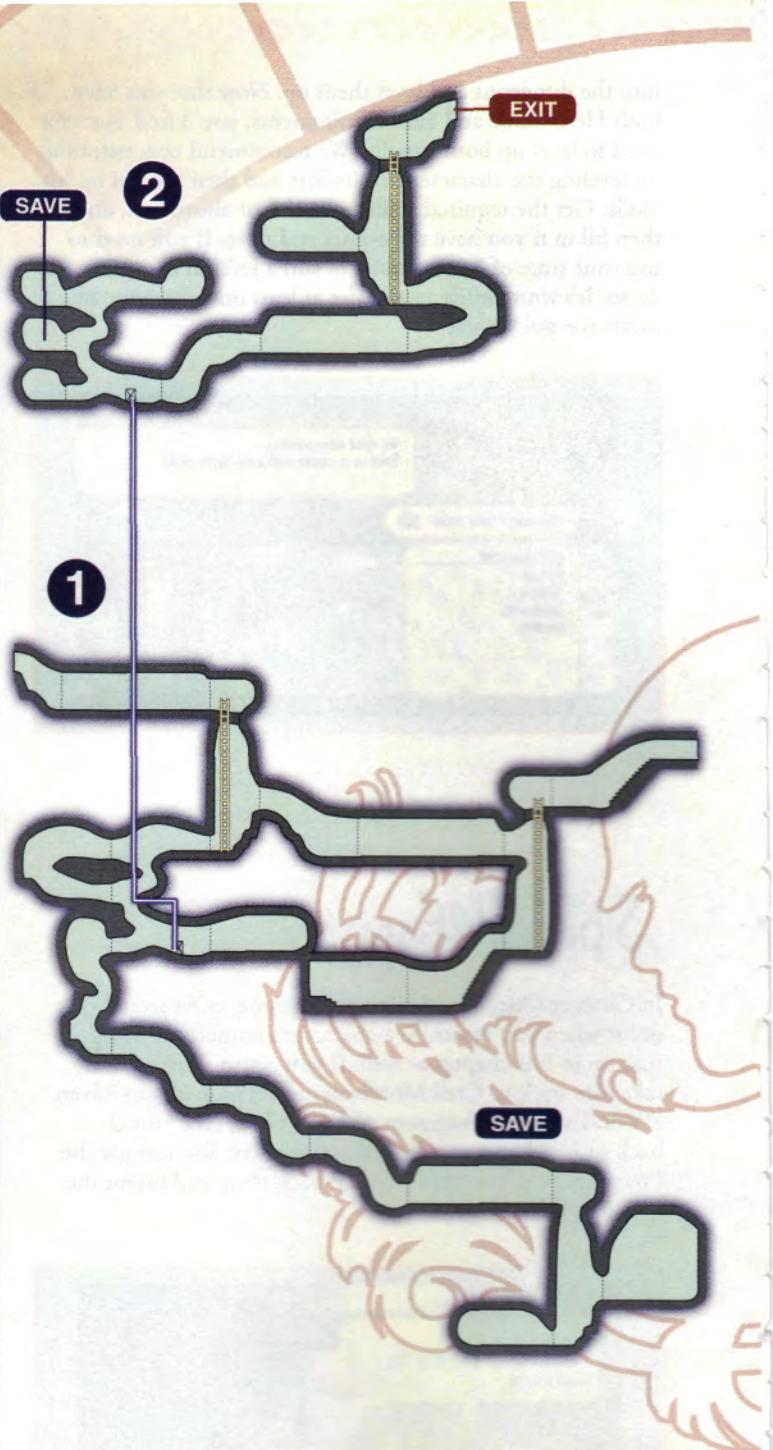
Enemy Encounters

1. Current Fish x2
2. Current Fish x3
3. Monstrous Viper x2
4. Venomous Spider x2
5. Current Fish x1, Monstrous Viper x2
6. Current Fish x2
7. Banshee x1, Current Fish x2
9. Venomous Spider x3
10. Current Fish x3, Venomous Spider x1
11. Banshee x1, Monstrous Viper x2
12. Current Fish x3, Venomous Spider x1
13. Banshee x1, Current Fish x2
14. Current Fish x1, Venomous Spider x2
15. Current Fish x1, Venomous Spider x3
16. Current Fish x1, Monstrous Viper x2
17. Banshee x2, Venomous Spider x1
18. Banshee x2, Venomous Spider x1
19. Current Fish x3
20. BOSS: Lesser Dragon x1

Dungeon Objectives



Defeat the Boss: Lesser Dragon. Recover all Artifacts. (Earn 20200 Event Points: 1100 for each Artifact and 18000 for recovering both of them.)



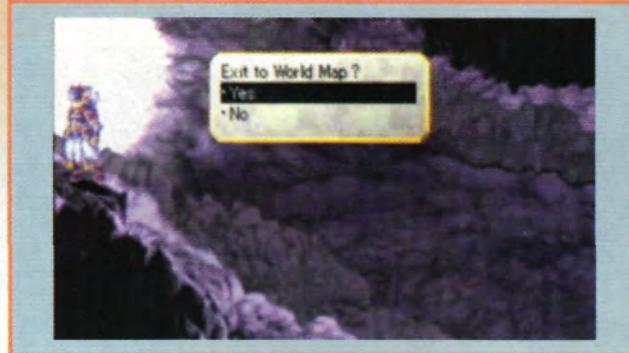
Down into the Depths

The boss in the Dragoncastle Caverns lies in the deepest depths of this dungeon's twisty tunnels. To get there, you must keep following the main tunnel as it goes down, down, down. Any tunnel or ladder that leads upward takes you to an exit (there are two), and you don't want that until the Lesser Dragon is dead.

However, in your quest for the Lesser Dragon's head, don't forget to look for various treasures in dead-end tunnels. There's plenty of decent loot here if you look hard enough.



When you get to the end of the final tunnel, you have to jump down to get to the boss's chamber. Taking the tunnel to the left gets you more loot. The opening to the right leads to the boss. To get out of this hole, you need only to use your crystal-making ability to form a ladder out of the dungeon.



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Lesser Dragon

Name	HP	Weaknesses	EXP Points (Easy)	EXP Points (Normal)	EXP Points (Hard)
Lesser Dragon	9000	Holy, Lightning, Poison, Dragon Slayer, Holy Water of Mithra	15000	5000	-

You can exploit a weakness of the Lesser Dragon to achieve a quick victory. If you took Arngrim back to Artolia to get his Dragon Slayer from his bedroom, equip that sword and use it to kill the Lesser Dragon in a single round of battle.

If you didn't get the Dragon Slayer or if you've already broken it, you'll have to kill this one the slow and painful way. The Lesser Dragon has powerful fire attacks and can use his Fire Lances to take out any character in almost a single round. Keep your party well healed and hit him for all you're worth, chaining combo attacks to score

Purify Weird Soul attacks. This battle shouldn't be all that hard for your team at this point. Just keep your party healed and hitting the beast hard each round, and you'll soon have another cleared dungeon on your list.



Nethov Swamps

The Nethov Swamps appear in both the Normal and Hard versions of the game and is actually pretty easy to navigate. The main difficulty lies in the boss at the end. The Dragon Zombie can be very challenging to defeat...unless you know its secret.

Nethov Swamp: All You Need To Know

Experience Points Acquired

	Easy	Normal	Hard
Normal Monsters	-	30560	21392
Boss(es)	-	6000	4200

Enemy Data

Monster Name	HP	Weaknesses
Dragon Zombie	13400	Holy, Fire, Lightning, Dragon
Figment	650	N/A
Mantrap Plant	1800	Darkness, Fire
Pongo Robustus	2300	Darkness, Fire
Vermin	530	Flying

Treasures

1. Holy Crystal
2. Shadow Servant
3. Shadow Servant
4. Element Scepter
5. Eye of Heaven
6. Wait Reaction
7. Holy Crystal
8. Daemon Slayer
9. Quartz Gem
10. Cure Condition
11. Flare Baselard
12. Short Spear
13. Bark of the Dryad
14. Inscribed Fragment

Enemy Encounters

1. Vermin x3
2. Vermin x3
3. Mantrap Plant x3
4. Mantrap Plant x1, Pongo Robustus x2
5. Mantrap Plant x2, Vermin x1
6. Mantrap Plant x2, Pongo Robustus x1
7. Mantrap Plant x4
8. Mantrap Plant x2, Vermin x1
9. Figment x2, Vermin x1
10. Figment x1
11. Figment x2
12. Figment x2, Vermin x1
13. Pongo Robustus x1
14. Pongo Robustus x2
15. Vermin x1
16. Vermin x2
17. Pongo Robustus x3
18. Mantrap Plant x2
19. Pongo Robustus x3
20. Figment x3
21. Figment x1, Vermin x2
22. Figment x3
23. Pongo Robustus x4
24. Pongo Robustus x2, Vermin x1
25. BOSS: Dragon Zombie x1

Dungeon Objectives



Cut down the rotting tree.
(Earn 5000 Event Points)



Defeat the Dragon Zombie.
Recover the two Artifacts.
(Earn 22200 Event Points:
1100 per Artifact and 20000 for recovering all of them.)

Nethov Swamps

The Nethov Swamps appear in both the Normal and Hard versions of the game and is actually pretty easy to navigate. The main difficulty lies in the boss at the end. The Dragon Zombie can be very challenging to defeat...unless you know its secret.

Nethov Swamp: All You Need To Know

Experience Points Acquired

	Easy	Normal	Hard
Normal Monsters	-	30560	21392
Boss(es)	-	6000	4200

Enemy Data

Monster Name	HP	Weaknesses
Dragon Zombie	13400	Holy, Fire, Lightning, Dragon
Figment	650	N/A
Mantrap Plant	1800	Darkness, Fire
Pongo Robustus	2300	Darkness, Fire
Vermin	530	Flying

Treasures

- 1. Holy Crystal
- 2. Shadow Servant
- 3. Shadow Servant
- 4. Element Scepter
- 5. Eye of Heaven
- 6. Wait Reaction
- 7. Holy Crystal
- 8. Daemon Slayer
- 9. Quartz Gem
- 10. Cure Condition
- 11. Flare Baselard
- 12. Short Spear
- 13. Bark of the Dryad
- 14. Inscribed Fragment

Enemy Encounters

1. Vermin x3
2. Vermin x3
3. Mantrap Plant x3
4. Mantrap Plant x1, Pongo Robustus x2
5. Mantrap Plant x2, Vermin x1
6. Mantrap Plant x2, Pongo Robustus x1
7. Mantrap Plant x4
8. Mantrap Plant x2, Vermin x1
9. Figment x2, Vermin x1
10. Figment x1
11. Figment x2
12. Figment x2, Vermin x1
13. Pongo Robustus x1
14. Pongo Robustus x2
15. Vermin x1
16. Vermin x2
17. Pongo Robustus x3
18. Mantrap Plant x2
19. Pongo Robustus x3
20. Figment x3
21. Figment x1, Vermin x2
22. Figment x3
23. Pongo Robustus x4
24. Pongo Robustus x2, Vermin x1
25. BOSS: Dragon Zombie x1

Dungeon Objectives

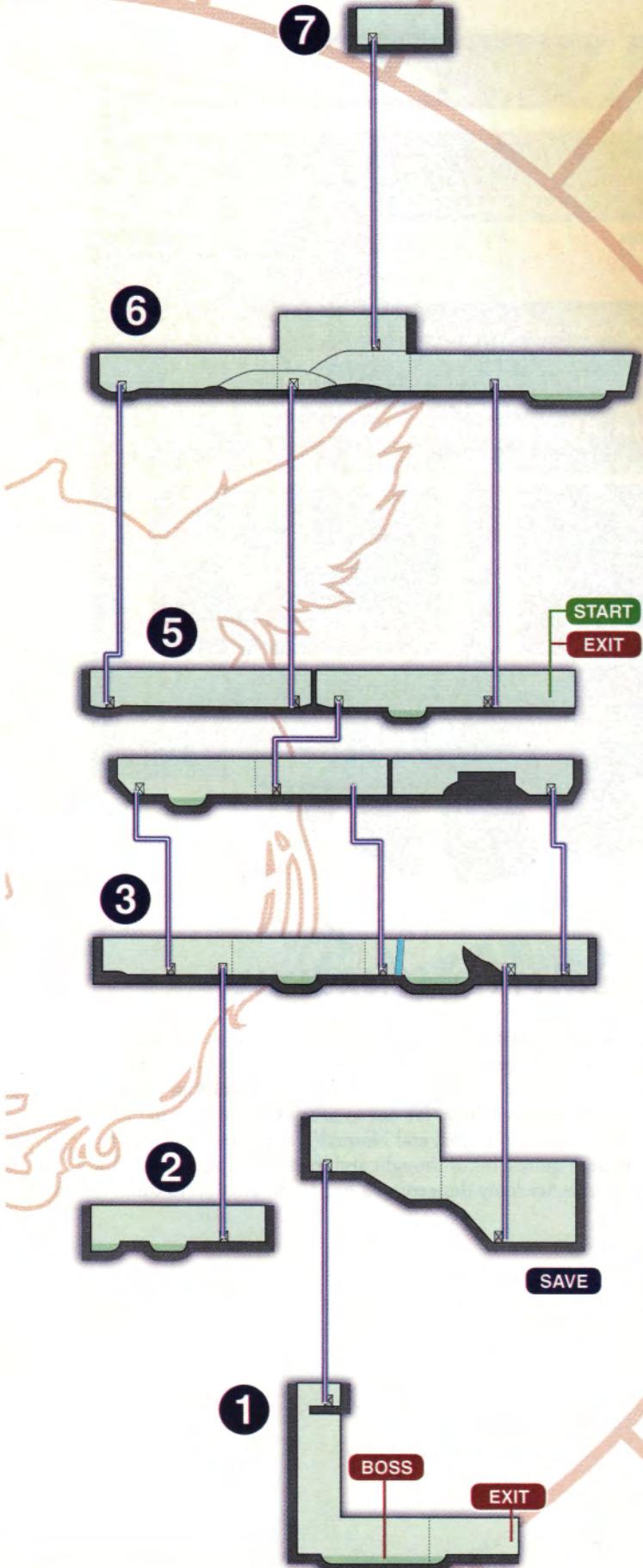


Cut down the rotting tree.
(Earn 5000 Event Points)



Defeat the Dragon Zombie.
Recover the two Artifacts.
(Earn 22200 Event Points:
1100 per Artifact and 20000
for recovering all of them.)

Life in the Swamps



The main things to watch out for are the swampy marshes themselves. On positive side, treasure lurks in the water. On the negative side, your run speed and jump height are compromised while you tread through the water. This makes it a bit harder to avoid enemies. However, you can take a running jump over most of the watery, swampy streams, and you can attack most enemies before you enter the stream.

In addition to the stretches of swamp, there are rotting tree trunks to climb up or chop down. Climb up this one to get to a chest with a Holy Crystal.



To access the boss chamber and clear the dungeon, you have to chop down this tree (it's close to the first Memory Camp). Just slash at it with your sword and it falls, sinking into the swamp below. Cross the swamp and then hop up onto the next fallen tree to access the final area before the boss chamber.



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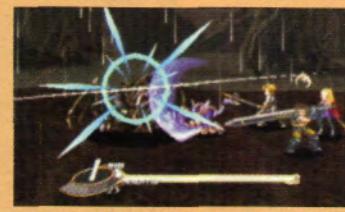
Dragon Zombie

Name	HP	Weaknesses	EXP Points (Easy)	EXP Points (Normal)	EXP Points (Hard)
Dragon Zombie	13400	Holy, Fire, Darkness, Dragon Slayer, Holy Water of Mithra	18000	6000	4210

This battle can be easy or difficult depending on whether or not you've taken Arngrim back to his room in Artolia. If you have, then you should have the Dragon Slayer in your inventory. Have one of your party members equip it during the battle, and use it to kill the dragon with one or two blows. You have to be careful when you use the Dragon Slayer; it is specifically intended to kill dragons and is rather fragile otherwise. Be sure to equip it only when you attempt to kill a dragon (you should probably save it only for bosses as well), and unequip it immediately afterward.

If you don't have this sword, you have a more difficult fight ahead. The dragon is strong against physical attacks, so your hard-hitting warriors aren't much help here. Instead, fill your ranks with magic users, which may be difficult depending on your difficulty level and Game Pattern. At least have

Jelanda prepared with Fire Lance and Shadow Servant (the beast is weak to Fire and Darkness magic). Don't be afraid to have your non-magic casters use the Holy Crystals you've found in this dungeon.



Salerno Academy

The halls of Salerno Academy are a testament to botany experiments gone awry. This is the first of the Hard-mode-only dungeons and a good example of what you can expect from the rest of them. It's not so much that they are harder than the Easy/Normal and Normal/Hard ones; rather, they require quite a bit of thought and puzzle solving to clear. The Salerno Academy dungeon is a good introduction to this.

Salerno Academy: All You Need To Know

Experience Points Acquired

	Easy	Normal	Hard
Normal Monsters	-	-	19549
Boss(es)	-	-	7000

Enemy Data

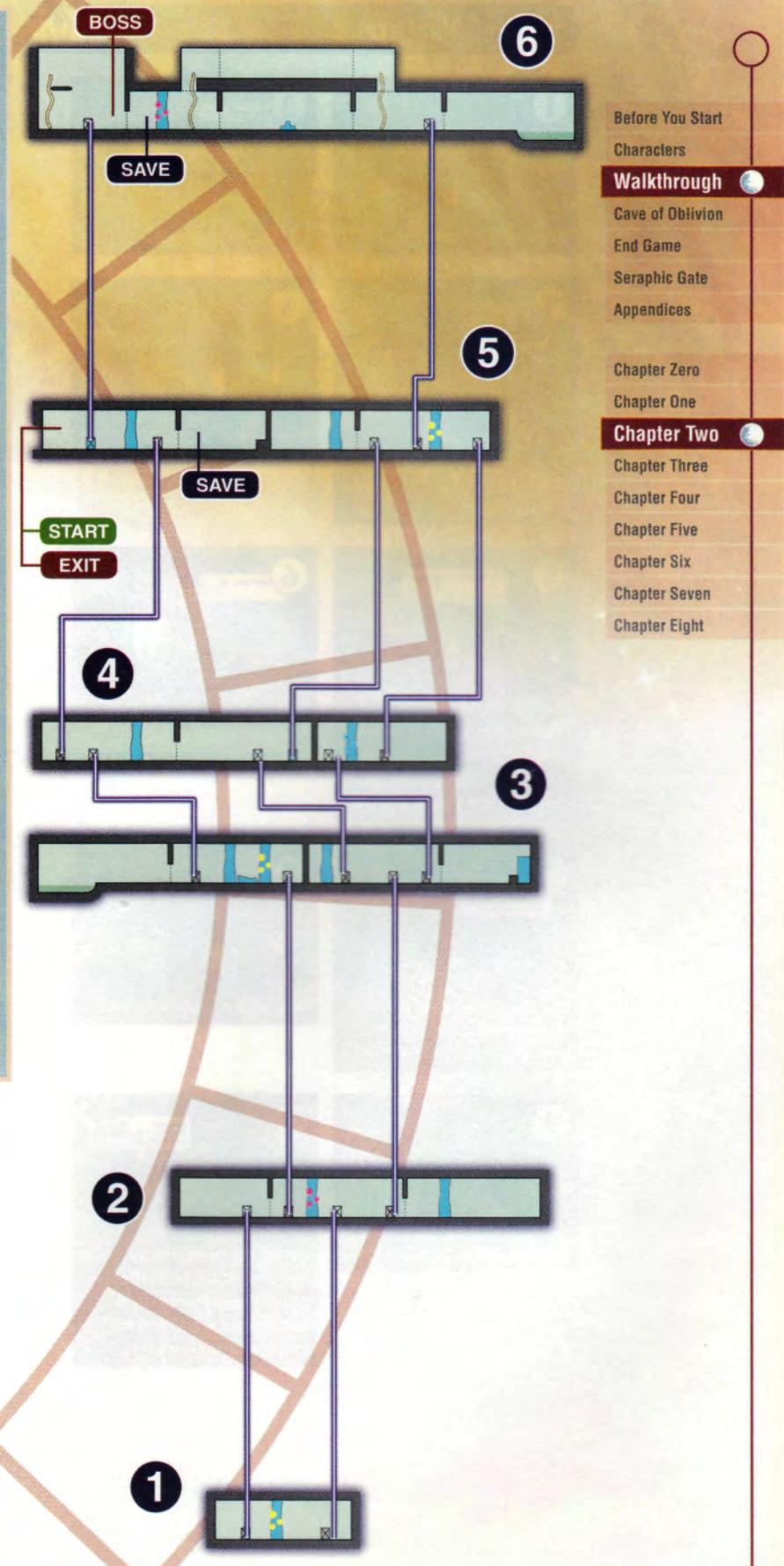
Monster Name	HP	Weaknesses
Figment	650	N/A
Harpy	12000	Fire, Poison, Flying, Raven Slayer
Mantrap Plant	1800	Darkness, Fire
Pongo Robustus	2300	Darkness, Beast
Vermin	530	Flying

Treasures

- 1. Holy Grail
- 2. Faim Fenn
- 3. Tiara of the Holy Empress
- 4. Flame Jewel
- 5. Element Scepter
- 6. Icicle Edge
- 7. Slanting Rain
- 8. Eye of Heaven

Enemy Encounters

- 1. Mantrap Plant x2
- 2. Pongo Robustus x4
- 3. Pongo Robustus x4
- 4. Mantrap Plant x2, Vermin x1
- 5. Vermin x1
- 6. Vermin x1
- 7. Figment x2
- 8. Mantrap Plant x2
- 9. Mantrap Plant x3
- 10. Pongo Robustus x4
- 11. Pongo Robustus x2, Vermin x1
- 12. Figment x3
- 13. Figment x3
- 14. Figment x3
- 15. Figment x3
- 16. Figment x3
- 17. Mantrap Plant x4
- 18. Mantrap Plant x4
- 19. Vermin x3
- 20. Vermin x3
- 21. Vermin x3
- 22. BOSS: Harpy



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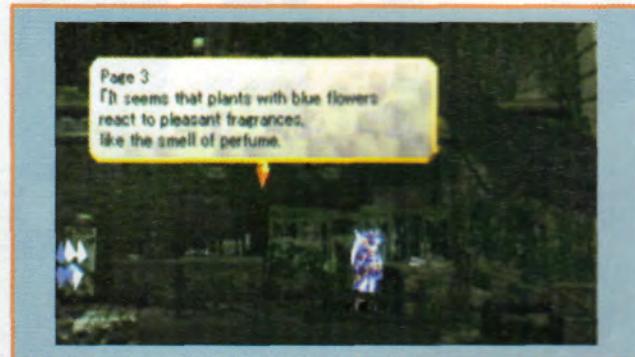
Dungeon Objectives



Scents and Vines



The first thing to do upon entering the dungeon is visit the room with the Memory Camp (near the entrance) and read the lab journal on the desk. Essentially, this book explains how the puzzles in the dungeon work. It seems the professor experimented on the effects of scents on different colored flowered vines. He discovered that certain scents make certain vines temporarily contract and wither away. With this information, you must make your way through the dungeon to the boss.



The good thing for you is that all of the scents are color-coded to match the flowered vine they affect. The Red-Flowered Vines wither at the "Red Scent," obtained by immersing yourself in a pool of water scented by the red flowers. Blue-Flowered Vines respond to Perfume with a blue aura, found on the corpse of a woman in the Academy itself. Yellow-Flowered Vines react to the "Yellow Scent" that pervades rooms full of yellow flowers. When you destroy the appropriate vine with the appropriate scent, it stays away as long as you remain on that screen. If you exit and return, you'll find that the vine has reappeared as strong as ever.



To lengthen the amount of time a vine remains decayed, sprinkle some Strong Acid on it. You'll find a capsule full of Strong Acid in Area Three of the dungeon. Examine the capsule and you'll get an individual use of the item. To sprinkle it on a withered vine, just press the **X** button when you are standing on the vine's former location. The effect of the Strong Acid lasts for 15 screens' worth of travel. Once you sprinkle the acid, make sure you know where you're going. We recommend that you clear out as much of the treasure and monsters as you can and get a feel for the area's layout before you start making the trek to the boss. Once you start your journey, you cannot make any false moves or mess up the instructions.



Use the Objectives with the maps to help you plot your course. You are going from the entrance to the Red Flower room in Area 3. Then to the Strong Acid room on the other end of Area 3. Next, proceed down to Area 2 and use the acid on the Red-Flowered Vine in your way. Enter the Yellow Flower room and pick up the scent. Then head to Area 3

and banish the Yellow-Flowered Vine to grab the Perfume off the corpse. From there, go back to the Strong Acid room and continue to Area 4 and the Blue-Flowered Vine. Use the Strong Acid on the vine's remains and backtrack to the Yellow Flower room to pick up the Yellow Scent. Use it on the Yellow-Flowered Vine in Area 5. At this point, you'll have traveled through 15 screens, so if you find yourself facing a respawned vine, you probably didn't find the most direct route or you made a misstep or two.

From the second Yellow-Flowered Vine, go to Area 6 and bathe in the Red Flower room. To prevent the scent from being washed off in the fountain, use the vine to climb up to the roof to bypass it altogether. On the other side, destroy the Red-Flowered Vine and then enter the boss's chamber. Prepare for an epic battle against the Harpy.



Harpy

Name	HP	Weaknesses	EXP Points (Hard)
Harpy	12000	Fire, Poison, Raven Slayer	7000

It's easy to win this battle if you recruited Janus during the chapter and you remembered to take him back home so he could pick up his Raven Slayer. This bow is specifically used to destroy flying creatures like the Harpy.

If you don't have that item, you get to kill the Harpy the old-fashioned way. Ranged attacks are the best way to start off each round. Have your caster send out her special pet from Wait Reaction, or cast a nice Fire Lance or Fire Storm spell, or have an Archer hit the flying woman with his bow. Strive to get in at least one Purify Weird Soul each round, as they make the battle that much shorter.

Look for the Harpy to cast Reflect Sorcery on herself at the start of the battle. It's unlikely that she'll do it a second time, but it does mean that for the first three rounds you can't use magic without your caster bearing the pain. Instead, have her heal the party, and keep an eye out for them while she waits to be able to cast again.



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CHAPTER

3

This chapter is a little longer than the last. It features four different dungeons; you get one if you are playing on Easy mode and three if you are adventuring on Normal or Hard. This chapter also presents you with an interesting challenge. You must send an archer to Freya, but only two have appeared so far: Llewelyn and Janus. Llewelyn is a given but because you picked him up in Chapter One there is a good chance that you may have already transferred him. Janus arrives over a variety of chapters depending upon your difficulty level and game pattern, so there is a good chance that you might not have acquired him. You may have some interesting choices ahead of you.

Chapter Three

The Facts About Chapter 3

Dungeons in Chapter 3

Name of Dungeon	Easy	Normal	Hard
Gorhla Cult HQ	X	X	-
Oddrock Caves	-	X	X
Brahms Castle	-	X	X
Clockwork Mansion	-	-	X

Recruitable Einherjar

Name	Easy (by pattern)				Normal (by pattern)				Hard (by pattern)				Location
	1	2	3	4	1	2	3	4	1	2	3	4	
Janus	-	-	-	-	X	-	-	X	X	-	-	X	Crell Monferaigne
Jun	-	-	X	-	-	X	X	-	-	-	-	-	Hai-Lan
Kashell	-	-	-	-	X	X	X	X	X	X	X	X	Camille Village
Nanami	-	-	X	-	-	-	-	-	-	X	X	-	Hai-Lan
Yumei	X	X	-	X	X	X	X	X	-	X	-	-	Hai-Lan

Artifacts

Name of Artifact	Easy	Normal	Hard	Send to Odin?
Gargoyle Statue	X	X	-	Yes
Incense Burner of Darlis	X	X	-	No
Golden Fowl	-	X	X	No
Grand Sting	-	X	X	Yes
Mirage Robe	-	-	X	No
Mirror of Pleiades	-	-	X	No

Einherjar Requirements for Chapter 3

- Hero Value: 65+
- Class: Archer
- Personal Characteristic(s): N/A
- Skills: Find Trap, Survival

Ending A Dos and Don'ts for Chapter 3

- Do freely transfer Einherjar to Valhalla.
- Don't pay a visit to Weeping Lily Valley.
- Don't visit Gerabellum.
- Don't meet with Brahms in the Brahms Castle!

Looking for an Archer!

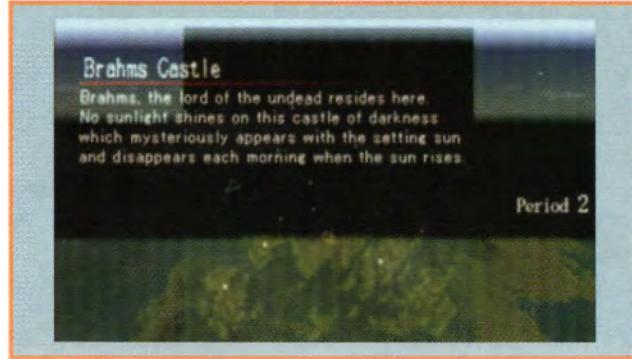
Freya's demands for the upcoming Sacred Phase are pretty simple. She wants an Archer with a Hero Value of 65 or above, who knows the skills Find Trap and Survival. Well, they *sound* simple. At this point in the game, you've had the opportunity to recruit two archers: Llewelyn in Chapter One and Janus in Chapter Two or Three (if you got lucky with your assigned game pattern). If you heeded our advice in Chapter One, you kept Llewelyn in your party, and hopefully you've been leveling him up since then.

If not, you either have to hope for Janus (who actually is the much better candidate) or send up some other character that fits all the requirements except for Class.

If the latter is the case, then try hard to pick and train someone who can easily surpass the other requirements. You'll take a hit in the ratings, but not enough to lose the game.

The Mysterious Castle

The other point of interest in this chapter is the mysterious appearance of Brahms Castle. This is an optional dungeon for Normal and Hard modes, and you can enter it whenever you desire. There is one catch though: each time you enter the dungeon, a timer starts, giving you four minutes to explore, loot, and kill monsters before the castle disappears and you find yourself on the World Map again. If you want to see Ending A, then consider leaving this dungeon alone until Chapter Four—an event that you must see with Brahms himself happens there. If Ending A is not a major priority for you, then go and have fun!



Gorhla Cult HQ

The Gorhla Cult HQ is a large, sinister-looking cathedral. When you first walk through, it seems deserted, with the exception of the corpses lying on the floor. When you trigger the first event, those corpses become living monsters waiting for you to kill and purify them. And kill them you must if you want the boss to reappear!



Gorhla Cult HQ: All You Need To Know

Experience Points Acquired

	Easy	Normal	Hard
Normal Monsters	102930	34310	-
Boss(es)	34200	11400	-

Enemy Data

Monster Name	HP	Weaknesses
Drow Shaman	1000	Mage
Knight Fiend	2500	N/A
Lesser Vampire	2500	N/A
Lesser Vampire	400	N/A
Necromancer	1000	Mage
Noble Vampire	10500	N/A
Thaumaturgist	2200	Poison, Mage
Will-O'-Wisp	6500	Darkness

Treasures

1. Sap Power
2. Adept Illusion
3. Guts
4. Mithril Ore
5. Eye of Heaven
6. Quartz Gem
7. Fairy Ring
8. Poison Check
9. Ether Scepter
10. Lapis Lazuli
11. Incense Burner of Darlis
12. Gargoyle Statue

Enemy Encounters

1. Lesser Vampire x2, Thaumaturgist x1
2. Lesser Vampire x1, Necromancer x2
3. Lesser Vampire x1, Lesser Vampire x2
4. Lesser Vampire x2, Thaumaturgist x1
5. Lesser Vampire x1, Lesser Vampire x2
6. Lesser Vampire x1, Necromancer x2
7. Knight Fiend x1, Thaumaturgist x2
8. Necromancer x1, Knight Fiend x1
9. Lesser Vampire x1, Necromancer x2
10. Lesser Vampire x2
11. Lesser Vampire x1, Night Fiend x2
12. Lesser Vampire x2, Thaumaturgist x1
13. Lesser Vampire x2
14. Lesser Vampire x1, Lesser Vampire x2
15. Knight Fiend x1, Thaumaturgist x2
16. Lesser Vampire x1, Night Fiend x2
17. Lesser Vampire x1, Lesser Vampire x2
18. Lesser Vampire x1, Lesser Vampire x2
19. Lesser Vampire x2, Thaumaturgist x1
20. Drow Shaman x2, Knight Fiend x1
21. BOSS: Noble Vampire x1, Will-O'-Wisp x3

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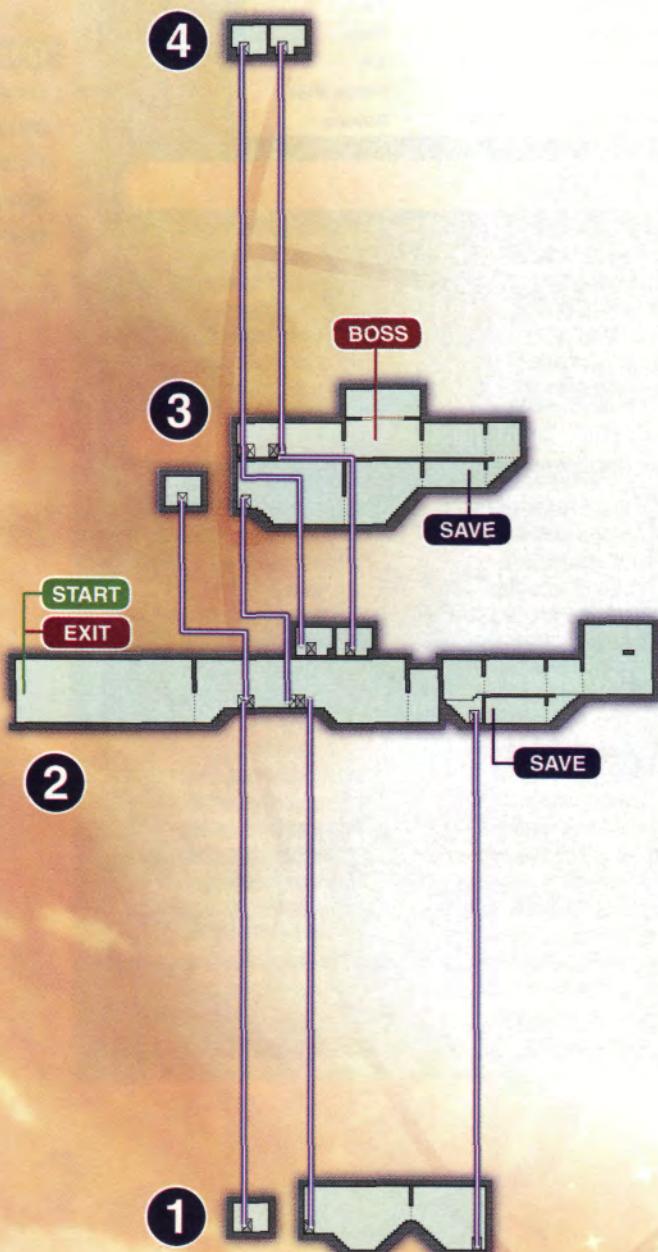
Defeat the group of Lesser Vampire x2 and Thaumaturgist x1 to summon the Noble Vampire.



Defeat 7 groups of enemies in the dungeon to trigger the return of the Boss.



Defeat the Boss: Noble Vampire. Recover all Artifacts. (Earn 33200 Event Points: 1600 per artifact recovered and 30000 for recovering all of them.)



The Cult of the Noble Vampire

When you first enter the Gorhla Cult HQ, it seems deserted. There are dead bodies on the floor but none wandering around or floating in the air like normal. Think of it as a temporary break from all the fighting, and use the time to get to know the dungeon and grab all of the available loot.



However, when you reach the first checkpoint, things in the cathedral change drastically. The Noble Vampire appears and summons spirits to animate the corpses scattered throughout the dungeon. After he disappears, you have to kill seven groups of enemies before the boss battle starts automatically. Once you defeat the Noble Vampire and his posse of Will-O'-Wisps, all of the monsters disappear again, so your chance to kill and gain experience is limited. The monsters in this dungeon are slightly harder than the ones you've faced before.



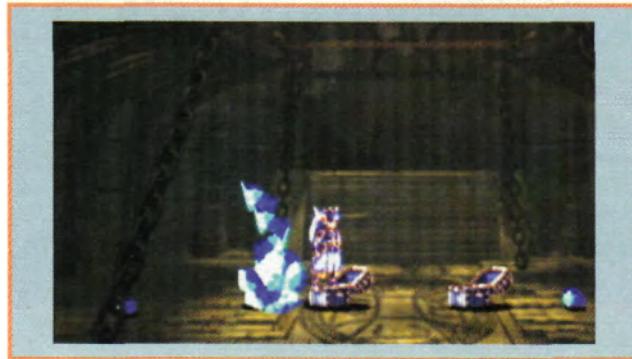
They have the ability to infect your party with status abnormalities. If you are playing on Normal mode, you should already have the Cure Condition ability; you can use that to cure things like Poison. If not, make sure you grab the necessary potions from Divine Item either before you enter the dungeon or whenever you visit one of its two Memory Camps.

Building Steps of Crystal

The one new thing that you learn in this dungeon is how to build Crystal Steps in order to access things out of reach. In the chamber where you find the dungeon's two Artifacts, you find that there are four Treasure chests sitting on out-of-reach platforms. However, because there are no nearby walls to shoot crystals at, and a large Crystal just isn't large enough to reach the chains above, you have to improvise.



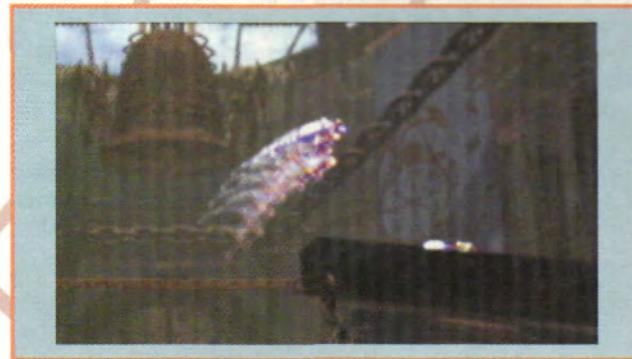
Create a large crystal on the floor near the edge of one of the overhead platforms. Then move away and create and destroy two or three regular-sized crystals. This leaves you with one large, rectangular shard and one small shard per destroyed crystal. Pick up one of the larger shards by standing next to it and pressing the **X** button. Then walk over to the large crystal and press the **O** button to gently set it on top of the large crystal. Do the same with the second and third larger shards.



Then, hop on the large crystal just to the side of your shard stack and pick one up. Using the **O** button, gently set it on top of one of the other shards, creating a step. You may have to play around with the distance at which you stand when you drop the shard in order to get them to stack correctly.



Standing on the shards themselves does not cause the Crystal to shatter, so as long as you jump onto the shards directly, you can use this makeshift set of stairs as long as you need to. Two steps should be enough to allow you to jump up and grasp the chain overhead. If you are still having trouble reaching it, stack the third shard on your pile. From the chain, you can easily jump to either platform and grab the treasure in the chests.



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Noble Vampire

Name	HP	Weaknesses	EXP Points (Easy)	EXP Points (Normal)	EXP Points (Hard)
Noble Vampire	10500	Holy Water of Mithra	27000	9000	-
Will-O'-Wisp	6500	Darkness	2400	800	-

This is one of the tougher boss battles in the Easy/Normal version of the game, specifically because of the three Will-O'-Wisps guarding the Noble Vampire. All four enemies use the Lightning Bolt attack, and the damage really stacks up after a while. But that is the least of your worries.

When the Wisps get below 50% HP, there is a chance that they will use their self-destruct attack. This attack is extremely powerful and deals damage to your whole party. To counter this, take on each Wisp one at a time. If you have a mage in your party, teach her Shadow Servant and set it as her primary spell. Then, attack one of the Will-O'-Wisps full out, striving for a round of Purify Weird Soul attacks to finish it. Repeat that, if possible, for two more rounds to take out the remaining two Wisps.

Once you've downed the Will-O'-Wisps, focus all attacks on the Noble Wizard. With a single Lightning Bolt attack per round, your party should be able to focus more on killing and less on healing and, as a result, the Vampire should die quite easily.



Oddrock Caves

This dungeon does not show up as a result of Spiritual Concentration but is connected to the Kashell recruitment event. Because Kashell shows up only in the Normal and Hard modes, this dungeon is restricted to them. Once you recruit Kashell in Camille Village, return to that location and head to the Graveyard. There you get Kashell's sword, Vainslayer, and you can enter the crypt that Kashell and Celia discovered. The Oddrock Caves are an interesting place to explore. They feature some interesting puzzles that require an unusual application of Valkyrie's Crystal-firing abilities!



Oddrock Caves: All You Need To Know

Experience Points Acquired

	Easy	Normal	Hard
Normal Monsters	-	38990	27293
Boss(es)	-	13000	9100

Enemy Data

Monster Name	HP	Weaknesses
Dragon Zombie	13400	Holy, Fire, Lightning, Dragon
Drow Shaman	1000	Mage
Greater Demon	22000	Demon
Knight Fiend	2500	N/A
Lesser Vampire	400	N/A
Lesser Vampire	2500	N/A
Necromancer	1000	Mage

Treasures

1. Defend
2. Flare Baselard
3. Bastard Sword
4. Dragon Slayer
5. Sap Guard
6. Eye of Heaven
7. Warhammer
8. Trick Step
9. Golden Fowl
10. Grand Sting

Enemy Encounters

1. Knight Fiend x2, Lesser Vampire x1
2. Dragon Zombie x1
3. Knight Fiend x2, Lesser Vampire x1
4. Lesser Vampire x2
5. Knight Fiend x2, Lesser Vampire x1
6. Knight Fiend x1, Necromancer x1
7. Lesser Vampire x3
8. Lesser Vampire x1, Lesser Vampire x2
9. Knight Fiend x1, Necromancer x1
10. Lesser Vampire x3
11. Drow Shaman x2, Knight Fiend x1
12. Lesser Vampire x1, Necromancer x2
13. Dragon Zombie x1
14. Lesser Vampire x1, Necromancer x2
15. Dragon Zombie x1
16. Drow Shaman x2, Knight Fiend x1
17. Knight Fiend x2, Lesser Vampire x1
18. BOSS: Greater Demon x1

Dungeon Objectives



Use the beam of light to freeze the column, then destroy it with your sword. (Earn 6000 Event Points.)



Use the beam of light to freeze the column, then destroy it with your sword.



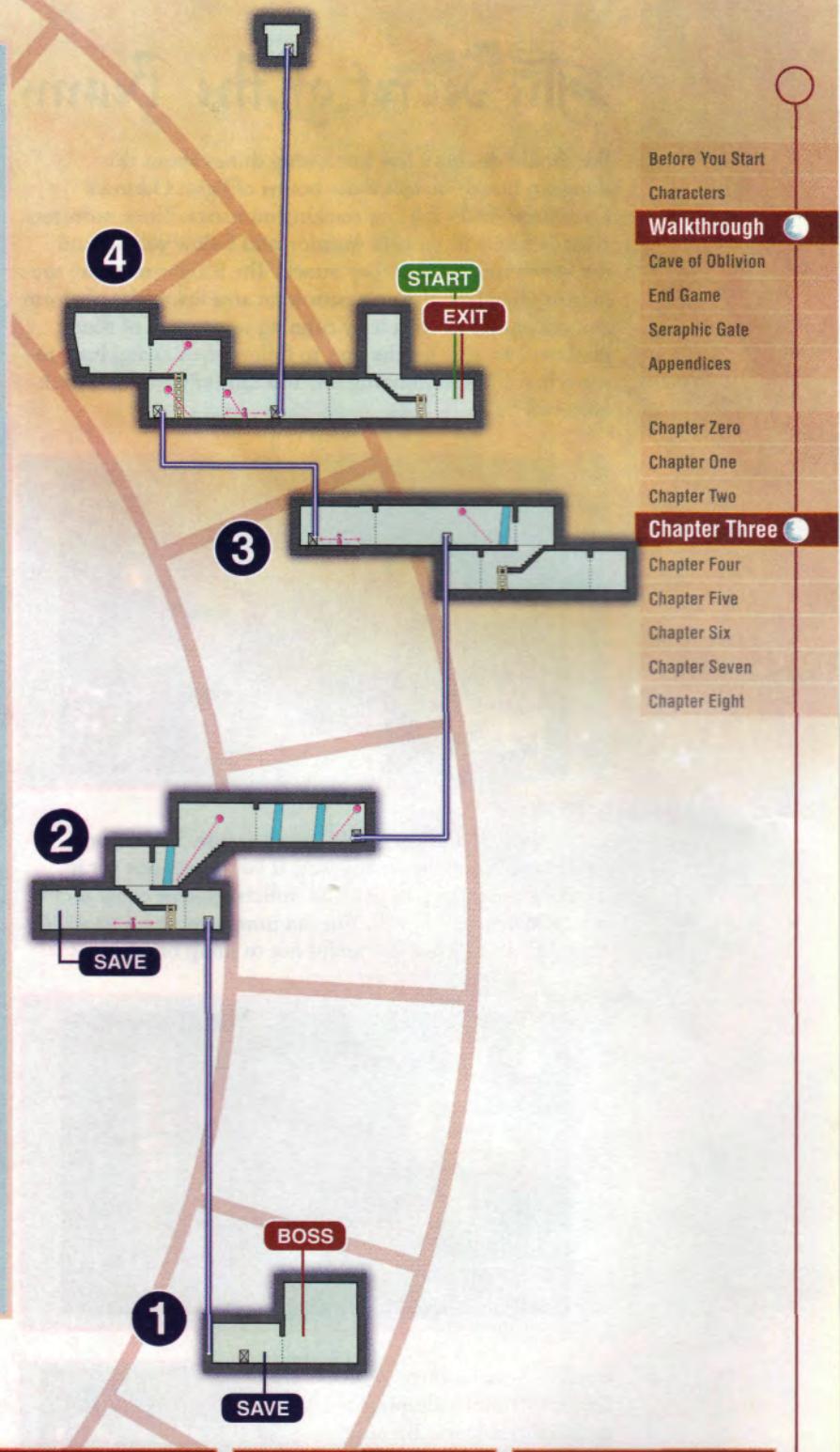
Use the beam of light to freeze the column, then destroy it with your sword. (Earn 12000 Event Points.)



Use the beam of light to freeze the column, then destroy it with your sword.



Defeat the Boss: Greater Demon. Recover all Artifacts (Earn 33200 Event Points: 1600 per Artifact and 30000 for recovering them all.)



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The Secret of the Beams

We should discuss a few interesting things about this dungeon before we tackle the beams of light. Oddrock Caves introduces the first tracking monsters. These monsters actually home in on your location and follow you around the screen until you or they attack. The Knight units are the biggest offenders. If a unit patrols an area below the platform you are on, try to trick it by running to one side of the platform, waiting for the unit to follow, then racing back to the other side and jumping off. You can initiate your attack once you land.



You'll discover moving statue patrols inside. You cannot attack or defeat them in any way. If you touch one (or it touches you), it freezes you and inflicts damage equal to 5% of your character's DMÉ. You can jump over them to avoid their cold hands; just be careful not to jump on them.



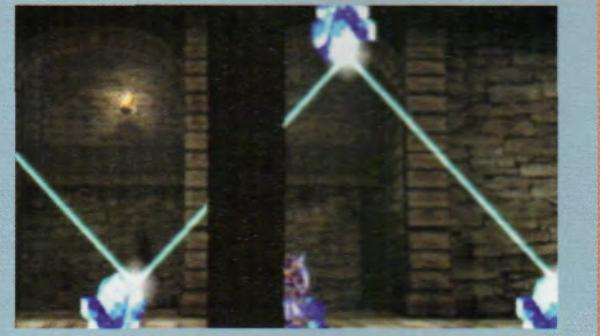
Finally, there are three Dragon Zombies sleeping in this mausoleum. Because these monsters are affected only by magic attacks, you should be sure to fill your party full of sorcerers. Or you can just equip a Dragon Slayer (there's one in this dungeon) and be done with the battle in a single blow!



The big gimmicks in this dungeon are the beams of light that come shooting out of the sentries posted at various points on the ceiling. The first few sentries you meet in the starting area serve no purpose other than to freeze you if you get caught in the icy cold beam. Because this also damages your party, avoid the light here.

Instead, look for sentries posted near the columns of goo that block your progress through the dungeon. It seems reasonable that if the beams can freeze you, they can also freeze impenetrable columns of goo. Watch where the beam of light hits the floor (or wall, etc.) and plant a large crystal in that spot. The next time the light hits that area, it should be reflected off the crystal and hopefully at the column you want to freeze.

The first puzzle is easy but the difficulty increases as you progress through the dungeon, requiring more crystals and more precise positioning.



Greater Demon

Name	HP	Weaknesses	EXP Points (Easy)	EXP Points (Normal)	EXP Points (Hard)
Greater Demon	22000	Demon Slayer	-	13000	9100

The Greater Demon is a tough boss to be sure. He hits hard and can easily kill one person per round. This is not a battle for low level characters. If, by some chance, you have a Daemon Slayer in your inventory, use it for an automatic win. If you don't, prepare for an endurance battle.

The best way to defeat the Greater Demon is to combine your party's attacks so that you can fill the Charge Gauge and provoke a Purify Weird Soul round. These extra special attacks go a long way toward taking a chunk out of the Demon's HP. The only problem with this is that you'll want to save your sorcerer character for healing the party every round she can. Wait Reaction is a great skill, as it allows her to send her familiar out to attack every round she can't cast. While the familiar doesn't inflict much damage, you can almost always count on it to harass the boss, preventing him from countering or dodging your attacks. The Greater Demon's big trick is his ability to dodge your attacks, ultimately shutting down big combos. If you can knock him off balance first, you can get a lot more attacks in per round.



Brahms Castle

Like Oddrock Caves, this dungeon is optional and doesn't appear through Spiritual Concentration. This castle appears in the west part of the map at the start of the chapter, and you can visit it whenever you want. There is a catch though! Once you enter the castle, you have four minutes to grab what you want before it disappears and puts you back on the World Map. Sounds like fun, right?

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Brahms Castle: All You Need To Know

Experience Points Acquired

	Easy	Normal	Hard
Normal Monsters	-	29200	20440
Boss(es)	-	0	0

Enemy Data

Monster Name	HP	Weaknesses
Brahms	52000	N/A
Demon Servant	2000	Demon
Lesser Vampire	2500	N/A
Ram Guardian	25600	Dragon
Succubus	2000	Holy, Demon
Vampire Lord	5000	N/A

Treasures

1. Heal
2. Savory
3. Stone Torch
4. Flare Baselard
5. Moonflax
6. Unicorn Horn
7. Combo Counter
8. Nightshade
9. Normalize
10. Vegetable Seed
11. Burgundy Flask
12. Throw
13. Beast Slayer
14. Warhammer
15. Lapis Lazuli
16. Mithril Ore

Enemy Encounters

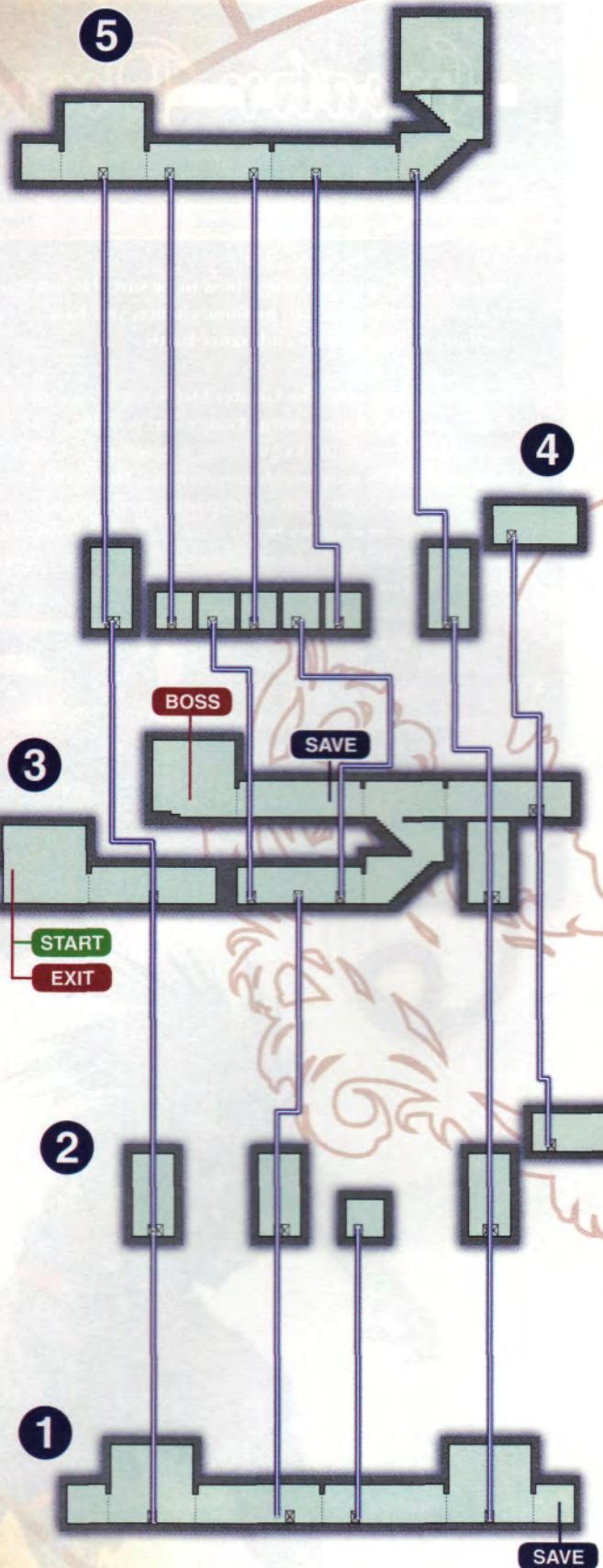
1. Lesser Vampire x2
2. Demon Servant x1
3. Vampire Lord x1
4. Succubus x1
5. Succubus x2
6. Demon Servant x1
7. Demon Servant x2
8. Demon Servant x2
9. Demon Servant x1
10. Lesser Vampire x2, Vampire Lord x1
11. Vampire Lord x1
12. Vampire Lord x1
13. Ram Guardian x1
14. Vampire Lord x2
15. Vampire Lord x2
16. BOSS: Brahms x1

Dungeon Objectives

Because this is an optional dungeon, there are no Objectives.

The Four-Minute Dungeon

The timer starts counting the moment you enter the dungeon. It stops during battles and while you are on the map and camp screens. So, if you need a break, do one of those three things.



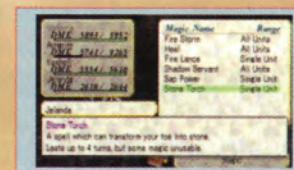
The main objective of this dungeon is the loot itself. If you are playing on Hard mode, you need the Beast Slayer that's here before you tackle the boss in the Clockwork Mansion. It's not required, but it sure does make killing the boss there much easier.



You should be able to clear the dungeon of all it contains in two runs. Go north through the first door after you enter the castle. Then clear area 5 and the rooms to which it leads. Go through the door furthest east, then south down to area 1. Clear out the hallway as well as the rooms off of it. If there's still time, go through the door second from the left, and down the hallway to area 3. Clear the rooms to the right and take on the Ram Guardian if you dare. But don't pass up the Memory Camp to the left. Not yet, anyway.

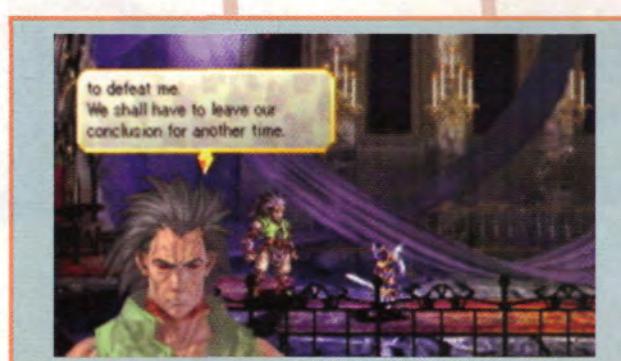
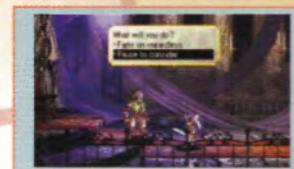


The Ram Guardian straddles the line between a boss and particularly hard normal monster. Its only weakness is against the Dragon Slayer blade. If you have one, equip it, and the battle will go much easier. If not, be prepared to possibly wipe horribly. The Ram Guardian is not affected by magic attacks, but you can petrify it with Stone Torch. Again, there is a copy of the spell in the dungeon, so be sure to grab it and teach it to your sorcerer before you take on the Ram Guardian. As with all tough monsters, put together nice combo attacks and fill the Charge Gauge in order to get a series of Purify Weird Soul attacks. However, this may not be enough. The Ram Guardian's Advanced Sword X attack can easily kill off a character per round. If Stone Torch fails and the monster goes after the character that has the Dragon Slayer, you might not even be able to win using that trick either.



Brahms, the lord of the Castle, is down the hallway to the left of the Ram Guardian. If you are trying to get the A Ending, *do not* go past the Memory Camp until you hit Chapter Four. You have to see the cut-scene "Lord of the Immortals" specifically in Chapter Four, or you won't trigger that ending.

Then it's time to fight Brahms. Actually, you have two options. You can choose to fight Brahms and die horribly (he can't be beaten at this stage of the game unless you cheat), or you can opt not to fight him. Regardless of what you choose, the outcome is similar: Brahms survives.



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Clockwork Mansion

This is another Hard-mode-only dungeon, and it's pretty tricky. The centerpiece is a rotating cube of rooms through which you have to find a path. On the other side of this cube is an extremely fierce boss. But then again, what else would you expect from Hard mode?

Clockwork Mansion: All You Need To Know

Experience Points Acquired

	Easy	Normal	Hard
Normal Monsters	-	-	11970
Boss(es)	-	-	12600

Enemy Data

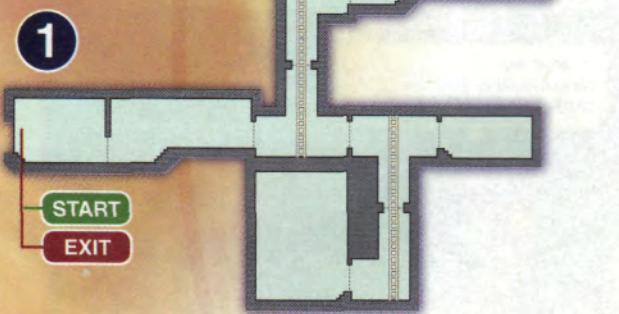
Monster Name	HP	Weaknesses
Chimera	20000	Beast
Necrophidius	3600	N/A

Treasures

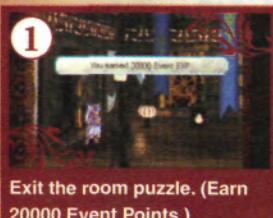
- 1. Guts
- 2. Adept Illusion
- 3. Eye of Heaven
- 4. Mirage Robe
- 5. Mirror of Pleiades

Enemy Encounters

- 1. Necrophidius x2
- 2. Necrophidius x3
- 3. Necrophidius x2
- 4. Necrophidius x3
- 5. Necrophidius x3
- 6. Necrophidius x3
- 7. Necrophidius x3
- 8. BOSS: Chimera



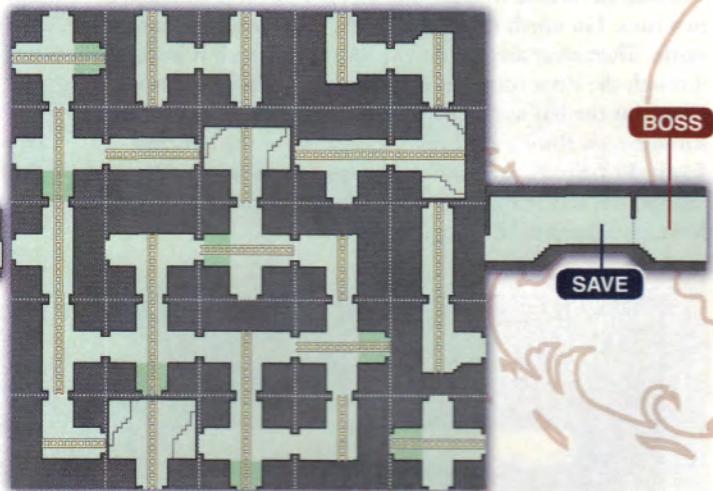
Dungeon Objectives



Exit the room puzzle. (Earn 20000 Event Points.)

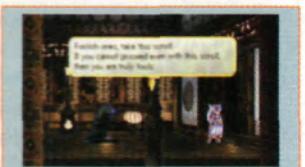


Defeat the Chimera. Recover the Artifacts. (Earn 53200 Event Points: 1600 for each Artifact and 50000 for recovering them all.)



The Solution to the Puzzle

Okay, this dungeon presents you with quite the brain teaser. You get a map that updates the room's positions in real time, but that may not be enough information to get you through the cube of rooms. Because this is a strategy guide, we'll give you the answer.



From the entrance, fight your way to the first ladder. Not sure how to get into that room? You have to jump over the door's rather high stoop. Seriously, just take a flying leap at the paper-covered door, and you sail directly through.

Once you get the loot from the chests in the rooms below (including the Guts scroll), head up to the top room and approach the door to the puzzle area. You get a scroll that can be accessed only inside the puzzle and a stern warning about the difficulties ahead.

If you number the rooms in the cube from 1-25 from left-to-right and top-to-bottom, the order of rooms you have to visit is: 11, 16, 17, 18, 13, 18, 13, 12, 7, 2, 3, 4, 9, 4, 9, 14, and 15.

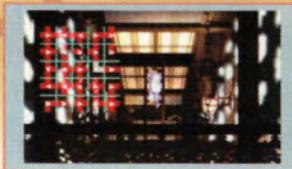


There are a few things you should know as you make your way through the puzzle. First, if you get lost, all you have to do is touch the floating drone to be automatically teleported to the entrance. Of course, these drones also exist to keep you from dawdling.

Next, in rooms with standing water, Valkyrie cannot jump high enough while she's in the water to go through the door. Instead, jump from the only dry surface around: the piece of wood.



The map helps you see how you're doing at following the path through the cube. The map shows you how the rooms rotate and the pathways shift. This is especially important when you go back and forth between two rooms specifically to rotate them and form a path.



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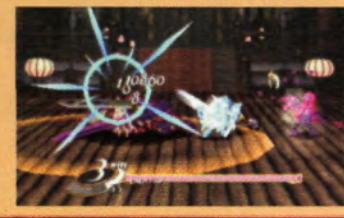
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Chimera

Name	HP	Weaknesses	EXP Points (Easy)	EXP Points (Normal)	EXP Points (Hard)
Chimera	20000	Beast Slayer	-	-	12600

If you traveled to Brahms Castle and picked up the Beast Slayer, then you have an advantage against the Chimera. This is the only thing it is weak against and, with the Beast Slayer, you can slay the creature in a round.

If you don't have the Beast Slayer, you get to do this the hard way. The Chimera starts off with an attack that involves all three of beast's heads. Because each head focuses on a different type of magic, you get hit with Fire, Ice, and Poison all at once. You can bet that at least one of your party members will be hit with some incapacitating status anomaly. Poison and Freeze checks are a good idea. The good thing is that, after the first round, only one of the heads attacks per round. This makes it slightly easier to defeat the Chimera. Keep up the combos and Purify Weird Soul attacks as much as you can, and the Chimera should fall for you with relative ease.



Chapter Four

The Facts About Chapter 4

Dungeons in Chapter 4

Name of Dungeon	Easy	Normal	Hard
Black Dream Tower	X	X	-
Tower of Lizard Valeth	-	X	X
Cave of Thackus	-	X	X
Dark Tower of Xervah	-	-	X

Recruitable Einherjar

Name	Easy (by pattern)				Normal (by pattern)				Hard (by pattern)				Location
	1	2	3	4	1	2	3	4	1	2	3	4	
Aelia	-	-	-	-	X	X	X	X	X	X	X	X	-
Janus	-	-	X	X	-	-	X	-	-	-	X	X	Crell Monferaigne
Jun	X	-	-	-	X	-	-	-	-	-	-	-	Hai-Lan
Lorenta	-	-	-	-	X	X	X	X	X	X	X	X	-
Nanami	-	X	-	X	-	X	-	X	-	-	-	-	Hai-Lan
Yumei	-	-	-	-	-	-	-	-	X	-	-	X	Hai-Lan

Artifacts

Name of Artifact	Easy	Normal	Hard	Send to Odin?
Bewitching Statue	X	X	-	No
Fairy Bottle	X	X	-	No
Bracelet of Zoe	-	X	X	No
Coin of Fortune	-	X	X	No
Holy Sword "Seraphy"	-	-	X	No
Manual of Resurrection	-	-	X	No
Spear "Basilisk"	-	-	X	No

Einherjar Requirements for Chapter 4

- Hero Value: 80+
- Class: -
- Personal Characteristic(s): Negotiator (Equip with Angel Lips item)
- Skills: Demon Int, Hear Noise, Trick

Ending A Dos and Don'ts for Chapter 4

- Perform any transfers of Einherjar at the start of the Chapter, before you start doing things to lower your score.
- After meeting Lorenta, defeat Lizard Valeth.
- See the cut-scene "The Weeping Lily Tombstone" in Weeping Lily Valley.
- See the cut-scene "A Fateful Event" in Gerebellum.
- See the cut-scene "Lord of the Immortals" in Brahms Castle. (Refuse to fight Brahms when prompted.)
- At the end of the Chapter, before starting Sacred Phase, remove Valkyrie's Nibelung Ring.

Using Items to Fulfill Freya's Requests

For the next Sacred Phase, you must send up a person to act as an emissary to a group of elves. Because there is no Negotiator trait or class, search for something that might grant that type of ability. The best place to look is in the Divine Item Inventory. There, under Decoration/Possession, you'll find some interesting objects, including the Angel Lips (improves the wearer's ability to negotiate) and the Pearl of Karula (protects the wearer from drowning). Equip each person you transfer to Freya this round with the Angel Lips item. It enables you to meet her requirements and get the high evaluation scores you want.



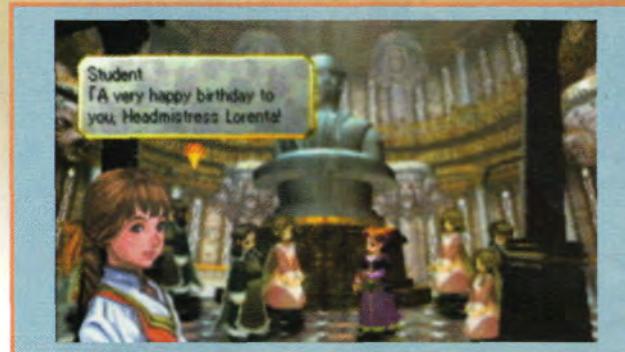
The Race for Ending A Begins!

If you're trying to get Ending A, we hope that you've followed the suggestions we've made in each Chapter. Now is the time to start tweaking the game so that you can get this "tell all" ending. Part of the fun of getting the best ending is that you have to do things to sabotage your Seal Value score for a few Chapters. This triggers certain events and leads to the ending you seek. The process starts now. Remember that you can see Ending A only if you are playing on Normal or Hard mode.

First, start the Chapter by transferring all of the characters you plan to send. We suggest that you send two because you'll send only one for the next few Chapters. Then, pay a visit to three places on the map: Gerabellum, the Weeping Lily Valley, and Brahms Castle. In Brahms Castle, seek out Brahms himself (this must be the first time you've encountered him) and choose not to attack him. Just keep choosing the pacifist option (you need to think...) and you'll be okay. These three events alone take 40 points off your Seal Value.



Recruiting the two to three people slated for this Chapter lowers your Seal Value by another 4-6 points. And killing Lezard Valeth after recruiting Lorenta costs you another 15 points. Before you end the Chapter and start the Sacred Phase, be sure to remove the Valkyrie's Nibelungen Ring. This costs you another 2 points. Ideally, you should end this Chapter with Valkyrie's Seal Value at the dangerously low range of 39-45, and that's about where you want it to stay.



By the way, it's a good idea to stop stealing Artifacts during this time. You need to keep Valkyrie's Evaluation Rating (shown at the bottom of the Camp Menu) above 50 so that you don't trigger the C Ending and prematurely end the game. Getting the A Ending requires that you act pretty deliberately until you complete Chapter 6.

Black Dream Tower

Black Dream Tower looks like it stepped out from your worst nightmare. There's something about this place that makes you think it's alive. However, the strangeness of the decor is the least of your worries. Navigating this maze takes up most of your time as you try to pick up all the treasure within, defeat some enemies for experience, and eventually kill the boss. Be sure to make good use of an Eye of Heaven and the Map Menu screen. Remember that you can rotate the map using the **□** button plus Left or Right on the Directional Pad. Doing this allows you to see the corridors linking the five areas and hopefully make travel much easier.

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Easy/Normal Mode Maps

Black Dream Tower: All You Need To Know

Experience Points Acquired

	Easy	Normal	Hard
Normal Monsters	217200	72400	-
Boss(es)	55800	18600	-

Enemy Data

Monster Name	HP	Weaknesses
Dragon-Tooth	15000	Holy, Dragon
Warrior	-	-
Grave Mist	2500	N/A
Harpy	6000	Flying
Lesser Demon	2400	Mage
Monstrous Glowfly	7000	Darkness
Wise Sorcerer	12500	Mage
Necromancer	1000	Mage

Treasures

1. Lightning Bolt
2. Eye of Heaven
3. Warhammer
4. Noise Arrow
5. Element Scepter
6. Fairy Bottle
7. Bewitching Statue
8. Dancing Sword
9. Splash
10. Quartz Gem
11. Flare Baselard
12. Hit
13. Auto Item
14. Vainslayer

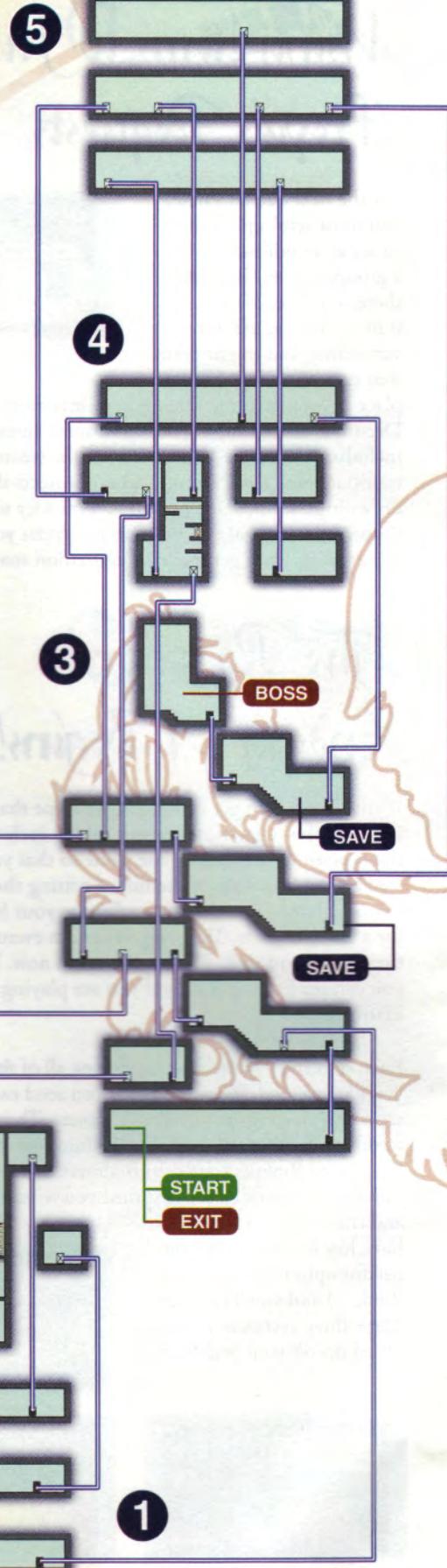
Enemy Encounters

1. Grave Mist x1, Lesser Demon x2
2. Lesser Demon x2
3. Harpy x2
4. Grave Mist x1, Lesser Demon x2
5. Harpy x1
6. Monstrous Glowfly x2
7. Grave Mist x1, Harpy x1
8. Grave Mist x1, Harpy x1
9. Monstrous Glowfly x3
10. Grave Mist x1, Lesser Demon x2
11. Harpy x2
12. Monstrous Glowfly x3
13. Grave Mist x2, Lesser Demon x1
14. Monstrous Glowfly x3
15. Lesser Demon x2
16. Grave Mist x3, Harpy x1
17. BOSS: Dragon-Tooth Warrior x1, Wise Sorcerer x1

Dungeon Objectives



Defeat the Dragon-Tooth Warrior and Wise Sorcerer. Recover all Artifacts. (Earn 59200 Event Points: 2100 per Artifact and 55000 for recovering all of them.)



On the Way to the Boss

There isn't much that is unusual in this dungeon. Of all the enemies you encounter, the Monstrous Glowfly is perhaps the most dangerous. This monster is similar to the Will-O'-Wisps you encountered earlier in the game. Their gimmick is that, at 50% health, they initiate a self-destruct type of spell, blowing up themselves and your party. Ideally, you want to take down each one separately with combos and Purify Weird Soul attacks.

Party members' health attacks. Be careful with your attacks until your target gets down to 51% health, then bring in the entire party and pummel the monster to death.



The other thing to watch out for in Chapter 4 is the tall room. In here, you can use the chain stretched across the room to reach higher platforms and, in some places, there are cloth banners that you can climb.



Dragon Tooth Warrior and Wise Sorcerer

Name	HP	Weaknesses	EXP Points (Easy)	EXP Points (Normal)	EXP Points (Hard)
Dragon-Tooth Warrior	15000	Holy, Dragon Slayer	10800	3600	-
Wise Sorcerer	12500	Mage Slayer	45000	15000	-

This battle is somewhat tricky because you have two different types of monsters that are equally deadly but for different reasons. For those of you playing on Normal mode, the Dragon-Tooth Warrior is a weaker version of the Ram Guardian in Brahms Castle. He has devastating sword attacks, such as the often fatal Advanced Sword X attack. Meanwhile, the Wise Sorcerer attacks from the back with Shadow Servant, Dark Savior, and the multi-target spell Fiendish Shape. Their combined one-two punch is sure to take a chunk of DME out of most party members, so be sure to buy some Noble Elixirs and equip Angel Curios before you enter the fray.

Your first goal is to defeat the Dragon-Tooth Warrior. This task is easy with a Dragon Slayer. If you have one in your inventory, equip it and you'll have the beast down in a round if you're lucky. If you are without a Dragon Slayer, prepare for a long battle ahead. Try as hard as you can to put together strong combos that end in Purify Weird Soul attacks. Because this monster can Guard Block, be sure to start with a ranged attack of some sort, be it arrows, magic, or a Wait Reaction familiar.

Once you've defeated the Warrior, move on to the Sorcerer. The closer you get to defeating the Wise Sorcerer, the harder he tries to wipe your party.

He starts off with the simple Dark

Servant attack and then progresses to Dark Savior. Once you have him at about one third life, he switches to Fiendish Shape. This attack has the ability to kill your sorcerer and lower-leveled characters in a single round. If your characters know Guts, then there's a chance that they'll survive any blast. This spell is the main reason for the Angel Curios and the Noble Elixirs—you don't want to get the Sorcerer so close to death only to have your whole party die from an overpowered attack.



Cave of Thackus

A sluice gate protected by a failing magic seal is deep in the Cave of Thackus. The seal must be refreshed immediately before it fails and lets loose a torrent of pollution. A sorcerer from Flementberg was sent out to handle the job but hasn't been heard from since. Your job is to find the sorcerer and fix the seal before the pollution seeps out.

Cave of Thackus: All You Need To Know

Experience Points Acquired

	Easy	Normal	Hard
Normal Monsters	71470	50029	
Boss(es)	-	25800	18060

Enemy Data

Monster Name	HP	Weaknesses
Crab Giant	1000	Fire
Dragon Zombie	15000	Holy, Dragon
Harpy	6000	Flying
Kraken	24000	Fire
Monstrous Glowfly	7000	Darkness
Mire Creeper	2200	N/A
Necromancer	1000	Mage

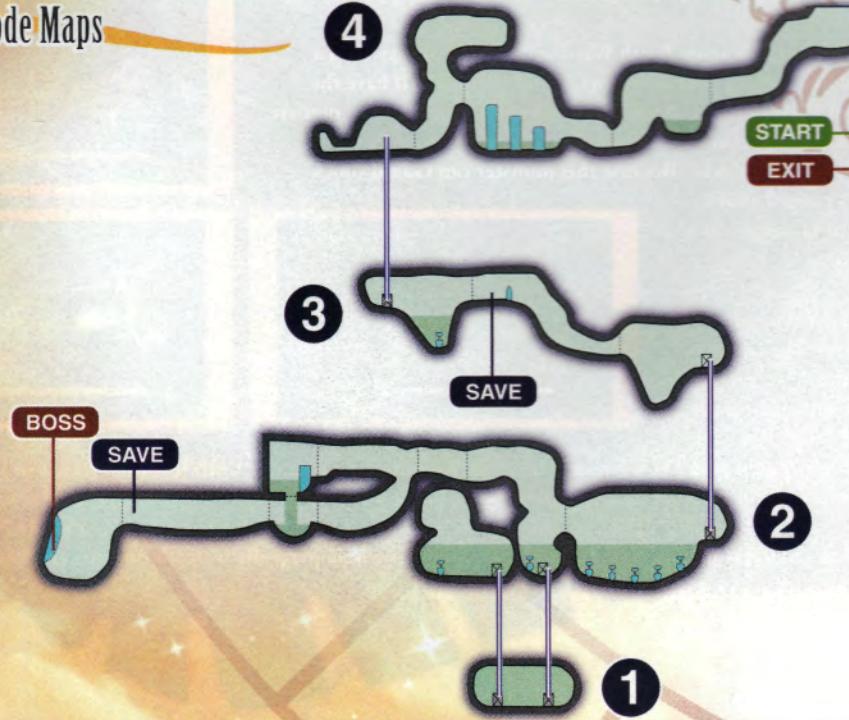
Treasures

- 1. Strike Edge
- 2. Eye of Heaven
- 3. Bracelet of Zoe
- 4. Coin of Fortune
- 5. Flare Baselard

Enemy Encounters

- 1. Mire Creeper x2
- 2. Harpy x1
- 3. Dragon Zombie x1
- 4. Mire Creeper x2
- 5. Mire Creeper x2
- 6. Crab Giant x2
- 7. Crab Giant x2
- 8. Crab Giant x1, Mire Creeper x1
- 9. Harpy x1
- 10. Monstrous Glowfly x2
- 11. Monstrous Glowfly x2
- 12. Mire Creeper x3
- 13. Mire Creeper x3
- 14. Crab Giant x2
- 15. Harpy x1, Monstrous Glowfly x2
- 16. Crab Giant x2, Monstrous Glowfly x1
- 17. Crab Giant x2, Monstrous Glowfly x1
- 18. Harpy x2
- 19. Harpy x1
- 20. BOSS: Crab Giant x3, Kraken x1

Normal/Hard Mode Maps



Dungeon Objectives



Talk to the spirit of the Flenceberg Sorcerer, then search his body for the “tool” needed to complete your objective.



Charge the Sphere by shooting a crystal at it. (Earn 2000 Event Points.)



Activate the Console. (Earn 15000 Event Points.)



Defeat the Kraken and recover the Artifacts. (Earn 64200 Event Points: 2100 per Artifact and 60000 for recovering them all.)



Speak to the Sorcerer’s ghost a second time before you leave the dungeon. (Earn 500 Event Points.)



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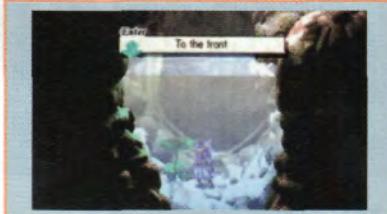
Resealing the Gate

Once you talk to the sorcerer’s spirit and learn what’s going on in the caves, seek out the computer console in Area 2. The console isn’t powered, but if you make your way to the area below, you’ll find a metal sphere that might be connected to the terminal above. Shoot a crystal at it to charge up the sphere and then run back upstairs to activate the computer and close the first gates. This stops the flow of water that prevents you from passing to the next screen and the boss battle that awaits.



The Lilies of the Water

The Cave of Thackus is arguably the most straightforward dungeon in this Chapter. The path through the caves is very linear and well marked. For example, in some of the pools of water you find lilies growing in suspiciously helpful areas. If you hop up on the lily pad and then kneel down and slice at the flower’s root with your sword, the lily pad floats to the surface with you on it, allowing you to use it as a jumping pad to a nearby ledge. If you miss your jump, leave and re-enter the screen to reset the flower. You can then cut the lily pad and try again.



Kraken

Name	HP	Weaknesses	EXP Points (Easy)	EXP Points (Normal)	EXP Points (Hard)
Crab Giant	1000	Fire	-	600	420
Kraken	24000	Fire	-	24000	16800

This battle is much easier if you make sure that your characters are equipped with weapons imbued with the power of Fire before you start the event; try using some of your Flare Baselards. Both the Kraken and his guard of Crab Giants are weak to fire, so use that to your advantage. Start the battle by having your sorcerer cast Fire Storm on the whole enemy party. This should decimate the Crab Giants in one blow and leave the Kraken open for attack.

The battle goes rather quickly after that point. String together combo attacks, fill up the Charge Gauge, and then end the round with as many Purify Weird Soul attacks as possible. Have your sorcerer cast Fire Storm or, better yet, Fire Lance every round possible. You'll find that will probably deliver more damage than your melee classes and, when involved in a string of combos, you are more likely to get a Purify Weird Soul round.

The Kraken uses Lightning Bolt and a physical attack called Whipping Feeler. Use Reflect Sorcery to protect your party from the Lightning Bolts, and try to heal using items any round during which your sorcerer cannot cast.



Tower of Lizard Valeth

This is another optional-type dungeon. It opens up at the end of the Lorenta recruitment event in Flenceberg. If you decide to enter the Tower immediately, you'll save yourself two extra periods. This is good if you've been working on the events needed to trigger Ending A! Because this is a rather tough dungeon with a very large number of monsters, be sure to enter prepared for the many battles that lie ahead. Have a Beast Slayer and a Dragon Slayer in your inventory, as they make some of the battles easier and much faster, which is handy. Just remember to equip them specifically for the battle and then unequip them immediately afterward. Those items are as rare as they are fragile! Weapons and spells that inflict Thunder, Holy, and Darkness damage are also welcome.

Dungeon Objectives



1 Strike the blue pillar with your sword to activate the Teleporters. (Earn 12000 Event Points.)



2 Strike the blue pillar with your sword to activate the Teleporters. (Earn 12000 Event Points.)



3 Defeat Lizard Valeth!

Tower of Lezard Valeth: All You Need To Know

Experience Points Acquired

	Easy	Normal	Hard
Normal Monsters	-	248500	173950
Boss(es)	-	0	0

Enemy Data

Monster Name	HP	Weaknesses
Blood Sucker	4000	N/A
Dragon Zombie	24000	Lightening, Dragon
Dragon-Tooth Warrior	14000	Holy, Dragon
Dragon-Tooth Warrior	15000	Holy, Dragon
Fatal Glimmer	9200	Darkness
Lezard Valeth	10000	-
Manticore	13000	Beast
Wise Sorcerer (Dark Yellow)	4400	Poison, Mage

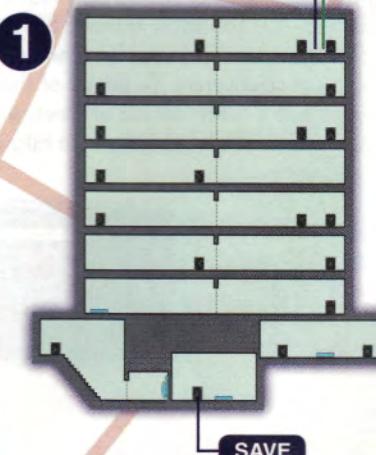
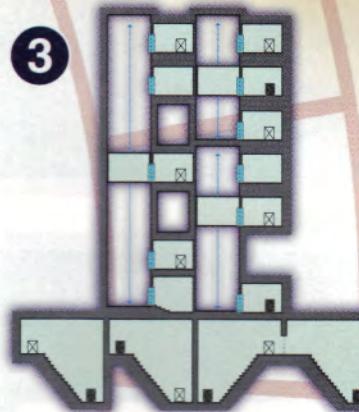
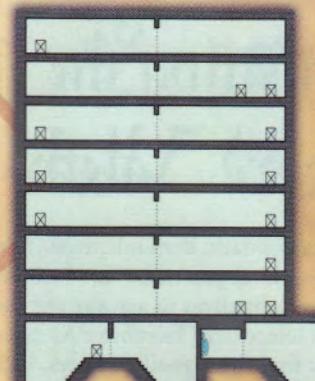
Treasures

1. Eye of Heaven
2. Warhammer
3. Bastard Sword
4. Citrine
5. Icicle Edge
6. Normalize
7. Base Metal
8. Splash
9. Frigid Damsel
10. Nightshade
11. Citrine
12. Lapis Lazuli
13. Dancing Sword
14. Book of Everlasting Life
15. Ether Scepter
16. Timer Ring
17. Creation Gem
18. Teachings of Asa

Enemy Encounters

1. Blood Sucker x1, Wise Sorcerer x1
2. Blood Sucker x1, Fatal Glimmer x1
3. Blood Sucker x2
4. Manticore x1
5. Dragon-Tooth Warrior x1
6. Dragon-Tooth Warrior x1, Fatal Glimmer x1
7. Wise Sorcerer x1
8. Blood Sucker x2
9. Manticore x1
10. Dragon-Tooth Warrior x2, Fatal Glimmer x1
11. Manticore x1
12. Blood Sucker x1, Wise Sorcerer x2
13. Blood Sucker x3
14. Dragon-Tooth Warrior x2
15. Dragon Zombie x1
16. Blood Sucker x2, Wise Sorcerer x1
17. Blood Sucker x2
18. Dragon-Tooth Warrior x1, Fatal Glimmer x1
19. Dragon Zombie x2
20. Manticore x1
21. Blood Sucker x1, Fatal Glimmer x1
22. Fatal Glimmer x2, Wise Sorcerer x1
23. Blood Sucker x2, Wise Sorcerer x1
24. Dragon-Tooth Warrior x1, Wise Sorcerer x3
25. Manticore x1
26. Fatal Glimmer x4
27. Blood Sucker x1, Wise Sorcerer x1
28. Fatal Glimmer x2, Wise Sorcerer x1
29. Blood Sucker x2, Wise Sorcerer x1
30. Dragon-Tooth Warrior x2, Fatal Glimmer x1
31. Dragon-Tooth Warrior x2, Fatal Glimmer x1
32. Dragon Zombie x2
33. Fatal Glimmer x2
34. Blood Sucker x3
35. Dragon-Tooth Warrior x1, Wise Sorcerer x3
36. Blood Sucker x2, Wise Sorcerer x1
37. BOSS: Dragon-Tooth Warrior x2, Lezard Valeth x1

5



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Navigating the Tower of Lezard Valeth

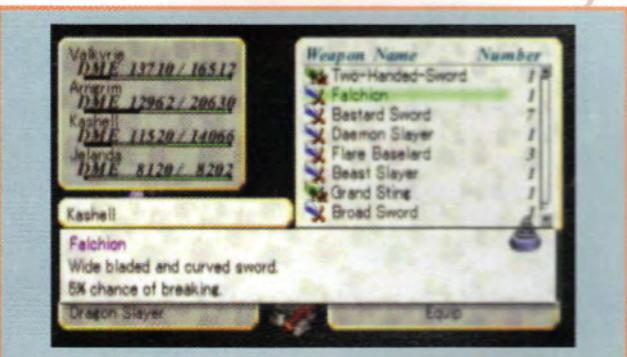
Lezard Valeth calls a dark, demonic tower home. In order to find and defeat him, you must crawl all over the tower looking for the mechanisms to activate the two teleporters inside. The first teleporter (Teleporter A) takes you to a floor where you find three good treasures, including the all important Creation Gem. The second teleporter (Teleporter B) takes you to Lezard's laboratory.



The Tower's layout has two wings (north and south) with a set of elevators in between. You must traverse from the top of the building to the monster-infested basements in order to find the switches to the teleporters. To get all of the treasure hidden within, you'll use a combination of elevators and stairs. The quickest way to the basements is to take door I to the left elevator and then go down two floors to door J. From there, take Door K to L to M, and then hop on the bottom elevator on the right. Ride it to the bottom to door Q.



The dungeons are full of monsters, some flying, some drifting, and some warping in and out of existence. You can quell most of them easily with the standard combo attacks and magic, but pull out the Dragon and Beast Slayers for the Manticores, Dragon-Tooth Warriors, and Dragon Zombies. Just be careful with these fragile weapons, because you need them for a while longer and they are largely irreplaceable.



Lezard Valeth

Name	HP	Weaknesses	EXP Points (Easy)	EXP Points (Normal)	EXP Points (Hard)
Dragon-Tooth Warrior	14000	Dragon Slayer, Holy Water of Mithra	7500	2500	1750
Lezard Valeth	10000	N/A	-	0	0

Once you've activated the teleporters, take Teleporter B to Lezard Valeth's basement laboratory to see what he is up to. Lezard is a crazed sorcerer with lots of powers and the ability to summon powerful allies. In this battle, he has two Dragon-Tooth Warriors protecting him. Your best bet is to take them out first, equipping Dragon Slayers on at least one of your swordsmen, depending on your inventory and party arrangement. Start the attack with a ranged assault to break any guards and then send in the Dragon Slayers. Depending on your preparation, you should have the two Dragons down in a round or two.

Then it's time to focus on Lezard himself. Lezard has a host of magic spells but seems to rely heavily on Prismatic Missile. Cast Reflect Sorcery on the party and, while it's in effect, you'll simply reflect the spells he casts back onto him. The problem comes every second or third round when he gets his own Purify Weird Soul round and pulls out the Big Magic spells. When this happens, you don't have much recourse other than to hope your party members have the DME to withstand his assault. Maxing out your party's Survival skill, as well as the Guts skill, improves their chances of surviving these attacks. Angel Curios are also useful in this battle.

You can expect to spend a good deal of this battle simply surviving. After Lezard's Big Magic round, revive the fallen and heal—Noble Elixirs are wise purchases for this battle! Then spend the next round attacking full out with the hope of gaining a Purify Weird Soul round of your own. Four Purify Weird Soul special attacks go a long way toward defeating Lezard.



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Dark Tower of Xervah

The description of this dungeon makes it sound like a Venus flytrap inhabited by the undead. What it fails to tell you is that this tower is alive... As you make your way through hallways that seem to breathe, you find more and more proof to support this hypothesis. Of all the dungeons you've faced so far, this is the most bizarre. It is also the one that requires the most hand-eye coordination!

Dark Tower of Xervah: All You Need To Know

Experience Points Acquired

	Easy	Normal	Hard
Normal Monsters	-	-	45416
Boss(es)	-	-	28000

Enemy Data

Monster Name	HP	Weaknesses
Crying Soul	3650	N/A
Fire Elemental	6000	Ice
Hell Servant	22000	N/A
Inferior	4900	Holy, Darkness, Poison, Demon
Iron Golem	20000	N/A
Lesser Demon	2400	Mage
Undead Carcass	4600	Beast

Treasures

1. Auto Item
2. Warhammer
3. Bastard Sword
4. Poison Blow
5. Flame Jewel
6. Mage Slayer
7. Eye of Heaven
8. Hit
9. Mandrake
10. Quartz Gem
11. Holy Relic
12. Flare Baselard
13. Invisibility Potion
14. Noise Arrow
15. Lightening Bolt
16. Invisibility Potion
17. Savory
18. Poison Blow
20. Lapis Lazuli
21. Manual of Resurrection
22. Holy Sword "Seraphy"
23. Spear "Basilisk"

Dungeon Objectives



1
Slash at the "heart" with your sword. (Earn 12000 Event Points.)



2
Step into the toothy pit and get eaten.



3
Jump through the teeth when the lights flash on.



4
Slash the "heart" with your sword. (Earn 12000 Event Points.)

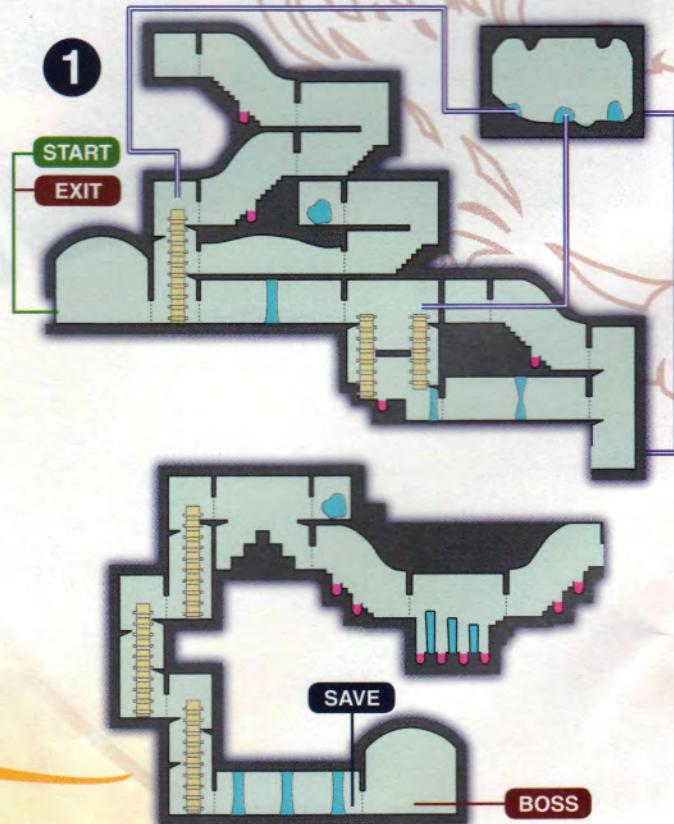


5
Defeat the two Hell Servants. Recover the Artifacts. (Earn 66300 Event Points: 2100 per Artifact and 60000 for recovering them all.)

Hard Mode Maps

Enemy Encounters

1. Crying Soul x2
2. Crying Soul x2
3. Fire Elemental x2, Lesser Demon x1
4. Fire Elemental x1, Lesser Demon x2
5. Crying Soul x4
6. Undead Carcass x3
7. Undead Carcass x2
8. Crying Soul x4
9. Crying Soul x2
10. Crying Soul x2
11. Fire Elemental x2
12. Fire Elemental x3
13. Crying Soul x4
14. Fire Elemental x1, Inferior x2
15. Fire Elemental x2
16. Undead Carcass x4
17. Fire Elemental x2, Lesser Demon x1
18. Fire Elemental x1, Lesser Demon x2
19. Fire Elemental x1, Inferior x2
20. Iron Golem
21. Fire Elemental x2, Lesser Demon x1
22. Fire Elemental x3
23. Undead Carcass x4
24. BOSS: Hell Servant x2



It's Alive!

If you read the Dungeon Objectives, you should have an idea of what to expect here. If not, the first vertebrae-like ladder will certainly clue you in. The Dark Tower of Xervah has live components, from toothy mouths to stomachs, to hearts, to barriers of living muscle. Don't worry if you feel like taking a bath by the time you are done!

Your main objectives in this dungeon are to locate and activate the two "hearts." Take the first ladder and hop off at the first landing (though you should continue to the top to grab the treasures hidden up there!). Make your way through the hallway until you reach a room with what can only really be described as a giant heart. Slash it with your sword to start it beating. Retrace your steps to the entrance.



Next, follow the main corridor past the contracted barrier of muscle into the next room. Hop into the mouth between the two ladders and travel to the tower's stomach. Here you find three valves that connect to different rooms in this first part of the dungeon. The one in the middle is the only one that works. Grab the two pieces of treasure in this room; they're hidden behind the scenery between the left and middle valves. Then stand on top of the middle valve to return to the room from which you originally came. This action causes the muscle that was blocking your way to contract and let you pass.



In the darkened hallway, stand next to the two giant teeth and wait for the lights to flash on suddenly. As soon as they do, leap through the gap in the teeth. The teeth contract very quickly then bite down again, so you don't have much time to make it through.



Drop down to the next floor—you can build a crystal ladder on the right wall to access the treasures at the end of the hallway atop this tower—and then head to the left.



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In the room with the three pillars of flesh, jump quickly and accurately from one pillar to the next. If you stop, the pillar starts to shake and drops you into the pits below, earning you another trip to the tower's stomach. If this happens, use the valve to the right in the stomach to return to this area and try crossing again.



At the top of the next flight of steps, you find a small room off to the right that contains the second heart. Hit it with your sword to make it start beating. The boss chamber is at the bottom of the three vertebrae-like ladders.



The Hell Servants

Name	HP	Weaknesses	EXP Points (Easy)	EXP Points (Normal)	EXP Points (Hard)
Hell Servant x2	22000	N/A	-	-	14000

Your big challenge in this battle is to kill both of the Hell Servants in the **same turn**. They have the ability to resurrect each other; if you kill only one of them, the surviving partner reanimates the slain one. To make matters worse, these monsters are also highly resistant to most types of magic.

Their one weakness, and it is admittedly slight, seems to be against Holy spells like Mystic Cross. If you grabbed the Creation Gem from Lazard Vaileth's tower, you can transmute a copy of Shadow Servant into this helpful spell.

Otherwise, divide your party into two groups and focus on inflicting an equal amount of damage to both of the Hell Servants. Reflect Sorcery, Sap Guard, and Sap Power are all good spells to use in this battle.

Mystic Cross

Restore



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The Facts About Chapter 5

Dungeons in Chapter 5

Name of Dungeon	Easy	Normal	Hard
Arkdain Ruins	X	X	X
Citadel of Flame	-	-	X

Recruitable Einherjar

Name	Easy (by pattern)				Normal (by pattern)				Hard (by pattern)				Location
	1	2	3	4	1	2	3	4	1	2	3	4	
Badrach	X	X	-	X	X	X	-	X	-	X	-	-	Villnore
Grey	X	X	X	-	-	X	-	-	-	X	-	X	Arkdain Ruins
Jayle	-	-	-	X	-	-	-	X	X	-	-	-	Crell Monteraigne
Lucian	-	-	-	-	X	X	X	X	X	X	X	X	Gerabellum
Mystina	-	-	-	-	X	X	X	X	X	X	X	X	Fienceberg
Shiho	-	-	X	-	-	X	-	-	-	X	-	-	Hai-Lan

Artifacts

Name of Artifact	Easy	Normal	Hard	Send to Odin?
Holy Wand "Advantia"	X	X	X	Yes
Robe of Bryttain	X	X	X	No
Star Guard	X	X	X	No
Eternal Lamp	-	-	X	No
Holy Water of Mithra	-	-	X	No
Infernus	-	-	X	No

Einherjar Requirements for Chapter 5

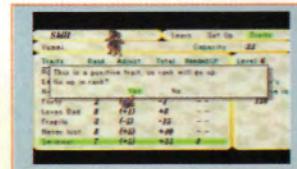
- Hero Value: 90+
- Class: N/A
- Personal Characteristic(s): Nimble, Swimmer
- Skills: March, Attack Power, Defend, Resist Damage

Ending A Dos and Don'ts for Chapter 5

- Transfer Lucian to Freya at some point during Chapter 5 or 6.
- Including Lucian, restrain your transfers to three people in total for Chapters 5 and 6 combined.
- Recruit all of the Einherjar.
- Remove Valkyrie's Niebelungen Ring before starting Sacred Phase.

Looking for Nimble Swimmers!

Freya expands her request this chapter to include specific character traits in addition to skills. Nimble characters are Lawfer, Yumei, Jun, Badrach, and Lucian. The only swimmer in the group is Yumei, making her a good choice for transfer this round. About the only thing she lacks is the Attack Power skill, but you can make up for that by sending a swordsman like Lucian along with her. Whoever you decide to send, be sure to equip them with the Pearl of Karula item and Sleipnir's Mane.



By the way, in case you're wondering, Attack Power, Defend, and Resist Damage are all skills that you find in dungeons. Once you get the book, all you have to do is use it to add the skill to your characters' skill list. Attack Power is found in the Solde Catacombs or by transmuting a Defense book. Defense can be found in a chest in Oddrock Caves or by transmuting a book of Attack Power. Finally, you can get Resist Damage from a chest in the Arkdain Ruins, as a gift from Odin during Sacred Phase 4-5, or by transmuting a book of Last Trial.

More A Ending Machinations

The fun continues in Chapter 5 if you are out to get the A Ending. In this chapter, you must transfer two characters to Freya in Valhalla in order to cover all of the needed skills. One of those two should be young Lucian. You can wait until Chapter 6 to transfer him, but because there is a need for his Attack Power skill, you might as well get it over with. Transferring him also triggers a very sad cut-scene that leads into the A Ending itself. By the end of Chapter 5, you want Valkyrie's Seal Value to be in the low 30s at the most.



Arkdain Ruins

Legends say there are powerful crystals within these walls, but no one has ever returned with them. There's certainly a lot of evil and soul-defiling undead inside, though, so Valkyrie and her Einherijar must venture inside.

Arkdain Ruins: All You Need To Know

Experience Points Acquired

	Easy	Normal	Hard
Normal Monsters	234600	78200	54740
Boss(es)	180000	60000	42000

Enemy Data

Monster Name	HP	Weaknesses
Brackish Muck	7000	N/A
Necrophiliac	6000	Poison, Mage
Raver Lord	16000	N/A
Rib Forager	6800	N/A

Treasures

1. Raptor's Claw
2. Sap Power
3. Stun Magic
4. Dark
5. Darkness Arrow
6. Estoc
7. Vegetable Seed
8. Nightshade
9. Resist Magic
10. Eye of Heaven
11. Stun Check
12. Lapis Lazuli
13. Resist Damage
14. Ether Scepter
15. Ether Scepter
16. Sap Guard
17. Ranseur
18. Beast Slayer
19. Sap Guard
20. Daemon Slayer
21. Combo Jewel
22. Star Guard
23. Holy Wand "Adventia"
24. Robe of Bryttain
25. Mighty Check
26. Quartz Gem
27. Sap Power
28. Savory

Enemy Encounters

1. Rib Forager x2
2. Brackish Muck x1, Rib Forager x1
3. Necrophiliac x2
4. Brackish Muck x2, Rib Forager x1
5. Brackish Muck x2, Rib Forager x1
6. Rib Forager x3
7. Brackish Muck x1
8. Necrophiliac x4
9. Necrophiliac x2
10. Necrophiliac x1, Rib Forager x2
11. Brackish Muck x2, Necrophiliac x1
12. Necrophiliac x1, Rib Forager x2
13. Necrophiliac x2, Rib Forager x2
14. Necrophiliac x2, Rib Forager x2
15. Brackish Muck x3
16. Necrophiliac x2, Rib Forager x2
17. Brackish Muck x2, Necrophiliac x1
18. Brackish Muck x2, Necrophiliac x1
19. BOSS: Raver Lord x3

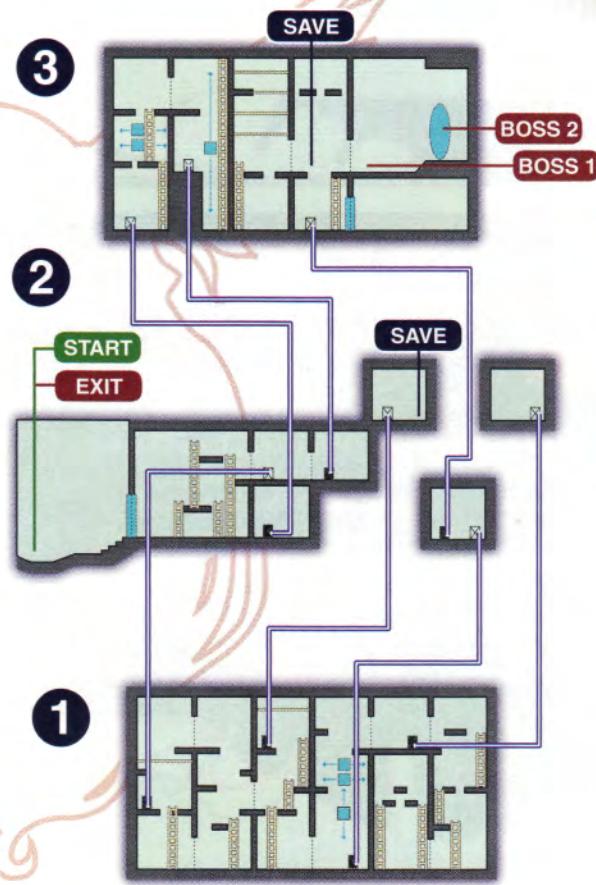
1

Set off the trap room and defeat the monsters within to escape. (Earn 10000 Event Points.)

2

Defeat the three Raver Lords.
Recover all Artifacts. (Earn
87800 Event Points: 2600
per Artifact and 80000 for
recovering all of them.)

Easy/Normal/Hard Mode Maps



Hard Mode Note

If you are playing the game in Hard mode, you get to make a return visit in Chapter 7 to the Arkdain Ruins to defeat and then recruit Lyseria, the woman bound in the crystal.

Up, Down, Round and Round

Arkdain is a fairly compact and straightforward dungeon, forcing you to move vertically quite a lot to progress. Because of this limited space, you don't have so much room to avoid the wandering enemy groups as you travel the map. Of course, you should try to destroy them all anyway, but maneuvering to get an advantage at the start of battle is tricky. The moving blocks that serve as both transport and obstacles make this especially true; when they're level with you, they move fast to knock you off ladders. Move slowly and carefully to avoid nasty surprises. Because the Ruins are crawling with Necrophiliacs, any Poison-based magic or weapons you have can come in very handy, the Reflect Sorcery spell doubly so.



Rigged Chests

Quite a few chests in Arkdain Ruins contain Brackish Muck enemies, which must be defeated before you can claim the chests' contents. These creatures can break your equipment if you're not careful. Plus, a lot of attacks fly right over them!



Once you've set off the trap room and eliminated all the monsters within, use crystals to create a "hidden step" in the chamber outside to reach the Memory Camp and the many treasures above and to the left, not to mention the boss chamber to the right. This is tricky. Create some crystals on the floor and then shatter them. Then stack the shards into a tall pile under the very edge of one of the ledges above.

Once you have a tower to stand on, you need quick reflexes. Fire two crystal shots to create a large crystal at the very edge of the ledge above, and get ready. Fire a third shot to shatter the crystal. Then leap quickly into the dust, firing a fourth shot to condense the dust into a sparkling platform you can use. Once you're on the temporary platform, let it drop just enough to give you room to leap up between the platforms and reach the Memory Camp!



Before you enter the boss chamber, acquire the two incredibly powerful weapons here: the Daemon Slayer and Beast Slayer swords. Both are capable of destroying their respective enemy types often with a single blow. They're way up high, requiring some crystal work, but nothing as tricky as getting to the Memory Camp—just a simple wall-climb. All of the chests up high are gas-trap types, so simply stay ducked down to avoid the spray and then claim your prizes. Do not leave Arkdain Ruins without these weapons!



Raver Lord ^{✓3}

Name	HP	Weaknesses	EXP Points (Easy)	EXP Points (Normal)	EXP Points (Hard)
Raver Lord	16000	N/A	60000	20000	14000

The three Raver Lords you face here are not particularly tricky or unique foes, but they are fairly tough. Their Chaos Blade and Forbidden Act attacks hit hard and often, and they can cause your warriors to faint with distressing frequency. Try to freeze one or more with an Ice-based spell to limit the number of attacks. Then focus your attacks on a single Raver. Shoot for a combo that lets you unleash on them a Purify Weird Soul string. Make sure to not waste a character's PWS attack on an enemy that's already dead. Bring plenty of healing options to keep HP high, and you should defeat them with little issue.

Citadel of Flame

The Citadel of Flame is exactly as its name implies. It is a fortress filled with fire in all of its many forms. To survive the ordeal ahead, stock up on Elixirs and stop frequently to check your party's health. This is especially important when confronted with rains of fire. Finally, make sure that your Sorcerer is up to date on Ice spells. The monsters are very susceptible to Ice magic, and having Icicle Edge or Frigid Damsel as a primary spell comes in very handy.

Citadel of Flame: All You Need To Know

Experience Points Acquired

	Easy	Normal	Hard
Normal Monsters	-	-	61362
Boss(es)	-	-	31500

Enemy Data

Monster Name	HP	Weaknesses
Beetle Giant	5000	Ice
Figment	3500	Ice
Fire Elemental	15200	Ice
Fire Elemental	36000	Ice
Gelatinous Ooze	7500	N/A
Necrophiliac	6000	Poison, Mage
Rib Forager	6800	N/A

Treasures

1. Eye of Heaven
2. Shadow Servant
3. Soul Slayer
4. Estoc
5. Dark Savior
6. Ghoul Powder
7. Stone Torch
8. Flame Jewel
9. Ranseur
10. Holy Water of Mithra
11. Infernas
12. Eternal Lamp

Enemy Encounters

1. Rib Forager x2
2. Rib Forager x3
3. Rib Forager x4
4. Fire Elemental x1, Necrophiliac x2
5. Necrophiliac x2, Rib Forager x1
6. Beetle Giant x3
7. Beetle Giant x3
8. Necrophiliac x2, Rib Forager x2
9. Beetle Giant x2, Necrophiliac x2
10. Gelatinous Ooze x2
11. Gelatinous Ooze x3
12. Gelatinous Ooze x4
13. Rib Forager x3
14. Rib Forager x4
15. Beetle Giant x4
16. Beetle Giant x4
17. Fire Elemental x3
18. Fire Elemental x4
19. Figment x3
20. Figment x3
21. Figment x3
22. BOSS: Fire Elemental x1

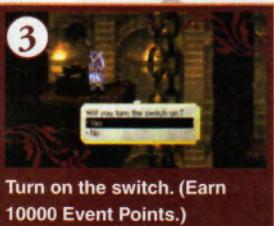
Dungeon Objectives



Turn on the switch. (Earn 10000 Event Points.)



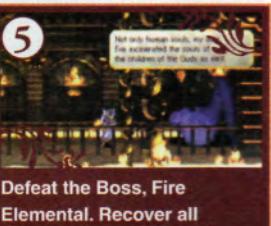
Use the "Hidden Step" method to reach the exit. (Earn 40000 Event Points)



Turn on the switch. (Earn 10000 Event Points.)

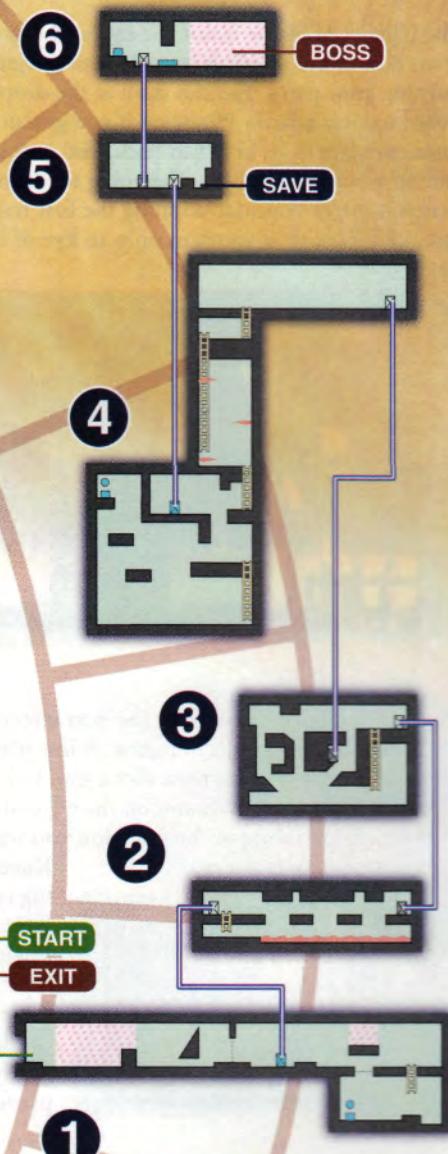


Catch 9 drops of fire in the vase to summon the boss. (Earn 50000 Event Points.)



Defeat the Boss, Fire Elemental. Recover all Artifacts. (Earn 127800 Event Points: 2600 per Artifact and 120000 for recovering all of them.)

Hard Mode Maps



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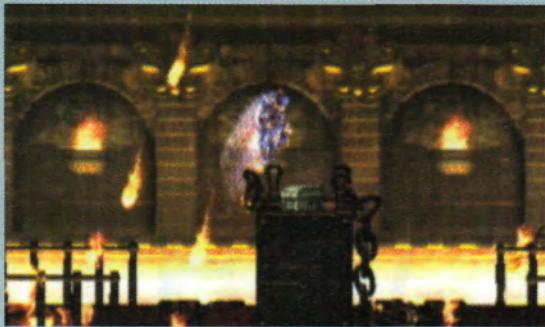
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The Rain of Fire

The Citadel of Flame is not the easiest dungeon to navigate. First, rain of fire intervals impede your progress while burning your party. You can slash at the droplets with your sword to clear a path. However, if you get hit with one of them, prepare to be knocked back. Too many hits and you end up where you started. The going tends to be so rough that you might consider skipping the first treasure chest, especially because it contains only an Eye of Heaven.



The next challenge appears on the next screen and is often repeated throughout this dungeon. A low platform or ceiling prevents you from jumping across a gap. Use Valkyrie's crystal-making abilities! Stand on the edge of the platform with your back facing in the direction you want to travel.



Kneel and create a big crystal on the floor. Then break it with a third crystalline shot. The force of the crystal breaking propels you neatly to the next platform.

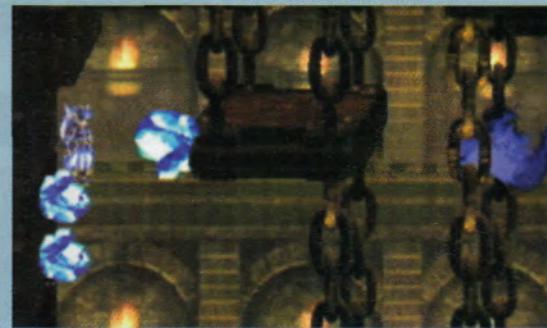


But that's not the only crystal trick you'll have to employ here. In Area Three, your goal is to get to the exit located in a hard-to-reach location. To get there, employ the "hidden step" trick. Shoot a big crystal on the edge or bottom of a platform and explode it, causing a cloud of ice to form. In the middle of that cloud is a shimmering mote that is just large enough for Valkyrie to stand on. This temporary step remains as long as Valkyrie remains standing on it, making it a perfect way to float down long distances. Of course, its main use is as a waypoint between jumps.

From the entrance, jump down the first hole and then shoot a large crystal on the edge of the platform. Explode it by shooting a third crystal at it. Then take a leap of faith into the dust cloud. From the hidden step, you can safely jump over the slippery ramp, onto the sturdy platform itself, and leave the room. Try this technique elsewhere in the room to help you get the Flame Jewel!



In Area Four, watch out for jets of flame coming out of the walls as you make your way down the ladders. Use crystal ladders and "hidden steps" to make your way to the third checkpoint and the second switch. Then head back up to where the next door has opened and enter the boss chamber.



Fire Elemental

Name	HP	Weaknesses	EXP Points (Easy)	EXP Points (Normal)	EXP Points (Hard)
Fire Elemental	36000	Ice	-	-	31500

This battle starts when you complete the summoning ceremony. Grab the vase from the altar and try to toss it beneath the wall, splitting the room. Stand on the circle beneath the wall to cause a rain of fire to fill the battle chamber. Pick up the vase and, holding it over your head, use it to catch 9 drops of fire. Remember: the fire knocks you back and makes you drop the vase if it hits you. Bide your time until you can duck into the edge of the rain and safely catch the droplets.

Once you've caught the 9 drops of fire, the Fire Elemental comes to life. This battle can be difficult if you don't keep a close eye on your party's health. Noble Elixirs come in very handy here, so be sure to buy a few before you start the boss event.

Casting Reflect Sorcery helps defray the damage caused by the Elemental's single-target spells, but it doesn't block the Fire Banner attack. Instead, you might want to concentrate on using single-target Ice magic or healing alone. The rest of your party should be going for enough combo attacks to bring about a Purify Weird Soul round.



In comparison to the Hell Servants you faced in Chapter Four, the Fire Elemental is easy to defeat, but its fire spells inflict lots of damage, so don't get lazy and forget to keep up your healing.



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The Facts About Chapter 6

Dungeons in Chapter 6

Name of Dungeon	Easy	Normal	Hard
Lost City of Dipan	X	X	X
Sunken Shrine	-	-	X

Recruitable Einherjar

Name	Easy (by pattern)				Normal (by pattern)				Hard (by pattern)				Location
	1	2	3	4	1	2	3	4	1	2	3	4	
Badrach	-	-	X	-	-	-	X	-	X	-	X	-	Villnore
Grey	-	-	-	X	X	-	X	X	X	-	X	-	Arkdain Ruins
Jayle	X	X	X	-	X	X	X	-	-	X	X	X	Crell Monferaigne
Shiho	X	X	-	X	X	X	-	X	X	X	-	X	Hai-Lan

Artifacts

Name of Artifact	Easy	Normal	Hard	Send to Odin?
Dragoon Tyrant	X	X	X	Yes
Rust-Red Circlet	X	X	X	No
Reflect Armor	-	-	X	No
Slashing Sword "Farewell"	-	-	X	Yes
Tear of the Cosmos	-	-	X	No

Einherjar Requirements for Chapter 6

- Hero Value: 100+
- Class: Sorcerer
- Personal Characteristic(s): Brave
- Skills: Hit, Monster Int

Ending A Dos and Don'ts for Chapter 6

- Transfer Lucian to Freya at some point during Chapter 6, if you haven't already.
- Including Lucian, restrain your transfers to three people in total for Chapters 5 and 6 combined.
- Recruit all of the Einherjar available.
- Remove Valkyrie's Niebelungen Ring before starting Sacred Phase.

Only the Brave Need Apply

This time around, Freya wants brave sorcerers and people with the Hit and Monster Int skills. If you haven't already done so, send Lucian up to the Aesir Army, especially if you are trying to get the A Ending. As for a sorcerer, any of those you've recruited lately will do. Just equip them with a Flame Bandana to up their courage quotient.

Characters with the Brave trait are as follows: Janus, Grey, Jayle, and Suo. You can find the book that teaches Hit in chests in the Black Dream Tower and the Dark Tower of Xervah. You can also transmute a book of Magic Pow into this skill.

More A Ending Fun

For the most part, Chapter Six plays out exactly like Chapter 5. If you haven't sent Lucian up to Freya, do so immediately in this chapter. Don't go overboard on transferring other characters though. If you sent up two in Chapter 5, you can safely send up only one in this chapter. Of the three you can send up in Chapters 5 and 6 combined, one of them has to

be Lucian, otherwise the A Ending won't be triggered. You must leave this Chapter with Valkyrie's Seal Value below the 37 points mark. Sending an Einherjar to Valhalla adds 12 points, and unfortunately you can lose only about eight points during this chapter.

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Lost City of Dipan

This dungeon starts with a bang! When you enter the lost city of Dipan, you encounter the ghost of the city's king, Barbarossa. Thinking that you are an enemy from long ago, the ghost transforms into a giant mechanoid and attacks! What a way to enter a new dungeon.

Lost City of Dipan: All You Need To Know

Experience Points Acquired

	Easy	Normal	Hard
Normal Monsters	487560	162520	273224
Boss(es)	126000	42000	29400

Enemy Data

Monster Name	HP	Weaknesses
Barbarossa	62700	N/A
Dallas	18000	Mage
Evil Eye	24900	N/A
Gyne	18000	Mage
Harpy	22000	Fire, Flying
Life Stealer	25700	Lightning
Victory	10000	Lightning
Walther	30000	N/A
Wise Sorcerer	5600	Poison, Mage

Treasures

1. Dark Savior
2. Eye of Heaven
3. Ranseur
4. Nightshade
5. Ether Scepter
6. Invoke Feather
7. Burgundy Flask
8. Reflect Sorcery
9. Estoc
10. Neckless Doll
11. Triple Distress
12. Dragoon Tyrant
13. Rust-Red Circlet
14. Ruin's Fate
15. Concentration
16. Mystic Cross

Enemy Encounters—Normal/Hard Mode

1. Victory x2
2. Harpy x1
3. Life Stealer x2
4. Life Stealer x3
5. Victory x3
6. Victory x2
7. Victory x1, Wise Sorcerer x1
8. Harpy x1 or Evil Eye x1
9. Victory x3
10. Victory x2, Wise Sorcerer x1
11. Victory x2, Wise Sorcerer x1
12. Harpy x1 or Evil Eye x1
13. Life Stealer x4
14. Life Stealer x2
15. Harpy x1
16. Victory x2
17. Victory x3
18. Life Stealer x3
19. Life Stealer x2
20. Victory x2, Wise Sorcerer x1
21. Life Stealer x1, Wise Sorcerer x2
22. Life Stealer x2, Wise Sorcerer x1
23. Life Stealer x3
24. Life Stealer x2
25. Harpy x1 or Evil Eye x1
26. Harpy x1 or Evil Eye x2
27. Harpy x1 or Evil Eye x2
28. Harpy x1 or Evil Eye x1
29. Harpy x1 or Evil Eye x2
30. BOSS: Dallas, Gyne, Walther

Dungeon Objectives



1
Defeat Barbarossa.

2
Defeat Barbarossa.

3
Discover the Time Machine in the ruins.

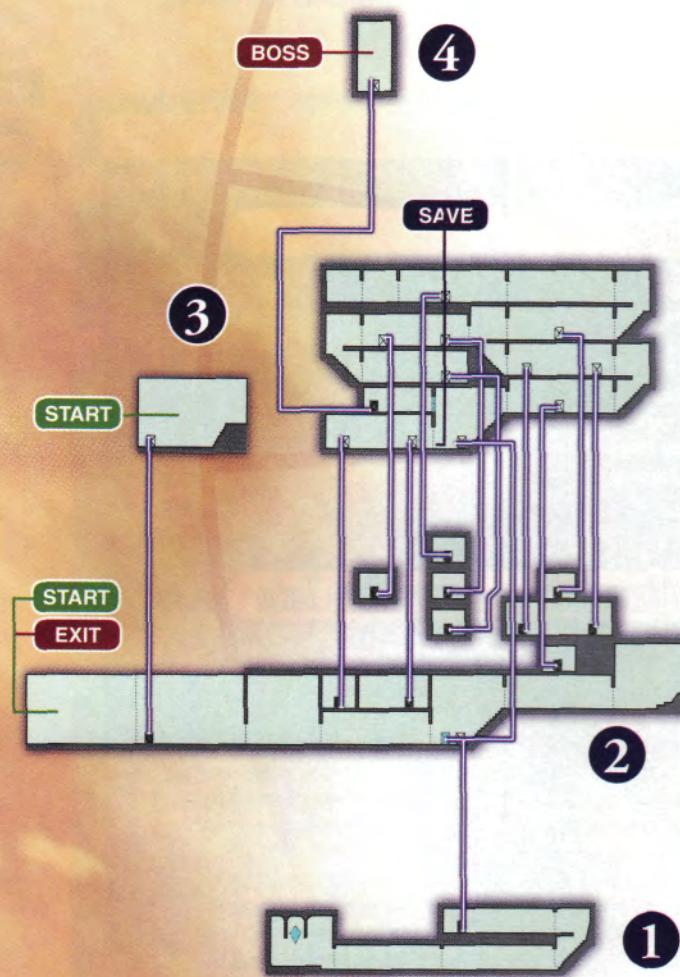
4
Talk to the woman on the second floor of the private residence.

5
Examine the bookshelves and press the switch.

6
Talk to the Queen.

7
Break the stained glass window with your sword.
(Earn 35000 Event points.)

8
Defeat the Bosses: Dallas, Gyne, and Walther. Recover all Artifacts. (Earn 186200 Event Points: 3100 per Artifact and 180000 for recovering all of them.)



Barbarossa

Before you can even catch your breath upon entering the Lost City of Dipan, Barbarossa attacks. If you are reading this guide before you enter the dungeon, you should be prepared to fight. If not, consider reloading from your last save and make sure that your party is fully healed and ready to go. Barbarossa is very tough, and you have to defeat him twice! Your best bet is to pile on the combo attacks, building up your charge gauge for Purify Weird Soul attacks. If you can trigger a Purify Weird Soul round every time it is your turn to attack, you might be able to defeat the beast before he turns around and destroys your party with his own Big Magic attack. Guts, Auto-Item, and the spells Sap Guard and Might Reinforce are all recommended for this battle.



The basic premise behind this dungeon is that there is a coven of three mages who are up to no good. In fact, they decide to send Valkyrie back in time to trip you up.

Once you defeat Barbarossa, head into the lost city and make your way to the time machine. In the past, you must seek out the Queen. Talk to the woman to get the clues you need to find the Queen.



Once you've helped the Queen, it's back to the present to take down the three mages. They are hidden behind large stained glass window. Build a crystal step to get high enough, and then smash the glass with your sword.



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Dallas, Gyne, Walther

Name	HP	Weaknesses	EXP Points (Easy)	EXP Points (Normal)	EXP Points (Hard)
Dallas	18000	Mage Slayer	3000	1000	700
Gyne	18000	Mage Slayer	3000	1000	700
Walther	30000	Holy Water of Mithra	120000	40000	28000

You can do a few things to even out this battle. The first is to have a Mage Slayer handy. If you grabbed the one from the Dark Tower of Xervah, then you are way ahead of the game. If not, keep a sorcerer on Reflect Sorcery duty for the whole battle. You're going up against three sorcerers, so it makes sense that magic is their weapon of choice.

With the Mage Slayer, you can take out Dallas and Gyne pretty quickly. This is good because Gyne has the Invoke Feather spell and can therefore resurrect his fallen comrades. You don't want that to happen, so be sure to kill him first.

Once you've taken care of Dallas and Gyne, you get to take care of Walther. Walther has a nasty physical attack that is unaffected by Reflect Sorcery. Once the battle is down to just him, consider switching your sorcerer's focus from defensive spells to healing so that your party can survive Walther's worst. Keep up the attacks and the healing, and Walther too will succumb to your power.

Sunken Shrine

This time, Hard mode takes you to a temple filled with Inferior Eyes and fiendish puzzles. This is one of the more complex areas you've visited so far, but it's nothing compared to what lies ahead in the final two chapters. Besides, successfully navigating this dungeon simply requires you to use skills you've already honed, such as using crystals to redirect light beams and the like.

Sunken Shrine: All You Need To Know

Experience Points Acquired

	Easy	Normal	Hard
Normal Monsters	-	-	270620
Boss(es)	-	-	70000

Enemy Data

Monster Name	HP	Weaknesses
Bream Giant	18400	Poison, Holy
Giant Squid	42600	Holy, Poison
Gill-Man	15300	Poison
Inferior Eye	40000	N/A
Red Lobster	20000	Holy, Poison
Roper	17200	Holy, Poison
Wraith	100000	N/A

Treasures

1. Eye of Heaven
2. Prismatic Missile
3. Lapis Lazuli
4. Angel Curio
5. Dark
6. Ruin's Fate
7. Footman's Axe
8. Sacred Javelin
9. Charge
10. Flame Jewel
11. Reflect Armor
12. Slashing Sword "Farewell"
13. Tear of the Cosmos

Enemy Encounters

1. Giant Squid x1
2. Red Lobster x2
3. Red Lobster x3
4. Red Lobster x2
5. Bream Giant x2, Roper x1
6. Bream Giant x3
7. Inferior Eye x1
8. Red Lobster x3, Inferior Eye x1
9. Bream Giant x3
10. Roper x2
11. Roper x2
12. Roper x3
13. Gill-Man x2
14. Giant Squid x2
15. Bream Giant x2, Roper x1
16. Gill-Man x3, Inferior Eye x1
17. Giant Squid x1, Inferior Eye x1
18. Inferior Eye x1, Roper x2
19. Inferior Eye x2
20. Inferior Eye x2
21. Inferior Eye x3
22. BOSS: Wraith

Dungeon Objectives



Step on the switch. When the stone idol is lowered, hop on top of it. (Earn 3000 Event Points.)



Move the stone tablet to the left.



Hang from the lever on the left side until it reaches the lowest mark. (Earn 5000 Event Points.)



Pull on both sides of the statue. (Earn 5500 Event Points.)



Slash at the globe once with your sword. (Earn 3000 Event Points.)



Pull on both sides of the statue.



Activate the mechanism by letting the shard from a crystal float into the recess.



Use a crystal to redirect the beam. (Earn 40000 Event Points.)



Use two crystal shards to activate the mechanism.

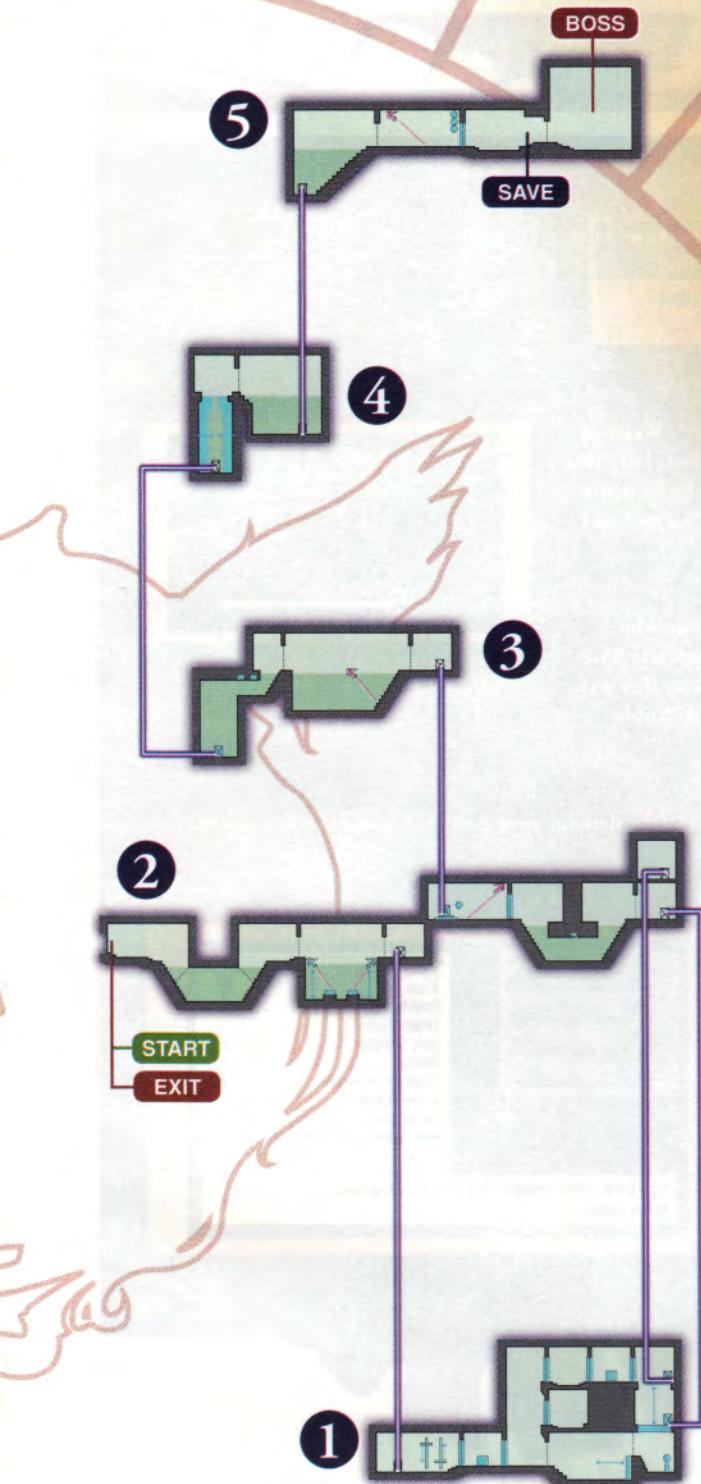


Use three crystals to redirect the beam of light. (Earn 60000 Event Points.)



Defeat the Boss, the Wraith. Recover the Artifacts. (Earn 309300 Event Points: 3100 per Artifact and 300000 for recovering all of them.)

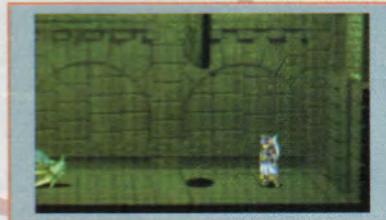
Secrets of the Sunken Shrine



First, we should mention that almost all of the monsters in this dungeon are weak to either Holy or Poison spells. Be sure the spellbook of whichever sorcerer you bring with you has Mystic Cross and Poison Blow in it. If you have a Glare Sword (made by Transmuting a Broken Armor using the Creation Jewel), that will work too. Be sure to buy some Paralyze Checks and Magic Charms, and equip them on your party members.



Next, the key to this dungeon is figuring out how the switches affect the level of water in different parts of the shrine. You may find it helpful to experiment and get the lay of the land before you continue tackling the puzzle. Once you feel comfortable with how the mechanisms work, the checkpoints guide you where to go and what you have to do to get through the shrine to the boss.



Finally, this dungeon is full of Inferior Eyes. These are remarkably strong monsters that can resurrect other monsters in their group. In battle, you're likely to find them in the back row, reachable only with bows and magic attacks. It's in your best interest to get the Inferior Eyes to the front row as soon as possible. The only way to do that is to kill whatever is in the front row, forcing the Inferior Eyes to move forward. Once they are in the front row, they stay there regardless of how



many monsters they resurrect. Gang up on the Inferior Eyes and take them out; if you have two, you have to take out both in the same round!

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Wraith

Name	HP	Weaknesses	EXP Points (Easy)	EXP Points (Normal)	EXP Points (Hard)
Wraith	100000	Holy Water of Mithra	-	-	70000

This can be an easy battle or a very hard one. If you possess the Holy Water of Mithra Artifact, use it on the Wraith to kill it in one shot. If you don't have this item, be prepared to face a wipe every other round of battle when he casts the Big Magic spell, Gravity Blessing. He is guaranteed to do it in the second and fourth rounds at the least.

To survive this massive attack, use expensive Angel Curios on anyone who can cast Invoke Feather. Otherwise, make sure that all of your characters have maxed out Guts and Auto-Item (set to Union Plumes) set up. At least this way, if people die, there are others to revive them during the next round. Noble Elixirs are also a good investment for this fight.

On normal rounds, use Sap Guard and Reflect Sorcery to help defray the damage your party takes and the amount of healing your sorcerer or other party members have to do.



Item Name	Number
Elixir	16
Spectacles	10
Union Plume	17
Holy Crystal	2
Banish	9
Tome of Alchemy	2
Prime Banish	3
Noble Elixir	3
Holy Water of Mithra	1

Holy water which causes 100,000 points of damage to the undead.



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The Facts About Chapter 7

Dungeons in Chapter 7

Name of Dungeon	Easy	Normal	Hard
Forest of Spirits	X	X	X
Tombs of Amenti	-	-	X

Recruitable Einherjar

Name	Easy (by pattern)				Normal (by pattern)				Hard (by pattern)				Location
	1	2	3	4	1	2	3	4	1	2	3	4	
Lyseria	-	-	-	-	-	-	-	-	X	X	X	X	Arkdain Ruins
Suo	X	X	X	X	X	X	X	X	X	X	X	X	Hai-Lan

Artifacts

Name of Artifact	Easy	Normal	Hard	Send to Odin?
Accursed Flame Gem	X	X	X	Yes
Arectaris	X	X	X	No
Elven Bow	X	X	X	No
Ambrosia	-	-	X	No
Bracelet of Basilisk	-	-	X	No
Mask of the Dead King	-	-	X	No
Richebourg	-	-	X	No
Ruby Music Box	-	-	X	No

Einherjar Requirements for Chapter 7

- Hero Value: 110+
- Class: High Level Sorcerer
- Personal Characteristic(s): N/A
- Skills: Avoid, Resist Magic, Undead Int.

Ending A Dos and Don'ts for Chapter 7

- See the event "Loki's Conspiracy."
- After you've seen the "Loki's Conspiracy" cut-scene, start playing full-on to raise Valkyrie's Evaluation Value, without worrying about Seal Rating.

Loki's Conspiracy

If you are trying to get the A Ending, the main goal in this chapter is to see the cut-scene, "Loki's Conspiracy." This cut-scene occurs when Valkyrie's Evaluation Value is at 36 or below. So, if you aren't quite there yet, you have only two to four points that you can lose during this chapter before you start Sacred Phase 7-8. If those two to four points will make the difference, then recruit Suo and Lyseria (Hard mode only) before you do anything else.

Once you've triggered this cut-scene, it's time to start rebuilding Valkyrie's Evaluation Value. Start by transferring two characters this chapter and two during Chapter 8, and put the Nibelungen Ring back on Valkyrie.

Wanted

High-Level Sorceress

In the Forest of Spirits, you get your hands on an Artifact called the Accursed Flame Gem, which must be sent up to Odin. The person you transfer this chapter gets to deal with it once she's safely in Valhalla. You can choose whichever of the sorcerers you currently have traveling with you, but we suggest that you hold off sending the person you've been using as your primary spell-caster, especially if you are playing on Hard mode. You don't want to lose any important spells.

Of all of the sorcerers you are likely to have in your group, Lorenta and Lyseria are good choices for transfer. As far as the skills are concerned, you get Undead Int by default at the start of the game. Avoid can be found in a chest in the Solde Catacombs or by transmuting a Guts book. Resist Magic can be found in chests in either the Arkdain Ruins or the Tombs of Amenti.

Recruiting Lyseria

If you are playing on Hard mode, you get the chance to resolve the storyline in the Arkdain Ruins. Specifically, you get to go back and free the woman imprisoned in that crystal! This battle is relatively easy if you bring three or four well equipped soldier types. With four melee characters, you should be able to overcome Lyseria with combos and special attacks. Of course, because Lyseria is a sorcerer, you can expect to see a Big Magic attack every other round. Noble Elixirs and Auto-Item set for Union Plumes is the way to minimize loss of life. At the end of the battle, Lyseria joins the party.



The Forest of Spirits

Lenneth is tasked with repairing the Accursed Flame Gem, an Artifact vital to the war. The Elves in the Forest of Spirits can repair it but, naturally, they need your assistance gathering the materials to do so. Gather the items to restore the Gem, and Asgard has gained a very powerful Artifact in the war!

Forest of Spirits: All You Need To Know

Experience Points Acquired

	Easy	Normal	Hard
Normal Monsters	1154550	384850	269395
Boss(es)	451500	150500	105350

Enemy Data

Monster Name	HP	Weaknesses
Cockatrice	50000	Fire, Beast
Corrosive Vine	7000	Fire
Corsair Beetle	3600	Fire
Crustacean Monster	14300	Fire
Harpy	23000	Ice, Flying
Mandragora	32500	Fire
Sivapithecus	42000	Ice, Beast
Venom Spider	30000	Holy
Viscous Cloud	8049	N/A

Treasures

1. Sap Power
2. Golden Egg
3. Accursed Flame Gem
4. Elven Bow
5. Arectaris
6. Sacred Javelin
7. Wassail-Rapier
8. Lucerne Hammer
9. Dampen Magic
10. Invoke Feather
11. Golden Egg
12. Lapis Lazuli
13. Eye of Heaven
14. Dampen Magic
15. Reflect Sorcery
16. Golden Egg
17. Timer Ring
18. Heal
19. Sylphian Robe
20. Mystic Cross

Enemy Encounters

1. Corrosive Vine x2
2. Corrosive Vine x3
3. Corrosive Vine x4
4. Corrosive Vine x3
5. Viscous Clod x2
6. Viscous Clod x2
7. Viscous Clod x3
8. Viscous Clod x3
9. Viscous Clod x3
10. Viscous Clod x4
11. Crustacean Monster x2
12. Crustacean Monster x2
13. Mandragora x2
14. Mandragora x2
15. Mandragora x3
16. Mandragora x3
17. Mandragora x3
18. Mandragora x2
19. Crustacean Monster x3
20. Crustacean Monster x3
21. Crustacean Monster x2
22. Crustacean Monster x3
23. Crustacean Monster x4
24. Crustacean Monster x4
25. Corsair Beetle x3
26. Corsair Beetle x3
27. Corsair Beetle x3
28. Corsair Beetle x2
29. Corsair Beetle x2
30. Corsair Beetle x2
31. Corsair Beetle x2
32. Corsair Beetle x4
33. Corsair Beetle x4
34. Harpy x2
35. Harpy x1
36. Harpy x2
37. Harpy x3
38. Corsair Beetle x3, Harpy x1
39. Corsair Beetle x2, Harpy x1
40. Harpy x3
41. BOSS 1: Sivapithecus
42. BOSS 2: Venom Spide
43. BOSS 3: Cockatrice
44. BOSS 4: Cockatrice



1
Follow the guide to the Elven village.

2
Recover the Polar Drops. (Earn 16000 Event Points.)

3
Defeat the Sivapithecus and recover the Golden Candlestick. (Earn 16000 Event Points.)

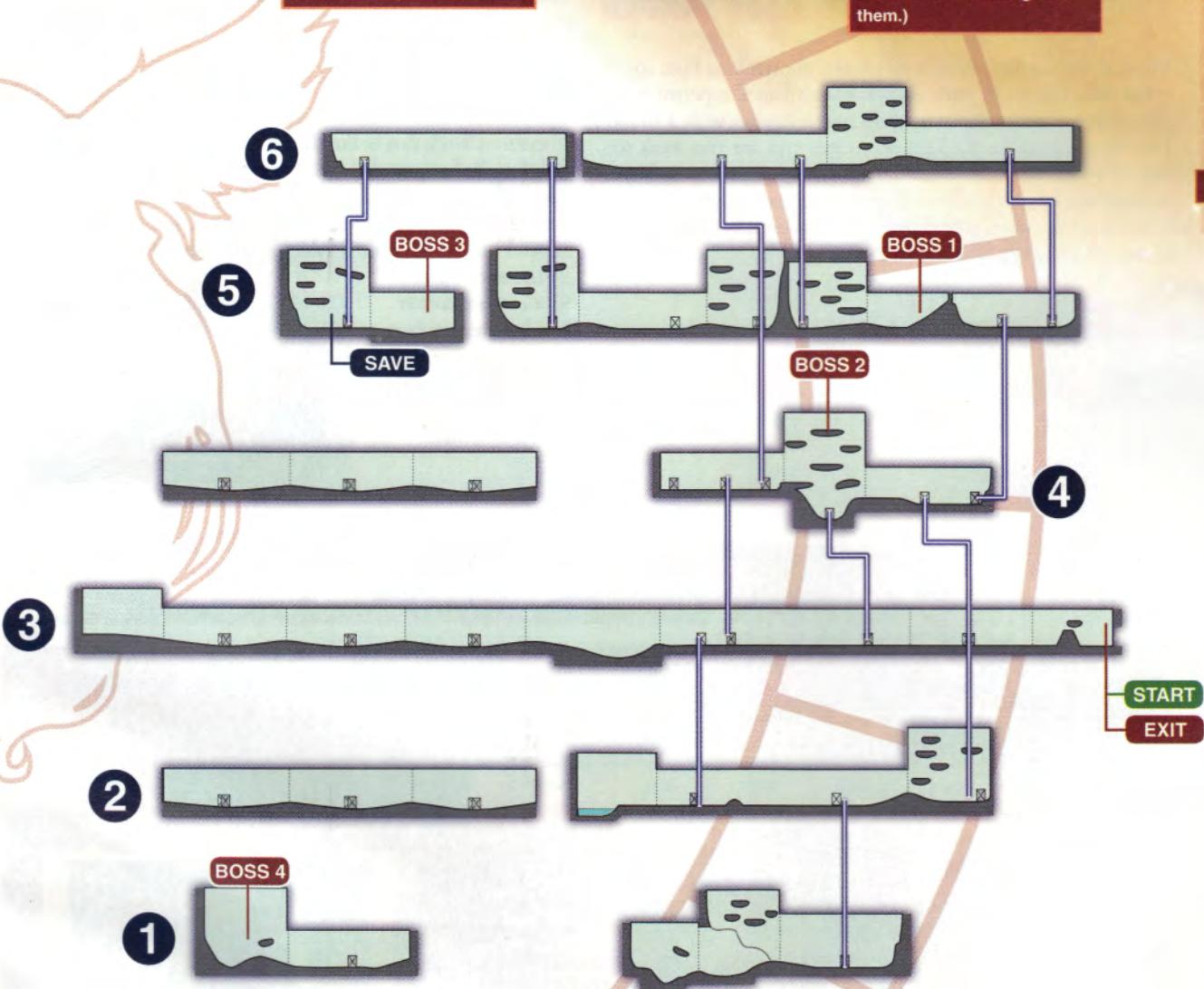
4
Defeat the Venom Spider and recover the Silver Thread. (Earn 16000 Event Points.)

5
Defeat the Cockatrice and recover the Charm Feather. (Earn 16000 Event Points.)

6
Return to the Elves and receive the repaired Accursed Flame Gem. Offer it up to Lord Odin. (Earn 3600 Event Points.)

7
Leave the Forest and re-enter, braving the misty area without an Elven guide.

8
Defeat the Cockatrice in the misty maze and recover all Artifacts. (Earn 247200 Event Points: 3600 per Artifact and 240000 for recovering all of them.)



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Repairing the Gem



Most of the enemies within this forest are weak to Fire, so make that a staple in your equipment and spell repertoire! In particular, you can wipe out the Corsair Beetles with a single Fire Storm. Because the Harpies in this area are also weak to Fire, there's not much reason to risk losing your Raven Slayer to breakage by using it here. Simply keep going left from the start of the area to find your guide, who takes you to the Elven village, bypassing a misty maze.

The four items the shaman needs to repair the Accursed Flame Gem can be obtained in any order. However, the order given here requires the least amount of backtracking. From the village, head to the front without delay to pick up the Moon Drops. If the fountain is dry, merely retreat to the previous screen and return until the pool is full again.



Be sure to explore the area a little further to pick up all of the chests. They can be difficult to spot in the underbrush, so a Treasure Check can make things a little easier on you. The Sylphian Robe (guarded by an arrow trap) is up a tree in a dead-end; use a crystal step to reach it. The Forest has a fairly simple layout with only a few dead-ends, so navigating it should not be difficult. However, the only Memory Camp in the entire area is in a remote corner just before you face the Cockatrice. Make sure you're stocked up before you even enter.



Sivapithecus

Name	HP	Weaknesses	EXP Points (Easy)	EXP Points (Normal)	EXP Points (Hard)
Sivapithecus	42000	Ice, Beast Slayer	150000	50000	35000

If you have the Beast Slayer weapon, equip it before entering the creature's area! Hit the Sivapithecus with a magic attack to remove its guard, and then nail it with the Slayer to deliver massive damage. Without the Beast Slayer, go with Ice magic and Ice-based weapons. The Sivapithecus doesn't have any particularly dangerous moves, so you should be able to eliminate it with relative ease.



Venom Spider (Blue)

Name	HP	Weaknesses	EXP Points (Easy)	EXP Points (Normal)	EXP Points (Hard)
Venom Spider	30000	Holy	1500	500	350

This arachnid is weak to Holy powers, so be sure to have weapons and spells of that type ready. A good Big Magic Holy spell can really cut its life short. The biggest threat the Spider poses is its ability to poison your party members, but a few Poison Checks should eliminate that threat. Consider this spider squashed within two turns.



Cockatrice

Name	HP	Weaknesses	EXP Points (Easy)	EXP Points (Normal)	EXP Points (Hard)
Cockatrice	50000	Fire, Beast Slayer	150000	50000	35000

The cockatrice is also weak to the Beast Slayer, so have that ready and use the same pattern of spell followed by attack to take down this creature fast. Without the Beast Slayer, Fire is once again the element of choice against this creature, so you shouldn't have to worry about switching out your weapons and spells. However, you should make sure your entire party is equipped with Stone Checks, because the Cockatrice can petrify a warrior easily.

Once you've got all four items, return to the misty area's entrance. Your guide returns you to the Elven village. With the Accursed Flame Gem repaired, Lord Odin is very pleased!

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Return to the Forest

You do not have to re-enter the Forest of Spirits to continue the game. However, there is another Cockatrice deep within the misty maze through which the Elven guide led you. It guards two powerful Artifacts, which net you a lot of Event Points! In order to enter this area, you must return to the world map and re-enter, which means the loss of two periods.



The misty maze has a very simple layout when you look at your map. But, if you're not careful, the strange manner in which the area works can put you far away from your objective. You can certainly explore the area all you want, but there's no treasure to be had, only fights. To reach your objective, take the first path to the front, go one screen left, then to the front again. This sets you before the lair of the other Cockatrice! To leave the area quickly, all you have do is go right, which puts you at the beginning of the maze.



Cockatrice

Name	HP	Weaknesses	EXP Points (Easy)	EXP Points (Normal)	EXP Points (Hard)
Cockatrice	50000	Fire, Beast Slayer	150000	50000	35000

This Cockatrice is no different from the one you faced to obtain the Charm Feather. By this time, you should also be a little stronger than you were in that battle! Stick with your Fire-based assault and a few swipes of the Beast Slayer, and the Cockatrice's goose is cooked.

Tombs of Amenti

Excellent hand-eye coordination is what you need to complete the tasks in the Tombs of Amenti. If you are an excellent platformer, then this dungeon should give you no problems. If not? Well, pay attention. This is a long dungeon with lots of traps and lots of tough monsters, as befits a dungeon exclusive to Hard mode!

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Tombs of Amenti: All You Need To Know

Experience Points Acquired

	Easy	Normal	Hard
Normal Monsters	-	-	310730
Boss(es)	-	-	143360

Enemy Data

Monster Name	HP	Weaknesses
Akhetamen	130000	Holy
Basilisk	22000	Beast
Dullahan	35000	N/A
Lizardman	15000	Holy, Dragon
Ram Guardian	25600	Dragon
Stealer Robin	9000	Flying
Undead Slave	19000	Holy
Wise Sorcerer	10000	Poison, Mage

Treasures

1. Eye of Heaven*
2. Flame Jewel*
3. Base Metal
4. Darkness Arrow
5. Wassail-Rapier
6. Mithril Ore
7. Mystic Cross
8. Unicorn Horn
9. Lucerne Hammer
10. Invoke Feather
11. Reflect Sorcery
12. Basilisk Scale
13. Guard Reinforce*
14. Raven Slayer
15. Lapis Lazuli
16. Flare Jewel
17. Mithril Plate
18. Stone Check
19. Resist Magic
20. Ruin's Fate
21. Iron Ore
22. Raven Slayer*
23. Richebourg
24. Mask of the Dead King
25. Ambrosia
26. Ruby Music Box
27. Bracelet of Basilisk
28. Ether Scepter

Enemy Encounters

1. Undead Slave x3
2. Lizardman x2, Wise Sorcerer x1
3. Dullahan x1
4. Undead Slave x4
5. Basilisk x1
6. Dullahan x1
7. Stealer Robin x2
8. Stealer Robin x2
9. Undead Slave x2, Wise Sorcerer x1
10. Undead Slave x4
11. Lizardman x1, Undead Slave x2
12. Stealer Robin x3
13. Basilisk x2
14. Dullahan x1
15. Stealer Robin x3
16. Undead Slave x2, Wise Sorcerer x2
17. Lizardman x3, Wise Sorcerer x1
18. Basilisk, Wise Sorcerer x2
19. Basilisk x2
20. Dullahan x1
21. Stealer Robin x4
22. Stealer Robin x2
23. Stealer Robin x3
24. Dullahan x1
25. Dullahan x1
26. Lizardman x1, Undead Slave x2
27. Basilisk x3
28. Stealer Robin x4
29. Stealer Robin x4
30. Lizardman x2, Wise Sorcerer x2
31. Ram Guardian x1, Undead Slave x2
32. Basilisk x1, Ram Guardian x1
33. Lizardman x3, Wise Sorcerer x3
- BOSS: Akhetamen x1, Undead Slave x2

Dungeon Objectives



Get the Blue Gem. (Earn 60000 Event Points.)



Slash at the chin of the stone bust with your sword. (Earn 35000 Event Points.)



Get the Red Gem. (Earn 60000 Event Points.)



Slash at the chin of the stone busts with your sword. (Earn 35000 Event points for destroying each of the two chins.)

Dungeon Objectives continued



Touch the stone heads and get warped.



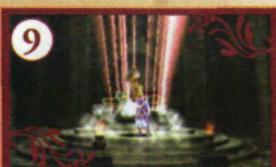
Destroy the three stone heads on the wall with your sword. (Earn 20000 Event Points.)



Solve the statue's puzzle.



Set the Red and Blue Gems in place.



Defeat the Boss, Akhetamen. Recover all Artifacts. (Earn 1018000 Event Points: 3600 per Artifact and 1000000 for recovering all five of them.)



It's Time to Raid the Tomb!

The basic premise of this dungeon is simplicity itself: you have to find two gems (a red one and a blue one), take them to the boss chamber, and use them to summon the final boss. Easy, right?

Unfortunately, the tombs themselves don't want to cooperate all that much. The halls are filled with flame and spike traps, and the chests are almost uniformly booby-trapped. The tomb's designers obviously wanted to thwart adventurers when they drew up the plans for this place. With this in mind, make your way to the first checkpoint, keeping an eye out for traps. Grab the Blue Gem. Then shatter a crystal on the platform; the weight of the shards trigger the door switch, opening it and allowing you to leave.



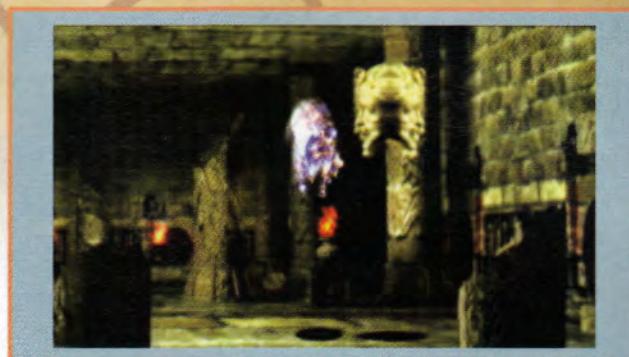
Once you head over to the second checkpoint, you meet this dungeon's second major challenge: the giant Pharaoh busts. These giant heads slide across the room at you, and you must slash at them with your sword, severing the chin and beard, and then slide beneath them.



Next, find a way over the triangular platforms to the door, and make your way to Checkpoint 3 to grab the Red Gem. Here's the secret to the triangular platforms: pick a good starting place (about halfway up the right wall) and then jump onto the tip of the triangle itself.



Now go past two more Pharaoh heads, slashing off their chins and beards, and proceed into a room full of departed souls. Touching one of them automatically transports you to Checkpoint 6, which is a good thing.



Use crystals to climb the wall. Slash the stone heads at least twice to break off their chins and beards. Doing this correctly and completely opens the doors.



Now that you've completed the sixth checkpoint, you must dodge all of those overly helpful spirits for four screens until you hit a big, open room with moving spike platforms. Make your way across to the door, and then head into the boss chamber. You have to answer the statue's question to enter the room, but it accepts all three answers.



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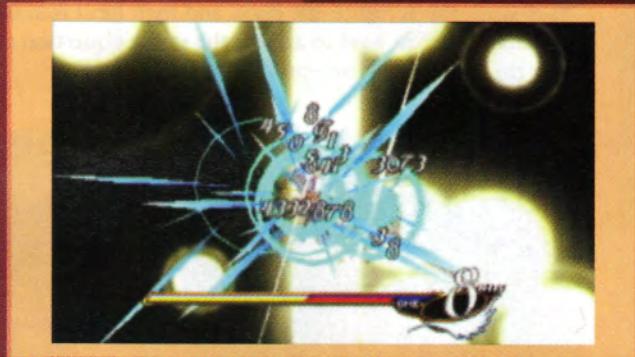
Akhetamen

Name	HP	Weaknesses	EXP Points (Easy)	EXP Points (Normal)	EXP Points (Hard)
Akhetamen	130000	Holy, Holy Water of Mithra	-	-	140000
Undead Slave	19000	Holy, Holy Water of Mithra	-	-	1680

To summon Akhetamen and his slaves, place the Red and Blue Gems on the platform. When the battle starts, protect your party with Reflect Sorcery and start working on killing the Undead Slaves. Holy Spells are the key to success here, so do what you must to keep your sorcerer's charge times to the minimum. Set one of the two spells as her main, and make sure that she has a wand that allows her to cast Big Magic spells.



If you have the Holy Water of Mithra item, you can use this with great success on Akhetamen. If not, you have to whittle him down the old fashioned way.





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The Facts About Chapter 8

Dungeons in Chapter 8

Name of Dungeon	Easy	Normal	Hard
Palace of the Dragon	-	X	X
Celestial Castle	-	-	X
Arianrod Labyrinth	-	-	X

Recruitable Einherjar

Name	Easy (by pattern)				Normal (by pattern)				Hard (by pattern)				Location
	1	2	3	4	1	2	3	4	1	2	3	4	
Gandar	-	-	-	-	X	X	X	X	X	X	X	X	Palace of the Dragon

Artifacts

Name of Artifact	Easy	Normal	Hard	Send to Odin?
Dragoon Faith	-	X	X	No
Hourglass of the Gods	-	X	X	No
Scroll of Golem	-	X	X	No
Armor of Aleph	-	-	X	No
Berserker Bow	-	-	X	No
Harp of Atrasia	-	-	X	No
Secrets of Zolon	-	-	X	No
Shadzard	-	-	X	No
Unicorn's Horn	-	-	X	No

Einherjar Requirements for Chapter 8

- Hero Value: 120+
- Class: A High Level Warrior
- Personal Characteristic(s): Brave
- Skills: Leadership, Fight, March, Formation, Counter

Ending A Dos and Don'ts for Chapter 8

- See the "Hrist Awakens" event in Weeping Lily Meadow at the end of the Chapter.

Easy Mode is Easy!

If you're playing on Easy mode, you'll be pleased to know that you don't have very much to do this Chapter. There are no Easy mode dungeons and no one to recruit. Instead, spend your time playing around in the Cave of Oblivion and in the older dungeons, leveling up the characters you want to send to Freya. Jotunheim Palace may throw you some curve balls, and it pays to be prepared.

Which Way Do You Go?

At the end of this Chapter, you learn which ending you will get. If you complete the Chapter and get sent to Jotunheim Palace, you are getting the B Ending. If, however, you are directed to the Weeping Lily Meadow at the end of the Chapter, then the A Ending is in your reach. For the A Ending, you are transported to Asgard Hill, where you take on some of the toughest monsters in the game. At the end, a special enemy waits for you to appear. Can you guess who it's going to be?



The Final Transfer

Because you are on the last chapter of the game, it really doesn't matter who you transfer to Valhalla. Once you start the End Game segment, all of the Einherjar you've transferred return to you so that you can call upon their services for the final battles. This means that if you want to send one of your favorite warriors up to Freya because he fits the bill, do it at the end of the Chapter (before you would start Sacred Phase). You'll have him back in time for the final assault.

As far as recommendations, send up at least one (if not two) Einherjar who are skilled with a sword and are courageous; Janus, Grey, Suo, and Jayle have Brave as a character trait, or you can equip your recruits with a Flame Bandana. The Skills Freya wants are all default skills, so you don't have to worry about whether or not you've found the books. The characters should also be pretty high in level, around level 15 or higher. You can use the Exp Orb or just take them with you through some dungeons first. Make this the best transfer ever!

Palace of the Dragon

Your journey through this palace to meet Gandar takes place in two realms. This dungeon is relatively tricky because you have to juggle your knowledge of two slightly different dungeons while figuring out what quest item to get next and where to use it.

Palace of the Dragon: All You Need To Know

Experience Points Acquired

	Easy	Normal	Hard
Normal Monsters	-	502700	351890
Boss(es)	-	0	0

Enemy Data

Monster Name	HP	Weaknesses
Dark Pudding	9200	N/A
Dragonewt	20000	Dragon
Dullahan Lord	40000	N/A
Eternal Chimera	40000	Beast
Gandar	35000	N/A
Grey Bones	27000	Dragon
Mage Lord	12000	Poison, Mage

Treasures

1. Shield Critical
2. Dinosaur Spear
3. Hourglass of the Gods
4. Scroll of Golem
5. Dragoon Faith
6. Frigid Damsel
7. Burgundy Flask
8. Fire Storm
9. Lucerne Hammer
10. Ether Scepter
11. Sacred Javelin
12. Spell Reinforce
13. Might Reinforce
14. Quartz Gem
15. Lightning Bolt
16. Dragon Slayer
17. Eye of Heaven
18. Guard Reinforce
19. Quartz Gem
20. Prismatic Missile
21. Savory
22. Lapis Lazuli
23. Wassail-Rapier
24. Eye of Heaven
25. Lapis Lazuli

Enemy Encounters

1. Grey Bones x1
2. Grey Bones x1
3. Dullahan Lord x1
4. Grey Bones x1, Mage Lord x2
5. Grey Bones x1, Mage Lord x2
6. Mage Lord x4
7. Eternal Chimera x1
8. Dragonewt x2
9. Dragonewt x2
10. Dragonewt x3
11. Dragonewt x3
12. Mage Lord x2
13. Dragonewt x1, Mage Lord x2
14. Mage Lord x3
15. Mage Lord x2
16. Eternal Chimera x1
17. Grey Bones x1
18. Grey Bones x1
19. Mage Lord x2
20. Dragonewt x1, Mage Lord x2
21. Dark Pudding x3
22. Dark Pudding x2
23. Grey Bones x1
24. Mage Lord x3
25. Dullahan Lord x1
26. BOSS: Gandar

Dungeon Objectives



Get the Full Moon Stone by examining the painting. (Earn 1600 Event Points.)



Move the tombstone.

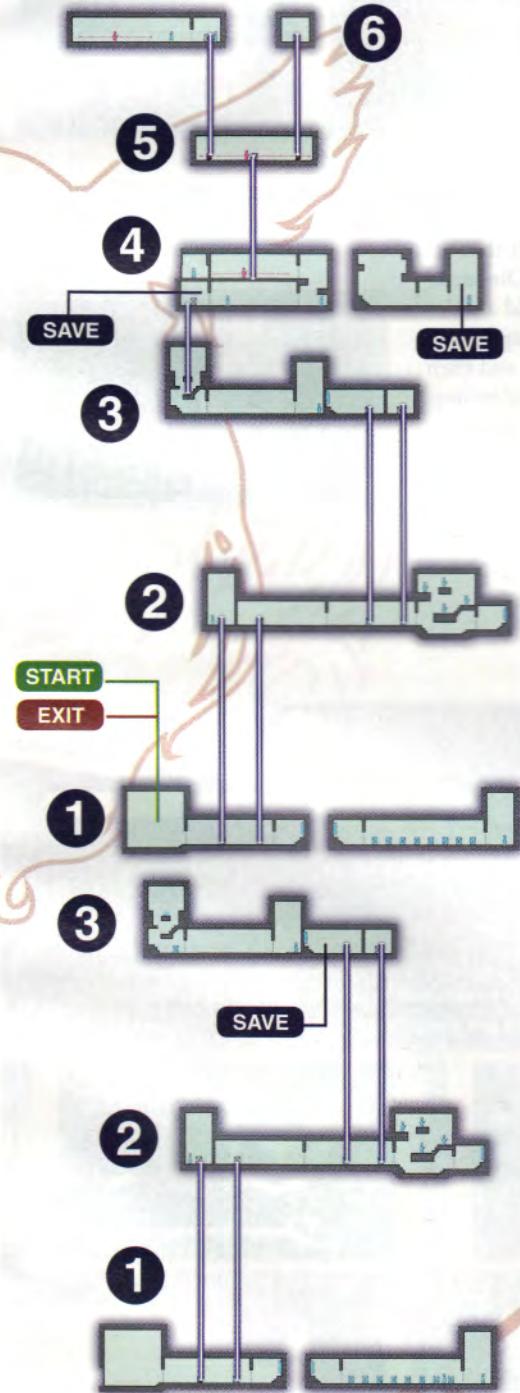


Move the tombstone.



Get the Eclipse Stone by examining the painting. (Earn 1600 Event Points.)

Normal/Hard Mode Maps



Obtain the Darkspot Stone by examining the painting. (Earn 1600 Event Points.)



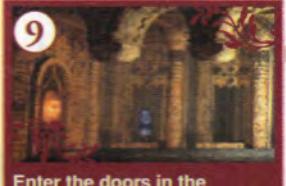
Turn the 4 Statues in the following directions: Top Statue: turn left; Left Statue: turn right; Right Statue: turn face front; Bottom Statue: turn inward. (Earn 5000 Event Points.)



Get the Crescent Moon Stone by examining the painting. (Earn 1600 Event Points.)



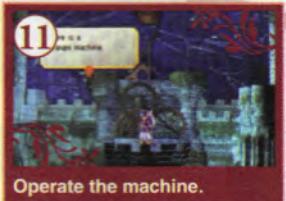
Get the Darkpath Stone by examining the painting. (Earn 1600 Event Points.)



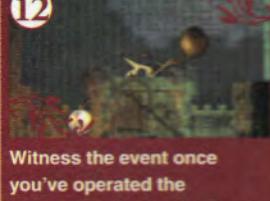
Enter the doors in the following order: 6 > 2 > 4 > 5 > 7 > 8 > 3 > 1. (Earn 20000 Event Points.)



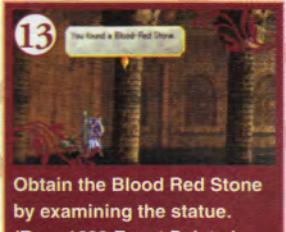
Obtain the New Moon Stone by examining the painting. (Earn 1600 Event Points.)



Operate the machine.



Witness the event once you've operated the machinery at Checkpoint 11. (Earn 500000 Event Points.)



Obtain the Blood Red Stone by examining the statue. (Earn 1600 Event Points.)



Defeat the Boss, Gandar. Recover all Artifacts. (Earn 51200 Event Points: 4100 per Artifact and 500000 for recovering them all.)

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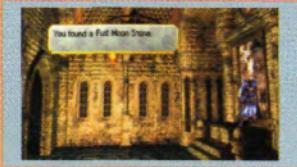
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Stones and Paintings

The statues in this dungeon have special powers. When you input the correct stone, the statue teleports you to another location in the dungeon. Stones are found by examining the various paintings in the palace. To get a feel for the dungeon and to grab all the treasure hidden within, we recommend that you play around with the stones a little bit to see where they take you. Then pick up the walkthrough at the last checkpoint you completed.



Other Points of Note

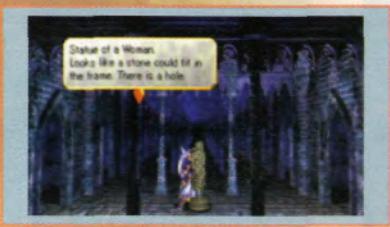
You can find solutions to most of the puzzles in this dungeon simply by looking around the dungeon itself. A cluster of statues in one room is the key to the statue puzzle, while a hallway of paintings tells you in which order to enter a group of rooms. Regardless of how you decide to solve the puzzles, keep in mind that if you mess one up, you can always reset it by leaving and re-entering the room.



Stuck in Limbo

In the latter half of the dungeon, you find statues guarding the halls and rooms. If one touches you, you'll get teleported into looped series of rooms. To get out, you have to defeat the monster guarding this section. Once you've done that,

proceed in any direction until you run into a statue that you can use to teleport back to the main part of the dungeon. To avoid this, try jumping over the guardians.



At the end of the dungeon, once you've defeated Gandar, use your talent with crystals to create an intricate ladder to the chest that holds the Dinosaur Spear. Build a set of shard steps on a big crystal and then use the hidden step method to reach the lofty niche.



Gandar

Name	HP	Weaknesses	EXP Points (Easy)	EXP Points (Normal)	EXP Points (Hard)
Gandar	35000	N/A	0	0	0

Gandar is the last Einherjar you recruit, but you have to defeat him first. He's remarkably easy to down; you can probably do it in the first round of battle if you manage to pull off a good combo and get a nice string of Purify Weird Soul attacks going. If not, be sure to use the standard anti-magic techniques until you manage to beat him into submission.



Celestial Castle

Celestial Castle is a dungeon suspended in midair. This shouldn't ring any alarm bells until you get to a room that has no floor. One misstep or missed jump and you'll plummet back to earth and the World Map, where it costs you another two periods to try again. Saving and reloading plays a large role in your success here!

Celestial Castle: All You Need To Know

Experience Points Acquired

	Easy	Normal	Hard
Normal Monsters	-	-	454825
Boss(es)	-	-	168000

Enemy Data

Monster Name	HP	Weaknesses
Demonic Baron	42000	N/A
Forager	44000	Beast
Genevieve	188800	N/A
Grey Bones	27000	Dragon
Harpy (Purple)	30000	Flying
Haunt	62000	Holy
Inferior	4900	Holy, Darkness, Poison, Demon
Mage Lord	12000	Poison, Mage
Mandradora	32500	Fire
Monstrous Vermin	10200	Flying

Treasures

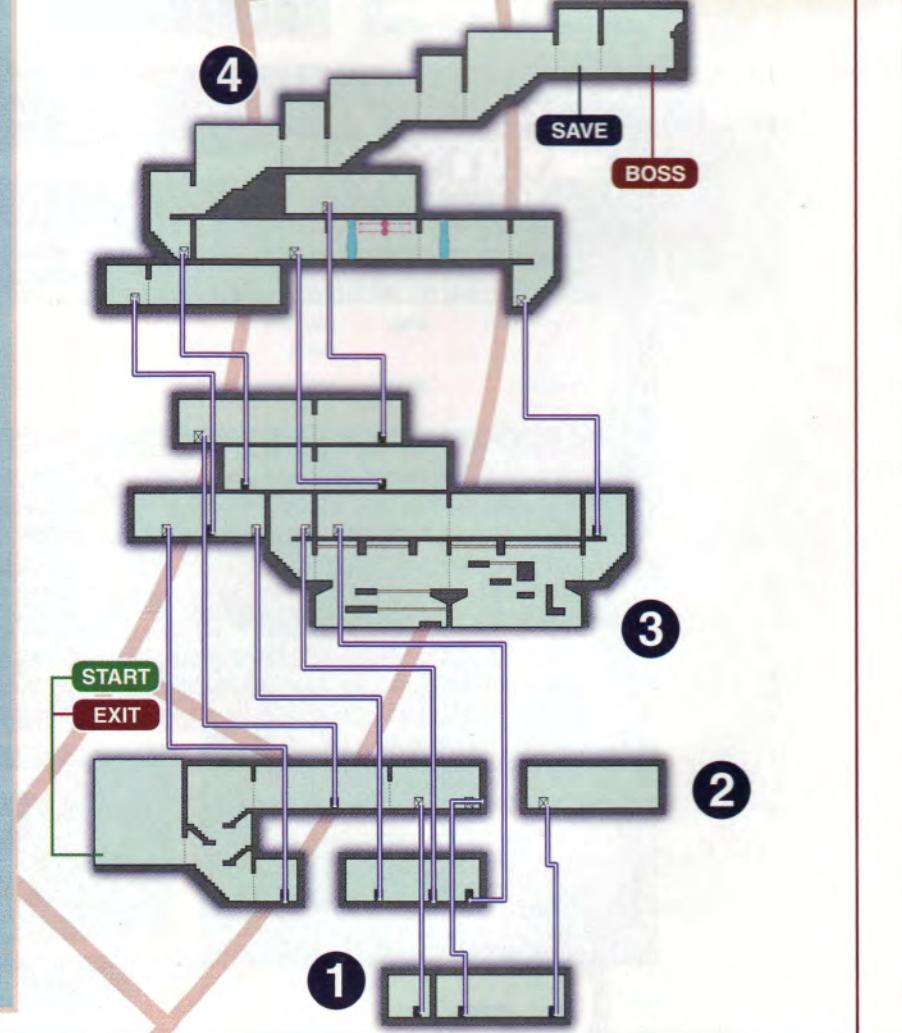
- 1. Eye of Heaven
- 2. Ghoul Powder
- 3. Flame Jewel
- 4. Wassail-Rapier
- 5. Vegetable Seed
- 6. Shield Critical
- 7. Quartz Gem
- 8. Reflect Sorcery
- 9. Concentration
- 10. Lucerne Hammer
- 11. Aqua Vitae
- 12. Ghoul Powder
- 13. Berserker Bow
- 14. Armor of Aleph
- 15. Harp of Atrasia
- 16. Sword of Silvans

Enemy Encounters

- 1. Inferior x2, Mage Lord x2
- 2. Inferior x2, Mage Lord x1
- 3. Grey Bones x1, Inferior x1
- 4. Grey Bones x1, Inferior x2
- 5. Grey Bones x2
- 6. Grey Bones x1, Inferior x2
- 7. Forager x1
- 8. Inferior x3
- 9. Inferior x3
- 10. Inferior x2, Mage Lord x2
- 11. Inferior x2, Mage Lord x1
- 12. Monstrous Vermin x2
- 13. Grey Bones x2
- 14. Monstrous Vermin x2
- 15. Harpy x2, Mage Lord x1
- 16. Grey Bones x1, Harpy x1
- 17. Monstrous Vermin x3
- 18. Monstrous Vermin x4
- 19. Harpy x3
- 20. Monstrous Vermin x2
- 21. Monstrous Vermin x3
- 22. Monstrous Vermin x3
- 23. Monstrous Vermin x4
- 24. Grey Bones x2
- 25. Harpy x2
- 26. Harpy x2
- 27. Mandragora x1
- 28. Haunt x1
- 29. Grey Bones x2, Haunt x1
- 30. Mandragora x2
- 31. Grey Bones x2, Mandragora x2
- 32. BOSS: Demonic Baron x2, Genevieve x1

Dungeon Objectives

- 1  You earned 3000 Event DPs
Defeat all of the Butterflies by slashing them with your sword. (Earns 80000 Event Points.)
- 2  Defeat all of the Butterflies by slashing them with your sword. (Earns 80000 Event Points.)
- 3  Defeat the Boss, Genevieve. Recover all Artifacts. (Earn 512300 Event Points: 4100 per Artifact and 500000 for recovering them all.)



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Survival Tips

The Celestial Castle is probably one of the most difficult dungeons in the game. The Castle's layout is rarely straightforward, and the halls and rooms are guarded by groups of difficult and dangerous monsters. Come prepared with a Dimension Slip ring (for Valkyrie) as well as items that protect you from Poison and Darkness attacks and magic. Make sure that your sorcerer(s) have the Poison Blow spell and that all of your specialty weapons are at the ready. If you have the right specialty weapon equipped, you can take out most of the monsters here with one or two blows. Use Raven Slayer on Harpies, Dragon Slayer on Grey Bones, and Beast Slayer on Foragers. You can defeat anything in here through cunning and determination—well, except for the Haunts, which you should try to avoid! If you can't, set Mystic Cross as your mage's main spell before the fight. Then use a wand that allows for Big Magic special attacks. You'll be amazed at the damage you inflict!



The open air section at the bottom of Area 3 is arguably the worst part of this dungeon. It requires mad platforming skills and, even then, is fraught with dangers. If you happen to slip and plummet, you end up back on the World Map to redo the dungeon all over again. We suggest that you play through the dungeon last and that you save the treasure hunting until after you've killed the boss. Don't let the chests distract you from the main goal!

Once you've crossed the underside of the Castle, your next challenge comes in the form of two Butterfly rooms. Kill the Butterflies to kill the large vine in your way. In the second room, the appearance of floating lasers makes things more interesting.

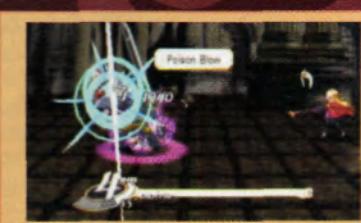
Whenever a laser hits you, a new Butterfly appears. We hope you are good at dodging!



Genevieve					
Name	HP	Weaknesses	EXP Points (Easy)	EXP Points (Normal)	EXP Points (Hard)
Demonic Baron	42000	Holy Water of Mithra	—	—	14000
Genevieve	188800	Holy Water of Mithra	—	—	140000

This battle is primarily magic in nature. As a result you are going to want to have people casting Reflect Sorcery and other spells that help mitigate the damage that the enemies' spells will inflict. Obviously you should take out the two Demonic Barons first. Their main spell is Mirror Image, which allows them to create a clone to fight by their side. Take them out quickly with a combination of combo attacks and special attacks.

Once you've killed them, it's time to focus everything on Genevieve. She likes to use Indiscriminate, a spell that gives her three magic attacks per round. Because getting hit with three spells per round hurts, be sure to keep Reflect Sorcery active. She is somewhat weak to Holy and Lightning spells, so use them in their Purify Weird Soul Big Magic forms. In addition, the Holy Water of Mithra can also make short work of her.



Arianrod Labyrinth

This is an interesting dungeon because it is pretty much just a collection of rooms connected by transporters. Each room is numbered, so it is only a matter of simple math to figure out where the teleporter is likely to take you.

Arianrod Labyrinth: All You Need To Know

Experience Points Acquired

	Easy	Normal	Hard
Normal Monsters	-	-	688870
Boss(es)	-	-	231000

Enemy Data

Monster Name	HP	Weaknesses
Argent Knight	18000	N/A
Dark Lord	415000	Holy
Dark Sorceress	18700	Poison, Evil
Demon "Vallan"	70000	Evil
Demon "Wied"	55700	Evil
Hell Gaze	20000	N/A
Ridiculer	18700	Evil
Silver Golem	80000	Ice, Lightening
Spectator	24600	Ice
Wraith Lord	65000	Holy

Treasures

- | | |
|--------------------------|-----------------------|
| 1. Eye of Heaven | 6. Shadzard |
| 2. Foul Slayer | 7. Wand of Apocalypse |
| 3. Magic Blade "Cromrea" | 8. Eternal Fault |
| 4. Unicorn's Horn | 9. Flame Jewel |
| 5. Secrets of Zolon | |

Enemy Encounters

- | | |
|--------------------------------------|---------------------------------------|
| 1. Spectator x3 | 12. Dark Sorceress x2, Wraith Lord x1 |
| 2. Spectator x3 | 13. Demon "Wiead" x1, Ridiculer x2 |
| 3. Spectator x4 | 14. Silver Golem x1 |
| 4. Spectator x2 | 15. Spectator x4 |
| 5. Demon "Wiead" x3 | 16. Spectator x4 |
| 6. Spectator x2 | 17. Spectator x2 |
| 7. Silver Golem x1 | 18. Spectator x4 |
| 8. Dark Sorceress x3, Wraith Lord x1 | 19. Demon "Wiead" x2 |
| 9. Demon "Wiead" x1, Ridiculer x2 | 20. Spectator x3 |
| 10. Argent Knight x2, Hell Gaze x1 | BOSS: Dark Lord x1, Demon "Vallan" x2 |
| 11. Argent Knight x3, Hell Gaze x1 | |

Hard Mode Maps



Dungeon Objectives



Defeat the Boss, Dark Lord.
Recover all Artifacts. (Earn
512300 Event Points: 4100
per Artifact and 500000 for
recovering all of them.)

Add, Subtract and Multiply

There are two types of transporters: those with single orbs and those with double orbs. The single orb transporters have anywhere from one to four destinations. All you have to do is hit the switch to change your destination to another room number. The double orb transporters require you to do some simple math to find out where they go. Simply read the equation from left to right. For example, if the orbs read "5" and "x4," then you know that its destination is room #20.

Teleporter Destinations



Room	Enemies	Treasure	Possible Warp Points				Switch Configurations	
			Point 1	Point 2	Point 3	Point 4	Left Switch	Right Switch
1	-	X	3	10	-	-	-	3 - 10
2	X	-	9	20	-	-	-	9 - 20
3	X	-	1	5	16	24	12 - 8	-7 - x2
4	X	-	1	2	13	23	20 - 10	3 - +10
5	X	-	7	-	-	-	-	-
6	X	-	4	11	14	21	3 - 10	11 - 1
7	X	-	3	6	-	-	-	3 - 6
8	-	X	9	18	-	-	-	9 - 18
9	X	-	3	-	-	-	-	-
10	X	-	8	13	-	-	-	8 - 13
11	-	X	10	15	17	18	3 - 2	x5 - 15
12	X	-	13	14	-	-	-	13 - 14
13	-	X	5	12	-	-	-	5 - 12
14	-	X	7	21	-	-	-	7 - 21
15	X	-	8	19	-	-	-	8 - 19
16	X	-	21	-	-	-	-	-
17	X	-	12	15	20	25	5 - 3	x4 - x5
18	X	-	16	18	20	22	18 - 20	2 - -2
19	X	-	10	14	-	-	-	10 - 14
20	X	-	9	24	-	-	-	9 - 24
21	-	X	1	2	12	13	2 - 3	-1 - 10
22	X	-	2	18	-	-	-	2 - 18
23	X	-	1	-	-	-	-	-
24	X	-	1	15	-	-	-	1 - 15
25	X	X	1	-	-	-	-	-

Routes Through the Labyrinth

There are three main paths that you can take through the Arianrod Labyrinth, depending on how much you want to see. The most direct route to the boss is as follows:

1 → 10 → 13 → 5 → 7 → 6 → 11 → 17 → 25 (Boss)

The best way to go to score all of the treasure this dungeon holds is:

1 → 10 → 8 → 18 → 16 → 21 → 13 → 12 → 14 → 7 → 6 → 11 → 17 → 25 (Boss)

Finally, the comprehensive route, which gets you all of the treasure and all of the monsters, is:

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

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Chapter Eight

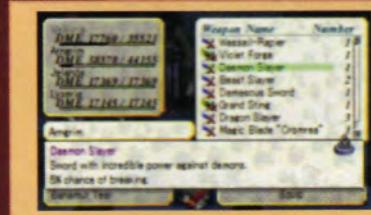
Dark Lord

Name	HP	Weaknesses	EXP Points (Easy)	EXP Points (Normal)	EXP Points (Hard)
Dark Lord	415000	Holy	—	—	210000
Demon "Vallan"	70000	Demon Slayer	—	—	10500

There are a couple of ways you can attack this battle. The first is to use a Daemon Slayer to wipe out the two Demon "Vallans" in the front row. Their Deathwish attack is pretty fierce, and they are well guarded. Attack them with the Daemon Slayer only in a Guard Break combination.

However, killing both of the Demons may not be the best idea. As long as the Dark Lord stays in the back row, he doesn't attack. This is actually a good thing, although if you enter the battle with only one sorcerer and without any bows in your inventory, you'll find that killing the Dark Lord this way takes up a very large amount of time. If you decide that you want to take him down that way, be sure to get a great bow for Valkyrie and equip it. Then take along two sorcerers with a Holy spell as their primary and wands that can perform Big Magic attacks.

Should you decide to take on the Dark Lord in the front row (whether you killed the last Demon deliberately or not), watch out for his magical Insanity Blow and his physical sword attack. Both of these deliver insane amounts of damage, so Guts and Auto-Item (set to Union Plumes 100%) are a necessity if you want your party to live.



The Cave of Oblivion

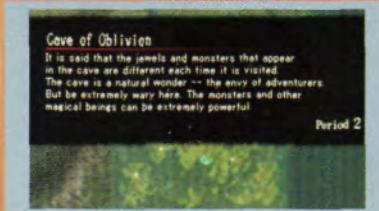
This odd dungeon seems to appear and disappear rather easily, as we're sure you've noticed by now. In reality, this is a series of eight different caves, each of a different difficulty level. One appears in each of the eight Chapters. However, which segment you get is determined by the pattern assigned to your game when you first start.

Because of the game pattern system's random aspect, it's highly unlikely that you will visit all the Cave of Oblivion segments in numerical order. The only way that can happen is if you score Pattern A when playing on Easy or Normal mode. Every other pattern on all three difficulty levels shuffles the order for better or, most likely, for worse!

The Cave of Oblivion works as follows: There are eight caves in all, and each one increases in difficulty level from easy (Cave of Oblivion 1) to extremely difficult (Cave of Oblivion 8). The monster types you fight are keyed to the Chapter in which the Cave appears. For example, if you get Cave of Oblivion 1 in Chapter 1, you run into some of the same monster types that you fought during Chapter 1, and they are roughly the same difficulty level. In that scenario, your crew will easily defeat any Monstrous Vermin you encounter. On the other hand, if you instead get Cave of Oblivion 8 in Chapter 1, you might be in for a rude awakening when you try to defeat those same Monstrous Vermin; they've been ramped up to Chapter 8 difficulty level.

You're probably asking yourself why you should even bother entering the Cave of Oblivion, given that it's presented to you after Spiritual Concentration. The best reason is to get more experience points and a greater chance of leveling your Einherjar before you transfer them to Valhalla. In Hard mode, this extra time and experience can be crucial. However, you have to play smart. At the start of Chapter 1, use the chart we've provided to help you figure out which Game Pattern you've been given. Then, when the Cave of Oblivion pops up, you can make an educated decision as to whether or not you should bother exploring. If the Cave level is below your current Chapter level, then go for it! It's free experience for little work on your part. However, if the

Cave level is more than one Chapter level above your current one, you might want to reconsider. After all, going to Cave of Oblivion 8 in Chapter 1 is just a death sentence.



Of course, a secondary reason is the loot inside some of the segments. You should know that the treasure chests appear randomly—sometimes you get a lot, sometimes you get none! Smart adventurers know that it's wise to save your game before entering the Cave of Oblivion so that you can reboot if the cave is a little less rewarding than you'd like.



Of course, the Cave of Oblivion is completely optional. The upside is that you are not penalized if your party wipes while you're adventuring inside. Instead, you are warped to the World Map and the game continues as if the Cave of Oblivion had never appeared. That is the catch: once you enter and leave the Cave of Oblivion (voluntarily or not), it disappears from the World Map.

Cave of Oblivion 1 and 5

Enemy Appearances (Cave of Oblivion 1)

Treasures
None

Chapter One

- 1. Vermin x1
- 2. Lesser Vampire x1
- 3. Figment x2
- 4. Lesser Vampire x2
- 5. Vermin x1
- 6. Ghast x1
- 7. Figment x2
- 8. Ghast x2

Chapter Two

- 1. Harpy x1
- 2. Mire Creeper x2
- 3. Vermin x3
- 4. Necrophidius x2
- 5. Monstrous Glowfly x3
- 6. Dragon Servant x2
- 7. Inferior Eye x1
- 8. Lesser Demon x2

Chapter Three

- 1. Figment x3
- 2. Knight Fiend x1, Necromancer x1
- 3. Vermin x3
- 4. Knight Fiend x1, Drow Shaman x1
- 5. Figment x2
- 6. Lesser Vampire x3
- 7. Vermin x3
- 8. Lesser Vampire x3, Necromancer x1

Chapter Four

- 1. Harpy x1
- 2. Mire Creeper x2
- 3. Monstrous Glowfly x2
- 4. Mire Creeper x2
- 5. Monstrous Glowfly x2
- 6. Crab Giant x2
- 7. Harpy x1
- 8. Crab Giant x2, Monstrous Glowfly x1

Chapter Five

- 1. Beetle Giant x4
- 2. Gill-Man x2
- 3. Spectator x3
- 4. Venom Spider x2
- 5. Spectator x2
- 6. Grave Mist x1, Lesser Demon x2
- 7. Beetle Giant x2, Necrophiliac x2
- 8. Lesser Vampire x3

Chapter Six

- 1. Harpy x1
- 2. Victory x2
- 3. Evil Eye x1
- 4. Victory x2
- 5. Lizardman x2, Wise Sorcerer x1
- 6. Life Stealer x2
- 7. Lizardman x2, Wise Sorcerer x1
- 8. Life Stealer x2

Chapter Seven (does not appear)

Chapter Eight

- 1. Beetle Giant x3
- 2. Lesser Demon x2, Grave Mist x1
- 3. Rib Forager x1, Necrophiliac x2
- 4. Lesser Demon x1, Grave Mist x2
- 5. Beetle Giant x3
- 6. Dragon-Tooth Warrior x3, Fatal Glimmer x1
- 7. Fire Elemental x3
- 8. Dragon-Tooth Warrior x2, Fatal Glimmer x1

Enemy Appearances (Cave of Oblivion 5)

Chapter One (does not appear)

Chapter Two

1. Figment x1
2. Pongo Robustus x2
3. Vermin x3
4. Pongo Robustus x3
5. Figment x2
6. Mantrap Plant x4
7. Vermin x3
8. Dragon Servant x4
9. Mantrap Plant x2, Vermin x1

Chapter Three (does not appear)

Chapter Four

1. Banshee x2, Venom Spider x1
2. Dragon Zombie x2
3. Monstrous Glowfly x2
4. Dragon Zombie x2
5. Inferior Eye x1
6. Dragon Zombie x2
7. Inferior Eye x1
8. Mire Creeper x3
9. Dragon-Tooth Warrior x1

Chapter Five

1. Monstrous Glowfly x2
2. Lesser Demon x2
3. Current Fish x2, Banshee x1
4. Lesser Demon x2, Grave Mist x1
5. Current Fish x2, Banshee x1
6. Lesser Demon x1, Grave Mist x2
7. Monstrous Glowfly x2
8. Inferior x2, Grave Mist x1
9. Inferior x1, Grave Mist x2

Chapter Six

1. Haunt x1
2. Blood Sucker x2
3. Stealer Robin x4
4. Blood Sucker x2
5. Harpy x3
6. Dragonewt x1, Mage Lord x2
7. Stealer Robin x2
8. Dark Pudding x3
9. Dragonewt x1, Mage Lord x2

Chapter Seven

1. Vermin x3
2. Fatal Glimmer x1, Blood Sucker x1
3. Stealer Robin x4
4. Dragon Zombie x1
5. Vermin x3
6. Dragonewt x1, Mage Lord x2
7. Haunt x1
8. Dark Pudding x3
9. Dragonewt x1, Mage Lord x2

Chapter Eight (does not appear)

Cave of Oblivion 2 and 6

Enemy Appearances (Cave of Oblivion 2)

Treasures

- Broken Blade
- Ebony Powder
- Ether Scepter
- Iron Ore
- Mighty Check
- Mithril Ore
- Neckless Doll
- Nightshade



Enemy Appearances (Cave of Oblivion 2) continued

Chapter One

- 1. Vermin x1
- 2. Pongo x3
- 3. Vermin x1
- 4. Pongo x2
- 5. Vermin x2
- 6. Pongo x1

Chapter Two

- 1. Vermin x1
- 2. Mantrap Plant x2
- 3. Vermin x2
- 4. Pongo Robustus x1
- 5. Figment x2
- 6. Pongo Robustus x1

Chapter Three

- 1. Fire Elemental x4
- 2. Dragon-Tooth Warrior x1, Fatal Glimmer x1
- 3. Figment x3
- 4. Gelatinous Ooze x2
- 5. Figment x3
- 6. Gelatinous Ooze x3

Chapter Four

- 1. Figment x1, Vermin x2
- 2. Giant Squid x1
- 3. Fatal Glimmer x2, Wise Sorcerer x1
- 4. Dragon Zombie x1
- 5. Monstrous Vermin x3
- 6. Dragon Zombie x1

Chapter Five

- 1. Beetle Giant x4
- 2. Gill-Man x3, Inferior Eye x1
- 3. Spectator x2
- 4. Lesser Vampire x3
- 5. Spectator x3
- 6. Lesser Demon x2, Grave Mist x1

Chapter Seven

- 1. Harpy x1
- 2. Victory x1, Wise Sorcerer x1
- 3. Lizardman x2, Wise Sorcerer x1
- 4. Life Stealer x2
- 5. Evil Eye x1
- 6. Life Stealer x2

Chapter Six (does not appear)

Chapter Eight

- 1. Harpy x3
- 2. Dragonewt x1, Mage Lord x2
- 3. Stealer Robin x4
- 4. Blood Sucker x2
- 5. Spectator x2
- 6. Blood Sucker x2

Enemy Appearances (Cave of Oblivion 6)

Chapter One (does not appear)

Chapter Two

- 1. Figment x2, Vermin x1
- 2. Dragon Zombie x2
- 3. Figment x1, Vermin x2
- 4. Dragon Zombie x2
- 5. Harpy x1
- 6. Dragon Zombie x1

Chapter Three

- 1. Monstrous Glowfly x2
- 2. Dragon-Tooth Warrior x1
- 3. Monstrous Glowfly x2
- 4. Lesser Vampire x2, Thaumaturgist x1
- 5. Fatal Glimmer x4
- 6. Knight Fiend x1, Thaumaturgist x2

Chapter Four

- 1. Figment x2, Vermin x1
- 2. Lesser Vampire x1, Lesser Vampire x2
- 3. Monstrous Glowfly x2, Harpy x1
- 4. Lesser Vampire x1, Lesser Vampire x2
- 5. Figment x2, Vermin x1
- 6. Lesser Vampire x1, Knight Fiend x2

Chapter Five

- 1. Monstrous Glowfly x2
- 2. Inferior x1, Grave Mist x2
- 3. Current Fish x2, Banshee x1
- 4. Inferior x2, Grave Mist x1
- 5. Current Fish x2, Banshee x1
- 6. Lesser Demon x1, Grave Mist x2

Enemy Appearances (Cave of Oblivion 6) continued

Chapter Six

1. Monstrous Glowfly x3
2. Lesser Demon x2
3. Current Fish x3
4. Blood Sucker x2, Wise Sorcerer x1

5. Current Fish x3
6. Dragon Zombie x1

Chapter Seven

1. Harpy x1
2. Demon "Wied" x2
3. Lizardman x2, Wise Sorcerer x1
4. Spectator x2
5. Evil Eye x1
6. Life Stealer x2

Chapter Eight

1. Vermin x3
2. Dragonewt x1, Mage Lord x2
3. Stealer Robin x4
4. Dragon Zombie x1
5. Haunt x1
6. Fatal Glimmer x1, Blood Sucker x1

Cave of Oblivion 3 and 7

Enemy Appearances (Cave of Oblivion 3)

Treasures

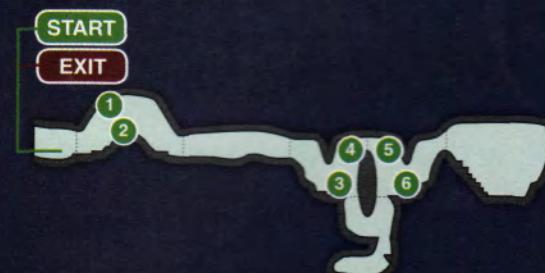
- Broken Blade
Ebony Powder
Element Scepter
Iron Ore

- Mithril Ore
Ring of Learning
Ruin's Fate

Chapter One

1. Monstrous Glowfly x2
2. Lesser Vampire x2, Thaumaturgist x1
3. Crab Giant x2

4. Monstrous Glowfly x2
5. Harpy x1, Monstrous Glowfly x2



Chapter Two

1. Vermin x1
2. Mantrap Plant x2
3. Mantrap Plant x3
4. Vermin x1

5. Vermin x2
6. Dragon Servant x1, Lesser Vampire x2

Chapter Three

1. Harpy x1
2. Dragon Zombie x1
3. Dragon Zombie x1
4. Harpy x1

5. Harpy x1
6. Knight Fiend x1, Necromancer x1

Chapter Four

1. Figment x2, Vermin x1
2. Lesser Vampire x1, Knight Fiend x2
3. Lesser Vampire x2, Lesser Vampire x1

4. Harpy x1, Monstrous Glowfly x2
5. Figment x2, Vermin x1
6. Lesser Vampire x2, Lesser Vampire x1

Enemy Appearances (Cave of Oblivion 3) continued

Chapter Five

- 1. Monstrous Glowfly x2
- 2. Manticore x1
- 3. Blood Sucker x3

- 4. Current Fish x2, Banshee x1
- 5. Current Fish x2, Banshee x1
- 6. Inferior x1, Grave Mist x2

Chapter Six

- 1. Vermin x3
- 2. Dragonewt x1, Mage Lord x2
- 3. Dark Pudding x3

- 4. Vermin x3
- 5. Stealer Robin x4
- 6. Dragonewt x1, Mage Lord x2

Chapter Seven

- 1. Harpy x3
- 2. Blood Sucker x2
- 3. Blood Sucker x2

- 4. Stealer Robin x4
- 5. Spectator x2
- 6. Dragonewt x1, Mage Lord x2

Chapter Eight

- 1. Beetle Giant x3
- 2. Lesser Demon x1, Grave Mist x2
- 3. Dragon-Tooth Warrior x1, Fatal Glimmer x1

- 4. Rib Forager x1, Necrophiliac x2
- 5. Fire Elemental x3
- 6. Dragon-Tooth Warrior x2, Fatal Glimmer x1

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Enemy Appearances (Cave of Oblivion 7)

Chapter One (does not appear)

Chapter Two

- 1. Monstrous Glowfly x2
 - 2. Banshee x2, Venom Spider x1
 - 3. Banshee x2, Venom Spider x1
 - 4. Monstrous Glowfly x2
- 5. Harpy x1, Monstrous Glowfly x2
 - 6. Current Fish x1, Monstrous Viper x2

Chapter Three (does not appear)

Chapter Four

- 1. Banshee x2, Venom Spider x1
 - 2. Dragon Zombie x1
 - 3. Mire Creeper x3
- 4. Inferior Eye x1
 - 5. Monstrous Glowfly x2
 - 6. Dragon-Tooth Warrior x1

Chapter Five

- 1. Monstrous Glowfly x2
 - 2. Dragon Zombie x1
 - 3. Blood Sucker x2, Wise Sorcerer x1
- 4. Current Fish x3
 - 5. Current Fish x3
 - 6. Lesser Demon x2

Chapter Six

- 1. Monstrous Glowfly x2
 - 2. Manticore x1
 - 3. Blood Sucker x3
- 4. Banshee x1, Current Fish x2
 - 5. Banshee x1, Current Fish x2
 - 6. Grave Mist x2, Inferior

Chapter Seven

- 1. Harpy x1
 - 2. Mandragora x1
 - 3. Life Stealer x2
 - 4. Lizardman x2, Wise Sorcerer x1
- 5. Monstrous Vermin x3
 - 6. Victory x1, Wise Sorcerer x1

Chapter Eight

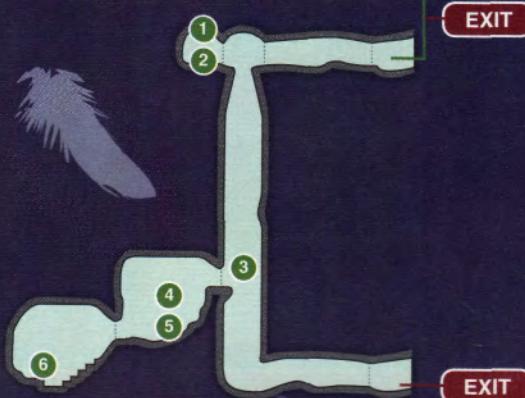
- 1. Stealer Robin x3
 - 2. Lizardman x2, Undead Slave x2
 - 3. Basilisk x3
- 4. Victory x2, Wise Sorcerer x1
 - 5. Victory, Wise Sorcerer x1
 - 6. Ram Guardian x1, Undead Slave x2

Cave of Oblivion 4 and 8

Enemy Appearances (Cave of Oblivion 4)

Treasures

Golden Egg



Chapter One

- 1. Harpy x1
- 2. Dragon Zombie x1

- 3. Monstrous Vermin x4
- 6. Dragon-Tooth Warrior x1

Chapter Two

- 1. Harpy x1
- 2. Dragon Zombie x1

- 3. Monstrous Vermin x4
- 6. Two-Sword Fencer x1

Chapter Three

- 1. Harpy x1
- 2. Dragon Zombie x1

- 3. Monstrous Vermin x4
- 6. Dragon-Tooth Warrior x1

Chapter Four

- 1. Harpy x1
- 2. Dragon Zombie x1
- 3. Monstrous Vermin x4
- 6. Dragon-Tooth Warrior x1

Chapter Five

- 1. Harpy x1
- 2. Dragon Zombie x1
- 3. Monstrous Vermin x4
- 6. Dragon-Tooth Warrior x1

Chapter Six

- 1. Harpy x1
- 2. Dragon Zombie x1
- 3. Monstrous Vermin x4
- 6. Dragon-Tooth Warrior x1

Chapter Seven

- 1. Harpy x1
- 2. Dragon Zombie x1
- 3. Monstrous Vermin x4
- 6. Two-Sword Fencer x1

Chapter Eight

- 1. Harpy x1
- 2. Orbitous Dragon x1
- 3. Monstrous Vermin x4
- 6. Grey Bones x1

Enemy Appearances (Cave of Oblivion 8)

Chapter One

- 3. Monstrous Vermin x4
- 4. Harpy x1

- 5. Kraken x1
- 6. Hell Servant x1

Chapter Two

- 3. Monstrous Vermin x4
- 4. Harpy x1

- 5. Kraken x1
- 6. Hell Servant x1



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Chapter Three

- 3. Monstrous Vermin x4
- 4. Harpy x1
- 5. Kraken x1
- 6. Hell Servant x1

Chapter Four (does not appear)

Chapter Five

- 3. Monstrous Vermin x4
- 4. Harpy x1
- 5. Giant Squid x1
- 6. Evil Eye x1

Chapter Six

- 3. Monstrous Vermin x4
- 4. Harpy x1
- 5. Giant Squid x1
- 6. Inferior Eye x1

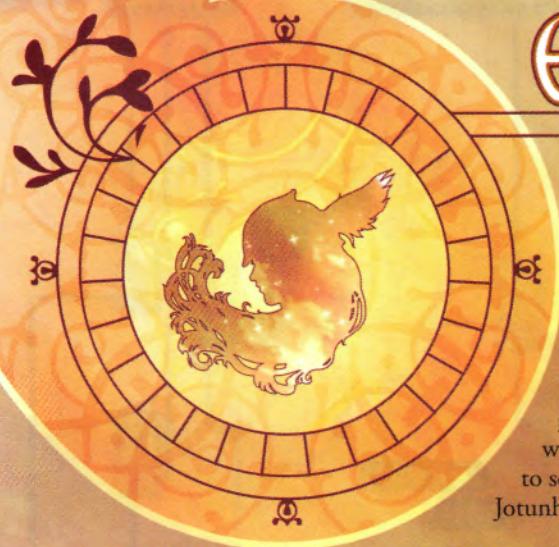
Chapter Seven

- 3. Monstrous Vermin x4
- 4. Harpy x1
- 5. King Kraken x1
- 6. Evil Eye x1

Chapter Eight

- 3. Monstrous Vermin x4
- 4. Harpy x1
- 5. King Squid x1
- 6. Hell Gaze x1

End Game



Once you complete Chapter 8, the great battle Ragnarok begins and you get to play your part. If you've played the game on Easy mode or just played without concern for getting the A Ending, then you are most likely in line to see the standard B Ending. You'll know that is the case if you are sent to Jotunheim Palace to defeat the Aesir's enemy, Surt.

If you've followed all the tips provided in this guide's walkthrough for accessing the A Ending, you'll know if you were successful when Asgard Hill ends up as your final destination.

Neither Jotunheim Palace nor Asgard Hill are easy places to traverse. Jotunheim Palace challenges you with difficult places to reach and the need for good coordination. Asgard Hill is a pretty slope where you fight one über-boss after another. But then again, these are the final dungeons in the game and you shouldn't expect them to be easy.

Because of the nature of these dungeons, we recommend that you go all out and purchase the best equipment your Materialize Points can provide for your party members. Angel Curios are very worthwhile purchases, in addition to a whole lot of Union Plumes and Noble Elixirs.

Finally, these battles grant access to all of your Einherjar. If you transferred one of your favorite characters up to Valhalla in Chapter 8, you don't have to miss him or her for long.

Jotunheim Palace

Jotunheim Palace is the heart of the Vanir army. Naturally, its toughest warriors are within. Not only that, but they also do not stay dead; should you return to a section you have already cleared of foes, they are replaced with fresh troops! It's a good thing you have access to all your Einherjar. But even so, try not to backtrack any more than necessary. The palace and the ice fields that surround it are not overly complex, but the area is pretty expansive. Plus, icicles fall from the ceiling in some areas, sapping your DME. Enter to strike at the heart of the Vanir and end the war!

Jotunheim Palace: All You Need To Know

Enemy Data

Monster Name	HP	Weaknesses
Bloodbane	220000	N/A
Mithril Golem	100000	N/A
Surt	300000	N/A
Vanir	22000	N/A
Vanir	14000	Poison
Vanir	22000	N/A
Wise Sorcerer	10000	Poison, Mage

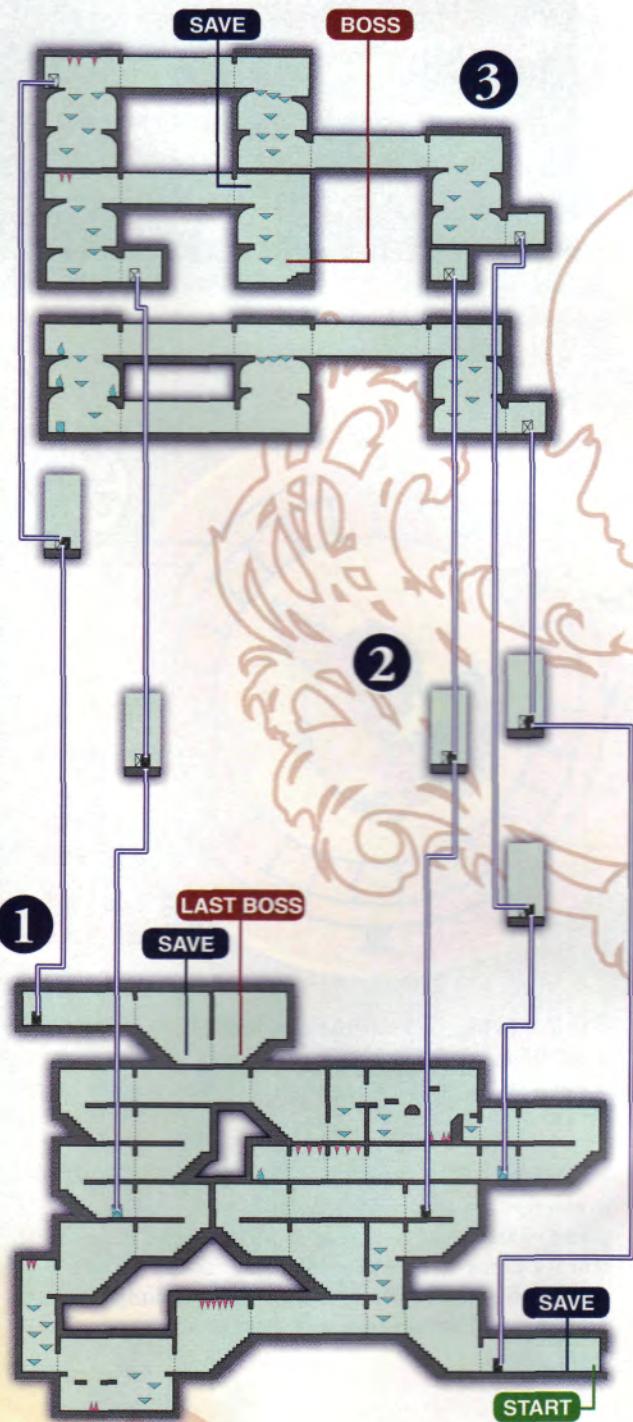
Treasures

- 1. Freeze Check
- 2. Lapis Lazuli
- 3. Scarlet Edge
- 4. Flare Crystal
- 5. Noble Elixir
- 6. Ether Scepter
- 7. Freeze Check
- 8. Noble Elixir
- 9. Flare Crystal
- 10. Vegetable Seed
- 11. Vegetable Seed
- 12. Foxglove
- 13. Ether Scepter
- 14. Foxglove
- 15. Demon Sword "Levantine"
- 16. Vegetable Seed
- 17. Flare Crystal
- 18. Foxglove
- 19. Freeze Check
- 20. Mental Reaction
- 21. Eye of Heaven
- 22. Foxglove

Enemy Encounters

- 1. Vanir x1
- 2. Vanir x1
- 3. Vanir x2, Wise Sorcerer x1
- 4. Vanir x3, Wise Sorcerer x1
- 5. Vanir x3, Wise Sorcerer x1
- 6. Vanir x2, Wise Sorcerer x1
- 7. Vanir x3
- 8. Vanir x2, Wise Sorcerer x1
- 9. Vanir x2, Wise Sorcerer x1
- 10. Vanir x3
- 11. Vanir x3
- 12. Vanir x3
- 13. Vanir x3, Wise Sorcerer x1
- 14. Vanir x3, Wise Sorcerer x1
- 15. Vanir x3, Wise Sorcerer x1
- 16. Vanir x3, Wise Sorcerer x1
- 17. Vanir x3, Wise Sorcerer x1
- 18. Vanir x1
- 19. Vanir x1
- 20. Vanir x1
- 21. Vanir x1
- 22. Mithral Golem x1
- 23. Vanir x3
- 24. BOSS: Bloodbane x1
- 25. LAST BOSS: Surt x1, Vanir x2

Easy/Normal/Hard Mode Maps



**1**

Open the gate to Bloodbane by completing the Daisy Fire. (Earn 120000 Event Points.)

2

Defeat the Bloodbane and obtain the Demon Sword "Levantine."

3

Obtain the Fires of Purgatory to open the gate to the final area and enter in time. (Earn 120000 Event Points.)

4

Defeat Surt.

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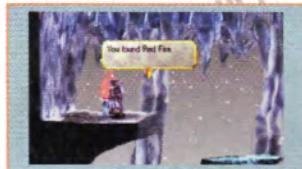
Seraphic Gate

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Infiltrate the Palace

Head to the back and climb the ice platforms to reach the chambers where multi-colored flames dance.

The ice platforms crumble almost immediately when you step on them, but they crumble from the outer edges first. Jump to the middle of the platform and quickly leap to the secure ledges. Then wait for the platforms to rematerialize. This section is tricky, but thankfully there are no foes here. Once you're at the top, take a running leap over the crumbling ice bridge to avoid getting dropped onto a pair of Vanir troops!



Go as far left as possible, to the room with more ice platforms and several different colored flames. Take the Red Fire from the top-left corner and place it in the empty brazier at the bottom. Then head to the middle-right and grab the Blue Fire. Add the Blue Fire to the Red and examine the combination. With the Daisy Fire complete, the path to the hideous Bloodbane boss is open. You don't

need to destroy him to progress, but you should because he holds a very powerful weapon. If you can best him, you should have no worries about any other dangers ahead!



As you progress, watch out for groups with Wise Sorcerers in them. Not only can they cast Heal, but they also have the Invoke Feather spell, reviving any Vanir you slay. However, a well-powered Poison Blow can wipe them out with ease! Because the enemies return when you change screens, use this to rack up some easy experience in preparation for Bloodbane. An enemy group with three Vanir (A-types) and a Wise Sorcerer is past the entrance to Bloodbane's area—one shot of Poison Blow can net you 69000 EXP. Rack up the points and juice up all your Einherjar in preparation for what lies ahead!



Head to the rear at the first opportunity; the door is sealed if you haven't completed the Daisy Fire. The jump up to Bloodbane's lair is very risky. It requires some tricky crystal placement, as the jump is normally just a bit too far for Valkyrie. Place a crystal on the side of the ledge on the upper-right, expanding it a little bit. Make your way to the upper-left, then create a large crystal and shatter it. Do this twice more, then throw the shards as far as you can onto the highest ice platform, making a safe zone. The platforms break only on direct contact with Valkyrie; standing on ice shards won't cause them to crumble. Use this as a launching platform and aim for the far edge!



Bloodbane

Name	HP	Weaknesses	EXP Points (Easy)	EXP Points (Normal)	EXP Points (Hard)
Bloodbane	222000	N/A	600000	200000	140000

Bloodbane is the most difficult fight you've had so far, by a wide, wide margin. He can Heal himself almost completely every tenth turn; if you're lucky, he might skip this. Add his lack of exploitable weaknesses and you have a very long, very difficult fight on your hands. Mages are the key to survival here, so try to have two in the party despite the risk to one of them. Reflect Sorcery is absolutely vital to victory, as Bloodbane's Prismatic Missile and Sacred Javelin attacks can shred your warriors' DME easily. Have one mage focus on keeping up that defense while the other uses a variety of other support spells, like Heal, Sap Guard, Might Reinforce, and the like. Fully-raised Guts and Auto Item skills should be active for everyone, and be sure to have a lot of Union Plumes and Noble Elixirs handy. You'll be drained of all DME a *lot* in this fight, so make sure your party can bounce back from it.



Because Bloodbane has no weaknesses to exploit and heavy defense, you have little choice but to slog through this fight for the long haul. With two mages, you have to rely on two warriors to inflict the bulk of your damage, so make sure they're fully loaded with the most powerful weapons and armor available. Keep using Sap Guard and Might Reinforce to maximize the damage you deliver. Fairy Rings and other CT-reducing items should also be spread out so you can use more Purify Weird Soul attacks and more frequent spells. At first, the biggest threat is Bloodbane's flame breath attack, which hits the entire party four times each to exact heavy, heavy damage. Thankfully, his accuracy with physical attacks isn't as reliable.

When Bloodbane's life gets low, he pulls out the really nasty stuff. The Gravity Blessing attack simply pummels your entire party for massive damage. Reflect Sorcery is useless against this, so have your mages ready to Heal, Heal, and Heal. Plus, have Union Plumes or Invoke Feathers on hand to rescue party members whose Guts or Angel Curios couldn't save them.



With Bloodbane defeated and the incredibly powerful Levantine sword in hand, return to the front portion of the palace. In the large dark room, follow the upper route to get over the high wall that won't take crystals. Get on the flat portion of the sloped block, and fire a low crystal to get on top of the platform just slightly above. Now jump to the far side. Grab the hidden chest behind the pillar before the door to the next area!



Keep going to you reach a passage to the back that's blocked by a giant sheet of ice. Move left, watching for the icicles that fall, until you reach the Fires of Purgatory. Once you take it, you have only a short amount of time to reach the newly opened passage before the Fires are extinguished and the ice sheet returns! It's too risky to leap over the Vanir guards with the icicles. And, because you can't freeze them, your best option is to simply charge in and destroy them! As soon as you enter the screen, even before the wipe from black has finished, swing your sword to gain the advantage instantly. Your time spent in battle doesn't count against you, but as soon as the enemies are defeated, move right as fast

as possible to run under the falling icicles without getting hit. Slip into the passage, and you're on the final leg to Surt!



The next section is quite simple, with only single Vanir soldiers to dispatch. However, just before you reach the final stretch, you have to deal with an unavoidable Mithril Golem! After the likes of Bloodbane, you should have no problems with this. It likes to use Guard Reinforce, but a simple Sap Guard brings it back down. A strong offense should remove this threat easily. From there, it's one skippable batch of Vanir, a Memory Camp, and then the big bad guy himself, Surt.

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Surt

Name	HP	Weaknesses	EXP Points (Easy)	EXP Points (Normal)	EXP Points (Hard)
Surt	3000000	N/A	0	0	0
Vanir	22000	N/A	0	0	0

The battle starts with a pair of backup Vanir, which you can take out in short order, as they're no stronger than the ones you defeated on the last leg of the palace. Don't even bother using any higher-level magic on them; you want your mage's CT low for Surt! Surt likes to use the Big Magic spell Ifrit Caress, which cuts through Reflect Sorcery, so don't even bother setting that up. Because most of his attacks involve Fire, equipment that reduces Fire damage is very valuable. Judge whether the physical damage you take with potentially weaker armor types is worth it. Might Reinforce and Sap Guard spells can make things go faster.

Frankly, if you made it through Bloodbane, then you can make it through anything Surt throws at you. Yes, he can hit hard but not as hard as his pet, and your Einherjar should be even stronger by this point. It also helps that Surt can't heal himself. Still, there's nothing to gain by being reckless, so have a good stock of Union Plumes and Auto Item set at 100% in their use. Guts and Angel Curios should be in place just in case your mage misses a Heal. It's usually a good idea to save your Purify Weird Soul attacks for when your entire party can go in a single turn. This delivers massive damage quickly and makes the fight even shorter.



Asgard Hill

Reaching Asgard Hill instead of Jotunheim Palace means only one thing: Loki has run amok and you get to see the game's A Ending. It also means that you have a challenging time ahead of you. Asgard Hill is *tough!*

Dungeon Objectives

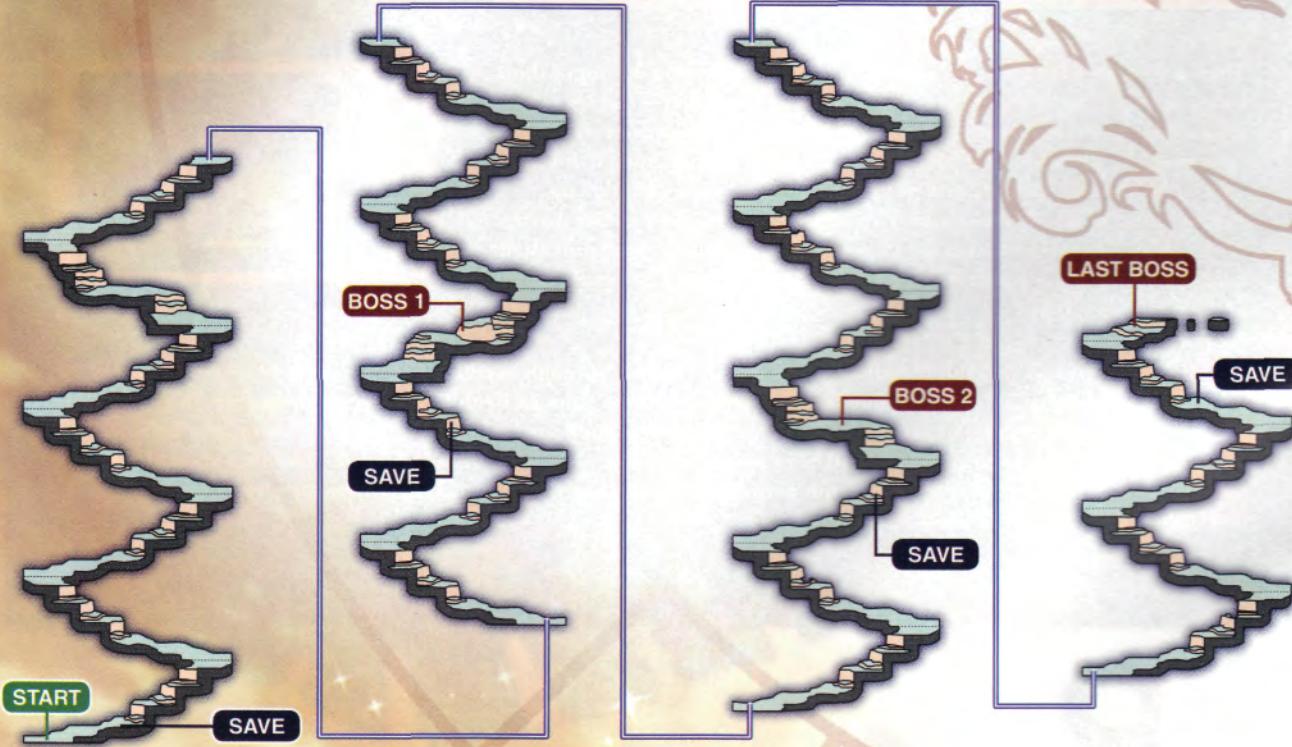
1
Defeat Bloodbane.

2
Defeat Fenrir

3
Defeat Loki (Part One)

4
Defeat Loki (Part Two)

Normal/Hard Mode Maps



Asgard Hill: All You Need To Know

Enemy Data

Monster Name	HP	Weaknesses
Bloodbane	220000	N/A
Charon	52000	N/A
Fenrir	250000	Fire
Fire Elemental	52000	Ice
Loki	400000	N/A
Mind Flayer	54900	N/A
Phantom Lord	45000	Holy
Ram Guardian	25600	Dragon
Vanir	14000	Poison
Vanir	22000	N/A

Treasures

1. Demon Sword "Levantine"

Enemy Encounters

1. Vanir x2
2. Vanir x2, Vanir x1
3. Vanir x2, Vanir x1
4. Vanir x3, Vanir x1
5. BOSS: Bloodbane x1
6. Phantom Lord x2
7. Fire Elemental x1
8. Fire Elemental x1
9. BOSS: Fenrir x1
10. Phantom Lord x3
11. Charon x1
12. Charon x1
13. Mind Flayer x1
14. Charon x1
15. Mind Flayer x1, Ram Guardian x1
16. Mind Flayer x2, Ram Guardian x2
17. Phantom Lord x4
18. LAST BOSS: Loki x1

Survival Tips for Asgard Hill

The best tip of all is for you to arrive on Asgard Hill prepared to do battle. Pull out all the stops in your preparations, purchasing the best equipment you can and transmuting the rest. The sword, Gram, is a good objective if you have the Creation Jewel and some Orihalcon. Max out and equip all your party members with Guts and Auto-Item (with Union Plumes set to 100%). Get items or gear that defend against Fire, Lightning, Ice, and Poison attacks, and equip weapons imbued with the power of Fire. Finally, give Valkyrie a Dimension Slip ring and use it!

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Bloodbane

Name	HP	Weaknesses	EXP Points (Easy)	EXP Points (Normal)	EXP Points (Hard)
Bloodbane	222000	N/A	—	200000	140000

First up is the dragon Bloodbane. He's a set feature and you can't escape him if you are sent to Asgard Hill instead of Jotunheim Palace. This dragon can inflict a lot of damage in a single round, so be sure to have Guts and Auto Item (Union Plumes 100%) set up on all of your party members. Sap Guard, Might Reinforce, and Reflect Sorcery also come in handy here. Hopefully, these will keep you from wiping during a particularly harsh round. When you get Bloodbane to 30%, expect him to start spamming the Gravity Blessing attack every single round. At that point, you must try to take him out ASAP.



Fenrir

Name	HP	Weaknesses	EXP Points (Easy)	EXP Points (Normal)	EXP Points (Hard)
Fenrir	250000	Fire	—	250000	175000

In comparison to Bloodbane, Fenrir is a little puppy dog. Frost is Fenrir's element of choice and, fortunately, you can protect yourself against the side effects by equipping Freeze Checks on the whole party before the fight.

Similar to Bloodbane, Fenrir starts spamming Frost Bait once he hits the 30% point. This kills or freezes every time he uses it, so be careful to keep up your healing and hope that Auto-Item and Guts procs often.

Because Fenrir is weak to Fire, use that to your advantage. The fiery sword Infernas is your best bet for this battle because it's rumored to be able to kill Fenrir in a single round.



Loki

Name	HP	Weaknesses	EXP Points (Easy)	EXP Points (Normal)	EXP Points (Hard)
Loki	400000	N/A	—	0	0

Your battle against Loki happens in two stages. In the first, you can't do much damage to him, so your main job is to survive a few rounds until the trick to defeating him is revealed.

When the battle resumes, Valkyrie has the full form of her Niebelung Valesti special attack, and the damage it causes is your main tool against Loki.

The best way to tackle Loki is to substitute sorcerers for soldiers, as you'll find that Loki is slightly less resistant to magic than he is to physical attacks. If you keep your soldiers, they won't inflict much damage to Loki, but they will add to maxing out the Charge Gauge each round so that Valkyrie can bash him with her new attack.





If you played the original *Valkyrie Profile* when it was first released on PlayStation, then you won't be surprised to find a secret bonus dungeon at the end. This is your reward for completing the game. Just save your game at the end, and the next time you boot it up you'll find the Seraphic Gate listed as a separate option on the left side of the screen.

The Seraphic Gate

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The Flame Jewels are required to open up specific locked doors within the dungeon. Behind those doors, as you might imagine, you find the game's best equipment. That's the main reason for attempting the Seraphic Gate, right?

There are a few other things that you should know about the Seraphic Gate. The first is that there is only one Memory Camp in the entire dungeon, located smack at the beginning. The second is that every time you leave a room, the monsters you've just defeated are reborn, making progress very challenging indeed. This is not for the faint of heart, which is why, if you spend the time fighting your way through in the first place, you really ought to do it on Hard mode!

Of course, the rewards go beyond the best equipment in the game. Three examples are Brahms, Freya, and Lezard Valeth. If you recruit all of the characters in the main game *and* you defeat these three in battle, they'll join your party. You need the Flame Jewels to access the areas of the Seraphic Gate where they patrol. You have to train them like normal party members and you have to give them gear. Look for their special weapons in the dungeon itself—they won't fight like themselves without their armaments! However, they are your companions whenever you adventure in the Seraphic Gate. Regardless of the restrictions, they are fun characters and they make killing the two main bosses in the dungeon much easier.

Ah yes, the two main bosses... If you are a fan of the *Star Ocean* series, then the names Gabriel Celeste and Iseria Queen should bring back memories. Their *Valkyrie Profile: Lenneth* incarnations are just as deadly. They take all of the strategy and power you can muster. Of course, an unending supply of Angel Curios, Union Plumes, and Noble Elixirs also help. Luck is a requirement.

However, you don't get the full effect of the Seraphic Gate's majesty and mystery until you play through Hard mode and collect the eight Flame Jewels. It's not an extremely difficult task, but it does require you to pay attention and have this goal in mind as you play. Fortunately for you, the locations of the Flame Jewels are listed here:

Locations of the Eight Flame Jewels

Chapter Found	Name of Dungeon
Chapter 2	Salerno Academy
Chapter 4	Dark Tower of Xervah
Chapter 5	Citadel of Fire
Chapter 6	Sunken Shrine
Chapter 7	Tombs of Amenti (2 Flame Jewels)
Chapter 8	Celestial Castle
Chapter 8	Arainrod Labyrinth

Once you defeat Iseria Queen, you get the special Tri-Emblem item. But the fun doesn't stop there. The more times you clear the Seraphic Gate, the greater your rewards. The second through ninth clearings yield teasing notes, but the tenth clearing grants you a prize so great we can't reveal it here. If you are the type of person who likes to do and collect everything in a game, then this is just the challenge for you!

Preparing for the Seraphic Gate

Before you enter the Seraphic Gate, make sure that your party is as strongly trained and fully equipped as possible. We recommend that you set up all characters with the skills Guts and Auto-Item. A good supply of Union Plumes and Noble Elixirs is also vital. Finally, make sure that your magically inclined party members know Might Reinforce and Reflect Sorcery. Save your game as soon as you enter the dungeon, and then experiment with different group make-ups until you find one that works for you. Then it's time to get comfortable for a marathon trip through this dungeon!

The first area of the dungeon is pretty easy to clear. There are no difficult puzzles but you find some decent loot and a lot of hard monsters to fight. The second area is where you find Lezard Valeth. Area Three is home to three bosses: Brahms, Freya, and Gabriel Celeste. You can expect one boss battle after another there. Once you've cleared that area, it's on to the last one, Area Four. There is only one boss here—Iseria Queen, naturally—but all of the “normal” monsters are equivalent to bosses. You have to be smart and strong to survive long enough to reach Iseria Queen.

Seraphic Gate: Area One Seraphic Gate: Area Two



Area One: All You Need To Know

Enemy Encounters

No.	Monsters	HP	Weakness(es)
1	Gill-Man Leader x2	30000	Lightning
2	Gill-Man Leader x3	30000	Lightning
3	Fire Elemental x2	52000	Fire
4	Unburied Dead x2	21600	-
5	Anemone x1	42600	-
	Bream Giant x2	18400	Poison, Holy
6	Unburied Dead x3	21600	-
	Brutal Gaze x1	54900	-
7	Unburied Dead x2	21600	-
	Lesser Vampire x1	22600	-
8	Ancient Golem x1	120000	-
9	Unburied Dead x3	21600	-
10	Unburied Dead x3	21600	-
11	Ancient Golem x2	120000	-
12	Unburied Dead x2	21600	-
	Lesser Vampire x1	22600	-
13	Lesser Vampire x2	22600	-

Treasures

Eternal Garb
Fire Lance
Gem of Creation
Golden Egg
Golden Egg
Golden Egg

Mighty Check
Might Reinforce
Razor Shaft
Spell Reinforce



Area Two: All You Need To Know

Enemy Encounters

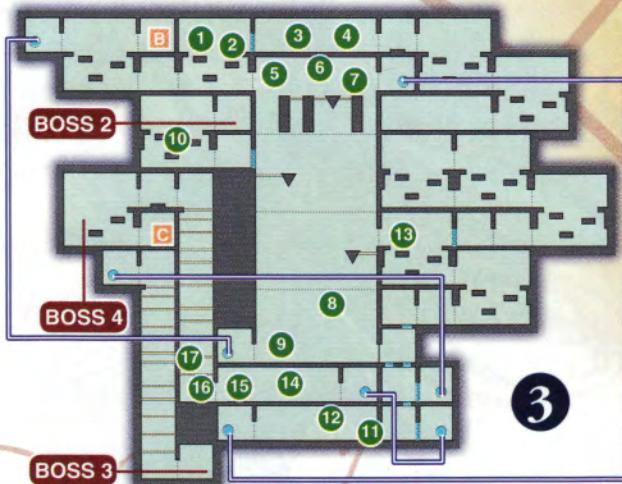
No.	Monsters	HP	Weakness(es)
1	King Kraken x1	64000	-
	Misery Seeker x2	47700	-
2	Unliving Viper x2	52300	Holy
3	Unliving Viper x2	52300	Holy
4	King Kraken x2	64000	-
5	Unholy Terror x2	62000	-
6	Necro Centipede x3	41600	Poison
7	Venom x2	100000	-
8	Unliving Vapor x2	52300	Holy
9	Unholy Terror x2	62000	-
	Mummy x2	45600	Fire
10	Unholy Terror x2	62000	-
	Mummy x2	45600	Fire
11	Mummy x3	45600	Fire
Boss 1	Lezard Valeth	100000	-
	Brutal Gaze	54900	-
	Hell Gaze	20000	-

Treasures

Eternal Garb
Eternal Garb
Fire Storm
Frigid Damsel
Golden Egg
Golden Egg
Golden Egg
Golden Egg
Golden Egg

Golden Egg
Golden Egg
Mighty Check
Poison Blow
Sap Guard
Scout Orb
Soul Sword “Kusanagi”
Wand “Mystic Sage”

Seraphic Gate: Area Three Seraphic Gate: Area Four



Area Three: All You Need To Know

Enemy Encounters

No.	Monsters	HP	Weakness(es)
1	Larvae x3	282600	-
2	Abyss x1	205000	-
3	Necro Centipede x3	41600	Poison
4	Necro Centipede x2	41600	Poison
	Larvae x2	282600	-
5	Lycurgus x1	188000	Poison
	Larvae x2	282600	-
6	Lycurgus x1	188000	Poison
	Larvae x2	282600	-
7	Necro Centipede x2	41600	Poison
	Wise Sorcerer x1	260000	Poison
8	Necro Centipede x3	41600	Poison
	Wise Sorcerer x1	260000	Poison
9	Demon "Zorkreyl" x2	299900	-
10	Dragon Tyrant x1	950000	-
11	Accused One x2	380000	-
12	Lycurgus x2	188000	Poison
	Wise Sorcerer x1	260000	Poison
13	Dragon Tyrant x2	950000	-
14	Lycurgus x2	188000	Poison
	Wise Sorcerer x1	260000	Poison
15	Demon "Zorkreyl" x4	299900	-
16	Demon "Zorkreyl" x4	299900	-
17	Accused One x1	380000	-
	Dragon Tyrant x1	950000	-
Boss 2	Brahms	172000	-
Boss 3	Freya	300000	-
Boss 4	Gabriel Celeste	800000	-

Treasures

Bloody-Duster	Golden Egg
Demon Sword "Nefarious"	Golden Egg
Eternal Garb	Holy Wand of Telos
Ethereal Divide	Icicle Edge
Golden Egg	Lightning Bolt
Golden Egg	Shield Critical
Golden Egg	



Area Four: All You Need To Know

Enemy Encounters

No.	Monsters	HP	Weakness(es)
1	Setkhefre x1	500000	-
2	Setkhefre x2	500000	-
3	Carnage Beast x2	500000	Fire
4	Setkhefre x1	500000	-
	Disaster Eye x1	500000	-
5	Carnage Beast x2	500000	Fire
6	Carnage Beast x1	500000	Fire
7	Lich x1	546000	-
8	Disaster Eye x3	500000	-
8	Giant Lord x1	750000	-
	Vanir x2	22000	-
9	Loki Shade x1	752000	-
9	Hamster x4	400000	-
10	Dark Valkyrie	440000	-
Boss 4	Iseria Queen	2300000	-

Treasures

Dainslef

Ether Laser

Golden Egg

Lapis Lazuli

Quartz Gem

Tri-Emblem

Wand of Exchange



Weapons

You didn't think you would attack enemies with just bare hands, did you? There is a wide variety of weapons available for use. Each character can only use certain types of weapons, so keep that in mind as you arm the warriors.

Sw	An O indicates that the Sword can be used by all "ordinary" Swordsmen (Valkyrie, Belenus, Lucian and Jayle).
HK	An O indicates that the Sword can be used by all Heavy Knights (Arngrim, Kashell and Grey).
Sm	An O indicates that the Sword can be used by all Samurai (Jun, Suo).
1-2-3	Specifies which of the three attacks available to each character can be used with this weapon. O-X-O means only the first and third attacks can be used.
ATK	Attack Power. The higher this number, the more damage a successful attack causes to a foe.
RND	A randomized coefficient that alters the amount of damage dealt. The higher the number, the wider the range of randomization.
ANT	Accuracy. The higher this number, the greater the odds of a successful attack.
HIT	The bonus given to the character's Hit rating.
CRT	Critical Hit Rate. The higher this number, the greater the odds of inflicting a critical hit.
STN	Stun. The higher this number, the greater the odds are that a successful blow will cause the struck enemy to Faint.
MCG	For Scepters only. The higher this number, the greater the damage dealt when Magic Spells are cast.
Element	Some weapons are imbued with the power of the elements, causing extra damage to enemies of the right counter-element. Some weapons inflict extra damage on top of normal element bonuses, represented by a percentage of the base amount.
BRK	The odds of the object breaking upon use. Once an item is broken, it is no longer usable, except as Transmutation fodder.



Value	The Hero Value bonus given for the item when a character equipped with it is sent to Valhalla during the pre-Sacred Phase period.
Ch	The first Chapter during which the item can be created by Divine Item.
MP Cost/Gain	The number of Materialize Points it costs to Divine an item and the amount you gain by converting an item to MP. Some items cannot be Divined or converted, however.
Transmute To	If the object can be Transmuted into a different object, this is what it will turn into. (L*) indicates which level of Transmutation is required. Any Transmutation takes 5 MP.
Big	Scepters only. An O indicates that this allows the wielder to cast Big Magic. (See "Magic" section for more on Big Magic.)

Notes on Artifacts

Objects marked with green-shaded entries are Artifacts, or extremely valuable items to Odin. He wants these objects returned to him, and failure to do so will cost 5 Evaluation Points. Of course, some of these objects are *extremely useful* to your party, so judge if the loss of Evaluation Points is really worth the advantages.

Swords

Angel Slayer

Description: A sword intended to tip the cosmic balance, it has taken the soul of many an angel. There is no existence greater than yours in this world...

Acquire: Seraphic Gate Area 1

Sw	HK	Sm	1-2-3	ATK	RND	ANT	HIT	CRT	STN	
0	0	0	0-0-0	20000	100	20	800	20	70	
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To				
-	0%	-	-	-	-	-				

Antler Sword

Description: Sword that invokes the image of a great stag's antlers. It is coated with a special ether coating that makes it impervious to breaking.

Acquire: Divination, Valkyrie starts with this

Sw	HK	Sm	1-2-3	ATK	RND	ANT	HIT	CRT	STN	
0	X	X	0-X-X	100	10	20	90	30	50	
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To				
-	0%	1	0	30	15	Flare Gem (L1~L3)				

Bastard Sword

Description: Sword that can be wielded with either one or two hands.

Acquire: Clockwork Mansion, Tower of Lezard Valeth, Dark Tower of Xervah, Lesser Demon, Mire Creeper, Necrophidius

Sw	HK	Sm	1-2-3	ATK	RND	ANT	HIT	CRT	STN	
0	0	0	0-X-X	290	10	25	146	60	60	
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To				
-	6%	3	-	-	20	-				

Beast Slayer

Description: Sword with incredible power against beasts. It has no ether coating, so it must have been forged by humans.

Acquire: Brahms Castle, Arkdain Ruins, Anemone

Sw	HK	Sm	1-2-3	ATK	RND	ANT	HIT	CRT	STN	
0	0	0	0-0-0	200	0	100	500	100	100	
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To				
-	5%	10	-	-	800	-				

Broad Sword

Description: A variety of longsword.

Acquire: Solde Catacombs, Transmute Broken Blade (L1), Dragon Servant

Sw	HK	Sm	1-2-3	ATK	RND	ANT	HIT	CRT	STN	
0	0	0	X-X-0	130	30	20	65	40	60	
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To				
-	6%	1	-	-	5	-				

Colichemarde

Description: A type of narrow-bladed rapier.

Acquire: Divination

Sw	HK	Sm	1-2-3	ATK	RND	ANT	HIT	CRT	STN	
0	X	X	0-O-X	150	10	30	120	10	52	
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To				
-	0%	1	3	70	35	Flare Gem (L1~L3)				

Daemon Slayer

Description: Sword with incredible power against demons. It has no ether coating, so it must have been forged by humans.

Acquire: Nethov Swamp, Arkdain Ruins, Anemone

Sw	HK	Sm	1-2-3	ATK	RND	ANT	HIT	CRT	STN	
0	0	0	0-0-0	200	0	100	500	100	100	
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To				
-	5%	10	-	-	800	-				

Dainslef

Description: Its name means god-slayer, but in fact its power lies in the opposite direction.

Acquire: Seraphic Gate Area 1, Hamster

Sw	HK	Sm	1-2-3	ATK	RND	ANT	HIT	CRT	STN	
0	X	X	0-0-0	8000	30	50	300	50	80	
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To				
-	Holy/Death	0%	-	-	-	-				

Damascus Sword

Description: Steel sword forged by a special method.

Acquire: Grey Bones

Sw	HK	Sm	1-2-3	ATK	RND	ANT	HIT	CRT	STN	
0	0	0	0-X-0	700	40	40	250	20	70	
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To				
-	3%	12	-	-	200	-				

Demon Sword "Levantine"

Description: A magical black sword said to be within the stomach of the dragon, Bloodbane. Its power increases as the life force of its wielder decreases. (Damage = 2-Current DME/Max DME)

Acquire: Jotunheim Palace, Asgard Hill

Sw	HK	Sm	1-2-3	ATK	RND	ANT	HIT	CRT	STN	
0	0	0	0-0-0	2200	20	30	300	40	80	
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To				
-	0%	-	-	-	-	-				

Dragon Slayer

Description: Sword with incredible power against dragons. It has no ether coating, so it must have been forged by a human.

Acquire: Clockwork Mansion, Palace of the Dragon, Special Event

Sw	HK	Sm	1-2-3	ATK	RND	ANT	HIT	CRT	STN	
0	0	0	0-0-0	200	0	100	500	100	100	
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To				
-	5%	10	-	-	800	-				

Estoc

Description: Long sword designed for thrusting attack.

Acquire: Arkdain Ruins, Citadel of Flame, Lost City of Dipan, Rib Forager

Sw	HK	Sm	1-2-3	ATK	RND	ANT	HIT	CRT	STN	
0	0	0	X-O-0	570	20	25	200	60	70	
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To				
-	8%	6	-	-	40	-				

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Faim Fenn

Description: Former sword of a legendary hero, it is a richly decorated and superbly balanced masterpiece.

Acquire: Salerno Academy, Phase 3-4

Sw	HK	Sm	1-2-3	ATK	RND	ANT	HIT	CRT	STN	
0	X	X	0-0-0	60	0	0	100	0	0	
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To				
-	0%	20	-	-	1750	-				

Gram

Description: A sword unmatched by any other, but it is so powerful that the wielder will fall into darkness.

Acquire: Transmute Orihalcon (L3), Phase 7-8

Sw	HK	Sm	1-2-3	ATK	RND	ANT	HIT	CRT	STN	
0	0	0	0-0-0	2000	20	50	270	50	78	
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To				
Darkness/Death	0%	-	-	-	-	-				

Falchion

Description: Wide bladed and curved sword.

Acquire: Demon Servant, Knight Fiend

Sw	HK	Sm	1-2-3	ATK	RND	ANT	HIT	CRT	STN	
0	0	0	0-X-X	350	20	20	120	40	75	
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To				
-	5%	3	-	-	15	-				

HolySword "Seraphy"

Description: Sword imbued with the sorrow of mankind over the fate of a fallen angel. Adds a 10% chance of doubling the number of Magic Gems dropped upon an enemy's defeat.

Acquire: Dark Tower of Xervah

Sw	HK	Sm	1-2-3	ATK	RND	ANT	HIT	CRT	STN	
0	X	X	0-X-0	200	10	50	200	40	70	
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To				
Holy +90%	0%	20	-	-	4000	-				

Flamberg

Description: Slim sword with serrated flame-edge.

Acquire: Victory

Sw	HK	Sm	1-2-3	ATK	RND	ANT	HIT	CRT	STN	
0	0	0	0-X-0	700	20	25	165	40	70	
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To				
-	4%	7	-	-	30	-				

Ice Coffin

Description: Imbued with the power of light, this sword absorbs Ice-based magic attacks and transfers DME to its wielder.

Acquire: Divination, Phase 7-8

Sw	HK	Sm	1-2-3	ATK	RND	ANT	HIT	CRT	STN	
0	X	X	0-0-0	550	10	35	300	76	72	
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To				
Ice +50%	0%	4	8	6000	3000	-				

Icicle Sword

Description: Sword that has a 5% chance to freeze foes it strikes.

Acquire: Transmute Book of Everlasting Life (L3), Transmute Holy Relic (L3)

Sw	HK	Sm	1-2-3	ATK	RND	ANT	HIT	CRT	STN	
0	0	0	0-X-0	1200	40	20	300	20	1	
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To				
Ice/Death	0%	3	-	-	3600	-				

JewelledBlade "Grimrist"

Description: As its name implies, it is a gaudily fashioned, bejeweled sword whose ferocity belies its beauty.

Acquire: Artolian Mountain Ruins

Sw	HK	Sm	1-2-3	ATK	RND	ANT	HIT	CRT	STN	
0	X	0	X-X-0	100	100	10	100	40	70	
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To				
Lightning/Death	0%	20	-	-	1500	-				

Lightning Edge

Description: A sword whose razor-sharp edge is imbued with the power of lightning. Absorbs Lightning-based magic attacks and transfers it to DME for the wielder.

Acquire: Divination, Phase 1-2

Sw	HK	Sm	1-2-3	ATK	RND	ANT	HIT	CRT	STN	
0	X	X	0-0-X	70	5	30	100	70	65	
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To				
Lightning +90%	0%	1	2	1000	500	-				

Long Sword

Description: Long, steel sword. Made by a simple blacksmith, it is not a weapon to rely on in a difficult fight.

Acquire: Dragoncastle Caverns, Ghast, Venom Spider (blue), Venom Spider (yellow)

Sw	HK	Sm	1-2-3	ATK	RND	ANT	HIT	CRT	STN	
0	0	0	0-X-X	98	30	20	87	60	70	
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To				
-	5%	1	-	-	10	-				

Ruin's Fate

Description: Sword with a disturbing name.

Acquire: Lost City of Dipan, Sunken Shrine, Tombs of Amenti, Cave of Oblivion 3 & 7

Sw	HK	Sm	1-2-3	ATK	RND	ANT	HIT	CRT	STN	
0	0	0	0-O-X	400	20	20	200	30	65	
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To				
Darkness	5%	10	-	-	1500	-				
+50%										

Magic Blade "Cromrea"

Description: Its violet blade contains magic crystals that imbue it with unique power. Reduces damage taken from normal attacks by 70%, but increases damage taken from Special Attacks by 50%.

Acquire: Arianrod Labyrinth

Sw	HK	Sm	1-2-3	ATK	RND	ANT	HIT	CRT	STN	
0	0	0	0-X-0	1800	30	35	240	90	68	
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To				
Darkness +50%	5%	20	-	-	6000	-				

Scarlet Forge

Description: This blood-red sword is imbued with the power of fire. Absorbs Fire-based magic attacks and transfers it as DME to its wielder.

Acquire: Divination, Phase 5-6

Sw	HK	Sm	1-2-3	ATK	RND	ANT	HIT	CRT	STN	
0	X	X	0-O-O	230	10	35	200	75	70	
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To				
Fire +50%	-	2	6	4000	2000	-				

Moonflax

Description: Sword forged from a fallen meteorite.

Acquire: Brahms Castle

Sw	HK	Sm	1-2-3	ATK	RND	ANT	HIT	CRT	STN	
0	0	0	0-X-0	200	30	10	130	30	70	
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To				
Holy +50%	5%	10	-	-	700	-				

Pallasch

Description: Sword that is excellent for either slashing or stabbing.

Acquire: Divination

Sw	HK	Sm	1-2-3	ATK	RND	ANT	HIT	CRT	STN	
0	X	X	0-O-O	200	10	10	180	20	52	
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To				
-	0%	2	5	150	75	Flare Crystal (L1~L3)				

Radiance Sword

Description: Imbued with the power of light, this sword absorbs Holy-based magic and transfers DME to its wielder.

Acquire: Divination, Phase 3-4

Sw	HK	Sm	1-2-3	ATK	RND	ANT	HIT	CRT	STN	
0	X	X	0-O-O	170	6	28	200	70	70	
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To				
Holy +50%	0%	1	4	2000	1000	-				

Schweizer-Sword

Description: A uniquely designed sword with 1/3 of the sword double-bladed and the remainder single-bladed.

Acquire: Divination

Sw	HK	Sm	1-2-3	ATK	RND	ANT	HIT	CRT	STN	
0	X	X	0-X-0	620	30	30	220	60	80	
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To				
-	0%	6	7	420	210	Flare Crystal (L1~L3)				

Sinclair Saber

Description: A straight-edged saber.

Acquire: Divination

Sw	HK	Sm	1-2-3	ATK	RND	ANT	HIT	CRT	STN	
0	X	X	0-X-X	600	30	30	200	30	70	
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To				
-	0%	6	5	150	75	Flare Crystal (L1~L3)				

Slashing Sword "Farewell"

Description: Sword whose damage increases 5% each time a hit is made, up to a maximum of 200%.

Acquire: Sunken Shrine

Sw	HK	Sm	1-2-3	ATK	RND	ANT	HIT	CRT	STN	
0	X	X	0-O-O	320	10	20	210	50	65	
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To				
-	0%	20	-	-	10000	-				

Sword of Silvans

Description: Long sword forged from a mysterious metal that flashes a brilliant white in combat. Has a 10% chance of paralyzing undead enemies.

Acquire: Celestial Castle

Sw	HK	Sm	1-2-3	ATK	RND	ANT	HIT	CRT	STN	
0	O	O	0-O-O	800	20	20	260	30	70	
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To				
Holy +50%	0%	20	-	-	2250	-				

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Valkyrie-Favor

Description: Sword that carries tremendous power when in the presence of Valkyrie.

Acquire: Divination

Sw	HK	Sm	1-2-3	ATK	RND	ANT	HIT	CRT	STN
0	0	0	0-0-0	1600	30	30	350	45	75
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To			
-	0%	10	8	28000	14000	-			

Brandish-Sword

Description: A sword made of an orihalcon-alloy. An unusually light and easy to wield greatsword.

Acquire: Divination

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-0	400	10	10	200	10	60
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	4	7	800	400	Thunder Crystal (L1~L3)

Viking Sword

Description: Great sword of the type wielded by the legendary berserkers.

Acquire: Divination

Sw	HK	Sm	1-2-3	ATK	RND	ANT	HIT	CRT	STN
0	X	X	X-X-0	70	30	10	90	10	65
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To			
-	0%	1	0	30	15	Flare Gem (L1~L3)			

Walloon Sword

Description: Equipped with a large knuckle guard, it strengthens the wielder's defense.

Acquire: Divination

Sw	HK	Sm	1-2-3	ATK	RND	ANT	HIT	CRT	STN
0	X	X	O-X-X	300	30	10	140	20	65
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To			
-	0%	3	3	70	35	Flare Gem (L1~L3)			

Wassail-Rapier

Description: Slim-bladed sword.

Acquire: Forest of Spirits, Tombs of Amenti, Palace of the Dragon, Celestial Castle, Crustacean Monster, Lizardman

Sw	HK	Sm	1-2-3	ATK	RND	ANT	HIT	CRT	STN
0	0	0	O-X-0	1120	10	10	240	80	70
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To			
-	7%	11	-	-	70	-			

Two-Handed Swords

Arectanis

Description: Named after a Fairy King who led thousands of fairies in their war against the demons.

Acquire: Forest of Spirits

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-X-0	750	50	30	400	30	70
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
Holy +50%	0%	20	-	-	10000	-

Bahamut Tear

Description: Greatsword whose name refers to its power to defeat dragons. Special Attack damage raised by 30%.

Acquire: Divination, Phase 7-8

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-0	1200	20	30	300	30	90
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
Lightning +50%	0%	12	8	7000	3500	-

Brutish Edge

Description: A variety of two-handed sword. With its gruesome-looking blade, it is a true killer's sword.

Acquire: Divination

1-2-3	ATK	RND	ANT	HIT	CRT	STN
X-X-0	1600	30	25	220	30	80
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	12	7	800	400	Thunder Crystal (L1~L3)

Claymore

Description: A Scottish two-handed sword.

Acquire: Divination

1-2-3	ATK	RND	ANT	HIT	CRT	STN
X-X-0	800	30	20	190	40	65
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	6	5	400	200	Thunder Crystal (L1~L3)

Demon Sword "Nefarious"

Description: Greatsword bestowed with a wicked name. It was given this dishonorable name in order to keep its great power at bay.

Acquire: Seraphic Gate Area 2, Carnage Beast

1-2-3	ATK	RND	ANT	HIT	CRT	STN
X-X-0	13000	30	30	300	30	80
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
Ice/Death	0%	-	-	-	-	-

Elemental Edge

Description: Greatsword imbued with the power of the elements. Special attack damage raised 30%.

Acquire: Divination, Phase 1-2

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-0	80	20	30	100	30	75
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
Holy +50%	0%	1	2	1000	500	-

Flamberge

Description: Greatsword with a flame-like serrated edge. A sword as deadly as it is decorative.

Acquire: Divination

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-0	200	10	20	170	10	55
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	2	5	400	200	Thunder Crystal (L1~L3)

GrandSting

Description: Blue flames flicker on and off on the blade of this enchanted greatsword, almost as if it was breathing.

Acquire: Clockwork Mansion

1-2-3	ATK	RND	ANT	HIT	CRT	STN
X-X-0	500	10	20	340	60	70
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
Lightning +50%	0%	20	-	-	1500	-

Hack-Blade

Description: German made two-handed sword.

Acquire: Divination

1-2-3	ATK	RND	ANT	HIT	CRT	STN
X-X-0	100	60	50	80	90	60
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	1	0	100	50	Thunder Gem (L1~L3)

Violet Forge

Description: Greatsword whose blade flashes a brilliant violet. Special Attack damage raised by 30%.

Acquire: Divination, Phase 5-6

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-X-X	1200	20	40	200	50	75
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
Poison +50%	0%	12	6	4000	2000	-

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Ignite Sword

Description: Greatsword imbued with the power of a fiery explosion. Special Attack damage raised by 30%.

Acquire: Divination, Phase 3-4

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-X-X	450	20	40	200	50	80
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
Fire +50%	0%	4	4	2000	1000	-

Infernas

Description: Greatsword imbued with the power of Muspelheim's flames. Its power even consumes the wielder, whose DME is reduced by 3% with every use.

Acquire: Citadel of Flame

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-0	285	20	30	220	50	80
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
Fire/Death	0%	20	-	-	7500	-

Shadzard

Description: Greatsword that shines with the light of the heavens. Its creator sacrificed his life in order to imbue it with this power.

Acquire: Arianrod Labyrinth

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-0	900	5	20	250	80	70
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
Lightning/Death	0%	20	-	-	15000	-

Striking-Sword

Description: A type of two-handed sword.

Acquire: Divination

1-2-3	ATK	RND	ANT	HIT	CRT	STN
X-X-0	500	50	10	100	30	85
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	3	3	200	100	Thunder Gem (L1~L3)

Two-Handed Sword

Description: A greatsword designed to be wielded with two hands.

Acquire: Divination

1-2-3	ATK	RND	ANT	HIT	CRT	STN
X-0-X	80	60	50	80	90	60
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	8	0	100	50	Thunder Gem (L1~L3)

Vainslayer

Description: Sword that cuts through flesh as well as warped spirits.

Acquire: Black Dream Tower, Special Event

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-X	270	10	35	160	60	70
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
Darkness +50%	5%	10	-	-	750	-

Zweihander

Description: A type of two-handed sword.

Acquire: Divination

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-X	150	20	30	120	30	55
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	1	3	200	100	Thunder Gem (L1~L3)

Ama-no-Murakumo Blade

Description: Heavenly Cloud Sword. Reduces the wielder's Special Attack CT by 1.

Acquire: Divination, Phase 7-8

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-0	500	10	34	300	34	72
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
Ice +50%	0%	4	8	8000	4000	-

Demon Blade

Description: A sword said to have been used to battle demons. It has a black blade with a red hilt. Reduces the wielder's Special Attack CT by 1.

Acquire: Divination, Phase 5-6

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-0	200	5	35	200	35	72
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
Poison +50%	0%	2	6	5000	2500	-

Go-Shorai Blade

Description: Sword that is said to have the power to call down lightning. A blue jewel is set on its hilt. Reduces the wielder's Special Attack CT by 1.

Acquire: Divination, Phase 1-2

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-X-0	50	10	30	100	30	70
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
Lightning +50%	0%	1	2	1500	750	-

Kongou-To

Description: A massive sword, more powerful and huge than the No-Dachi.

Acquire: Divine

1-2-3	ATK	RND	ANT	HIT	CRT	STN
X-X-0	600	30	30	220	10	60
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	6	5	160	80	Ice Crystal (L1~L3)

Masamune						
Description: A sword unparalleled in lightness and ease of use.						
Acquire: Divination						
1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-0	400	10	10	280	10	65
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	4	7	800	400	Ice Crystal (L1~L3)

Tachi						
Description: A three-foot long sword with a long, sweeping curve.						
Acquire: Divination						
1-2-3	ATK	RND	ANT	HIT	CRT	STN
X-0-X	100	20	20	110	30	70
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	1	1	40	20	Ice Gem (L1~L3)

Muramasa						
Description: A sword that exceeds all others in power.						
Acquire: Divination						
1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-X-X	1000	30	40	230	50	65
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	10	7	800	400	Ice Crystal (L1~L3)

No-Dachi						
Description: A huge, two-handed sword, well over four-feet long. It is powerful but difficult to wield.						
Acquire: Divination						
1-2-3	ATK	RND	ANT	HIT	CRT	STN
X-0-X	300	20	30	180	20	60
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	3	3	80	40	Ice Gem (L1~L3)

Scarlet Lotus Sword						
Description: Its vivid, red blade makes this sword stand out. It is imbued with the power of Fire.						
Acquire: Dragoncastle Caverns						
1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-X	140	50	50	100	50	70
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
Fire +50%	0%	20	-	-	1500	-

Seventh Sword						
Description: A unique sword with seven smaller blades jutting out of the main blade like branches of a tree.						
Acquire: Divination						
1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-X-0	150	10	10	165	20	40
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	1	3	80	40	Ice Gem (L1~L3)

Shisen-To						
Description: A sword as huge as the No-Dachi, but extremely light. Its name means "Flicker Sword."						
Acquire: Divination						
1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-0	200	10	20	200	35	60
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	2	5	160	80	Ice Crystal (L1~L3)

Soul Sword "Kusanagi"						
Description: Sword from the legendary land of Yamato. Its color is said to change depending on the wielder.						
Acquire: Seraphic Gate Area 3						
1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-0	2990	20	30	300	40	80
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
Holy/Death	0%	-	-	-	25000	-

Ten-Horn Blade						
Description: A sword emblazoned with the emblem of the Phoenix. The hilt is designed to evoke the Phoenix's fiery wings. Reduces the wielder's Special Attack CT by 1.						
Acquire: Divination, Phase 3-4						
1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-0	150	10	32	200	32	70
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
Fire +50%	0%	1	4	3000	1500	-

Wa-to						
Description: The most common type of sword from the legendary country of Yamato.						
Acquire: Divination						
1-2-3	ATK	RND	ANT	HIT	CRT	STN
X-0-X	70	20	30	120	20	60
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	1	1	40	20	Ice Gem (L1~L3)

Ahlspiess						
Description: A spear with a uniquely long, sharp point covering nearly half its length.						
Acquire: Divination						
1-2-3	ATK	RND	ANT	HIT	CRT	STN
X-0-X	1200	20	30	220	40	80
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	12	7	800	400	Poison Crystal (L1~L3)

Arc Wind						
Description: Spear whose name means "great wind". Adds an extra 20CP to the wielder when they level up.						
Acquire: Divination, Phase 7-8						
1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-0	600	5	35	300	45	70
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
Lightning +50%	0%	4	8	8000	4000	-

Awl-Pike						
Description: A long, narrow sword blade affixed to a spear shaft.						
Acquire: Divination						
1-2-3	ATK	RND	ANT	HIT	CRT	STN
X-0-X	100	10	15	95	15	55
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	1	1	100	50	Poison Gem (L1~L3)

Boarding-Pike

Description: A spear with a slightly shortened shaft to allow it to be wielded in a variety of ways.

Acquire: Divination

1-2-3	ATK	RND	ANT	HIT	CRT	STN
X-0-X	300	20	10	120	20	50
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	20	3	200	100	Poison Gem (L1-L3)

Corsesca

Description: An evolved form of the Winged Spear. It has large, wing-like blades flowing from its sides.

Acquire: Divination

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-X-0	150	30	20	100	40	65
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	1	3	200	100	Poison Gem (L1-L3)

Crimson Edge

Description: A spear with a great crimson blade, it is said to have been created by the gods for use in hunting demons.

Acquire: Transmute Broken Spear (L3)

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-0	1200	40	20	240	60	68
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
Fire +90%	0%	20	-	-	6050	-

Dragoon Tyrant

Description: A spear with special power against dragons.

Acquire: Lost City of Dipan

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-0	300	40	50	299	30	70
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	3	-	-	7500	-

Eternal Fault

Description: A spiral-shaped lance that burns with a black light. It is so powerful that it causes the ground to open up.

Acquire: Arianrod Labyrinth

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-0	900	5	35	300	100	75
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
Poison +90%	0%	20	-	-	10000	-

Ethereal Divide

Description: Spear that can slice through the invisible ether. It shimmers with a brilliant aura.

Acquire: Seraphic Gate Area 2, Loki Shade

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-0	3300	10	50	350	50	70
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	-	-	-	-	-

Fine Halberd

Description: Finely-crafted halberd.

Acquire: Two-Sword Fencer

1-2-3	ATK	RND	ANT	HIT	CRT	STN
X-0-X	1000	10	10	230	17	65
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	1%	10	-	-	200	-

Footman's Axe

Description: Long, versatile axe.

Acquire: Sunken Shrine, Rib Forager

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-X-X	500	10	10	180	15	65
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	5%	5	-	-	35	-

Glaive

Description: Curved blade fixed atop a stout spear shaft.

Acquire: Transmute Broken Spear (L1)

1-2-3	ATK	RND	ANT	HIT	CRT	STN
X-X-0	95	10	10	75	10	65
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	5%	1	-	-	5	-

Great Spear "Dinosaur"

Description: Long, heavy spear with the tooth of a dinosaur affixed to its end.

Acquire: Palace of the Dragon

1-2-3	ATK	RND	ANT	HIT	CRT	STN
X-X-0	3000	10	40	220	85	72
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	20	-	-	6000	-

Halberd

Description: A spear with an axe-like blade on the side and a sharp point on the other. Good for slamming or thrusting.

Acquire: Divination

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-0	200	10	10	160	20	50
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	2	5	400	200	Poison Crystal (L1-L3)

Heart Piercer

Description: Flickering spear. Adds an extra 20CP to its wielder when they level up.

Acquire: Divination, Phase 3-4

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-0	150	10	25	200	35	60
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
Ice +50%	0%	1	4	4200	2100	-

Holy Halberd

Description: A spear blessed by the gods. Adds an extra 20CP to its wielder when they level up.

Acquire: Divination, Phase 5-6

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-0	200	10	30	200	40	40
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
Holy +50%	0%	2	6	6200	3100	-

Long Flail

Description: Flail with several spiked metal balls on chains attached to it.

Acquire: Inferior

1-2-3	ATK	RND	ANT	HIT	CRT	STN
X-X-0	250	10	10	130	10	65
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	5%	2	-	-	15	-

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Lucerne Hammer

Description: A variety of war hammer.

Acquire: Forest of Spirits, Tombs of Amenti, Palace of the Dragon, Celestial Castle, Grey Bones

1-2-3	ATK	RND	ANT	HIT	CRT	STN
X-X-O	1100	30	35	240	56	65
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	2%	11	-	-	100	-

Spinning Spear

Description: Firestorm spear. Adds an extra 20CP to its wielder when they level up.

Acquire: Divination, Phase 1-2

1-2-3	ATK	RND	ANT	HIT	CRT	STN
O-O-O	50	10	20	100	30	60
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
Poison +50%	0%	1	2	2500	1250	-

Pole-Axe

Description: An axe with a long shaft like a spear. Carries unsurpassed destructive power.

Acquire: Divination

1-2-3	ATK	RND	ANT	HIT	CRT	STN
X-X-X	600	20	20	180	30	70
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	6	5	400	200	Poison Crystal (L1~L3)

Warhammer

Description: Hammer designed to overcome even the sturdiest armor.

Acquire: Clockwork Mansion, Brahms Castle, Black Dream Tower, Tower of Lezard Valeth, Dark Tower of Xervah, Knight Fiend

1-2-3	ATK	RND	ANT	HIT	CRT	STN
O-X-X	300	30	30	140	50	65
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	5%	3	-	-	20	-

Ranseur

Description: A type of spear with a cross-shaped blade.

Acquire: Arkdain Ruins, Citadel of Flame, Lost City of Dipan

1-2-3	ATK	RND	ANT	HIT	CRT	STN
X-X-O	600	30	30	200	55	65
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	5%	6	-	-	40	-

Winged Spear

Description: Spear with "wings" protruding from both sides of its blade. Originally, they were to prevent the spear from stabbing too deeply but have since become stylized decorations.

Acquire: Divination

1-2-3	ATK	RND	ANT	HIT	CRT	STN
X-X-O	80	10	10	70	20	60
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	1	1	100	50	Poison Gem (L1~L3)

Bows

Arbalest

Description: A type of Windlass-Crossbow.

Acquire: Divination

1-2-3	ATK	RND	ANT	HIT	CRT	STN
O-X-X	600	10	30	180	50	60
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	6	5	400	200	Holy Crystal (L1~L3)

Berserker Bow

Description: A bow made famous by slaying a berserker with a single shot.

Acquire: Celestial Castle

1-2-3	ATK	RND	ANT	HIT	CRT	STN
X-X-O	2400	100	50	350	20	90
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
Poison +50%	0%	20	-	-	10000	-

Bolt-Aqqar

Description: A crossbow with speed and power.

Acquire: Divination

1-2-3	ATK	RND	ANT	HIT	CRT	STN
O-X-X	1200	10	10	230	60	65
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	12	7	800	400	Holy Crystal (L1~L3)

Spear "Basilisk"

Description: Spear with a 10% chance of petrifying the enemy.

Acquire: Dark Tower of Xervah

1-2-3	ATK	RND	ANT	HIT	CRT	STN
O-O-X	200	30	30	150	35	68
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	20	-	-	2500	-

Spear "Dark Angel"

Description: Legendary spear with both negative and positive power. It is said that its power depends on who wields it.

Acquire: Dragoncastle Caverns

1-2-3	ATK	RND	ANT	HIT	CRT	STN
O-X-O	65	10	20	120	35	70
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	20	-	-	1250	-

Bolt Crossbow

Description: An improved variety of the crossbow.

Acquire: Divination

1-2-3	ATK	RND	ANT	HIT	CRT	STN
X-0-X	60	10	30	90	30	55
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	1	1	100	50	Holy Gem (L1-L3)

Foul Slayer

Description: A bow with the power to shoot down enemies.

Acquire: Arianrod Labyrinth

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-0	600	0	0	400	0	0
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	20	-	-	3300	-

Composite Bow

Description: Bow made with a variety of materials for greater strength.

Acquire: Gill-Man, Viscous Cloud

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-X	300	10	20	120	70	50
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	5%	3	-	-	80	-

Last Avenger

Description: A bow that fires arrows with unerring accuracy.

Acquire: Divination

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-0	400	10	40	300	10	55
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
Fire +50%	0%	4	8	7000	3500	-

Cranequin-Crossbow

Description: Crossbow that loads itself.

Acquire: Transmute Broken Bow (L3), Argent Knight, Forager

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-0	500	10	20	220	80	50
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	5%	15	-	-	200	-

Long Bow

Description: Longer than the short bow.

Acquire: Transmute Broken Bow (L1), Pongo Robustus

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-X	100	10	20	70	60	50
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	5%	1	-	-	25	-

Crescent Arrow

Description: A bow designed to fire arrows tipped with magical moon crystals.

Acquire: Divination, Phase 3-4

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-0	150	10	30	200	10	55
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
Lightning +50%	0%	1	4	3000	1500	-

Crossbow

Description: A simple-to-use crossbow that fires a short, wooden shaft at a very high velocity. Its weak point is its slow loading time.

Acquire: Divination

1-2-3	ATK	RND	ANT	HIT	CRT	STN
X-X-0	100	10	10	70	10	55
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	1	1	100	50	Holy Gem (L1-L3)

Elven Bow

Description: A bow said to have been manufactured by elves.

Acquire: Forest of Spirits

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-0	700	3	20	500	60	80
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	20	-	-	8500	-

Rapid Bow

Description: Bow that allows for rapid reloading.

Acquire: Transmute Broken Bow (L2), Dragon-Tooth Warrior (red), Harpy (blue)

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-X	150	10	20	90	60	50
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	5%	2	-	-	40	-

Fire-Crossbow

Description: An improved crossbow that fires explosive-tipped arrows.

Acquire: Divination

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-0	200	40	10	140	20	60
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	2	5	400	200	Holy Crystal (L1-L3)

Rapid-Crossbow

Description: This rapid-fire crossbow doesn't sacrifice power for speed.

Acquire: Divination

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-X	150	20	20	120	30	55
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	1	3	200	100	Holy Gem (L1-L3)

Raven Slayer

Description: Bow with incredible power against flying enemies. It has no ether coating, so it must have been forged by humans.

Acquire: Tombs of Amenti, Tombs of Amenti, Special Event, Ancient Golem

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-0	200	0	100	500	100	100
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	5%	10	6	-	800	-

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Razor Shaft

Description: The enemy cannot evade the stroke of this bow's razor-sharp arrows.

Acquire: Seraphic Gate Area 4, Brahms (Seraphic Gate)

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-0	3000	20	60	300	20	80
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	-	-	-	-	-

Windlass-Crossbow

Description: An improved crossbow with a crank-loading mechanism that enables it to fire at a greater velocity than the standard crossbow.

Acquire: Divination

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-0	150	20	20	120	30	55
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	1	3	200	100	Holy Gem (L1~L3)

Serstine-Lock-Gun

Description: A variety of Fire-Crossbow.

Acquire: Divination

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-0	400	20	30	200	10	55
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	4	7	800	400	Holy Crystal (L1~L3)

Shiny Rupture

Description: A bow that fires flashing arrows which carry tremendous destructive force.

Acquire: Divination, Phase 5-6

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-0	200	10	40	200	10	55
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
Poison +50%	0%	2	6	5000	2500	-

Short Bow

Description: Small bow. Made by mere humans, it is not to be relied upon in a battle against powerful enemies.

Acquire: Solde Catacombs

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-X	100	10	20	50	60	50
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	5%	1	-	-	10	-

Soul Slayer

Description: Bow that converts 10% of the damage inflicted upon enemies into DME for the wielder. It has no ether coating, so it must have been forged by a human.

Acquire: Citadel of Flame

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-0	200	0	100	500	100	100
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	5%	10	-	-	800	-

Supreme Crossbow

Description: A crossbow made of the finest materials with the finest workmanship.

Acquire: Divination, Phase 1-2

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-0	50	10	20	100	10	55
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
Holy +50%	-	1	2	2000	1000	-

Alchemy Wand

Description: A wand fashioned in the image of a fairy.

Acquire: Divination

Big	MGC	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
X	500	0%	5	5	400	200	Shadow Crystal (L1~L3)

Crystal Wand

Description: A wand with a crystal set in its tip. Pulsating with seven different colors, it is quite beautiful.

Acquire: Divination

Big	MGC	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
X	250	0%	2	3	200	100	Shadow Gem (L1~L3)

Deluge Scepter

Description: A wand inscribed with the emblem of a crashing wave.

Acquire: Divination

Big	MGC	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
X	1000	0%	10	7	800	400	Shadow Crystal (L1~L3)

Dragonbane

Description: Short sword forged by a powerful ally of the gods. It is weak in destructive power, but it improves the magic ability of its wielder. It can only be used by Sorcerers.

Acquire: Special Event

Big	MGC	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
X	600	0%	10	-	-	2500	-

Element Scepter

Description: Wand imbued with the power of the elements. Allows its wielder to perform great magic, but it cannot endure the power it wields for long.

Acquire: Artolian Mountain Ruins, Forest of Woe (x2), Solde Catacombs, Dragoncastle Caverns, Nethov Swamp, Salerno Academy, Black Dream Tower, Cave of Oblivion 3 & 7

Big	MGC	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
0	300	50%	2	-	-	1000	Tome of Alchemy (L1~L3)

Ether Scepter

Description: Wand imbued with the power of ether. Allows its wielder to perform great magic, but cannot endure the power it wields for long.

Acquire: Gorhia Cult HQ, Tower of Lizard Valeth, Arkdain Ruins (x2), Lost City of Dipan, Tombs of Amenti, Palace of the Dragon, Cave of Oblivion 2 & 6, Jotunheim Palace, Genevieve (Celestial Castle)

Big	MGC	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
0	1600	30%	4	-	-	2000	Tome of Alchemy (L1~L3)

Holy Prayer

Description: A wand that amplifies the prayers of its wielder and transmits them to the gods.

Acquire: Divination, Phase 1-2

Big	MGC	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
X	200	0%	2	2	2500	1250	-

Holy Wand "Adventia"

Description: Said to have been carried by a holy man during the coming of the Messiah, it is undecorated and has a simple dignity.

Acquire: Arkdain Ruins

Big	MGC	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
X	750	0%	20	-	-	7500	-

Holy Wand of Telos

Description: A wand that is said to grant unlimited magic power to its wielder.

Acquire: Seraphic Gate Area 2, Giant Lord

Big	MGC	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
X	9920	0%	-	-	-	20000	-

Infinity Rod

Description: Mystina's beloved magic wand. Decorated with a number of gems on its tip, it allows its wielder to perform great magic.

Acquire: Special Event

Big	MGC	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
0	880	10%	-	-	-	-	-

Noble Desire

Description: A wand that greatly enhances the wielder's magical power by synchronizing with their spiritual essence.

Acquire: Divination, Phase 7-8

Big	MGC	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
X	1200	0%	12	8	8500	4250	-

Ruby Mace

Description: A wand with a ruby red, pulsating gem set in its tip.

Acquire: Divination

Big	MGC	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
X	120	0%	1	0	100	50	Shadow Gem (L1~L3)

Unicorn's Horn

Description: A unicorn horn that has been turned into a magician's wand. Allows the wielder to perform Big Magic.

Acquire: Arianrod Labyrinth, Transmute Unicorn Horn (L3)

Big	MGC	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
0	1300	0%	20	-	-	19000	-

Wand "Mystic Sage"

Description: A wand that grants wisdom upon its wielder.

Acquire: Seraphic Gate Area 3, Giant Lord, Hamster

Big	MGC	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
0	8500	0%	-	-	-	-	-

Wand of Apocalypse

Description: A wand in the shape of a great serpent. Extremely evil, but it conveys great power to its wielder.

Acquire: Arianrod Labyrinth

Big	MGC	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
0	1750	0%	20	-	-	10000	-

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Ether Freeze

Description: A weapon created by the Goddess Freya from some invisible material. It appears to enhance magic power, but its true shape is unknown.

Acquire: Freya starts with this weapon.

1-2-3	ATK	RND	ANT	HIT	CRT	STN
X-0-X	300	5	50	300	50	100
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	-	-	-	-	-

Ether Laser

Description: Tool which further enhances the power of the goddess Freya. But it is invisible, so its true form is unknown.

Acquire: Seraphic Gate Area 1

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-0	7800	50	30	800	40	67
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
Darkness/Death	0%	-	-	-	-	-

Knuckles

Bloody-Duster

Description: Tool which further enhances the power of the Vampire Lord, Brahms.

Acquire: Seraphic Gate Area 2

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-0-0	8000	30	50	400	50	75
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	-	-	-	-	-

Bloody-Knuckle

Description: Knuckle favored by the Vampire Lord, Brahms.

Acquire: Brahms starts with this weapon.

1-2-3	ATK	RND	ANT	HIT	CRT	STN
0-X-X	1500	20	50	300	50	70
Element	BRK	Value	Ch	MP Cost	MP Gain	Transmute To
-	0%	-	-	-	-	-

Armor



Always make sure Valkyrie and her Einherjer are equipped with top-notch armor. The foes you're up against hit hard, and the right armor is key to keeping DME high and warriors fighting.

Characters	Some pieces can only be equipped by certain characters or character types.
RDM	Reduce Damage. The higher this number, the more damage the armor absorbs, meaning less DME lost to enemy attacks.
DEF	Defense. The higher this number, the greater the strength of the character's defensive stance and ability to block physical attacks.
AVD	Avoid. The higher this number, the greater the odds of a character dodging enemy attacks.
STD	Stun Defend. The higher this number, the greater the odds of resisting a stun attack.
Element	Reduces the damage taken from specific "element"-types of attack by the percentage shown.

Body Armor

Aegea Garb						
Description: Brilliant blue battle armor.						
Acquire: Valkyrie starting equipment, Divination						
Characters	RDM	DEF	AVD	STD	Element	Value
Valkyrie	55	5	0	0	Darkness -50%	0
Ch	MP Cost	MP Gain	Transmute To			
0	180	90	-			

Anointed Cloak						
Description: A cloak anointed with holy water.						
Acquire: Divination						
Characters	RDM	DEF	AVD	STD	Element	Value
Sorcerers	250	0	0	0	Fire -50%	2
Ch	MP Cost	MP Gain	Transmute To			
4	250	125	-			

Artifacts
Throughout this chapter, Artifacts are denoted with green-shaded entries.

Anointed Garb

Description: Cloth garment purified by the power of the gods.						
Acquire: Divination						
Characters	RDM	DEF	AVD	STD	Element	Value
Sorcerers	600	0	0	0	-	6
Ch	MP Cost	MP Gain	Transmute To			
6	400	200	-			

Armor of Aleph

Description: The bane of the undead Genevieve, this armor has the power to almost completely seal off Poison-based attacks.						
Acquire: Celestial Castle						
Characters	RDM	DEF	AVD	STD	Element	Value
Swordsmen, Archers	2000	2	0	80	Poison -90%	10
Ch	MP Cost	MP Gain	Transmute To			
-	-	25000	-			

Breastplate

Description: Metal armor that covers the chest.						
Acquire: Transmute Broken Armor (L2), Inferior, Dragon-Tooth Warrior (red)						
Characters	RDM	DEF	AVD	STD	Element	Value
Swordsmen, Archers	320	0	0	0	-	4
Ch	MP Cost	MP Gain	Transmute To			
-	-	100	-			

Chainmail

Description: Armor made from linked metal chains.						
Acquire: Transmute Broken Armor (L1), Demon Servant, Dragon Servant, Venom Spider (blue), Venom Spider (yellow)						
Characters	RDM	DEF	AVD	STD	Element	Value
Swordsmen, Archers	100	0	0	0	-	2
Ch	MP Cost	MP Gain	Transmute To			
-	-	50	-			

Cloak

Description: A cloth cloak coated with an ether coating, rendering it indestructible.						
Acquire: Divination						
Characters	RDM	DEF	AVD	STD	Element	Value
Sorcerers	30	0	0	0	Fire -50%	1
Ch	MP Cost	MP Gain	Transmute To			
0	40	20	-			

Cuirass

Description: An iron breastplate. It is covered with an ether coating that renders it indestructible.						
Acquire: Divination						
Characters	RDM	DEF	AVD	STD	Element	Value
Swordsmen, Archers	50	0	0	0	-	1
Ch	MP Cost	MP Gain	Transmute To			
0	180	90	-			

Divinity Garb

Description: Battle armor containing the power of the gods.

Acquire: Divination

Characters	RDM	DEF	AVD	STD	Element	Value
Sorcerers	1000	10	0	0	Lightning -50%	0
Ch	MP Cost	MP Gain	Transmute To			
6	1480	740	-	-	-	-

Duel Armor

Description: A steel breastplate.

Acquire: Divination

Characters	RDM	DEF	AVD	STD	Element	Value
Sorcerers	300	2	0	0	-	3
Ch	MP Cost	MP Gain	Transmute To			
4	500	250	-	-	-	-

Eternal Garb

Description: Divine garment that protects its wearer from danger with inscribed runes of protection.

Acquire: Seraphic Gate Area 4, Seraphic Gate Area 3 (x2), Seraphic Gate Area 2, Lich

Characters	RDM	DEF	AVD	STD	Element	Value
Sorcerers	3000	0	20	50	Lightning -90%	0
Ch	MP Cost	MP Gain	Transmute To			
-	-	-	-	-	-	-

Eternal Shine

Description: Garment that shines with an otherworldly light.

Acquire: Freya starts with this.

Characters	RDM	DEF	AVD	STD	Element	Value
Freya	10	100	0	0	-	0
Ch	MP Cost	MP Gain	Transmute To			
-	-	-	-	-	-	-

Full Plate

Description: Metal armor that covers the entire body.

Acquire: Victory, Viscous Cloud

Characters	RDM	DEF	AVD	STD	Element	Value
Sorcerers	820	0	0	0	-	6
Ch	MP Cost	MP Gain	Transmute To			
-	200	-	-	-	-	-

Heraldic Garb

Description: Battle armor emblazoned with emblems.

Acquire: Divination

Characters	RDM	DEF	AVD	STD	Element	Value
Valkyrie	120	10	0	0	Poison -50%	0
Ch	MP Cost	MP Gain	Transmute To			
2	380	190	-	-	-	-

Lamellar

Description: Armor made of metal plates sewn onto leather.

Acquire: Lesser Demon, Mire Creeper

Characters	RDM	DEF	AVD	STD	Element	Value
Sorcerers	320	0	0	0	-	3
Ch	MP Cost	MP Gain	Transmute To			
-	100	-	-	-	-	-

Leather Armor

Description: Simple leather armor.

Acquire: Ghast

Characters	RDM	DEF	AVD	STD	Element	Value
Sorcerers	100	0	0	0	-	1
Ch	MP Cost	MP Gain	Transmute To			
-	-	50	-	-	-	-

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Mirage Robe

Description: A robe that creates a mirage to help its wearer evade attack.

Acquire: Clockwork Mansion

Characters	RDM	DEF	AVD	STD	Element	Value
Sorcerers	400	0	100	50	Poison -90%	20
Ch	MP Cost	MP Gain	Transmute To			
-	-	2250	Bracelet of Zoe (L1)			

Mithril Plate

Description: Mithril full-body armor.

Acquire: Tombs of Amenti, Argent Knight

Characters	RDM	DEF	AVD	STD	Element	Value
Sorcerers	1600	0	0	0	Holy -90%	8
Ch	MP Cost	MP Gain	Transmute To			
-	900	-	-	-	-	-

Radiant Garb

Description: Battle armor imbued with the power of light.

Acquire: Divination

Characters	RDM	DEF	AVD	STD	Element	Value
Valkyrie	350	10	0	0	Holy -50%	0
Ch	MP Cost	MP Gain	Transmute To			
4	680	340	-	-	-	-

Reflect Armor

Description: Armor whose true power has already been lost, it is still a thing of beauty to behold.

Acquire: Sunken Shrine

Characters	RDM	DEF	AVD	STD	Element	Value
Sorcerers	1500	0	0	0	Holy -90%	20
Ch	MP Cost	MP Gain	Transmute To			
-	3100	-	-	-	-	-

Robe of Bryttain

Description: Garment from the enchanted isle of Bryttain, it carries the prayers of thousands of souls within its woven body.

Acquire: Arkdain Ruins

Characters	RDM	DEF	AVD	STD	Element	Value
Female Sorcerers	1400	0	0	0	Holy -90%	20
Ch	MP Cost	MP Gain	Transmute To			
-	2000	-	-	-	-	-

Robe of Elberreth

Description: Robe of the Star Goddess, Elberreth.

Acquire: ???

Characters	RDM	DEF	AVD	STD	Element	Value
Sorcerers	0	1	???	???	-	???
Ch	MP Cost	MP Gain	Transmute To			
???	-	-	-	-	-	-

Seraphic Garb

Description: Battle armor blessed with the fortune of the gods.

Acquire: Divination

Characters	RDM	DEF	AVD	STD	Element	Value
Valkyrie	1700	10	0	0	Ice -50%	0
Ch	MP Cost	MP Gain	Transmute To			
8	3800	1900	-			

Valiant Armor

Description: An armor of incredible strength. Enables its wearer to face even the most powerful foes.

Acquire: Divination

Characters	RDM	DEF	AVD	STD	Element	Value
Swordsmen, Archers	1500	4	0	0	-	15
Ch	MP Cost	MP Gain	Transmute To			
8	2000	1000	-			

Silver Cloak

Description: A cloak with silver thread woven into it to increase its strength.

Acquire: Divination

Characters	RDM	DEF	AVD	STD	Element	Value
Sorcerers	70	0	0	0	Fire -50%	1
Ch	MP Cost	MP Gain	Transmute To			
2	120	60	-			

Valor Armor

Description: Beautifully crafted breastplate fit to be worn by the greatest of heroes.

Acquire: Divination

Characters	RDM	DEF	AVD	STD	Element	Value
Swordsmen, Archers	800	3	0	0	-	8
Ch	MP Cost	MP Gain	Transmute To			
6	1000	500	-			

Silver Cuirass

Description: A silver breastplate.

Acquire: Divination

Characters	RDM	DEF	AVD	STD	Element	Value
Swordsmen, Archers	100	1	0	0	-	1
Ch	MP Cost	MP Gain	Transmute To			
2	300	150	-			

Silver Mail

Description: Chainmail forged from silver.

Acquire: Gill-Man, Lizardman, Two-Sword Fencer

Characters	RDM	DEF	AVD	STD	Element	Value
Swordsmen, Archers	820	0	0	0	-	5
Ch	MP Cost	MP Gain	Transmute To			
-	-	200	-			

Silver Plate

Description: Silver full body armor.

Acquire: ???

Characters	RDM	DEF	AVD	STD	Element	Value
Swordsmen, Archers	1600	130	???	???	-	???
Ch	MP Cost	MP Gain	Transmute To			
???	-	400	-			

Supreme Garb

Description: Cloth garment imbued with magic.

Acquire: Divination

Characters	RDM	DEF	AVD	STD	Element	Value
Sorcerers	1200	0	0	0	-	12
Ch	MP Cost	MP Gain	Transmute To			
8	800	400	-			

Sylphian Robe

Description: Garment blessed by the spirits of the forest. It has the power to protect against Dark Attacks.

Acquire: Sunken Shrine

Characters	RDM	DEF	AVD	STD	Element	Value
Sorcerers	1800	0	0	0	Darkness -90%	20
Ch	MP Cost	MP Gain	Transmute To			
-	-	3050	-			

Crown of Felmar

Description: Crown named after its owner, it has no other particularly unique qualities.

Acquire: Solde Catacombs

Characters	RDM	DEF	AVD	STD	Element	Value
Any	2	0	0	5	Darkness -50%	20
Ch	MP Cost	MP Gain	Transmute To			
-	-	300	-			

Dragoon Faith

Description: Helmet formed in the shape of a dragon. It appears to have been made for ceremonial purposes, but the details are unclear.

Acquire: Palace of the Dragon, King Kraken

Characters	RDM	DEF	AVD	STD	Element	Value
Swordsmen, Archers	200	0	0	200	Lightning -50%	20
Ch	MP Cost	MP Gain	Transmute To			
-	-	14000	-			

Duel Helm

Description: A full helm that entirely covers the wearer's head. Inscribed with the image of the Goddess of Death.

Acquire: Divination

Characters	RDM	DEF	AVD	STD	Element	Value
Swordsmen, Archers	20	0	0	80	-	3
Ch	MP Cost	MP Gain	Transmute To			
4	300	150	-			

Sallet

Description: Helmet that protects the wearer with nose and chin guards. It is covered with an ether coating, which renders it indestructible.

Acquire: Divination

Characters	RDM	DEF	AVD	STD	Element	Value
Swordsmen, Archers	5	0	0	30	-	1
Ch	MP Cost	MP Gain	Transmute To			
0	50	25	-			

Empress Garland

Description: A tiara given to the Goddess Freya by Odin, the All-Father. It signifies her status as a Goddess of the second rank.

Acquire: Freya starts with this

Characters	RDM	DEF	AVD	STD	Element	Value
Freya	100	0	80	0	-	0
Ch	MP Cost	MP Gain	Transmute To			
-	-	-	-			

Feathered Helm

Description: Helmet decorated with white feathers.

Acquire: Divination

Characters	RDM	DEF	AVD	STD	Element	Value
Valkyrie	10	0	0	100	Ice -50%	0
Ch	MP Cost	MP Gain	Transmute To			
2	500	250	-			

Feathered Tiara

Description: Tiara decorated with white feathers.

Acquire: Divination

Characters	RDM	DEF	AVD	STD	Element	Value
Valkyrie	5	0	0	100	Fire -50%	0
Ch	MP Cost	MP Gain	Transmute To			
0	250	125	-			

Handwoven Bandana

Description: Bandana Badrach received from his sister.

Acquire: Special Event

Characters	RDM	DEF	AVD	STD	Element	Value
Male Swordsmen, Archers	5	0	5	200	Holy -50%	0
Ch	MP Cost	MP Gain	Transmute To			
-	-	35	-			

Mask of the Dead King

Description: Mask worn by the mad king, Akhetamen.

Acquire: Tombs of Amenti

Characters	RDM	DEF	AVD	STD	Element	Value
Any	100	0	0	250	Holy/Weakness	20
Ch	MP Cost	MP Gain	Transmute To			
-	-	15000	-			

Rust-Red Circlet

Description: A rusty, red circlet of iron.

Acquire: Lost City of Dipan

Characters	RDM	DEF	AVD	STD	Element	Value
Sorcerers	20	0	0	50	Holy -50%	0
Ch	MP Cost	MP Gain	Transmute To			
-	-	5000	-			

Sallet

Description: Helmet that protects the wearer with nose and chin guards. It is covered with an ether coating, which renders it indestructible.

Acquire: Divination

Characters	RDM	DEF	AVD	STD	Element	Value
Swordsmen, Archers	5	0	0	30	-	1
Ch	MP Cost	MP Gain	Transmute To			
0	50	25	-			

Seraphic Garland

Description: Hat decorated with beautiful feathers.

Acquire: Divination

Characters	RDM	DEF	AVD	STD	Element	Value
Valkyrie	80	0	0	200	Holy -50%	0
Ch	MP Cost	MP Gain	Transmute To			
8	3000	1500	-			

Silver Sallet

Description: Sallet forged from silver.

Acquire: Divination

Characters	RDM	DEF	AVD	STD	Element	Value
Swordsmen, Archers	10	0	0	50	-	2
Ch	MP Cost	MP Gain	Transmute To			
2	150	75	-			

Silver Tiara

Description: A jeweled tiara forged from silver.

Acquire: Divination

Characters	RDM	DEF	AVD	STD	Element	Value
Sorcerers	4	0	0	40	-	2
Ch	MP Cost	MP Gain	Transmute To			
2	40	20	-			

Supreme Garland

Description: Finely crafted hair adornment imbued with powerful magic.

Acquire: Divination

Characters	RDM	DEF	AVD	STD	Element	Value
Sorcerers	24	0	0	160	-	5
Ch	MP Cost	MP Gain	Transmute To			
8	920	460	-			

Tiara

Description: A richly jeweled crown. It is covered with an ether coating, which renders it indestructible.

Acquire: Divination

Characters	RDM	DEF	AVD	STD	Element	Value
Sorcerers	20	0	0	20	-	1
Ch	MP Cost	MP Gain	Transmute To			
0	20	10	-			

Tiara of the Holy Empress

Description: Tiara worn by a Holy Empress who was revered greatly by the people. A truly beautiful object.

Acquire: Salerno Academy

Characters	RDM	DEF	AVD	STD	Element	Value
Female Sorcerers	15	0	0	100	Darkness -50%	20
Ch	MP Cost	MP Gain	Transmute To			
-	-	400	-			

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Valiant Helm

Description: A type of full helm. Strongest of all the helms that can be created.

Acquire: Divination

Characters	RDM	DEF	AVD	STD	Element	Value
Swordsmen, Archers	80	0	0	170	-	5
Ch	MP Cost	MP Gain	Transmute To			
8	1200	600	-			

Glare Guard

Description: Gauntlets that reduce Darkness damage. Counter-attacks by shooting dark light at enemies, which has a chance of petrifying them.

Acquire: Transmute Broken Blade (L3)

Characters	RDM	DEF	AVD	STD	Element	Value
Any	0	15	0	0	Darkness -50%	2
Ch	MP Cost	MP Gain	Transmute To			
-	-	900	-			

Valor Helm

Description: A type of full helm. A mighty helm that is fit for the greatest of heroes.

Acquire: Divination

Characters	RDM	DEF	AVD	STD	Element	Value
Swordsmen, Archers	40	0	0	120	-	4
Ch	MP Cost	MP Gain	Transmute To			
6	600	300	-			

Icicle Guard

Description: Gauntlets that reduce ice damage. Counter-attacks by shooting ice at enemies, which has a chance of freezing them.

Acquire: Transmute Aqua Vitae (L2)

Characters	RDM	DEF	AVD	STD	Element	Value
Any	0	15	0	0	Ice -50%	2
Ch	MP Cost	MP Gain	Transmute To			
-	-	900	-			

Winged Helm

Description: Helmet shaped like the wings of an angel.

Acquire: Divination

Characters	RDM	DEF	AVD	STD	Element	Value
Valkyrie	20	0	0	150	Lightning -50%	0
Ch	MP Cost	MP Gain	Transmute To			
4	700	350	-			

Gauntlets

Blaze Guard

Description: Gauntlets that reduce Fire damage. Counter-attacks by shooting Fire at the enemy.

Acquire: Transmute Holy Water (L2)

Characters	RDM	DEF	AVD	STD	Element	Value
Any	0	15	0	0	Fire -50%	2
Ch	MP Cost	MP Gain	Transmute To			
-	-	900	-			

Star Guard

Description: Gauntlets studded with jewels containing the power of the stars. Counter-attacks by firing multiple beams of light at enemies.

Acquire: Arkdain Ruins, Phase 5-6

Characters	RDM	DEF	AVD	STD	Element	Value
Swordsmen, Archers	0	20	0	0	Holy -50%	20
Ch	MP Cost	MP Gain	Transmute To			
-	-	15000	-			

Duel Gauntlet

Description: Gauntlet forged from steel.

Acquire: Divination

Characters	RDM	DEF	AVD	STD	Element	Value
Swordsmen, Archers	20	15	0	0	-	3
Ch	MP Cost	MP Gain	Transmute To			
4	60	30	-			

Extreme Guard

Description: Gauntlets studded with Fire Gems. Counter-attacks by shooting flames at enemies.

Acquire: Forest of Woe, Phase 2-3

Characters	RDM	DEF	AVD	STD	Element	Value
Any	0	20	0	0	Fire -50%	20
Ch	MP Cost	MP Gain	Transmute To			
-	-	2500	-			

Valiant Gauntlet

Description: Gauntlets with unmatched protective power. Allows its wearer to face even the most fearsome foes.

Acquire: Divination

Characters	RDM	DEF	AVD	STD	Element	Value
Swordsmen, Archers	80	22	0	0	-	5
Ch	MP Cost	MP Gain	Transmute To			
8	340	170	-			

Valor Gauntlet

Description: Finely crafted gauntlet suitable for a hero.

Acquire: Divination

Characters	RDM	DEF	AVD	STD	Element	Value
Swordsmen, Archers	40	24	0	0	-	5
Ch	MP Cost	MP Gain	Transmute To			
6	120	60	-			

Gauntlet

Description: Heavy, iron glove designed to protect the hand. It is covered with an ether coating that renders it indestructible.

Acquire: Divination

Characters	RDM	DEF	AVD	STD	Element	Value
Swordsmen, Archers	5	10	0	0	-	1
Ch	MP Cost	MP Gain	Transmute To			
0	10	5	-			

Duel Greaves

Description: Steel leg armor.

Acquire: Divination

Characters	RDM	DEF	AVD	STD	Element	Value
Swordsmen, Archers	8	0	100	0	-	3
Ch	MP Cost	MP Gain	Transmute To			
4	120	60	-			

Elven Boots

Description: Light boots said to have been crafted by elves.

Acquire: Divination

Characters	RDM	DEF	AVD	STD	Element	Value
Sorcerers	20	0	60	0	Ice -50%	3
Ch	MP Cost	MP Gain	Transmute To			
6	50	25	-	-	-	-

Valor Greaves

Description: Finely crafted leg armor suitable for a hero.

Acquire: Divination

Characters	RDM	DEF	AVD	STD	Element	Value
Swordsmen, Archers	16	0	150	0	-	4
Ch	MP Cost	MP Gain	Transmute To			
6	300	150	-	-	-	-

Greaves

Description: Iron leg armor. It is covered with an ether coating that renders it indestructible.

Acquire: Divination

Characters	RDM	DEF	AVD	STD	Element	Value
Any	2	0	25	0	-	1
Ch	MP Cost	MP Gain	Transmute To			
0	20	10	-	-	-	-

Leather Boots

Description: Stiff leather boots.

Acquire: ???

Characters	RDM	DEF	AVD	STD	Element	Value
Sorcerers	1	0	10	0	-	1
Ch	MP Cost	MP Gain	Transmute To			
-	-	2	-	-	-	-

Orihalcon Boots

Description: Boots created by the Goddess Freya for her own use. They are made with Orihalcon, a mysterious alloy that gives them the ability to float.

Acquire: Freya starts with these

Characters	RDM	DEF	AVD	STD	Element	Value
Freya	10	0	0	0	-	-
Ch	MP Cost	MP Gain	Transmute To			
-	-	-	-	-	-	-

Silver Greaves

Description: Silver leg armor.

Acquire: Divination

Characters	RDM	DEF	AVD	STD	Element	Value
Swordsmen, Archers	4	0	50	0	-	2
Ch	MP Cost	MP Gain	Transmute To			
2	60	30	-	-	-	-

Suede Boots

Description: Soft, comfortable boots made of brushed leather.

Acquire: Divination

Characters	RDM	DEF	AVD	STD	Element	Value
Sorcerers	5	0	30	100	Ice -50%	2
Ch	MP Cost	MP Gain	Transmute To			
4	10	5	-	-	-	-

Valiant Greaves

Description: Leg armor with unmatched protective power. Allows their wearer to face even the most fearsome foes.

Acquire: Divination

Characters	RDM	DEF	AVD	STD	Element	Value
Swordsmen, Archers	32	0	250	0	-	5
Ch	MP Cost	MP Gain	Transmute To			
8	600	300	-	-	-	-

Valor Greaves

Description: Finely crafted leg armor suitable for a hero.

Acquire: Divination

Characters	RDM	DEF	AVD	STD	Element	Value
Swordsmen, Archers	16	0	150	0	-	4
Ch	MP Cost	MP Gain	Transmute To			
6	300	150	-	-	-	-

Decorations

Angel Curio

Description: Small angel statue that automatically heals its holder of unconscious status with 50% of their maximum DME.

Acquire: Divination, Artolian Mountain Ruins, Sunken Shrine, Transmute Gargoyle Statue (L1~L3), Bloodbane

Characters	Element	BRK	Value
Any	-	30%	0
Ch	MP Cost	MP Gain	Transmute To
3	2400	1200	-

Bracelet of Basilisk

Description: Armband inscribed with the mythical Basilisk.

Acquire: Tombs of Amenti

Characters	Element	BRK	Value
Any	Poison -90%	0%	20
Ch	MP Cost	MP Gain	Transmute To
-	-	-	-

Bracelet of Zoe

Description: Armband named after a beautiful maiden, it enhances life force. Raises DME by 300 when the wearer's level goes up.

Acquire: Cave of Thackus, Transmute Golden Egg (L1), Transmute Holy Grail (L1), Transmute Mirage Robe (L1), Fire Elemental (big blue), Harpy (green)

Characters	Element	BRK	Value
Any	-	0%	20
Ch	MP Cost	MP Gain	Transmute To
-	-	-	-

Brisingal

Description: Necklace that brings disaster upon its wearer. However, the Goddess Freya imbued it with her own power to supplement its negative energy. DEF +100.

Acquire: Freya starts with this

Characters	Element	BRK	Value
Any	-	0%	20
Ch	MP Cost	MP Gain	Transmute To
-	-	-	-

Combo Jewel

Description: Jewel that increases Special Attack gauge by 2.

Acquire: Divination, Arkdain Ruins

Characters	Element	BRK	Value
Any	-	0%	2
Ch	MP Cost	MP Gain	Transmute To
3	3000	1500	-

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Crack Ring

Description: Ring that raises hit power and makes it easier to perform a Guard Crush.

Acquire: Transmute Base Metal (L2)

Characters	Element	BRK	Value
Swordsmen, Archers	-	0%	2
Ch	MP Cost	MP Gain	Transmute To
-	-	750	-

Fragment of Lapis Gem

Description: Fragment of the Lapis Gem. RDM +10.

Acquire: Hai-Lan beach (Yumei)

Characters	Element	BRK	Value
Female Sorcerers	Ice -50%	0%	-
Ch	MP Cost	MP Gain	Transmute To
-	-	800	-

Curse Check

Description: Charm that renders user invulnerable to Curse.

Acquire: Divination

Characters	Element	BRK	Value
Any	Holy -50%	0%	2
Ch	MP Cost	MP Gain	Transmute To
4	800	400	-

Freeze Check

Description: Charm that renders the user invulnerable to Freeze.

Acquire: Divination, Jotunheim Palace (x2)

Characters	Element	BRK	Value
Any	Ice -50%	0%	2
Ch	MP Cost	MP Gain	Transmute To
2	1200	600	-

Earring of Healing

Description: Earring that restores 10% user's max DME per turn.

Acquire: Transmute Mithil Ore (L1)

Characters	Element	BRK	Value
Females	-	0%	2
Ch	MP Cost	MP Gain	Transmute To
-	-	40	-

Gem of Activity

Description: Gem that increases the chance of Fire Stones appearing by 50% and increases their number by three.

Acquire: Transmute Bewitching Statue (L1), Transmute Iron Ore (L3)

Characters	Element	BRK	Value
Any	-	0%	2
Ch	MP Cost	MP Gain	Transmute To
-	-	1500	-

Emerald Necklace

Description: Necklace of emeralds that shines with a glorious blue light. Increases CP by 100 when the wearer's level goes up.

Acquire: Solde Catacombs, Phase 2-3

Characters	Element	BRK	Value
Any	-	0%	20
Ch	MP Cost	MP Gain	Transmute To
-	-	5000	-

Gem of Creation

Description: Gem that increases the chance of Magic Gems appearing by 50% and increases their number by 3.

Acquire: Seraphic Gate Area 4, Transmute Fairy Bottle (L1), Transmute Neckless Doll (L3)

Characters	Element	BRK	Value
Freya	-	0%	0
Ch	MP Cost	MP Gain	Transmute To
-	-	5000	-

Energy Ring

Description: Ring that raises the Special Attack gauge by 2.

Acquire: Transmute Iron Ore (L2)

Characters	Element	BRK	Value
Swordsmen, Archers	-	0%	2
Ch	MP Cost	MP Gain	Transmute To
-	-	750	-

Goddess Pendant

Description: Pendant decorated with the Battle-Maiden's image. RDM +20

Acquire: Special Event

Characters	Element	BRK	Value
Male Swordsmen, Archers	Darkness -50%	0%	0
Ch	MP Cost	MP Gain	Transmute To
-	-	12	-

Fairy Earring

Description: Earrings that reduce CT by 1. However, CT will not go below 1.

Acquire: Divination, Transmute Secret of Damascus (L1~L3)

Characters	Element	BRK	Value
Female Sorcerers	-	0%	2
Ch	MP Cost	MP Gain	Transmute To
1	1800	900	-

Haste Ring

Description: Ring that reduces CT by 1. However, CT will not go below 1.

Acquire: Transmute Neckless Doll (L2), Mind Flayer

Characters	Element	BRK	Value
Swordsmen, Archers	-	0%	2
Ch	MP Cost	MP Gain	Transmute To
-	-	750	-

Fairy Ring

Description: Ring that reduces CT by 2. However, CT will not go below 1.

Acquire: Divination, Gorhla Cult Headquarters, Walther

Characters	Element	BRK	Value
Any	-	0%	2
Ch	MP Cost	MP Gain	Transmute To
5	3400	1700	-

Magic Bangle

Description: Armband that raises Magic attacks by 30% of their base value.

Acquire: Divination

Characters	Element	BRK	Value
Sorcerers	-	0%	2
Ch	MP Cost	MP Gain	Transmute To
3	220	110	-

Magic Charm

Description: Charm that renders the user invulnerable to Magic damage.

Acquire: Wraith

Characters	Element	BRK	Value
Any	-	25%	0
Ch	MP Cost	MP Gain	Transmute To
3	1300	650	-

Power Bangle

Description: Armband that raises ATK by 30%.

Acquire: Divination

Characters	Element	BRK	Value
Swordsmen, Archers	-	0%	2
Ch	MP Cost	MP Gain	Transmute To
3	220	110	-



Material Earring

Description: Earring that raises maximum DME by 15%.

Acquire: Divination

Characters	Element	BRK	Value
Female Sorcerers	-	0%	0
Ch	MP Cost	MP Gain	Transmute To
3	1500	750	-



Material Gem

Description: Gem that raises maximum DME by 30%.

Acquire: Divination

Characters	Element	BRK	Value
Any	-	0%	2
Ch	MP Cost	MP Gain	Transmute To
4	4000	2000	-



Mighty Check

Description: Charm that renders its user invulnerable to abnormal statuses.

Acquire: Arkdain Ruins, Cave of Oblivion 2 & 6, Seraphic Gate Area 4, Seraphic Gate Area 3

Characters	Element	BRK	Value
Any	Holy -90%	0	2
Ch	MP Cost	MP Gain	Transmute To
-	-	7500	-



Nibelungen Ring

Description: A ring bestowed upon Valkyrie by Odin, showing his faith in her. If it is removed, Valkyrie's Evaluation Value is reduced 2 points at the end of each Chapter.

Acquire: Valkyrie starts with this

Characters	Element	BRK	Value
Valkyrie	Darkness -50%	-	0
Ch	MP Cost	MP Gain	Transmute To
-	-	-	-



Paralyze Check

Description: Charm that renders its user invulnerable to Paralyze.

Acquire: Divination

Characters	Element	BRK	Value
Any	Lightning -50%	0%	2
Ch	MP Cost	MP Gain	Transmute To
2	200	100	-



Poison Check

Description: Charm that renders its user invulnerable to Poison.

Acquire: Divination, Gorgila Cult Headquarters

Characters	Element	BRK	Value
Any	Poison -50%	0%	2
Ch	MP Cost	MP Gain	Transmute To
1	100	50	-

Protect Charm

Description: Charm that renders the user invulnerable to physical damage and abnormal status changes from those attacks.

Acquire: Divination

Characters	Element	BRK	Value
Any	-	25%	0
Ch	MP Cost	MP Gain	Transmute To
3	1300	650	-



Protect Jewel

Description: Jewel that raises Damage Reduction by 30%.

Acquire: Divination

Characters	Element	BRK	Value
Any	-	0%	2
Ch	MP Cost	MP Gain	Transmute To
3	350	175	-



Resist Charm

Description: Charm that renders its user invulnerable to abnormal status effects.

Acquire: Divination

Characters	Element	BRK	Value
Any	-	25%	0
Ch	MP Cost	MP Gain	Transmute To
3	1300	650	-



Resist Jewel

Description: Jewel that raises Magic Resistance by 30%.

Acquire: Divination

Characters	Element	BRK	Value
Any	-	0%	2
Ch	MP Cost	MP Gain	Transmute To
3	350	175	-



Ring of Healing

Description: Ring that restores 5% max DME per turn in battle.

Acquire: Transmute Mithril Ore (L2), Akhetamen

Characters	Element	BRK	Value
Any	-	0%	2
Ch	MP Cost	MP Gain	Transmute To
-	-	75	-

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Ring of Learning

Description: Ring that increases earned experience by 30%.

Acquire: Cave of Oblivion 3 & 7, Transmute Mithril Ore (L3)

Characters	Element	BRK	Value
Any	-	0%	2
Ch	MP Cost	MP Gain	Transmute To
-	-	75	-

Amber of Happiness

Description: A sweet piece of amber. One small lick and the taster is overcome by a feeling of happiness. Influences the "Anxiety" personal trait.

Acquire: Divination

Characters	Asgard	BRK	Value
Any	Yes	0%	5
Ch	MP Cost	MP Gain	Transmute To
1	10	5	-

Scout Orb

Description: Orb that reduces the chance of an enemy attacking first in half.

Acquire: Seraphic Gate Area 3, Transmute Neckless Doll (L1)

Characters	Element	BRK	Value
Any	-	0%	2
Ch	MP Cost	MP Gain	Transmute To
-	-	100	-

Angel Lips

Description: Red rouge that improves one's ability to negotiate with others. Influences "Negotiation Skill" personal trait.

Acquire: Divination

Characters	Asgard	BRK	Value
Any	Yes	0%	5
Ch	MP Cost	MP Gain	Transmute To
3	30	15	-

Stone Check

Description: Charm that renders its user invulnerable to Petrify.

Acquire: Divination, Tombs of Amenti

Characters	Element	BRK	Value
Any	Darkness -50%	0%	2
Ch	MP Cost	MP Gain	Transmute To
3	400	200	-

Coin of Fortune

Description: Gold coin that grants luck to its holder. Increases earned Experience by 60%.

Acquire: Cave of Thackus, Phase 4-5

Characters	Asgard	BRK	Value
Any	No	0%	20
Ch	MP Cost	MP Gain	Transmute To
-	-	-	-

Stun Check

Description: Charm that renders its user invulnerable to Faint.

Acquire: Divination, Arkdain Ruins

Characters	Element	BRK	Value
Any	Fire -50%	0%	2
Ch	MP Cost	MP Gain	Transmute To
2	1200	600	-

Creation Gem

Description: A gem that is used to transmute divinely created items. Changes Valkyrie's Divination level to L2. Unequip to return to lower level.

Acquire: Tower of Lezard Valeth

Characters	Asgard	BRK	Value
Valkyrie	No	0%	0
Ch	MP Cost	MP Gain	Transmute To
-	-	-	-

Timer Ring

Description: Ring imprinted with the symbol for time. When it is equipped, the enemy's speed on maps will be halved.

Acquire: Tower of Lezard Valeth, Forest of Spirits

Characters	Asgard	BRK	Value
Valkyrie	No	0%	0
Ch	MP Cost	MP Gain	Transmute To
-	-	-	-

Creation Jewel

Description: A gem that is used to transmute divinely created items. Greater and more powerful items can be created. Changes Valkyrie's Divination level to L3. Unequip to return to lower level.

Acquire: Transmute Orihalcon (L2)

Characters	Asgard	BRK	Value
Valkyrie	No	0%	0
Ch	MP Cost	MP Gain	Transmute To
-	-	-	-

Tri-Emblem

Description: An emblem inscribed with three triangles. RDM +3000, AVD +200, DEF +25, STD +50.

Acquire: Seraphic Gate Area 1

Characters	Element	BRK	Value
Any	Fire -90%	0%	0
Ch	MP Cost	MP Gain	Transmute To
-	-	-	-

Demonic Tome

Description: An illustrated tome containing information about demons. Grants "Demon Intelligence" Skill at LVL1.

Acquire: Divination

Characters	Asgard	BRK	Value
Any	Yes	0%	5
Ch	MP Cost	MP Gain	Transmute To
3	30	15	-

Possessions

Keep in mind that characters can equip up to three Possessions. Some imbue Skills and personal traits to characters. If the character already has them, his or her level/rank will *not* go down to reflect the Possessions' status.

Asgard

Some items play a role once you send a character equipped with them to Asgard. Follow the guide's recommendations for when to give them something for the war ahead.

Dimension Slip

Description: Ring that shifts its wearer into another dimension. When equipped, there will be no enemy encounters on maps. Does not stop boss encounters.

Acquire: Transmute Bark of the Dryad (L2), Unholy Terror

Characters	Asgard	BRK	Value
Valkyrie	No	0%	0
Ch	MP Cost	MP Gain	Transmute To
-	-	-	-

Enemy Search

Description: Ring that warns its wearer of the presence of enemies with red lights.

Acquire: Transmute Lapis Lazuli (L1)

Characters	Asgard	BRK	Value
Valkyrie	No	0%	0
Ch	MP Cost	MP Gain	Transmute To
-	-	-	-

Flame Bandana

Description: Bandana emblazoned with the symbol of fire. Imparts the wearer with courage. Imbues the personal trait "Gallantry."

Acquire: Divination

Characters	Asgard	BRK	Value
Any	Yes	0%	5
Ch	MP Cost	MP Gain	Transmute To
4	50	25	-

Malice Search

Description: Ring that warns its wearer of danger. When equipped, enemies that will actively chase Valkyrie flash red in color on the map.

Acquire: Transmute Quartz Gem (L1)

Characters	Asgard	BRK	Value
Valkyrie	No	0%	0
Ch	MP Cost	MP Gain	Transmute To
-	-	-	-

Mirror of Pleiades

Description: Mirror that repelled the power of the witches during the Pleiades War. There is a 50% chance of reflecting a spell back on its caster with double damage.

Acquire: Clockwork Mansion

Characters	Asgard	BRK	Value
Any	No	0%	20
Ch	MP Cost	MP Gain	Transmute To
-	-	2650	Incense Burner of Darlis

Monster Tome

Description: An encyclopedia containing information about all of the monsters in existence. Grants "Monster Intelligence" Skill at LVL1.

Acquire: Divination

Characters	Asgard	BRK	Value
Any	Yes	0%	5
Ch	MP Cost	MP Gain	Transmute To
5	50	25	-

Pearl of Karula

Description: A milk-white jewel fashioned as a protective charm for fishermen. It is said to protect the holder from drowning. Influences the "Can't Swim" personal trait.

Acquire: Divination

Characters	Asgard	BRK	Value
Any	Yes	0%	5
Ch	MP Cost	MP Gain	Transmute To
4	40	20	-

Phoenix Feather

Description: A feather from the legendary Phoenix. Automatically cures holder of unconscious status.

Acquire: Forest of Woe

Characters	Asgard	BRK	Value
Any	No	10%	20
Ch	MP Cost	MP Gain	Transmute To
-	-	750	-

Rabbit's Foot

Description: An amulet that is said to imbue the holder with good luck. Influences the "Bad Luck" trait.

Acquire: Divination

Characters	Asgard	BRK	Value
Any	Yes	0%	5
Ch	MP Cost	MP Gain	Transmute To
1	10	5	-

Shell of Laliu

Description: When placed to the ear, this shell transmits the sound of crashing waves. For some reason, hearing this improves the listener's powers of perception. Grants "Hear Noise" Skill at /LVL1.

Acquire: Divination

Characters	Asgard	BRK	Value
Any	Yes	0%	5
Ch	MP Cost	MP Gain	Transmute To
3	80	40	-

Skull of Devone

Description: A skull ornament fashioned by a witch from the bones of an undead creature. It is said to impart knowledge of undead creatures. Imbues "Undead Intelligence" Skill LVL1.

Acquire: Divination

Characters	Asgard	BRK	Value
Any	Yes	0%	5
Ch	MP Cost	MP Gain	Transmute To
6	60	30	-

Sleipnir's Mane

Description: Rumored to have been cut from the mane of Odin's eight-legged steed, Sleipnir. Influences the "Agility" personal trait.

Acquire: Divination

Characters	Asgard	BRK	Value
Any	Yes	0%	5
Ch	MP Cost	MP Gain	Transmute To
3	30	15	-

Teachings of Bethanus

Description: A book of teachings from the great prophet, Bethanus. It teaches all who read it the value of life. Influences the "Personal Sacrifice" personal trait.

Acquire: Divination

Characters	Asgard	BRK	Value
Any	Yes	0%	5
Ch	MP Cost	MP Gain	Transmute To
1	10	5	-

Trap Search

Description: When equipped, informs its wearer of treasure chest conditions. Trapped chests glow red, while easily breakable chests glow yellow.

Acquire: Transmute Inscribed Fragment (L1-L3)

Characters	Asgard	BRK	Value
Valkyrie	No	0%	0
Ch	MP Cost	MP Gain	Transmute To
-	-	-	-

Treasure Search

Description: Ring that alerts the wearer to the presence of treasure. When equipped, blue lights appear around Valkyrie when items are near.

Acquire: Artolian Mountain Ruins

Characters	Asgard	BRK	Value
Valkyrie	No	0%	0
Ch	MP Cost	MP Gain	Transmute To
-	-	-	-

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Artifacts



Throughout this chapter, Artifacts are denoted with green-shaded entries.

Accursed Flame Gem

Description: Gem created by the great dragon, Fafnir. Imbued with its power through a magic ceremony, but it appears that the crystal is somewhat damaged.

Acquire: Forest of Spirits, Phase 6-7

CAMP	NO	BATTLE	NO
Ch	MP Cost	MP Gain	Transmute To
-	-	-	-

Aconite

Description: An extremely poisonous herb. It is apparently used in magical ceremonies.

Acquire: Dragoncastle Caverns, Beetle Giant, Dragon Zombie, Life Stealer, Monstrous Viper, Orbitous Dragon

CAMP	NO	BATTLE	NO
Ch	MP Cost	MP Gain	Transmute To
-	-	5	Flare Crystal (L1~L2)



Ambrosia

Description: Fruit from the legendary Tree of Life. Raises user's maximum DME by 6000.

Acquire: Tombs of Amenti, Fenrir

CAMP YES BATTLE NO

Ch	MP Cost	MP Gain	Transmute To
-	-	2500	-

Aqua Vitae

Description: Potion supposedly created by a wise sage. However, the wise sage was actually an impostor and the potion has no effect.

Acquire: Celestial Castle, Elder Vampire

CAMP NO BATTLE NO

Ch	MP Cost	MP Gain	Transmute To
-	-	25	Quartz Gem (L1), Icicle Guard (L2)

Banish

Description: Potion that cures abnormal conditions Poison, Faint, Freeze and Paralyze.

Acquire: Divination, Transmute Fresh Meat (L1), Transmute Sage (L1), Transmute Savory (L1)

CAMP YES BATTLE YES

Ch	MP Cost	MP Gain	Transmute To
1	10	5	-

Bark of the Dryad

Description: The bark from a tree inhabited by Dryads.

Acquire: Nethov Swamp

CAMP NO BATTLE NO

Ch	MP Cost	MP Gain	Transmute To
-	-	400	Dimension Slip (L2)

Base Metal

Description: Some type of metal that rusts easily in the air. Perhaps lead or zinc.

Acquire: Tower of Lizard Valeth, Tombs of Amenti, Brackish Muck, Harpy (purple)

CAMP NO BATTLE NO

Ch	MP Cost	MP Gain	Transmute To
-	-	-	Ebony Powder (L1), Crack Ring (L2), Gem of Illusion (L3)

Basilisk Scale

Description: A single scale from a Basilisk.

Acquire: Tombs of Amenti, Basilisk

CAMP NO BATTLE NO

Ch	MP Cost	MP Gain	Transmute To
-	-	-	Union Plume (L1-L3)

Beast's Fangs

Description: Fang from some type of monster.

Acquire: Lesser Vampire (Seraphic Gate), Corsair Beetle, Current Fish, Mantrap Plant, Necrophidus, Vermin

CAMP NO BATTLE NO

Ch	MP Cost	MP Gain	Transmute To
-	-	-	Holy Crystal (L1-L2)

Bewitching Statue

Description: Statue of a beautiful, seductive woman.

Acquire: Black Dream Tower

CAMP NO

BATTLE NO

Ch	MP Cost	MP Gain	Transmute To
-	-	400	Gem of Activity (L1), False Arrow (L2), Unicorn Horn (L3)

Book of Everlasting Life

Description: A vulgar book written by a small, foolish man. It has no value.

Acquire: Artolian Mountain Ruins, Tower of Lizard Valeth

CAMP NO

BATTLE NO

Ch	MP Cost	MP Gain	Transmute To
-	-	5	Lapis Lazuli (L2), Icicle Sword (L3)

Book of Riddles

Description: Eight different books containing enigmatic messages from the creator of the Seraphic Gate.

Acquire: Seraphic Gate 4

CAMP NO

BATTLE NO

Ch	MP Cost	MP Gain	Transmute To
-	-	-	-

Broken Armor

Description: During its lifetime, this armor saved its wearers on countless occasions. It is now broken and beyond repair.

Acquire: Dragon Zombie (blue), Dragon Zombie (dark yellow), Dragonewt, Dullahan

CAMP NO

BATTLE NO

Ch	MP Cost	MP Gain	Transmute To
-	-	-	Chainmail (L1), Breastplate (L2), Glare Sword (L3)

Broken Blade

Description: Long sword which was broken by rough handling. Rusted and stained from much blood-soaking.

Acquire: Cave of Oblivion 2 & 6, Cave of Oblivion 3 & 7, Dark Pudding, Dullahan, Lesser Vampire (black), Manticore, Monstrous Viper

CAMP NO

BATTLE NO

Ch	MP Cost	MP Gain	Transmute To
-	-	-	Broad Sword (L1), Bastard Sword (L2), Glare Guard (L3)

Broken Bow

Description: A broken bow that has seen one too many battles. Completely broken and useless.

Acquire: Crab Giant, Dark Pudding, Manticore

CAMP NO

BATTLE NO

Ch	MP Cost	MP Gain	Transmute To
-	-	-	Long Bow (L1), Rapid Bow (L2), Cranequin Crossbow (L3)

Broken Spear

Description: A broken spear which has seen one too many battles. Completely broken and useless.

Acquire: Dragon Zombie (blue), Dragonewt, Dullahan Lord, Lesser Vampire (black), Roper

CAMP NO

BATTLE NO

Ch	MP Cost	MP Gain	Transmute To
-	-	-	Glaive (L1), Warhammer (L2), Crimson Edge (L3)

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Burgundy Flask

Description: A burgundy-colored drink. Its ingredients are a mystery but its taste is an unqualified success. It is a treat for the senses.

Acquire: Brahms Castle, Lost City of Dipan, Palace of the Dragon, Brackish Muck, Corsair Beetle, Iron Golem, Lesser Vampire (Seraphic Gate)

CAMP	NO	BATTLE	NO
Ch	MP Cost	MP Gain	Transmute To
-	-	-	Shadow Crystal (L1~L2)

Eternal Lamp

Description: Small flame that burns for all of eternity. Even unequipped, it prevents all allies from being frozen.

Acquire: Citadel of Flame

CAMP	NO	BATTLE	NO
Ch	MP Cost	MP Gain	Transmute To
-	-	4100	-

Charge Break

Description: Potion that uses 30% of user's DME to reduce CT to zero. Useful when immediate action is needed.

Acquire: Divination

CAMP	NO	BATTLE	YES
Ch	MP Cost	MP Gain	Transmute To
4	360	180	-

Citrine

Description: A crystal that is normally clear, but has turned yellow due to some impurity. For some reason, it is highly valued in the Underworld.

Acquire: Tower of Lizard Valeth (x2), Noble Vampire

CAMP	NO	BATTLE	NO
Ch	MP Cost	MP Gain	Transmute To
-	-	-	Lapis Lazuli (L1), Quartz Gem (L2~L3)

Combo Potion

Description: Potion that increases the Special Attack gauge by 5. Effect lasts for three turns.

Acquire: Divination, Transmute Nightshade (L1~L3)

CAMP	NO	BATTLE	YES
Ch	MP Cost	MP Gain	Transmute To
2	150	75	-

Ebony Powder

Description: A beautiful black powder created by grinding down black pearls.

Acquire: Cave of Oblivion 2 & 6, Cave of Oblivion 3 & 7, Transmute Iron Ore (L1), Insane Yeti, Ram Guardian

CAMP	NO	BATTLE	NO
Ch	MP Cost	MP Gain	Transmute To
-	-	-	Skill Potion (L1~L2), Material Potion (L3)

Elixir

Description: Potion that restores up to 50% of user's maximum DME.

Acquire: Divination, Transmute Feather (L1), Transmute Raw Meat (L1), Transmute Vegetable Seed (L1)

CAMP	YES	BATTLE	YES
Ch	MP Cost	MP Gain	Transmute To
0	15	7	-

Eye of Heaven

Description: A gem which enables the user to see areas of the current dungeon they have not yet visited.

Acquire: All dungeons

CAMP	YES	BATTLE	NO
Ch	MP Cost	MP Gain	Transmute To
-	-	1000	-

Fairy Bottle

Description: A bottle created by a sorceress with extremely bad taste.

Acquire: Black Dream Tower

CAMP	NO	BATTLE	NO
Ch	MP Cost	MP Gain	Transmute To
-	-	550	Gem of Creation (L1), Orihalcon (L2), Gem of Illusion (L3)

Feather

Description: A feather from an unknown bird.

Acquire: Cockatrice, Monstrous Vermin, Stealer Robin, Vermin

CAMP	NO	BATTLE	NO
Ch	MP Cost	MP Gain	Transmute To
-	-	-	Elixir (L1), Prime Banish (L2), Noble Elixir (L3)

Flame Jewel

Description: Jewel that has a flame burning within it. Sometimes an angel can be seen within the flame. Collect them all to open a closed door in the Seraphic Gate.

Acquire: Salerno Academy, Dark Tower of Xervah, Citadel of Flame, Sunken Shrine, Tombs of Amenti (x2), Celestial Castle, Arianrod Labyrinth

CAMP	NO	BATTLE	NO
Ch	MP Cost	MP Gain	Transmute To
-	-	-	-

Flare Crystal

Description: This crystal releases a fire attack on all enemies.

Acquire: Forest of Woe (x2), Jotunheim Palace (x3), Transmute Aconite (L1~L2), Transmute Flare Gem (L3), Transmute Pallash (L1~L3), Transmute Reiter Pallash (L1~L3), Transmute Schweizer-Sword (L1~L3), Transmute Shadow Crystal (L1~L3), Transmute Sinclair Saber (L1~L3)

CAMP	NO	BATTLE	YES
Ch	MP Cost	MP Gain	Transmute To
-	-	20	Ice Crystal (L1~L3)

Flare Gem

Description: When used, this gem releases a magic fire attack.

Acquire: Transmute Antler Sword (L1~L3), Transmute Colicharde (L1~L3), Transmute Shadow Gem (L1~L2), Transmute Viking Sword (L1~L3), Transmute Walloon Sword (L1~L3)

CAMP	NO	BATTLE	YES
Ch	MP Cost	MP Gain	Transmute To
-	-	5	Ice Gem (L1~L2), Flare Crystal (L3)

Foxglove

Description: An herb that conveys courage upon its user. If overused, it can be poisonous.

Acquire: Artolian Mountain Ruins, Dragoncastle Caverns (x2), Jotunheim Palace (x4), Gelatinous Ooze, Mithril Golem, Roper

CAMP	NO	BATTLE	NO
Ch	MP Cost	MP Gain	Transmute To
-	-	3	Union Plume (L1-L3)

GoldenFowl

Description: A unique bird that lays 1~4 Golden Eggs each Chapter.

Acquire: Clockwork Mansion

CAMP	NO	BATTLE	NO
Ch	MP Cost	MP Gain	Transmute To
-	-	2300	-

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FreshMeat

Description: Some type of raw fish.

Acquire: Crab Giant, Current Fish, Giant Squid, King Squid, Red Lobster

CAMP	NO	BATTLE	NO
Ch	MP Cost	MP Gain	Transmute To
-	-	-	Banish (L1), Prime Elixir (L2), Noble Banish (L3)

GargoyleStatue

Description: An extremely unpleasant-looking statue of a gargoyle.

Acquire: Gorhla Cult HQ

CAMP	NO	BATTLE	NO
Ch	MP Cost	MP Gain	Transmute To
-	-	500	Angel Curio (L1-L3)

GemofIllusion

Description: Gem which allows spectacles to be used without limit.

Acquire: Transmute Fairy Bottle (L3), Transmute Base Metal (L3)

CAMP	NO	BATTLE	YES
Ch	MP Cost	MP Gain	Transmute To
-	-	1500	-

GhoulPowder

Description: Drug created through research into dark magic. Robs the user's soul and transforms them into monsters.

Acquire: Citadel of Flame, Celestial Castle (x2), Blood Sucker, Demon "Wied", Red Lobster

CAMP	NO	BATTLE	NO
Ch	MP Cost	MP Gain	Transmute To
-	-	2	Ice Crystal (L1-L2)

GoldenEgg

Description: A golden egg which randomly raises the user's STR, INT, DEX and AGL.

Acquire: Forest of Spirits (x3), Cave of Oblivion 4 & 8, Seraphic Gate Area 4 (x3) Seraphic Gate Area 3 (x6), Seraphic Gate Area 2 (x5), Seraphic Gate Area 1

CAMP	YES	BATTLE	NO
Ch	MP Cost	MP Gain	Transmute To
-	-	4000	Bracelet of Zoe (L1)

HolyGem

Description: When used, this gem releases a magic holy attack.

Acquire: Transmute Bolt-Crossbow (L1-L3), Transmute Crossbow (L1-L3), Transmute Poison Gem (L1-L2), Transmute Rapid Crossbow (L1-L3), Transmute Windlass-Crossbow (L1-L3)

CAMP	NO	BATTLE	YES
Ch	MP Cost	MP Gain	Transmute To
-	-	5	Shadow Gem (L1-L2), Holy Crystal (L3)

HolyGrail

Description: It can be drunken from but once each Chapter, and it raises the STR, INT, DEX and AGL of the drinker.

Acquire: Salerno Academy, Phase 3-4

CAMP	NO	BATTLE	NO
Ch	MP Cost	MP Gain	Transmute To
-	-	10000	Bracelet of Zoe (L1)

Holy Relic

Description: Foolish people mistook a mere dead body for a god and so "created" this false relic.

Acquire: Dark Tower of Xervah, Wise Sorcerer (green)

CAMP **NO****BATTLE** **NO**

Ch	MP Cost	MP Gain	Transmute To
-	-	10	Quartz Gem (L2), Icicle Sword (L3)

Inscribed Fragment

Description: A fragment with some kind of important matters inscribed upon it.

Acquire: Nethov Swamp

CAMP **NO****BATTLE** **NO**

Ch	MP Cost	MP Gain	Transmute To
-	-	600	Trap Search (L1~L3)

Holy Water

Description: Water consecrated and purified in a holy ceremony. Useful for repelling demons.

Acquire: Lesser Dragon

CAMP **NO****BATTLE** **NO**

Ch	MP Cost	MP Gain	Transmute To
-	-	25	Lapis Lazuli (L1), Blaze Guard (L2)

Invisibility Potion

Description: A foul and evil drug created by a small, foolish man. It has no value.

Acquire: Dark Tower of Xervah (x2), Evil Eye

CAMP **NO****BATTLE** **NO**

Ch	MP Cost	MP Gain	Transmute To
-	-	5	Lucid Potion (L1~L3)

Holy Water of Mithra

Description: Holy water which causes 100,000 points of damage to the undead.

Acquire: Citadel of Flame, Transmute Tear of the Cosmos (L3)

CAMP **NO****BATTLE** **YES**

Ch	MP Cost	MP Gain	Transmute To
-	-	5000	-

Iron Ore

Description: A large nugget of iron ore.

Acquire: Tombs of Amenti, Cave of Oblivion 2 & 6, Cave of Oblivion 3 & 7, Gelatinous Ooze, Monstrous Vermin

CAMP **NO****BATTLE** **NO**

Ch	MP Cost	MP Gain	Transmute To
-	-	-	Ebony Powder (L1), Energy Ring (L2), Gem of Activity (L3)

Hourglass of the Gods

Description: An hourglass wrought by the gods, it has the power to reverse time up to 5 Periods in the past.

Acquire: Palace of the Dragon

CAMP **YES****BATTLE** **NO**

Ch	MP Cost	MP Gain	Transmute To
-	-	12500	-

Iron-Barred Key

Description: Iron key. It must fit a door somewhere...

Acquire: Artolian Mountain Ruins

CAMP **NO****BATTLE** **NO**

Ch	MP Cost	MP Gain	Transmute To
-	-	-	-

Lapis Lazuli

Description: Increases MP by 200.

Acquire: Artolian Mountain Ruins, Forest of Woe, Dragoncastle Caverns (x2), Gorhla Cult HQ, Brahm's Castle, Tower of Lezard Valeth, Dark Tower of Xervah, Arkdain Ruins, Sunken Shrine, Forest of Spirits, Tombs of Amenti, Palace of the Dragon (x2), Seraphic Gate Area 1, Transmute Book of Everlasting Life (L2), Transmute Citrine (L1), Transmute Holy Water (L1), Transmute Teachings of Asa (L1), Accused One, Brutal Gaze, Demon "Zorkrey", Disaster Eye, Dragon Tyrant, Unholy Terror

CAMP **YES****BATTLE** **NO**

Ch	MP Cost	MP Gain	Transmute To
-	-	-	Enemy Search (L1), Last Trial (L3)

Ice Crystal

Description: This crystal releases an ice attack on all enemies.

Acquire: Flare Crystal Transmutation, Ghoul Powder Transmutation, Ice Gem Transmutation

CAMP **NO****BATTLE** **YES**

Ch	MP Cost	MP Gain	Transmute To
-	-	20	Thunder Crystal (L1~L3)

Ice Gem

Description: When used, this gem releases a magic ice attack.

Acquire: Transmute Flare Gem (L1~L2), Transmute No-Dachi (L1~L3), Transmute Seventh Sword (L1~L3), Transmute Tachi (L1~L3), Transmute Wa-To (L1~L3)

CAMP **NO****BATTLE** **YES**

Ch	MP Cost	MP Gain	Transmute To
-	-	5	Thunder Gem (L1~L2), Ice Crystal (L3)

Lucid Potion

Description: Potion which prevents the user from being targeted by rendering them transparent. Lasts for 5 turns. Any attack behavior on the part of the user immediately negates its effect.

Acquire: Divination, Transmute Invisibility Potion (L1~L3)

CAMP **NO****BATTLE** **YES**

Ch	MP Cost	MP Gain	Transmute To
0	600	300	-

Incense Burner of Darlis

Description: By using this incense burner and meditating, the entire party's maximum DME is raised by 100. However, meditation requires 2 full Periods.

Acquire: Gorhla Cult HQ, Transmute Mirror of Pleiades (L1)

CAMP **YES****BATTLE** **NO**

Ch	MP Cost	MP Gain	Transmute To
-	-	3000	Mirror of Pleiades (L1)

Mandrake

Description: Plant that resembles the face of an old woman. If you pluck its lovely flowers, it gives off a horrible wailing cry that drives any who hear it insane.

Acquire: Dark Tower of Xervah, Basilisk, Ramapithicus, Undead Carcass

CAMP **NO** **BATTLE** **NO**

Ch	MP Cost	MP Gain	Transmute To
-	-	1	Thunder Crystal (L1~L2)

Manual of Resurrection

Description: Ancient tome containing the Secret of Life. However, it is written in a code language that makes it difficult to understand.

Acquire: Dark Tower of Xervah

CAMP **NO** **BATTLE** **NO**

Ch	MP Cost	MP Gain	Transmute To
-	-	2000	Orihalcon (L2)

Material Potion

Description: Potion which strengthens material essence. Raises DME by 100.

Acquire: Transmute Ebony Powder (L3)

CAMP **YES** **BATTLE** **NO**

Ch	MP Cost	MP Gain	Transmute To
-	-	-	-

Mighty Potion

Description: Potion which raises attack power by 50% of base value. Effect lasts for 2 turns.

Acquire: Divination

CAMP **NO** **BATTLE** **YES**

Ch	MP Cost	MP Gain	Transmute To
0	18	9	-

Mithril Ore

Description: A magical metal that is unsurpassed in strength and lightness.

Acquire: Gorgla Cult HQ, Brahms Castle, Tombs of Amenti, Cave of Oblivion 2 & 6, Cave of Oblivion 3 & 7, Demon "Vallan", Dragon Zombie (dark red), Orbitous Dragon

CAMP **NO** **BATTLE** **NO**

Ch	MP Cost	MP Gain	Transmute To
-	-	-	Earring of Healing (L1), Ring of Healing (L2), Ring of Learning (L3)

Neckless Doll

Description: A doll with its head completely smashed. Perhaps its owner suffered a similar fate.

Acquire: Lost City of Dipan, Cave of Oblivion 2 & 6, Dragon Zombie (dark yellow), Evil Eye, Spectator

CAMP **NO** **BATTLE** **NO**

Ch	MP Cost	MP Gain	Transmute To
-	-	5	Scout Orb (L1), Haste Ring (L2), Gem of Creation (L3)

Nectar Potion

Description: Potion which shields user from abnormal status. Lasts for 2 turns. Potion only protects, doesn't cure.

Acquire: Divination

CAMP **NO** **BATTLE** **YES**

Ch	MP Cost	MP Gain	Transmute To
0	26	13	-

Nightshade

Description: Herb that causes illusions. Apparently, it is used in magic ceremonies.

Acquire: Artolian Mountain Ruins, Dragoncastle Caverns, Brahms Castle, Tower of Lezard Valeth, Arkain Ruins, Lost City of Dipan, Cave of Oblivion 2 & 6, Beetle Giant, Demon "Wied", Harpy (purple)

CAMP **NO** **BATTLE** **NO**

Ch	MP Cost	MP Gain	Transmute To
-	-	1	Combo Potion (L1~L3)

Noble Banish

Description: Potion which cures abnormal status of all 4 party members including Valkyrie. Cures poison, paralyze, faint, freeze, stoned and cursed conditions.

Acquire: Divination, Transmute Fresh Meat (L3), Transmute Sage (L3), Transmute Savory (L3), Dallas, Setkhefrie

CAMP **YES** **BATTLE** **YES**

Ch	MP Cost	MP Gain	Transmute To
4	300	150	-

Noble Elixir

Description: Potion which restores lost DME of all 4 party members including Valkyrie. Restores 99% of maximum DME.

Acquire: Divination, Jotunheim Palace (x2), Transmute Feather (L3), Transmute Raw Meat (L3), Transmute Sealed Box (L1~L3), Transmute Vegetable Seed (L3), Gyne, Setkhefrie

CAMP **YES** **BATTLE** **YES**

Ch	MP Cost	MP Gain	Transmute To
4	1200	600	-

Orihalcon

Description: A magical alloy with unsurpassed defensive power.

Acquire: Divination, Transmute Fairy Bottle (L2), Transmute Manual of Resurrection (L3)

CAMP **NO** **BATTLE** **NO**

Ch	MP Cost	MP Gain	Transmute To
6	100000	50000	Creation Jewel (L2), Gram (L3)

Poison Crystal

Description: This crystal releases a poison attack on all enemies.

Acquire: Transmute Alspies (L1~L3), Transmute Halberd (L1~L3), Transmute Poison Gem (L3), Transmute Pole-Axe (L1~L3), Transmute Raptor's Claw (L1~L2), Transmute Saber-Halberd (L1~L3), Transmute Thunder Crystal (L1~L3)

CAMP **NO** **BATTLE** **YES**

Ch	MP Cost	MP Gain	Transmute To
-	-	20	Holy Crystal (L1~L3)

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Poison Gem

Description: When used, this gem releases a magic poison attack.

Acquire: Transmute Awl-Pike (L1~L3), Transmute Boarding-Pike (L1~L3), Transmute Corsesca (L1~L3), Transmute Thunder Gem (L1~L2), Transmute Winged Spear (L1~L3)

CAMP **NO** **BATTLE** **YES**

Ch MP Cost MP Gain Transmute To

- - 5 Holy Gem (L1~L2), Poison Crystal (L3)

Prime Banish

Description: Potion which cures stoned and cursed conditions. It works only on these conditions and doesn't cure poison, faint, freeze and paralyze

Acquire: Divination, Transmute Feather (L2), Transmute Raw Meat (L2), Transmute Vegetable Seed (L2)

CAMP **YES** **BATTLE** **YES**

Ch MP Cost MP Gain Transmute To

2 120 60 -

Prime Elixir

Description: Potion which restores lost DME. Restores 99% of maximum DME.

Acquire: Divination, Transmute Fresh Meat (L2), Transmute Sage (L2), Transmute Savory (L2)

CAMP **YES** **BATTLE** **YES**

Ch MP Cost MP Gain Transmute To

2 300 150 -

Quartz Gem

Description: Increases CP by 20.

Acquire: Artolian Mountain Ruins, Dragoncastle Caverns, Nethov Swamp, Gorhla Cult HQ, Black Dream Tower, Dark Tower of Xervah, Arkdain Ruins, Palace of the Dragon (x2), Celestial Castle, Seraphic Gate Area 1, Transmute Aqua Vitae (L1), Transmute Citrine (L2~L3), Transmute Holy Relic (L2), Demonic Baron

CAMP **NO** **BATTLE** **NO**

Ch MP Cost MP Gain Transmute To

- - - Malice Search (L1), Scarlet Edge (L3)

Raptor's Claw

Description: The talon from some type of predatory bird.

Acquire: Arkdain Ruins, Blood Sucker, Inferior Eye, Iron Golem, Life Stealer, Stealer Robin, Undead Carcass

CAMP **NO** **BATTLE** **NO**

Ch MP Cost MP Gain Transmute To

- - - Poison Crystal (L1~L2)

Raw Meat

Description: A scrap of raw meat. It would be dangerous to eat it.

Acquire: Inferior Eye, Undead Carcass

CAMP **NO** **BATTLE** **NO**

Ch MP Cost MP Gain Transmute To

- - - Elixir (L1), Prime Banish (L2), Noble Elixir (L3)

Richebourg

Description: Drink made by the God of Grapes, Bacchus. It refreshes the spirit as well as the pallet.

Acquire: Tombs of Amenti

CAMP **NO** **BATTLE** **NO**

Ch MP Cost MP Gain Transmute To

- - 17250 -

Ruby Music Box

Description: Music box carved from a single ruby. Just looking inside it makes one feel good.

Acquire: Tombs of Amenti

CAMP **NO** **BATTLE** **NO**

Ch MP Cost MP Gain Transmute To

- - 10000 -

Sage

Description: A type of herb. It has long been used as a drug in the belief that it contributes to longevity.

Acquire: Lesser Vampire (blue)

CAMP **NO** **BATTLE** **NO**

Ch MP Cost MP Gain Transmute To

- - - Banish (L1), Prime Elixir (L2), Noble Banish (L3)

Savory

Description: Herb that gives off a refreshing smell. Has the power to purify a user's body.

Acquire: Artolian Mountain Ruins, Dragoncastle Caverns, Brahms Castle, Dark Tower of Xervah, Arkdain Ruins, Palace of the Dragon, Giant Squid, Spectator

CAMP **NO** **BATTLE** **NO**

Ch MP Cost MP Gain Transmute To

- - 4 Banish (L1), Prime Elixir (L2), Noble Banish (L3)

Scroll of Golem

Description: Instructions for creating a Golem.

Acquire: Palace of the Dragon

CAMP **NO** **BATTLE** **NO**

Ch MP Cost MP Gain Transmute To

- - 10000 -

Sealed Box

Description: Small, mysteriously sealed box. Impossible to open, its contents remain a mystery.

Acquire: Artolian Mountain Ruins

CAMP **NO** **BATTLE** **NO**

Ch MP Cost MP Gain Transmute To

- - 2500 Noble Elixir (L1~L3)

Secret of Damascus

Description: A book containing the secrets for creating Damascus steel.

Acquire: Solde Catacombs

CAMP **NO** **BATTLE** **NO**

Ch MP Cost MP Gain Transmute To

- - 1000 Fairy Earring (L1~L3)

Secrets of Zolon

Description: Secret writings of Zolon the Sage.

Acquire: Arianrod Labyrinth

CAMP **NO** **BATTLE** **NO**

Ch MP Cost MP Gain Transmute To

- - 25000 -

SecurePotion

Description: Potion which prevents user from fainting. Lasts for 2 turns. It will not cure faint status, only prevent it.

Acquire: Divination

CAMP **NO** **BATTLE** **YES**

Ch	MP Cost	MP Gain	Transmute To
1	20	10	-

ShadowCrystal

Description: This crystal releases a darkness attack on all enemies.

Acquire: Transmute Alchemy Wand (L1~L3), Transmute Burgundy Flask (L1~L2), Transmute Deluge Scepter (L1~L3), Transmute Holy Crystal (L1~L3), Transmute Shadow Gem (L3)

CAMP **NO** **BATTLE** **YES**

Ch	MP Cost	MP Gain	Transmute To
-	-	20	Flare Crystal (L1~L3)

ShadowGem

Description: When used, this gem releases a magic darkness attack.

Acquire: Transmute Crystal Wand (L1~L3), Transmute Holy Gem (L1~L2), Transmute Ruby Mace (L1~L3)

CAMP **NO** **BATTLE** **YES**

Ch	MP Cost	MP Gain	Transmute To
-	-	5	Flare Gem (L1~L2), Shadow Crystal (L3)

SkillPotion

Description: Potion which raises CP (Capacity Points) by 20.

Acquire: Transmute Ebony Powder (L1~L2)

CAMP **YES** **BATTLE** **NO**

Ch	MP Cost	MP Gain	Transmute To
-	-	-	-

Spectacles

Description: Crystal spectacles which allow user to "see" an enemy's HP, abilities and weak points. The enemy's material and astral dimensions are analyzed and communicated to Valkyrie.

Acquire: Divination

CAMP **NO** **BATTLE** **YES**

Ch	MP Cost	MP Gain	Transmute To
0	2	1	-

TeachingsofAsa

Description: A book discussing how feeble and powerless a single person's life is. It's nothing but self-righteous blather.

Acquire: Tower of Lezard Valeth

CAMP **NO** **BATTLE** **NO**

Ch	MP Cost	MP Gain	Transmute To
-	-	5	Lapis Lazuli (L1)

TearoftheCosmos

Description: A crystal which sparkles like the countless stars in the night sky.

Acquire: Sunken Shrine

CAMP **NO** **BATTLE** **NO**

Ch	MP Cost	MP Gain	Transmute To
-	-	2500	Holy Water of Mithra (L3)

ThunderCrystal

Description: This crystal releases a lightning attack on all enemies.

Acquire: Transmute Brandish-Sword (L1~L3), Transmute Brutish-Edge (L1~L3), Transmute Claymore (L1~L3), Transmute Flamberge (L1~L3), Transmute Ice Crystal (L1~L3), Transmute Mandrake (L1~L2)

CAMP **NO** **BATTLE** **YES**

Ch	MP Cost	MP Gain	Transmute To
-	-	20	Poison Crystal (L1~L3)

ShadowGem

Description: When used, this gem releases a magic lightning attack.

Acquire: Transmute Hack-Blade (L1~L3), Transmute Ice Gem (L1~L2), Transmute Striking Sword (L1~L3), Transmute Two-Handed-Sword (L1~L3), Transmute Zweihander (L1~L3)

CAMP **NO** **BATTLE** **YES**

Ch	MP Cost	MP Gain	Transmute To
-	-	5	Poison Gem (L1~L2), Thunder Crystal (L3)

TomeofAlchemy

Description: A book detailing the secrets of Alchemy. It has the power to eliminate all enemies and transform them into magic gems.

Acquire: Transmute Element Scepter (L1~L3), Transmute Ether Scepter (L1~L3), Raver Lord

CAMP **NO** **BATTLE** **YES**

Ch	MP Cost	MP Gain	Transmute To
-	-	300	-

UnicornHorn

Description: The horn of a unicorn.

Acquire: Brahms Castle, Tombs of Amenti, Transmute Bewitching Statue (L3)

CAMP **NO** **BATTLE** **NO**

Ch	MP Cost	MP Gain	Transmute To
-	-	-	Unicorn's Horn (L3)

UnionPlume

Description: A feather which revives characters from unconsciousness. Actually gathers the 3 life elements (Material, Astral and Mental) from within the Valkyrie and reconstitutes them.

Acquire: Divination, Transmute Basilisk Scale (L1~L3), Transmute Foxglove (L1~L3)

CAMP **YES** **BATTLE** **YES**

Ch	MP Cost	MP Gain	Transmute To
0	100	50	-

VegetableSeed

Description: Some type of plant seed.

Acquire: Artolian Mountain Ruins (x3), Dragoncastle Caverns, Brahms Castle, Dark Tower of Xervah, Arkdain Ruins, Celestial Castle, Jotunheim Palace (x3), Corrosive Vine, Lesser Vampire (blue), Mantrap Plant, Mithril Golem, Ram Guardian

CAMP **NO** **BATTLE** **NO**

Ch	MP Cost	MP Gain	Transmute To
-	-	2	Elixir (L1), Prime Banish (L2), Noble Elixir (L3)

WandofExchange

Description: Mysterious wand which allows the wielder to change the party's formation.

Acquire: Seraphic Gate Area 1, Phase 6~7, Brutal Gaze

CAMP **NO** **BATTLE** **YES**

Ch	MP Cost	MP Gain	Transmute To
-	-	3100	-

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Skill Books

Use these items to allow characters to learn a new skill.



Description: Allows characters to learn the skill "Adept Illusion".

Acquire: Gorhla Cult HQ, Clockwork Mansion, Transmute Dancing Sword (L1)
Transmute To: Dancing Sword (L1)

Adept Illusion

Dark

Description: Allows characters to learn the skill "Dark".

Acquire: Arkdain Ruins, Sunken Shrine, Transmute Reverie (L3)

Transmute To: Reverie (L3)



Description: Allows characters to learn the skill "Attack Power".

Acquire: Solde Catacombs, Transmute Defend (L1)
Transmute To: Defend (L1)

Attack Pow

Darkness Arrow

Description: Allows characters to learn the skill "Darkness Arrow".

Acquire: Arkdain Ruins, Tombs of Amenti, Transmute Darkness Arrow (L3)

Transmute To: False Arrow (L3)



Auto Item

Defend

Description: Allows characters to learn the skill "Auto Item".

Acquire: Black Dream Tower, Dark Tower of Xervah, Transmute Cure Condition (L1)
Transmute To: Cure Condition (L1)



Avoid

False Arrow

Description: Allows characters to learn the skill "Avoid".

Acquire: Solde Catacombs, Transmute Guts (L1)
Transmute To: Guts (L1)



Charge

Guts

Description: Allows characters to learn the skill "Charge".

Acquire: Nethov Swamp, Sunken Shrine, Transmute Scarlet Edge (L1)
Transmute To: Strike Edge (L1)



Combo Counter

Hit

Description: Allows characters to learn the skill "Combo Counter".

Acquire: Brahms Castle, Transmute Slanting Rain (L1)
Transmute To: Slanting Rain (L1)



Concentration

Last Trial

Description: Allows characters to learn the skill "Concentration".

Acquire: Lost City of Dipan, Celestial Castle, Phase 5-6
Transmute To: Mental Reaction (L3)



Cure Condition

Magic Pow

Description: Allows characters to learn the skill "Cure Condition".

Acquire: Nethov Swamp, Transmute Auto Item (L1)
Transmute To: Auto Item (L1)



Dancing Sword

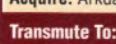
Mental Reaction

Description: Allows characters to learn the skill "Dancing Sword".

Acquire: Black Dream Tower, Tower of Lezard Valeth, Transmute Adept Illusion (L1)
Transmute To: Adept Illusion (L1)

Description: Allows characters to learn the skill "Mental Reaction".

Acquire: Jotunheim Palace, Transmute Concentration (L3)
Transmute To: Magic Power (L3)



Dark

Description: Allows characters to learn the skill "Dark".

Acquire: Arkdain Ruins, Sunken Shrine, Transmute Reverie (L3)

Transmute To: Reverie (L3)



Darkness Arrow

Description: Allows characters to learn the skill "Darkness Arrow".

Acquire: Arkdain Ruins, Tombs of Amenti, Transmute Darkness Arrow (L3)

Transmute To: False Arrow (L3)



Defend

Description: Allows characters to learn the skill "Defend".

Acquire: Clockwork Mansion, Transmute Attack Pow (L1)

Transmute To: Attack Power (L1)



False Arrow

Description: Allows characters to learn the skill "False Arrow".

Acquire: Transmute Bewitching Statue (L2), Transmute Darkness Arrow (L3)

Transmute To: Darkness Arrow (L3)



Guts

Description: Allows characters to learn the skill "Guts".

Acquire: Gorhla Cult HQ, Clockwork Mansion, Transmute Avoid (L1)

Transmute To: Avoid (L1)



Hit

Description: Allows characters to learn the skill "Hit".

Acquire: Black Dream Tower, Dark Tower of Xervah, Transmute Magic Pow (L1)

Transmute To: Magic Pow (L1)



Last Trial

Description: Allows characters to learn the skill "Last Trial".

Acquire: Transmute Lapis Lazuli (L3), Transmute Triple Distress (L3)

Transmute To: Resist Damage (L3)



Magic Pow

Description: Allows characters to learn the skill "Magic Power".

Acquire: Solde Catacombs, Transmute Hit (L1), Transmute Metal Reaction (L3)

Transmute To: Hit (L1)



Mental Reaction

Description: Allows characters to learn the skill "Mental Reaction".

Acquire: Jotunheim Palace, Transmute Concentration (L3)

Transmute To: Magic Power (L3)



Scarlet Edge

Description: Allows characters to learn the skill "Scarlet Edge".

Acquire: Jotunheim Palace, Transmute Quartz Gem (L3), Transmute Strike Edge (L1)

Transmute To: Charge (L3)

Slanting Rain

Description: Allows characters to learn the skill "Slanting Rain".

Acquire: Dragoncastle Caverns, Salerno Academy, Transmute Combo Counter (L1)

Transmute To: Combo Counter (L1)

Splash

Description: Allows characters to learn the skill "Splash".

Acquire: Black Dream Tower, Tower of Lezard Valeth, Transmute Throw (L1)

Transmute To: Throw (L1)

Steal Magic

Description: Allows characters to learn the skill "Steal Magic".

Acquire: Transmute Stun Magic (L3)

Transmute To: Stun Magic (L3)

Strike Edge

Description: Allows characters to learn the skill "Strike Edge".

Acquire: Cave of Thackus, Transmute Charge (L1)

Transmute To: Scarlet Edge (L1)

Stun Magic

Description: Allows characters to learn the skill "Stun Magic".

Acquire: Arkdain Ruins, Transmute Steal Magic (L3)

Transmute To: Steal Magic (L3)

Throw

Description: Allows characters to learn the skill "Throw".

Acquire: Brahms Castle, Transmute Splash (L1)

Transmute To: Splash (L1)

Trick Step

Description: Allows characters to learn the skill "Trick Step".

Acquire: Clockwork Mansion, Transmute Wait Reaction (L1)

Transmute To: Noise Arrow (L1)

Triple Distress

Description: Allows characters to learn the skill "Triple Distress".

Acquire: Lost City of Dipan, Transmute Resist Damage (L3)

Transmute To: Last Trial (L3)

Wait Reaction

Description: Allows characters to learn the skill "Wait Reaction".

Acquire: Nethov Swamp, Transmute Noise Arrow (L1)

Transmute To: Trick Step (L1)

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Noise Arrow

Description: Allows characters to learn the skill "Noise Arrow".

Acquire: Black Dream Tower, Dark Tower of Xervah, Transmute Resist Magic (L3), Transmute Trick Step (L1)

Transmute To: Wait Reaction (L1)

Resist Damage

Description: Allows characters to learn the skill "Resist Damage".

Acquire: Arkdain Ruins, Transmute Last Trial (L3)

Transmute To: Triple Distress (L3)

Resist Magic

Description: Allows characters to learn the skill "Resist Magic".

Acquire: Arkdain Ruins, Tombs of Amenti

Transmute To: Noise Arrow (L3)

Reverie

Description: Allows characters to learn the skill "Reverie".

Acquire: Transmute Dark (L3)

Transmute To: Dark (L3)

Magic Scrolls

Use these items on a character to teach them a new Magic Spell.



Dampen Magic

Description: Scroll which allows you to memorize "Dampen Magic".

Acquire: Forest of Spirits (x2), Hell Servant, Kraken, Mage Lord, Mandragora, Succubus, Vanir (dark yellow), Transmute Reflect Sorcery (L1), Transmute Sap Guard (L1)

Transmute To: Sap Power (L1)



Dark Savior

Description: Scroll which allows you to memorize "Dark Savior".

Acquire: Citadel of Flame, Lost City of Dipan, Harpy (gold), Wise Sorcerer (blue), Transmute Sacred Javelin (L2), Transmute Shadow Servant (L1)

Transmute To: Shadow Servant (L1), Sacred Javelin (L2)

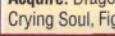


Fire Lance

Description: Scroll which allows you to memorize "Fire Lance".

Acquire: Artolian Mountain Ruins, Solde Catacombs, Seraphic Gate Area 4, Figment (blue), Figment (red), Pongo, Transmute Fire Storm (L1), Transmute Icicle Edge (L2)

Transmute To: Fire Storm (L1), Icicle Edge (L2)



Fire Storm

Description: Scroll which allows you to memorize "Fire Storm".

Acquire: Dragoncastle Caverns, Palace of the Dragon, Seraphic Gate Area 3, Banshee, Crying Soul, Figment (blue), Transmute Fire Lance (L1), Transmute Frigid Damsel (L2)

Transmute To: Fire Lance (L1), Frigid Damsel (L2)



Frigid Damsel

Description: Scroll which allows you to memorize "Frigid Damsel".

Acquire: Solde Catacombs, Dragoncastle Caverns, Tower of Lezard Valeth, Palace of the Dragon, Seraphic Gate Area 3, Banshee, Silver Golem, Wise Sorcerer (dark green), Wraith Lord, Transmute Fire Storm (L2), Transmute Icicle Edge (L1)

Transmute To: Icicle Edge (L1), Fire Storm (L2)



Guard Reinforce

Description: Scroll which allows you to memorize "Guard Reinforce".

Acquire: Tombs of Amenti, Palace of the Dragon, Undead Slave, Vanir (blue A), Wise Sorcerer (dark green)

Transmute To: Spell Reinforce (L1)



Heal

Description: Scroll which allows you to memorize "Heal".

Acquire: Brahms Castle, Forest of Spirits, Dark Sorceress, Haunt, Succubus, Thaumaturgist, Transmute Normalize (L1)

Transmute To: Normalize (L1)

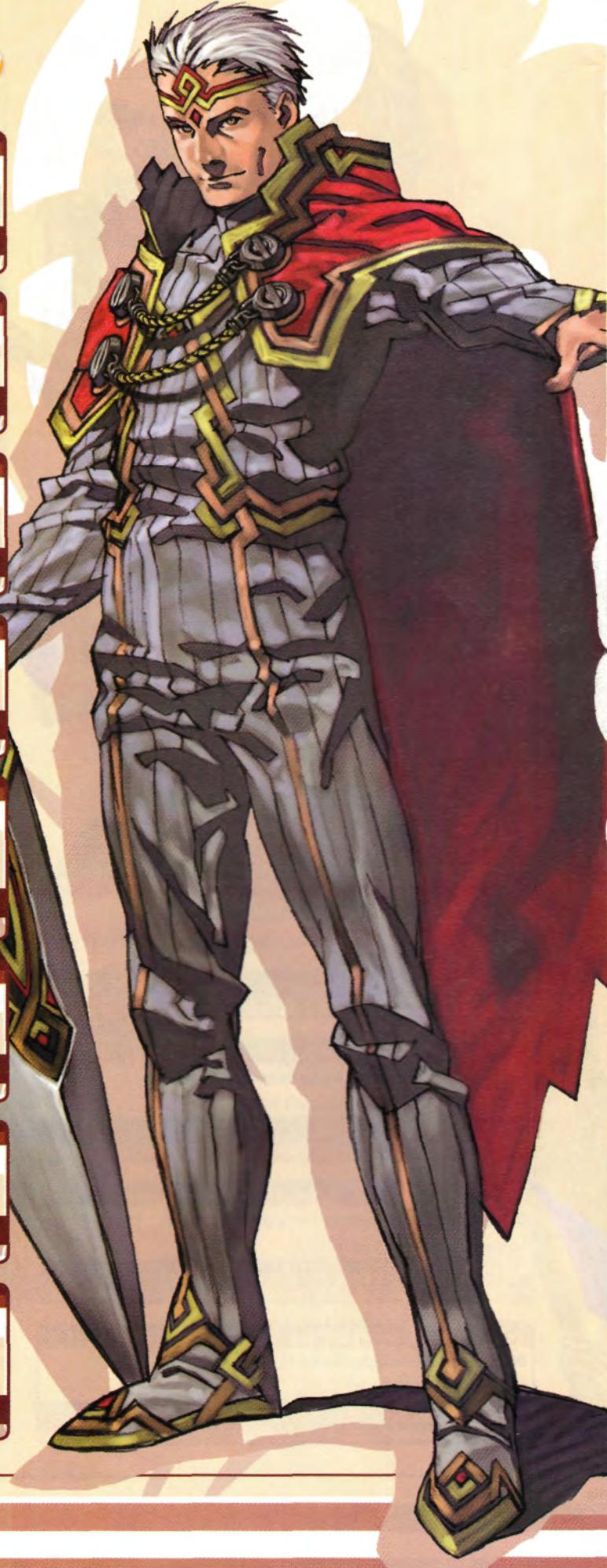


Icicle Edge

Description: Scroll which allows you to memorize "Icicle Edge".

Acquire: Forest of Woe, Salerno Academy, Tower of Lezard Valeth, Seraphic Gate Area 2, Necromancer, Undead Slave, Transmute Fire Lance (L2), Transmute Frigid Damsel (L1)

Transmute To: Frigid Damsel (L1), Fire Lance (L2)



Invoke Feather

Description: Scroll which allows you to memorize "Invoke Feather".

Acquire: Lost City of Dipan, Forest of Spirits, Tombs of Amenti, Dark Sorceress, Harpy (blue), Vampire Lord, Wise Sorcerer (dark yellow), Transmute Shield Critical (L1)

Transmute To: Shield Critical (L1)

Sacred Javelin

Description: Scroll which allows you to memorize "Sacred Javelin".

Acquire: Sunken Shrine, Forest of Spirits, Palace of the Dragon, Haunt, Inferior Eye, Transmute Dark Savior (L2), Transmute Mystic Cross (L1)

Transmute To: Mystic Cross (L1), Dark Savior (L2)

Lightning Bolt

Description: Scroll which allows you to memorize "Lightning Bolt".

Acquire: Black Dream Tower, Dark Tower of Xervah, Palace of the Dragon, Seraphic Gate Area 2, Crying Soul, Fire Elemental (small blue), Necrophiliac, Will O' Wisp, Transmute Poison Blow (L2), Transmute Prismatic Missile (L1)

Transmute To: Prismatic Missile (L1), Poison Blow (L2)

Sap Guard

Description: Scroll which allows you to memorize "Sap Guard".

Acquire: Clockwork Mansion, Arkdaine Ruins (x2), Seraphic Gate Area 3, Charon, Figment (red), Fire Elemental (big red), Fire Elemental (small red), Fire Elemental (Seraphic Gate), Grave Mist, Monstrous Glowfly, Vanir (black), Wise Sorcerer (black), Transmute Sap Pow (L1)

Transmute To: Dampen Magic (L1)

Might Reinforce

Description: Scroll which allows you to memorize "Might Reinforce".

Acquire: Palace of the Dragon, Seraphic Gate Area 4, Mage Lord, Vanir (blue A)

Transmute To: N/A

Mystic Cross

Description: Scroll which allows you to memorize "Mystic Cross".

Acquire: Lost City of Dipan, Forest of Spirits, Tombs of Amenti, Bream Giant, Necrophiliac, Will O' Wisp, Transmute Sacred Javelin (L1), Transmute Shadow Servant (L2)

Transmute To: Sacred Javelin (L1), Shadow Servant (L2)

Sap Power

Description: Scroll which allows you to memorize "Sap Power".

Acquire: Gorhla Cult HQ, Arkdaine Ruins (x2), Forest of Spirits, Drow Shaman, Fire Elemental (small blue), Fire Elemental (small red), Grave Mist, Vanir (black), Wise Sorcerer (black), Transmute Dampen Magic (L1)

Transmute To: Sap Guard (L1)

Normalize

Description: Scroll which allows you to memorize "Normalize".

Acquire: Brahms Castle, Tower of Lezard Valeth, Bream Giant, Monstrous Glowfly, Pongo, Transmute Heal (L1)

Transmute To: Heal (L1)

Shadow Servant

Description: Scroll which allows you to memorize "Shadow Servant".

Acquire: Nethov Swamp (x2), Citadel of Flame, Fatal Glimmer, Thaumaturgist, Vampire Lord, Transmute Dark Savior (L1), Transmute Mystic Cross (L2)

Transmute To: Dark Savior (L1), Mystic Cross (L2)

Poison Blow

Description: Scroll which allows you to memorize "Poison Blow".

Acquire: Dark Tower of Xervah (x2), Seraphic Gate Area 3, Fatal Glimmer, Greater Demon, Harpy (black), Silver Golem, Wraith Lord, Transmute Lightning Bolt (L2), Transmute Stone Torch (L1)

Transmute To: Stone Torch (L1), Lightning Bolt (L2)

Shield Critical

Description: Scroll which allows you to memorize "Shield Critical".

Acquire: Palace of the Dragon, Celestial Castle, Seraphic Gate Area 2, Eternal Chimera, Hell Gaze, Hell Gaze (Seraphic Gate), Mandragora, Vanir (blue B), Wise Sorcerer (blue), Transmute Invoke Feather (L)

Transmute To: Invoke Feather (L1)

Prismatic Missile

Description: Scroll which allows you to memorize "Prismatic Missile".

Acquire: Sunken Shrine, Palace of the Dragon, Eternal Chimera, Harpy (black), Transmute Lightning Bolt (L1), Transmute Stone Torch (L2)

Transmute To: Lightning Bolt (L1), Stone Torch (L2)

Spell Reinforce

Description: Scroll which allows you to memorize "Spell Reinforce".

Acquire: Palace of the Dragon, Seraphic Gate Area 4, Charon, Fire Elemental (big red), Fire Elemental (Seraphic Gate), Vanir (blue B), Transmute Guard Reinforce (L1)

Transmute To: Reflect Sorcery (L1)

Reflect Sorcery

Description: Scroll which allows you to memorize "Reflect Sorcery".

Acquire: Lost City of Dipan, Forest of Spirits, Tombs of Amenti, Celestial Castle, Harpy (gold), Hell Gaze, Hell Gaze (Seraphic Gate), Vanir (dark yellow), Transmute Spell Reinforce (L1)

Transmute To: Dampen Magic (L1)

Stone Torch

Description: Scroll which allows you to memorize "Stone Torch".

Acquire: Brahms Castle, Citadel of Flame, Necromancer, Wise Sorcerer (dark yellow), Transmute Poison Blow (L1), Transmute Prismatic Missile (L2)

Transmute To: Poison Blow (L1), Prismatic Missile (L2)

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Magic

Attacks available only to sorcerers, Magic is a powerful weapon that has the capability to bypass guards that physical blows might not be able to conquer. Each Sorcerer starts with several Spells, but can learn more by giving them Scrolls.



Attack Magic

Fire Magic

Version	Target	CT	Hits	SA Gauge	Vector	Knockdown	DMG	Effect
Normal/Scepter	All/One	2	1	50	+	0	S	-
Special Attack	One	2	3	50 x3	+	0	C x3	-
Irrit's Caress (Big)	One	3	1	50	-	0	SS	-

Acquire: Dragoncastle Caverns, Palace of the Dragon, Seraphic Gate Area 3, Banshee, Crying Soul, Figment (blue), Transmute Fire Lance (L1), Transmute Frigid Damsel (L2)

Fire Storm

Version	Target	CT	Hits	SA Gauge	Vector	Knockdown	DMG	Effect
Normal/Scepter	All	3	2	20 x2	+	0	A x2	-
Special Attack	All	3	6	20 x6	+	0	D x6	-
Calamity Blast (Big)	One	2	5	4 x5	-	0	S x5	-

Acquire: Artolian Mountain Ruins, Solde Catacombs, Seraphic Gate Area 4, Figment (blue), Figment (red), Pongo, Transmute Fire Storm (L1), Transmute Icicle Edge (L2)

Fire Lance

Version	Target	CT	Hits	SA Gauge	Vector	Knockdown	DMG	Effect
Normal/Scepter	All	3	2	20 x2	+	0	A x2	-
Special Attack	All	3	6	20 x6	+	0	D x6	-
Calamity Blast (Big)	One	2	5	4 x5	-	0	S x5	-

Holy Magic

Version	Target	CT	Hits	SA Gauge	Vector	Knockdown	DMG	Effect
Normal/Scepter	All/One	6	4	10 x4	+	0	A x4	-
Special Attack	One	6	12	10 x12	+	0	D x12	-
Celestial Star (Big)	One	0	7	10 x7	-	0	S x7	-

Acquire: Lost City of Dipan, Forest of Spirits, Tombs of Amenti, Bream Giant, Necrophiliac, Will O' Wisp, Transmute Sacred Javelin (L1), Transmute Shadow Servant (L2)

Mystic Cross



Sacred Javelin

Version	Target	CT	Hits	SA Gauge	Vector	Knockdown	DMG	Effect
Normal/Scepter	All	3	5	5 x5	+	X	A x5	-
Special Attack	All	3	15	5 x5 + 10 x5	+	X	D x15	-
Seraphic Law (Big)	One	2	3	7 x3	-	0	S x3	-

Acquire: Sunken Shrine, Forest of Spirits, Palace of the Dragon, Haunt, Inferior Eye, Transmute Dark Savior (L2), Transmute Mystic Cross (L1)

Poison Magic



Poison Blow

Version	Target	CT	Hits	SA Gauge	Vector	Knockdown	DMG	Effect
Normal/Scepter	All/One	3	1	5	+	0	SS	Poison
Special Attack	One	3	3	5 x3	+	0	S x3	Poison
Petro Disruption (Big)	One	2	3	17 x3	-	0	S x3	-

Acquire: Dark Tower of Xervah (x2), Seraphic Gate Area 3, Fatal Glimmer, Greater Demon, Harpy (black), Silver Golem, Wraith Lord, Transmute Lightning Bolt (L2), Transmute Stone Torch (L1)

Ice Magic



Icicle Edge

Version	Target	CT	Hits	SA Gauge	Vector	Knockdown	DMG	Effect
Normal/Scepter	All	5	3	5 x3	-	X	A x3	Freeze
Special Attack	One	5	9	5 x9	-	X	D x9	Freeze
Crystal Strike (Big)	One	0	2	25 x2	-	0	S x2	-

Acquire: Brahms Castle, Citadel of Flame, Necromancer, Wise Sorcerer (dark yellow), Transmute Poison Blow (L1), Transmute Prismatic Missile (L2)

Darkness Magic



Shadow Servant

Version	Target	CT	Hits	SA Gauge	Vector	Knockdown	DMG	Effect
Normal/Scepter	All/One	5	3	15 x3	+	0	A x3	Freeze
Special Attack	All	5	9	15 x9	+	0	D x9	Freeze
Absolute Zero (Big)	One	0	4	16 x4	-	0	S x4	-

Acquire: Solde Catacombs, Dragoncastle Caverns, Tower of Lezard Valeth, Palace of the Dragon, Seraphic Gate Area 3, Banshee, Silver Golem, Wise Sorcerer (dark green), Wraith Lord, Transmute Fire Storm (L2), Transmute Icicle Edge (L1)

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Dark Savior

Version	Target	CT	Hits	SA Gauge	Vector	Knockdown	DMG	Effect
Normal/Scepter	All	3	3	5 x3	+	0	A x3	-
Special Attack	All	3	9	5 x9	+	0	D x9	-
Cosmic Spear (Big)	One	2	1	50	-	0	SS	-

Acquire: Citadel of Flame, Lost City of Dipan, Harpy (gold), Wise Sorcerer (blue), Transmute Sacred Javelin (L2), Transmute Shadow Servant (L1)

Lightning Magic

Lightning Bolt

Version	Target	CT	Hits	SA Gauge	Vector	Knockdown	DMG	Effect
Normal/Scepter	All/One	9	3	8 x3	-	X	A x3	-
Special Attack	One	9	9	8 x9	-	X	D x9	-
Dragon Bolt (Big)	One	0	4	13 x4	-	0	S x4	-

Acquire: Black Dream Tower, Dark Tower of Xervah, Palace of the Dragon, Seraphic Gate Area 2, Crying Soul, Fire Elemental (small blue), Necrophiliac, Will O' Wisp, Transmute Poison Blow (L2), Transmute Prismatic Missile (L1)

Prismatic Missile

Version	Target	CT	Hits	SA Gauge	Vector	Knockdown	DMG	Effect
Normal/Scepter	All	10	5	10 x5	-	X	B x5	Poison, Freeze, Paralysis, Stone, Silence
Special Attack	All	10	15	10 x15	-	X	E x15	Poison, Freeze, Paralysis, Stone, Silence
Gravity Blessing (Big)	One	0	3	16 x3	-	0	S x3	-

Acquire: Sunken Shrine, Palace of the Dragon, Eternal Chimera, Harpy (black), Transmute Lightning Bolt (L1), Transmute Stone Torch (L2)

Support Magic

Dampen Magic

Prevent enemies from casting Magic Spells. Successful blocking is dependant on the enemies' resistance and does not prevent Magic-based Special Attacks.

CT	Target	Duration
6	All enemies	5 Turns

Acquire: Forest of Spirits (x2), Hell Servant, Kraken, Mage Lord, Mandragora, Succubus, Vanir (dark yellow), Transmute Reflect Sorcery (L1), Transmute Sap Guard (L1)

Heal

Restore the party's DME. Restoration is 80% of each character's maximum DME.

CT	Target	Duration
5	All allies	-

Acquire: Brahms Castle, Forest of Spirits, Dark Sorceress, Haunt, Succubus, Thaumaturgist, Transmute Normalize (L1)

Guard Reinforce

Increases your party's Resist Damage scores by an extra 50%. Can only be cast once per battle.

CT	Target	Duration
3	All allies	10 Turns

Acquire: Tombs of Amenti, Palace of the Dragon, Undead Slave, Vanir (blue A), Wise Sorcerer (dark green)

Invoke Feather

Revives an unconscious character with 80% of their maximum DME.

CT	Target	Duration
5	One ally	-

Acquire: Lost City of Dipan, Forest of Spirits, Tombs of Amenti, Dark Sorceress, Harpy (blue), Vampire Lord, Wise Sorcerer (dark yellow), Transmute Shield Critical (L1)

Might Reinforce

Increases your party's Attack scores by an extra 50%. Can only be cast once per battle.

CT	Target	Duration
3	All allies	10 Turns

Acquire: Lost City of Dipan, Forest of Spirits, Tombs of Amenti, Bream Giant, Necrophilic, Will O' Wisp, Transmute Sacred Javelin (L1), Transmute Shadow Servant (L2)

Normalize

Removes all abnormal status changes from the chosen afflicted character.

CT	Target	Duration
1	One ally	-

Acquire: Brahms Castle, Tower of Lizard Valeth, Bream Giant, Monstrous Glowfly, Pongo, Transmute Heal (L1)

Reflect Sorcery

Any Magic Spells cast by the enemy on your party are bounced back onto the spellcaster.

CT	Target	Duration
8	All allies	3 Turns

Acquire: Lost City of Dipan, Forest of Spirits, Tombs of Amenti, Celestial Castle, Harpy (gold), Hell Gaze, Hell Gaze (Seraphic Gate), Vanir (dark yellow), Transmute Spell Reinforce (L1)

Sap Guard

Reduce the chosen enemy's RDM score. The amount of reduction depends on the target's Resistance.

CT	Target	Duration
1	One enemy	5 Turns

Acquire: Clockwork Mansion, Arkdain Ruins (x2), Seraphic Gate Area 3, Charon, Figit (red), Fire Elemental (big red), Fire Elemental (small red), Fire Elemental (Seraphic Gate), Grave Mist, Monstrous Glowfly, Vanir (black), Wise Sorcerer (black), Transmute Sap Pow (L1)

Shield Critical

Prevents the enemy from using Special Attacks. The odds of a successful seal depend on each enemy's Resistance Score.

CT	Target	Duration
6	All enemies	5 Turns

Acquire: Palace of the Dragon, Celestial Castle, Seraphic Gate Area 2, Eternal Chimera, Hell Gaze, Hell Gaze (Seraphic Gate), Mandragora, Vanir (blue B), Wise Sorcerer (blue), Transmute Invoke Feather (L)

Sap Power

Reduce the chosen enemy's ATK score. The amount of reduction depends on the target's Resistance.

CT	Target	Duration
1	One enemy	5 Turns

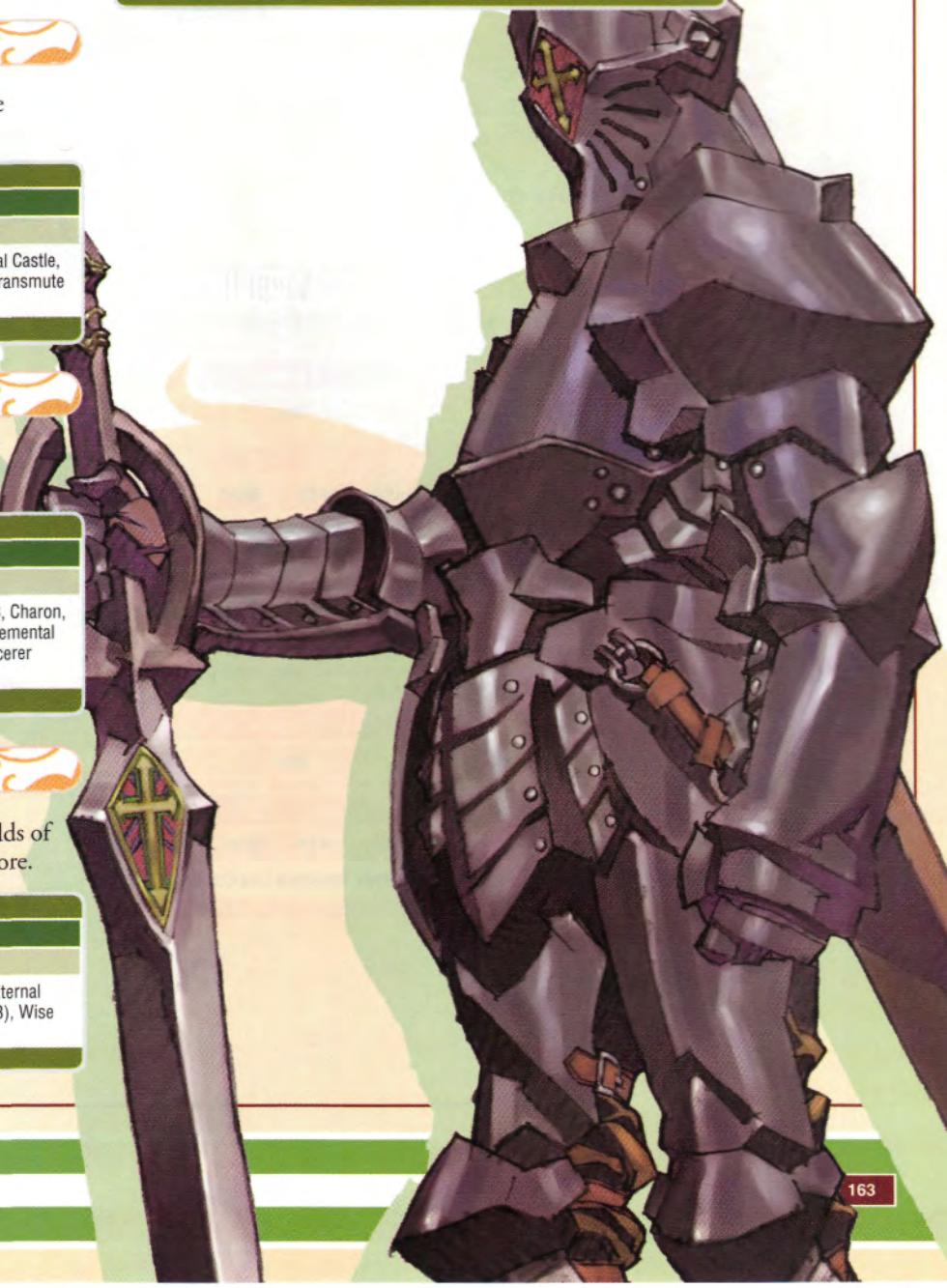
Acquire: Gorhla Cult HQ, Arkdain Ruins (x2), Forest of Spirits, Drow Shaman, Fire Elemental (small blue), Fire Elemental (small red), Grave Mist, Vanir (black), Wise Sorcerer (black), Transmute Dampen Magic (L1)

Spell Reinforce

Increases your party's Magic Power scores by an extra 50%. Can only be cast once per battle.

CT	Target	Duration
3	All allies	10 Turns

Acquire: Palace of the Dragon, Seraphic Gate Area 4, Charon, Fire Elemental (big red), Fire Elemental (Seraphic Gate), Vanir (blue B), Transmute Guard Reinforce (L1)



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Skills

All characters have a variety of Skills that affect both their combat statistics and their usefulness when sent to Valhalla. Occasionally, Freya might need an Einherjar with a specific Skill at a specific level! Each Skill takes CP to raise; the higher the level, the more CP it takes. Balance this with the characters' Traits!

Reaction Skills

Reaction Skills take effect when a character is attacked by the enemy. Each character can equip two different Reaction Skills at once.

Adept Illusion

Create an illusion to increase the chances of enemy attacks missing the mark. The chances of success are the Skill Level x5.

Swordsman	Archer	Sorcerer
No	No	Yes
LV1	LV2	LV3
12 CP	13 CP	14 CP
LV4	LV5	LV6
25 CP	26 CP	27 CP
LV7	LV8	
38 CP	49 CP	

Acquire: Gorgha Cult HQ, Clockwork Mansion, Transmute Dancing Sword (L1)

Auto Item

The character has a chance to automatically use items without player instruction, depending on each item's usage priorities set in the Skill Setup Window. Percentage Points increase by 40 per Skill Level.

Swordsman	Archer	Sorcerer
Yes	Yes	Yes
LV1	LV2	LV3
4 CP	4 CP	8 CP
LV4	LV5	LV6
8 CP	12 CP	12 CP
LV7	LV8	
16 CP	16 CP	

Acquire: Black Dream Tower, Dark Tower of Xervah, Transmute Cure Condition (L1)



Cure Condition

The character has the chance to automatically cure abnormal status. Raising the level increases the number of states the character can cure. LV1 = cure Poison (30% chance), LV3 = cure Freeze (30%), LV4 = cure Paralyze (30%), LV5 = cure Silence (40%), LV6 = cure Curse (40%), LV8 = cure Stone (40%).

Swordsman	Archer	Sorcerer
Yes	Yes	Yes
LV1	LV2	LV3
15 CP	15 CP	15 CP

Acquire: Nethov Swamp, Transmute Auto Item (L1)

Dancing Sword

If the character successfully dodges or blocks an enemy attack, there is a chance that two swords will appear to counterattack the foe. The chance that the swords appear is equal to the Skill Level x7.

Swordsman	Archer	Sorcerer
No	No	Yes
LV1	LV2	LV3
5 CP	5 CP	10 CP

Acquire: Black Dream Tower, Tower of Lizard Valeth, Transmute Adept Illusion (L1)

First Aid

Once per turn, a character has a 15% chance of restoring an ally's lost DME when that ally is hit by an attack. DME restored = 3% of maximum DME x Skill Level.

Swordsman	Archer	Sorcerer
Yes	Yes	Yes
LV1	LV2	LV3
12 CP	12 CP	14 CP

Acquire: Starting Skill

Guts

If a character's DME hits zero, he or she has the chance to automatically come back with a portion of his or her maximum DME, avoiding unconsciousness. The percentage of success is $40 + LV \times 5$.

Swordsman	Archer	Sorcerer
Yes	Yes	Yes
LV1	LV2	LV3
15 CP	15 CP	20 CP

Acquire: Gorhia Cult HQ, Clockwork Mansion, Transmute Avoid (L1)

Last Trial

When the character is rendered unconscious, there is a chance of one of three random effects placed on the attacker. 1) The attacker receives damage equal to 10% of his maximum DME. 2) The attacker is Paralyzed. 3) The attacker is turned to Stone. The chance of the counter is equal to the Skill Level x10.

Swordsman	Archer	Sorcerer
No	No	Yes
LV1	LV2	LV3
25 CP	25 CP	25 CP

Acquire: Transmute Lapis Lazuli (L3), Transmute Triple Distress (L3)

Throw

Throw one to two magical blades at enemies, useful for breaking through defensive stances. Each hit also increases the Special Attack Gauge.

Swordsman	Archer	Sorcerer
Yes	No	No
LV1	LV2	LV3
25 CP	-	-

Acquire: Brahms Castle, Transmute Splash (L1)

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Support Skills

Support Skills come into play when your characters attack the enemy. However, you can have only one Support Skill active at a time.

Combo Counter

Allows the character to counterattack with all attacks that his current weapon is capable of, as if he is performing a normal attack.

Swordsman	Archer	Sorcerer
Yes	Yes	No
LV1	LV2	LV3
40 CP	-	-

Acquire: Brahms Castle, Transmute Slanting Rain (L1)

Concentration

When a character uses a Great Magic spell, she sacrifices some of her DME in order to reduce her CT Gauge to 2. The percentage of DME loss is equal to 70% of the character's maximum DME, minus the Skill Level x5. The higher the Skill Level, the less DME is consumed.

Swordsman	Archer	Sorcerer
No	No	Yes
LV1	LV2	LV3
30 CP	40 CP	50 CP

Acquire: Lost City of Dipan, Celestial Castle, Phase 5-6

Noise Arrow

A successful attack seals the enemy's ability to use most Magic spells for two turns, but cannot stop Great Magic attacks. The odds of a successful seal are equal to the Skill Level x5.

Swordsman	Archer	Sorcerer
No	Yes	No
LV1	LV2	LV3
20 CP	20 CP	20 CP

Acquire: Black Dream Tower, Dark Tower of Xervah, Transmute Resist Magic (L3), Transmute Trick Step (L1)

Reverie

A shadowy double of the character follows and attacks as well, at 30% of the character's normal strength. The double may disappear when the character takes damage, however. The odds of disappearance are equal to 100 – (Skill Level x10). The shadow is restored at the beginning of every battle.

Swordsman		Archer		Sorcerer							
Yes	No	No	No	LV1	LV2	LV3	LV4	LV5	LV6	LV7	LV8
90 CP	90 CP	90 CP	90 CP	90 CP	90 CP	90 CP	90 CP	90 CP	90 CP	90 CP	90 CP

Acquire: Transmute Dark (L3)

Attack Skills

Attack Skills are more directly related to the characters' attacks than Support Skills. But like Support Skills, you're allowed to equip only one of them at a time.

Charge

During an attack, press the character's attack button repeatedly to unleash a blast that hits at 150% of the character's Attack Power. However, this move eats up 5% of the user's maximum DME.

Swordsman		Archer		Sorcerer							
Yes	No	No	No	LV1	LV2	LV3	LV4	LV5	LV6	LV7	LV8
60 CP	-	-	-	-	-	-	-	-	-	-	-

Acquire: Nethov Swamp, Sunken Shrine, Transmute Scarlet Edge (L1)

Dark

By pressing the Back button before the character attacks, he hits the target from behind, reducing the target's Perfect Guard to 50%.

Swordsman		Archer		Sorcerer							
Yes	No	No	No	LV1	LV2	LV3	LV4	LV5	LV6	LV7	LV8
50 CP	-	-	-	-	-	-	-	-	-	-	-

Acquire: Arkdain Ruins, Sunken Shrine, Transmute Reverie (L3)

Steal Magic

When an enemy is killed by a Magic attack, the spell-caster absorbs some of the enemy's DME. The amount of restored DME is equal to 2% of the enemy's maximum DME, multiplied by the caster's Skill Level.

Swordsman		Archer		Sorcerer							
No	No	No	Yes	LV1	LV2	LV3	LV4	LV5	LV6	LV7	LV8
20 CP	20 CP	30 CP	35 CP	50 CP	50 CP	50 CP	60 CP				

Acquire: Transmute Stun Magic (L3)

Stun Magic

A successful Magic attack may cause the targeted enemy to Faint. The odds of Faint are equal to the current Skill Level x2.

Swordsman		Archer		Sorcerer							
No	No	No	Yes	LV1	LV2	LV3	LV4	LV5	LV6	LV7	LV8
60 CP	70 CP	70 CP	80 CP	80 CP	90 CP	90 CP	90 CP	90 CP	90 CP	90 CP	90 CP

Acquire: Arkdain Ruins, Transmute Steal Magic (L3)

Darkness Arrow

Arrow attacks strike all enemies, plus reduce the enemy's chances of avoiding attacks 50% for two turns after. However, this hits at only 20% power and it prevents the character from using Combos. To activate, press the Back button after the character's attack button.

Swordsman		Archer		Sorcerer							
No	No	Yes	No	LV1	LV2	LV3	LV4	LV5	LV6	LV7	LV8
90 CP	-	-	-	-	-	-	-	-	-	-	-

Acquire: Arkdain Ruins, Tombs of Amenti, Transmute Darkness Arrow (L3)

False Arrow

The character fires three arrows instead of one, forcing the enemy from guard, thereby preventing the foe from guarding in the following round. Each arrow attacks at only 25% power, however. Press the Back button after the character's attack button to activate.

Swordsman		Archer		Sorcerer							
No	No	Yes	No	LV1	LV2	LV3	LV4	LV5	LV6	LV7	LV8
60 CP	-	-	-	-	-	-	-	-	-	-	-

Acquire: Transmute Bewitching Statue (L2), Transmute Darkness Arrow (L3)

Triple Distress

A successful blow severely reduces the struck enemy's chances to avoid, block, or counterattack for one turn after. The odds of a successful reduction are equal to the Skill Level x5.

Swordsman		Archer		Sorcerer							
No	No	Yes	No	LV1	LV2	LV3	LV4	LV5	LV6	LV7	LV8
40 CP	40 CP	40 CP	55 CP	55 CP	55 CP	60 CP					

Acquire: Lost City of Dipan, Transmute Resist Damage (L3)

Mental Reaction

When the character casts a spell, he or she sacrifices DME to drop his or her CT to zero. The amount of DME lost is equal to 50% of maximum DME, minus Skill level x5. The higher the Skill Level, the less DME is lost.

Swordsman	Archer	Sorcerer					
No	No	Yes					
LV1	LV2	LV3	LV4	LV5	LV6	LV7	LV8
95 CP	95 CP	95 CP	95 CP	-	-	-	-

Acquire: Jotunheim Palace, Transmute Concentration (L3)

Wait Reaction

A familiar appears during the character's Charge Turns and attacks in his or her stead. These attacks cannot be blocked. The familiar's Attack Power is equal to the Skill Level x100.

Swordsman	Archer	Sorcerer					
No	No	Yes					
LV1	LV2	LV3	LV4	LV5	LV6	LV7	LV8
5 CP	10 CP	20 CP	40 CP	80 CP	80 CP	90 CP	90 CP

Acquire: Nethov Swamp, Transmute Noise Arrow (L1)

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Scarlet Edge

By repeatedly tapping the character's attack button during the attack animation, the attack knocks the target to the ground. However, this move eats up 5% of the user's maximum DME.

Swordsman	Archer	Sorcerer					
Yes	No	No					
LV1	LV2	LV3	LV4	LV5	LV6	LV7	LV8
90 CP	-	-	-	-	-	-	-

Acquire: Jotunheim Palace, Transmute Quartz Gem (L3), Transmute Strike Edge (L1)

Slanting Rain

Arrow attacks hit all enemies, but the attacker cannot use Combos. To activate, press the Back button after the character's attack button.

Swordsman	Archer	Sorcerer					
No	Yes	No					
LV1	LV2	LV3	LV4	LV5	LV6	LV7	LV8
30 CP	-	-	-	-	-	-	-

Acquire: Dragoncastle Caverns, Salerno Academy, Transmute Combo Counter (L1)

Strike Edge

A successful attack has a 50% chance of causing the target to Faint. However, this move eats up 5% of the user's maximum DME.

Swordsman	Archer	Sorcerer					
Yes	No	No					
LV1	LV2	LV3	LV4	LV5	LV6	LV7	LV8
50 CP	-	-	-	-	-	-	-

Acquire: Cave of Thackus, Transmute Charge (L1)

Trick Step

Press the Back button before the character attacks and he or she back-steps, giving the enemy a chance to lower their guard and make an unsuccessful counterattack. This leaves the foe open to the real attack. Trick Step is useful against enemies who use counterattacks often.

Swordsman	Archer	Sorcerer					
Yes	No	No					
LV1	LV2	LV3	LV4	LV5	LV6	LV7	LV8
50 CP	-	-	-	-	-	-	-

Acquire: Clockwork Mansion, Transmute Wait Reaction (L1)

Avoid

Raises character's AGL. Increase is Skill Level x3.

Swordsman	Archer	Sorcerer					
Yes	Yes	Yes					
LV1	LV2	LV3	LV4	LV5	LV6	LV7	LV8
5 CP	15 CP	15 CP	25 CP	25 CP	35 CP	45 CP	55 CP

Acquire: Solde Catacombs, Transmute Guts (L1)

Counter

When an enemy attack is successfully evaded, press the character's attack button when the dagger icon appears overhead to counterattack. Develop this fundamental and vital Skill immediately.

Swordsman	Archer	Sorcerer					
Yes	Yes	No					
LV1	LV2	LV3	LV4	LV5	LV6	LV7	LV8
20 CP	-	-	-	-	-	-	-

Acquire: Starter Skill

Defend

Raises character's RDM. Increase is Skill Level x10.

Swordsman	Archer	Sorcerer
-----------	--------	----------

Yes	Yes	Yes
-----	-----	-----

LV1	LV2	LV3	LV4	LV5	LV6	LV7	LV8
10 CP	20 CP	20 CP	25 CP	25 CP	30 CP	30 CP	40 CP

Acquire: Clockwork Mansion, Transmute Attack Pow (L1)

Hear Noise

Raises character's AGL. Increase is Skill Level x1.

Swordsman	Archer	Sorcerer
-----------	--------	----------

Yes	Yes	Yes
-----	-----	-----

LV1	LV2	LV3	LV4	LV5	LV6	LV7	LV8
5 CP	5 CP	10 CP	10 CP	20 CP	20 CP	30 CP	30 CP

Acquire: Starter Skill

Demon Int

Extra Hero Value, Valhalla requirement.

Swordsman	Archer	Sorcerer
-----------	--------	----------

Yes	Yes	Yes
-----	-----	-----

LV1	LV2	LV3	LV4	LV5	LV6	LV7	LV8
5 CP	5 CP	10 CP	10 CP	20 CP	20 CP	30 CP	30 CP

Acquire: Starter Skill

Hit

Raises character's DEX. Increase is Skill Level x3.

Swordsman	Archer	Sorcerer
-----------	--------	----------

Yes	Yes	No
-----	-----	----

LV1	LV2	LV3	LV4	LV5	LV6	LV7	LV8
5 CP	10 CP	15 CP	20 CP	25 CP	30 CP	40 CP	50 CP

Acquire: Black Dream Tower, Dark Tower of Xervah, Transmute Magic Pow (L1)

Fight

Raises STR, INT, AGL, and DEX. Increase is Skill Level x2.

Swordsman	Archer	Sorcerer
-----------	--------	----------

Yes	Yes	Yes
-----	-----	-----

LV1	LV2	LV3	LV4	LV5	LV6	LV7	LV8
10 CP	10 CP	20 CP	30 CP	40 CP	50 CP	60 CP	

Acquire: Starter Skill

Identify

Extra Hero Value, Valhalla requirement.

Swordsman	Archer	Sorcerer
-----------	--------	----------

Yes	Yes	Yes
-----	-----	-----

LV1	LV2	LV3	LV4	LV5	LV6	LV7	LV8
5 CP	5 CP	10 CP	10 CP	20 CP	20 CP	30 CP	30 CP

Acquire: Starter Skill

Leadership

Extra Hero Value, Valhalla requirement.

Swordsman	Archer	Sorcerer
-----------	--------	----------

Yes	Yes	Yes
-----	-----	-----

LV1	LV2	LV3	LV4	LV5	LV6	LV7	LV8
5 CP	5 CP	10 CP	10 CP	20 CP	20 CP	30 CP	30 CP

Acquire: Starter Skill

Formation

Raises character's INT. Increase is Skill Level x1.

Swordsman	Archer	Sorcerer
-----------	--------	----------

Yes	Yes	Yes
-----	-----	-----

LV1	LV2	LV3	LV4	LV5	LV6	LV7	LV8
5 CP	5 CP	10 CP	10 CP	20 CP	20 CP	30 CP	30 CP

Acquire: Starter Skill

Magic Power

Raises character's INT. Increase is Skill Level x30.

Swordsman	Archer	Sorcerer
-----------	--------	----------

No	No	Yes
----	----	-----

LV1	LV2	LV3	LV4	LV5	LV6	LV7	LV8
20 CP	20 CP	30 CP	30 CP	40 CP	40 CP	50 CP	60 CP

Acquire: Solde Catacombs, Transmute Hit (L1), Transmute Mental Reaction (L3)



Resist Magic

Raises character's RST. Increase is Skill Level x5.

Swordsman	Archer	Sorcerer					
Yes	Yes	Yes					
LV1	LV2	LV3	LV4	LV5	LV6	LV7	LV8
5 CP	5 CP	10 CP	10 CP	20 CP	20 CP	30 CP	30 CP

Acquire: Arkdain Ruins, Tombs of Amenti

Survival

Raises character's maximum DME. Increase is Skill Level x200.

Swordsman	Archer	Sorcerer					
Yes	Yes	Yes					
LV1	LV2	LV3	LV4	LV5	LV6	LV7	LV8
15 CP	25 CP	35 CP	45 CP	55 CP	65 CP	75 CP	85 CP

Acquire: Starter Skill

Tactics

Raises character's INT. Increase is Skill Level x1.

Swordsman	Archer	Sorcerer					
Yes	Yes	Yes					
LV1	LV2	LV3	LV4	LV5	LV6	LV7	LV8
5 CP	5 CP	10 CP	10 CP	20 CP	20 CP	30 CP	30 CP

Acquire: Starter Skill

Trick

Raises characters INT. Increase is Skill Level x2.

Swordsman	Archer	Sorcerer					
Yes	Yes	Yes					
LV1	LV2	LV3	LV4	LV5	LV6	LV7	LV8
5 CP	5 CP	10 CP	10 CP	20 CP	20 CP	30 CP	30 CP

Acquire: Starter Skill

Undead Int

Extra Hero Value, Valhalla requirement

Swordsman	Archer	Sorcerer					
Yes	Yes	Yes					
LV1	LV2	LV3	LV4	LV5	LV6	LV7	LV8
5 CP	5 CP	10 CP	10 CP	20 CP	20 CP	30 CP	30 CP

Acquire: Starter Skill

Monster Int							
Extra Hero Value, Valhalla requirement.							
Swordsman		Archer		Sorcerer			
Yes		Yes		Yes			
LV1	LV2	LV3	LV4	LV5	LV6	LV7	LV8
5 CP	5 CP	10 CP	10 CP	20 CP	20 CP	30 CP	30 CP

Acquire: Starter Skill

Resist Damage							
Raises character's RDM. Increase is Skill Level x20.							
Swordsman		Archer		Sorcerer			
Yes		Yes		Yes			
LV1	LV2	LV3	LV4	LV5	LV6	LV7	LV8
5 CP	5 CP	10 CP	20 CP	30 CP	40 CP	50 CP	60 CP

Acquire: Arkdain Ruins, Transmute Last Trial (L3)

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The Evil Hordes

Countless creatures stand in Valkyrie's way during her mission from Odin. It'll take some mighty powerful Einherjar to get through them! For your convenience, bosses and enemies in the Seraphic Gate bonus dungeon are also included in this chapter.

Weak	The element or slayer weapon against which the enemy is weak.
ATK	The strength of the enemy's physical attacks.
RDM	Reduce Damage. The higher this number, the more damage the enemy's armor absorbs, reducing the damage that your physical attacks inflict.
DEF	Defense. The higher this number, the greater the strength of the enemy's defensive stance, as well as its ability to block your physical attacks.

AVD	Avoid. The higher this number, the greater the chance the enemy has of dodging your attacks.
MGC	The enemy's Magic power. The higher the number, the stronger its Magic-based attacks are.
RST	Resistance. The enemy's ability to absorb Magic without damage, reducing the amount of DME it loses.
EXP	The amount of Experience points gained with the creature's defeat for each of the three difficulty levels: Easy / Medium / Hard. A blank means that the creature does not appear anywhere in the corresponding difficulty level.

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
205000	-	12000	200	28	160	10000	1000	450000 / 150000 / 105000	-

Appearance: Seraphic Gate Section 2

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
380000	Dragon	10000	800	28	150	5000	25	240000 / 80000 / 56000	Lapis Lazuli

Appearance: Seraphic Gate Section 2

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
130000	Holy	7200	700	30	100	6000	700	- / - / 140000	Ring of Healing

Appearance: Tombs of Amenti

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
120000	-	12500	0	15	10	5280	25	180000 / 60000 / 42000	Mage Slayer, Raven Slayer

Appearance: Seraphic Gate Section 4

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
42600	-	6100	850	8	50	100	25	33000 / 11000 / 7700	Beast Slayer, Demon Slayer

Appearance: Seraphic Gate Section 4

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
18000	-	6500	100	30	70	4000	25	- / - / 3500	Cranequin-Crossbow, Mithril Plate

Appearance: Arianrod Labyrinth

Banshee

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
400	-	550	100	8	60	450	185	1350 / 450 / 315	Fire Storm, Frigid Damsel

Appearance: Dragoncastle Caverns, Cave of Oblivion 3, 5, 6, 7

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Barbarossa

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
62700	-	7000	200	30	65	5000	300	0 / 0 / 0	-

Appearance: Lost City of Dipan (event battle)

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Basilisk

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
22000	Beast	6000	550	40	20	350	225	- / - / 2800	Basilisk Scale, Mandrake

Appearance: Tombs of Amenti, Cave of Oblivion 7

Beetle Giant

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
5000	Ice	2000	380	45	130	2000	425	3450 / 1150 / 805	Aconite, Nightshade

Appearance: Citadel of Flame, Cave of Oblivion 1, 2, 3

Blood Sucker

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
4000	-	1000	30	25	50	1000	525	2400 / 800 / 560	Ghoul Powder, Raptor's Claw

Appearance: Tower of Lizard Valeth, Cave of Oblivion 2, 3, 5, 6, 7

Bloodbane

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
222000	-	10000	1000	28	50	20000	300	600000 / 200000 / 140000	Angel Curio

Appearance: Jotunheim Palace, Asgard Hill

Brackish Muck

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
7000	-	1800	0	25	60	2000	325	4200 / 1400 / 840	Base Metal, Burgundy Flask

Appearance: Arkdain Ruins

Brahms

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
52000	-	15000	50000	1000	80	100	25	- / 0 / 0	-

Appearance: Brahms Castle

Brahms (Seraphic Gate)

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
172000	-	10000	5000	80	180	6000	2300	- / - / 210000	Razor Shaft

Appearance: Seraphic Gate Section 2

Bream Giant

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
18400	Poison, Holy	3500	50	20	80	0	25	3600 / 1200 / 840	Mystic Cross, Normalize

Appearance: Sunken Shrine, Seraphic Gate Section 4

Brutal Gaze

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
54900	-	7500	600	40	120	6000	25	93000 / 31000 / 21700	Lapis Lazuli, Wand of Exchange

Appearance: Seraphic Gate Section 3, 4

Carnage Beast

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
652000	Fire	13500	2000	30	150	11100	2000	540000 / 180000 / 126000	Demon Sword "Nefarious"

Appearance: Seraphic Gate Section 1

Charon

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
52000	-	7000	0	0	10	100	5	- / 62000 / 43400	Sap Guard, Spell Reinforce

Appearance: Asgard Hill

Chimera

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
20000	Beast	1200	30	25	0	300	25	- / 18000 / 12600	Bracelet of Zoe

Appearance: Clockwork Mansion

Cockatrice

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
50000	Fire, Beast	4900	50	25	10	0	25	150000 / 50000 / 35000	Feather

Appearance: Forest of Spirits

Corrosive Vine

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
7000	Fire	4500	100	30	50	3500	25	9000 / 3000 / 2100	Savory, Vegetable Seed

Appearance: Forest of Spirits

Corsair Beetle

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
3600	Fire	3200	500	40	85	800	25	6000 / 2000 / 1400	Beast's Fangs, Burgundy Flask

Appearance: Forest of Spirits

Crab Giant

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
1000	Fire	1200	500	0	0	1000	600	1800 / 600 / 420	Broken Bow, Fresh Meat

Appearance: Cave of Thackus, Cave of Oblivion 1, 3

Crustacean Monster

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
14300	Fire	5000	2000	10	10	500	200	7350 / 2450 / 1715	Wassail-Rapier

Appearance: Forest of Spirits

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Crying Soul

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
3650	-	1700	20	25	60	1500	625	- / - / 560	Fire Storm, Lightning Bolt

Appearance: Dark Tower of Xervah

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Current Fish

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
1300	Fire	330	0	10	20	0	25	435 / 145 / -	Beast's Fangs, Fresh Meat

Appearance: Dragoncastle Caverns, Cave of Oblivion 3, 5, 6, 7

Dallas

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
18000	Mage	0	1000	25	0	3600	2000	3000 / 1000 / 700	Noble Banish

Appearance: Lost City of Dipan

Dark Lord

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
415000	Holy	16000	600	30	80	5000	1000	- / - / 210000	Magic Blade "Cromrea"

Appearance: Arianrod Labyrinth

Dark Pudding

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
9200	-	4500	10	10	15	500	2000	- / 3500 / 2450	Broken Blade, Broken Bow

Appearance: Palace of the Dragon, Cave of Oblivion 3, 5

Dark Sorceress

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
18700	Poison, Demon	4900	100	10	90	4200	500	- / - / 2240	Heal, Invoke Feather

Appearance: Arianrod Labyrinth

Dark Valkyrie

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
440000	-	24000	2800	30	150	100	2000	600000 / 200000 / 140000	Glance Reviver

Appearance: Seraphic Gate Section 1

Demon Servant

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
2000	Demon	1200	45	25	500	500	25	- / 1000 / 700	Chainmail, Falchion

Appearance: Brahms Castle

Dragon Zombie (dark yellow)

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
13400	Holy, Fire, Lightning, Dragon	1800	2000	0	0	500	250	18000 / 6000 / 4200	Broken Armor, Neckless Doll

Appearance: Nethov Swamp, Oddrock Caves, Cave of Oblivion 3, 4

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Dragonnewt

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
20000	Dragon	5100	100	100	0	12	85	- / 3100 / 2170	Broken Armor, Broken Spear

Appearance: Palace of the Dragon, Cave of Oblivion 2, 3, 5, 6

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Dragon-Tooth Warrior (red)

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
15000	Holy, Dragon	1800	400	0	60	1000	825	10800 / 3600 / 2520	Breastplate, Rapid Bow

Appearance: Black Dream Tower, Tower of Lizard Valeth, Cave of Oblivion 1~7

Dragon-Tooth Warrior (white)

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
14000	Dragon	1200	50	10	10	0	25	7500 / 2500 / 1750	-

Appearance: Tower of Lizard Valeth, Cave of Oblivion 4

Drow Shaman

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
1000	Mage	0	0	0	0	490	0	1500 / 500 / 300	Sap Power

Appearance: Solde Catacombs, Gorgha Cult HQ, Oddrock Caves, Cave of Oblivion 1

Dullahan

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
35000	-	6000	100	8	50	4500	25	- / - / 22400	Broken Armor, Broken Blade

Appearance: Tombs of Amenti

Dullahan Lord

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
40000	-	6000	250	50	65	3500	200	- / 120000 / 84000	Broken Bow, Broken Spear

Appearance: Palace of the Dragon

Elder Vampire

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
4800	-	200	0	20	20	120	15	3000 / 1000 / 700	Aqua Vitae

Appearance: Artolian Mountain Ruins

Eternal Chimera

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
40000	Beast	6000	400	30	65	5000	300	- / 24000 / 16800	Prismatic Missile, Shield Critical

Appearance: Palace of the Dragon

Forager

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
44000	Beast	6000	1000	10	15	5000	2000	- / - / 28000	Cranequin-Crossbow

Appearance: Celestial Castle

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Freya

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
360000	-	30000	5000	100	5000	5000	6000	0 / 0 / 0	-

Appearance: Ending "C" battle

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Freya (Seraphic Gate)

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
300000	-	30000	5000	100	5000	5000	5000	- / - / 0	-

Appearance: Seraphic Gate Section 2

Gabriel Celeste

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
800000	-							900000 / 300000 / 210000	-

Appearance: Seraphic Gate Section 2

Gandar

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
35000	-	0	50	25	0	5000	600	- / 0 / 0	-

Appearance: Palace of the Dragon

Gelatinous Ooze

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
7500	-	2200	10	25	60	2000	25	- / - / 1022	Foxglove, Iron Ore

Appearance: Citadel of Flame, Cave of Oblivion 2

Genevieve (Crell Monferaigne)

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
10000	-	500	0	0	0	500	5	0 / 0 / 0	-

Appearance: Crell Monferaigne (event battle)

Genevieve (Celestial Castle)

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
188800	-	7300	200	30	90	6500	2000	- / - / 140000	Ether Scepter

Appearance: Celestial Castle

Ghast

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
600	-	200	0	2	10	100	5	480 / 160 / 112	Leather Armor, Long Sword

Appearance: Artolian Mountain Ruins, Forest of Woe, Solde Catacombs, Cave of Oblivion 1

Ghoul

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
2000	-	120	0	0	0	100	5	0 / 0 / 0	-

Appearance: Opening event battle

Giant Lord

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
750000	-	15000	6600	30	180	15000	30000	900000 / 300000 / 210000	Holy Wand of Telos, Wand "Mystic Sage"

Appearance: Seraphic Gate Section 1

Giant Squid

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
42600	Holy, Poison	3500	100	30	115	2800	625	- / 8000 / 5600	Fresh Meat, Savory

Appearance: Sunken Shrine, Cave of Oblivion 2, 8

Gill-Man

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
15300	Poison	3800	10	30	100	2800	25	- / - / 980	Composite Bow, Silver Mail

Appearance: Sunken Shrine, Cave of Oblivion 1, 2

Gill-Man Leader

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
30000	Lightning	6000	150	10	125	2800	125	15000 / 5000 / 3500	-

Appearance: Seraphic Gate Section 4

Grave Mist

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
2500	-	1000	30	25	60	1000	225	2400 / 800 / 560	Sap Guard, Sap Power

Appearance: Black Dream Tower, Cave of Oblivion 1, 2, 3, 5, 6, 7

Greater Demon

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
22000	Demon	2400	0	0	5000	1600	150	- / 13000 / 9100	Poison Blow

Appearance: Oddrock Caves

Grey Bones

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
27000	Dragon	4800	200	30	85	4800	500	- / 8000 / 5600	Damascus Sword, Lucerne Hammer

Appearance: Palace of the Dragon, Celestial Castle, Cave of Oblivion 4

Gyne

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
18000	Mage	0	60	0	700	2500	2000	3000 / 1000 / 700	Noble Elixir

Appearance: Lost City of Dipan

Hamster

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
400000	-	12000	50	10	300	8000	25	3702 / 1234 / 863	Dainslef, Wand "Mystic Sage"

Appearance: Seraphic Gate Section 1

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Harpy (black)

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
22000	Fire, Flying	2600	10	18	50	4100	525	16800 / 5600 / 3920	Poison Blow, Prismatic Missile

Appearance: Lost City of Dipan, Cave of Oblivion 1, 2, 4, 5, 7, 8

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Armor
Items
Magic
Skills

Harpy (blue)

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
6000	Flying	900	50	40	50	600	325	7800 / 2600 / 1820	Invoke Feather, Rapid Bow

Appearance: Black Dream Tower, Cave of Thackus, Cave of Oblivion 1, 3, 4, 7, 8

Enemies

Harpy (gold)

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
23000	Ice, Flying	4000	400	30	100	3000	25	30000 / 10000 / 7000	Dark Savior, Reflect Sorcery

Appearance: Forest of Spirits, Cave of Oblivion 4, 8

Enemies

Harpy (green)

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
12000	Fire, Poison, Flying	650	10	10	30	400	25	30000 / 10000 / 7000	Bracelet of Zoe

Appearance: Salerno Academy, Cave of Oblivion 4, 8

Enemies

Harpy (purple)

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
30000	Flying	5200	50	35	65	4000	100	- / 25000 / 17500	Base Metal, Nightshade

Appearance: Celestial Castle, Cave of Oblivion 2, 3, 5

Enemies

Haunt

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
62000	Holy	6500	150	30	65	4500	800	150000 / 50000 / 35000	Heal, Sacred Javelin

Appearance: Celestial Castle, Cave of Oblivion 5, 6

Enemies

Hell Gaze

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
20000	-	6500	100	30	170	6000	1000	93000 / 31000 / 21700	Reflect Sorcery, Shield Critical

Appearance: Arianrod Labyrinth, Cave of Oblivion 8, Seraphic Gate Section 3

Enemies

Hell Servant

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
22000	-	2300	0	0	0	2600	2000	60000 / - / 14000	Dampen Magic

Appearance: Dark Tower of Xervah, Cave of Oblivion 8

Enemies

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
4900	Holy, Darkness, Poison, Demon	6200	45	100	50	4500	5	- / - / 455	Breastplate, Long Flail

Kraken

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
24000	Fire	1500	280	0	130	1000	25	72000 / 24000 / 16800	Dampen Magic

Appearance: Cave of Thackus, Cave of Oblivion 8

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Larvae

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
282600	-	8500	300	20	150	100	500	60000 / 20000 / 14000	-

Appearance: Seraphic Gate Section 2

Weapons

Armor

Items

Magic

Skills

Enemies

Lesser Demon

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
2400	Demon	1200	45	25	500	1000	25	1950 / 650 / 455	Bastard Sword, Lamellar

Appearance: Black Dream Tower, Dark Tower of Xervah, Cave of Oblivion 1, 2, 3, 5, 6, 7

Lesser Dragon

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
9000	Holy, Lightning, Poison, Dragon	1000	5	8	5	1200	115	15000 / 5000 / -	Holy Water

Appearance: Dragoncastle Caverns

Lesser Harpy

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
600	-	120	0	30	0	50	5	0 / 0 / 0	-

Appearance: Opening event battle

Lesser Vampire (black)

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
2500	-	624	0	10	40	0	100	2100 / 700 / 490	Broken Blade, Broken Spear

Appearance: Gorhla Cult HQ, Oddrock Caves, Brahms Castle, Cave of Oblivion 1, 2, 3, 6

Lesser Vampire (blue)

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
400	-	120	10	10	0	0	0	450 / 150 / 105	Sage, Vegetable Seed

Appearance: Artolian Mountain Ruins, Forest of Woe, Solde Catacombs, Gorhla Cult HQ, Oddrock Caves, Cave of Oblivion 1, 3, 6

Lesser Vampire (Seraphic Gate)

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
22600	-	6625	0	0	0	0	25	10800 / 3600 / 2520	Beast's Fangs, Burgundy Flask

Appearance: Seraphic Gate Section 4

Lizard Valeth

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
10000	-	100	20	0	0	1000	200	- / 0 / 0	-

Appearance: Tower of Lizard Valeth

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
400000	-	8000	3600	25	62	8000	500	- / 0 / 0	-

Mage Lord

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
12000	Poison, Mage	500	50	10	25	3600	2500	12000 / 4000 / 2800	Dampen Magic, Might Reinforce

Appearance: Palace of the Dragon, Celestial Castle, Cave of Oblivion 2, 3, 5, 6

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Mandragora

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
32500	Fire	5900	100	25	50	3500	625	12000 / 4000 / 2800	Dampen Magic, Shield Critical

Appearance: Forest of Spirits, Celestial Castle, Cave of Oblivion 7

Weapons

Armor

Items

Magic

Skills

Enemies

Manticore

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
13000	Beast	2200	130	25	80	1000	325	19500 / 6500 / 4550	Broken Blade, Broken Bow

Appearance: Tower of Lezard Valeth, Cave of Oblivion 3, 7

Weapons

Armor

Items

Magic

Skills

Enemies

Mantrap Plant

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
1800	Darkness, Fire	330	50	10	20	0	55	1590 / 530 / 371	Beast's Fangs, Vegetable Seed

Appearance: Nethov Swamp, Salerno Academy, Cave of Oblivion 2, 3, 5

Weapons

Armor

Items

Magic

Skills

Enemies

Mind Flayer

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
54900	-	10000	2000	40	80	9500	300	- / 53000 / 37100	Haste Ring

Appearance: Asgard Hill

Weapons

Armor

Items

Magic

Skills

Enemies

Mire Creeper

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
2200	-	1200	35	15	30	1000	225	2970 / 990 / 693	Bastard Sword, Lamellar

Appearance: Cave of Thackus, Cave of Oblivion 1, 5, 7

Weapons

Armor

Items

Magic

Skills

Enemies

Misery Seeker

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
47700	-	7800	50	18	150	100	25	24000/8000/5600	-

Appearance: Seraphic Gate Section 3

Weapons

Armor

Items

Magic

Skills

Enemies

Mithril Golem

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
100000	-	12000	0	0	0	4000	0	450000 / 150000 / 105000	Foxglove, Vegetable Seed

Appearance: Jotunheim Palace

Weapons

Armor

Items

Magic

Skills

Enemies

Monstrous Glowfly

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
7000	Darkness							6600 / 3300 / 2310	Normalize, Sap Guard

Appearance: Black Dream Tower, Cave of Thackus, Cave of Oblivion 1, 3, 5, 6, 7, 8

Monstrous Vermin

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
10200	Flying	5500	10	30	95	1000	25	7600 / 3800 / 2660	Feather, Iron Ore

Appearance: Celestial Castle, Cave of Oblivion 2, 4, 7, 8

Monstrous Viper

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
900	-	321	0	10	20	0	65	300 / 150 / -	Aconite, Broken Blade

Appearance: Dragoncastle Caverns, Cave of Oblivion 7

Mummy

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
45600	Fire	6100	150	18	120	100	1000	28500 / 9500 / 6650	-

Appearance: Seraphic Gate Section 3

Necro Centipede

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
41600	Poison	7100	400	28	150	6100	25	30000 / 10000 / 7000	-

Appearance: Seraphic Gate Section 2, 3

Necromancer

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
1000	Mage	0	60	15	30	600	400	1800 / 600 / 420	Icicle Edge, Stone Torch

Appearance: Gorgha Cult HQ, Oddrock Caves, Cave of Oblivion 1, 3

Necrophidius

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
3600	-	624	50	30	40	0	85	- / - / 630	Bastard Sword, Beast's Fangs

Appearance: Clockwork Mansion, Cave of Oblivion 1

Necrophiliac

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
6000	Poison, Mage	1800	10	25	60	2200	725	6000 / 2000 / 1400	Lightning Bolt, Mystic Cross

Appearance: Arkdain Ruins, Citadel of Flame, Cave of Oblivion 1, 3

Noble Vampire

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
10500	-	400	50	0	0	400	25	27000 / 9000 / -	Citrine

Appearance: Gorgha Cult HQ

Orbitous Dragon

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
10000	Holy, Dragon	5200	3000	25	30	3000	325	- / - / 10920	Aconite, Mithril Ore

Appearance: Cave of Oblivion 4

Phantom Lord

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
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45000	Holy	9000	900	30	80	6000	500	- / 32000 / 22400	-
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Appearance: Asgard Hill

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Pongo

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
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1000	Beast	180	0	0	0	0	25	525 / 175 / 122	Fire Lance, Normalize
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Appearance: Artolian Mountain Ruins, Cave of Oblivion 2

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Pongo Robustus

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
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2300	Darkness, Beast	380	50	10	25	100	25	1200 / 400 / 280	Long Bow, Short Spear
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Appearance: Nethov Swamp, Salerno Academy, Cave of Oblivion 2, 5

Ram Guardian

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
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25600	Dragon	10000	200	20	100	4000	800	- / 13000 / 9100	Ebony Powder, Vegetable Seed
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Appearance: Brahms Castle, Tombs of Amenti, Asgard Hill, Cave of Oblivion 7

Ramapithicus

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
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4000	Beast	180	0	0	10	10	400	- / 3800 / 2660	Mandrake
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Appearance: Solde Catacombs

Raver Lord

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
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16000	-	4000	100	30	70	200	750	60000 / 20000 / 14000	Tome of Alchemy
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Appearance: Arkdain Ruins

Red Lobster

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
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20000	Holy, Poison	3200	1800	35	135	2000	1000	- / - / 2100	Fresh Meat, Ghoul Powder
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Appearance: Sunken Shrine

Rib Forager

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
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6800	-	2800	50	25	40	2000	425	3300 / 1100 / 770	Estoc, Footman's Axe
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Appearance: Arkdain Ruins, Citadel of Flame, Cave of Oblivion 1, 3

Ridiculer

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
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18700	Mage	4900	100	10	90	4200	25	- / - / 2800	-
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Appearance: Arianrod Labyrinth

Roper

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
17200	Holy, Poison	3400	50	20	165	2800	1000	- / - / 1120	Broken Spear, Foxglove

Appearance: Sunken Shrine

Setkhefre

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
500000	-	20000	4000	20	150	30000	1000	450000 / 150000 / 105000	Noble Banish, Noble Elixir

Appearance: Seraphic Gate Section 1

Silver Golem

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
80000	Ice, Lightning	25800	1000	30	70	2200	800	- / - / 35000	Frigid Damsel, Poison Blow

Appearance: Arianrod Labyrinth

Sivapithecus

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
42000	Ice, Beast	3200	50	18	80	0	25	150000 / 50000 / 35000	-

Appearance: Forest of Spirits

Spectator

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
24600	Ice	4800	100	30	70	200	325	- / 6600 / 4620	Neckless Doll, Savory

Appearance: Arianrod Labyrinth, Cave of Oblivion 1, 2, 3, 5, 6

Stealer Robin

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
9000	Flying	3800	200	30	90	500	500	7500 / 2500 / 1750	Feather, Raptor's Claw

Appearance: Tombs of Amenti, Cave of Oblivion 2, 3, 5, 6, 7

Succubus

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
2000	Holy, Demon	500	0	8	10	2500	325	- / 500 / 350	Dampen Magic, Heal

Appearance: Brahms Castle

Surf

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
300000	-	9000	200	30	80	5000	1000	0 / 0 / 0	-

Appearance: Jotunheim Palace

Thaumaturgist

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
2200	Poison, Mage	700	30	35	0	500	125	2400 / 800 / 560	Heal, Shadow Servant

Appearance: Gorhla Cult HQ, Cave of Oblivion 3, 6

Two-Sword Fencer

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
13600	Dragon	3800	200	30	50	1500	25	- / 4000 / 2800	Fine Halberd, Silver Mail

Appearance: Cave of Oblivion 4

Unburied Dead

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
21600	-	5100	50	8	120	6100	125	15000 / 5000 / 3500	-

Appearance: Seraphic Gate Section 4

Undead Carcass

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
4600	Beast	1000	30	30	90	1000	25	- / - / 427	Mandrake, Raw Meat

Appearance: Dark Tower of Xervah

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Undead Slave

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
19000	Holy	4500	10	20	50	500	100	- / - / 1680	Guard Reinforce, Icicle Edge

Appearance: Tombs of Amenti, Cave of Oblivion 7

Unholy Terror

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
62000	-	6000	50	10	130	6100	1000	204000 / 68000 / 47600	Dimension Slip, Lapis Lazuli

Appearance: Seraphic Gate Section 3

Unliving Viper

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
52300	Holy	7200	10	0	0	7150	625	22800 / 7600 / 5320	-

Appearance: Seraphic Gate Section 3

Vampire Lord

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
5000	-	650	20	20	40	600	25	- / 600 / 420	Invoke Feather, Shadow Servant

Appearance: Brahms Castle

Vanir (black)

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
22000	-	4700	400	0	80	0	500	18000 / 6000 / 4200	Sap Guard, Sap Power

Appearance: Jotunheim Palace

Vanir (blue A)

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
14000	Posion	3500	100	20	80	0	25	18000 / 6000 / 4200	Guard Reinforce, Might Reinforce

Appearance: Jotunheim Palace, Asard Hill

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
6500	Darkness	420	10	25	30	500	25	1600 / 800 / -	Lightning Bolt, Mystic Cross

Appearance: Gorgha Cult HQ

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Wise Sorcerer (black)

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
10000	Poison, Mage	5000	30	25	0	5000	800	15000 / 5000 / 3500	Sap Guard, Sap Power

Appearance: Jotunheim Palace

Weapons

Armor

Items

Magic

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Enemies

Wise Sorcerer (blue)

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
5600	Poison, Mage	5000	10	20	65	3800	825	5400 / 1800 / 1260	Dark Savior, Shield Critical

Appearance: Lost City of Dipan, Cave of Oblivion 2, 7

Wise Sorcerer (dark green)

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
10000	Poison, Mage	5000	10	30	50	4500	1200	9600 / 3200 / 2240	Frigid Damsel, Guard Reinforce

Appearance: Tombs of Amenti, Cave of Oblivion 1, 2, 6, 7

Wise Sorcerer (dark yellow)

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
4400	Posion, Mage	2600	30	25	80	2000	700	5250 / 1750 / 1225	Invoke Feather, Stone Torch

Appearance: Tower of Lezard Valeth, Cave of Oblivion 2, 6, 7

Wise Sorcerer (green)

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
12500	Mage	1600	30	25	50	2000	25	45000 / 15000 / 10500	Holy Relic

Appearance: Black Dream Tower

Wise Sorcerer (Seraphic Gate)

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
260000	Poison, Mage	9900	30	25	0	9900	25	156000 / 52000 / 35400	-

Appearance: Seraphic Gate Section 2

Wraith

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
100000	-	4900	10	20	60	13000	300	- / - / 70000	Magic Charm

Appearance: Sunken Shrine

Wraith Lord

HP	Weak	ATK	RDM	DEF	AVD	MGC	RST	EXP	Drop Items
65000	Holy	4800	80	30	70	5200	2900	- / - / 70000	Frigid Damsel, Poison Blow

Appearance: Arianrod Labyrinth

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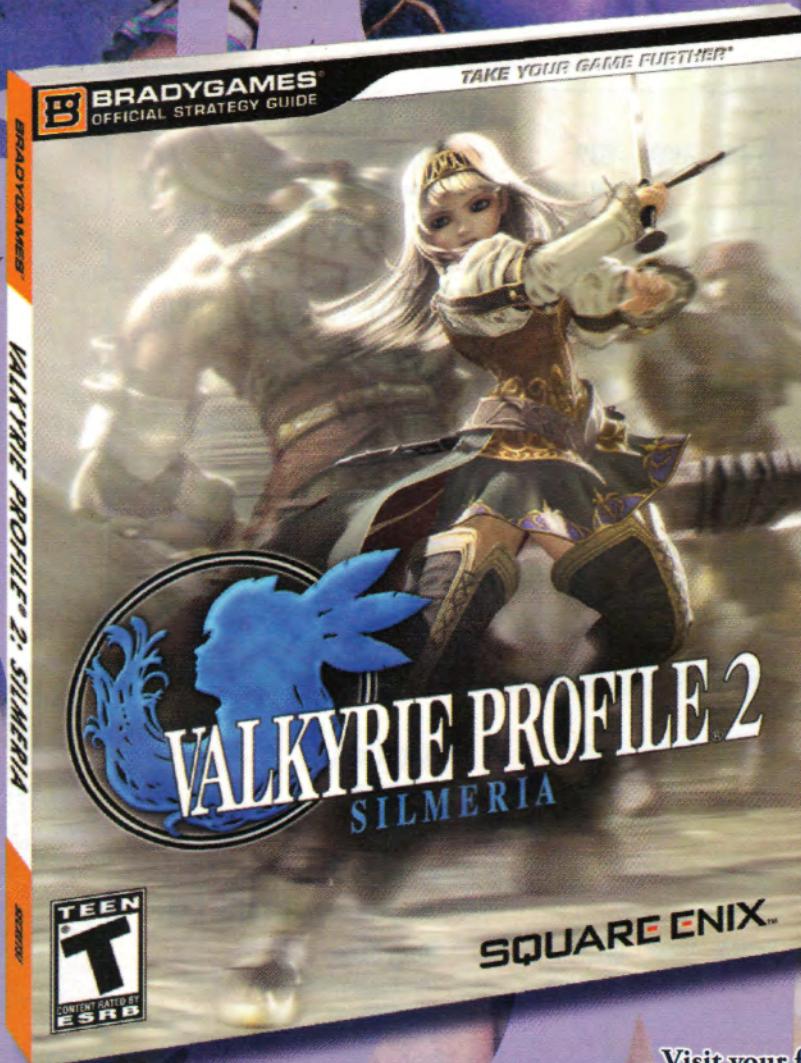
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VALKYRIE PROFILE[®]

LENNEITH

Official Strategy Guide

Written by Beth Hollinger and Greg Sepelak

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An Imprint of DK Publishing, Inc.
800 East 96th Street, Third Floor
Indianapolis, Indiana 46240

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ISBN: 0-7440-0828-X

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 05-1 shows that the first printing of the book occurred in 2005.

09 08 07 06

4 3 2 1

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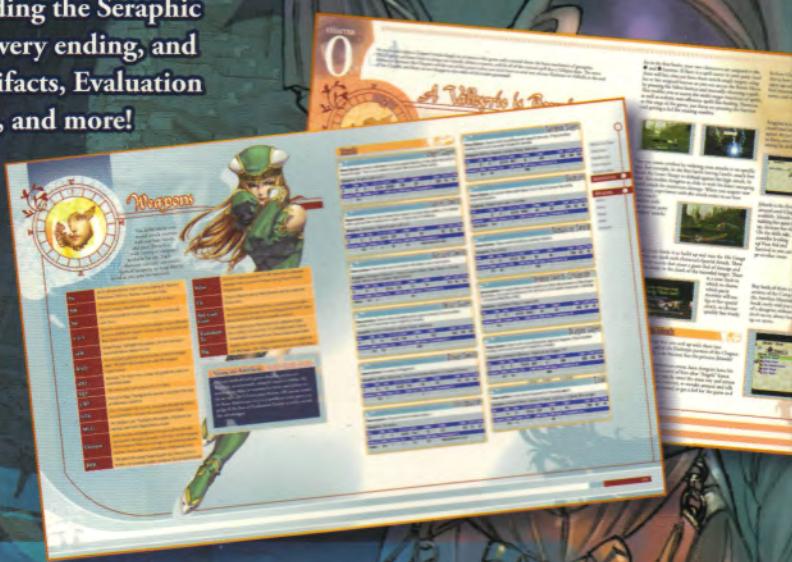
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Chapter Six

The Facts About Chapter 6

Dungeons in Chapter 6

Name of Dungeon	Easy	Normal	Hard
Lost City of Dipan	X	X	X
Sunken Shrine	-	-	X

Recruitable Einherjar

Name	Easy (by pattern)				Normal (by pattern)				Hard (by pattern)				Location
	1	2	3	4	1	2	3	4	1	2	3	4	
Badrach	-	-	X	-	-	-	X	-	X	-	X	-	Villnore
Grey	-	-	-	X	X	-	X	X	X	-	X	-	Arkdain Ruins
Jayle	X	X	X	-	X	X	X	-	-	X	X	X	Crell Monferaigne
Shiho	X	X	-	X	X	X	-	X	X	X	-	X	Hai-Lan

Artifacts

Name of Artifact	Easy	Normal	Hard	Send to Odin?
Dragoon Tyrant	X	X	X	Yes
Rust-Red Circlet	X	X	X	No
Reflect Armor	-	-	X	No
Slashing Sword "Farewell"	-	-	X	Yes
Tear of the Cosmos	-	-	X	No

Einherjar Requirements for Chapter 6

- Hero Value: 100+
- Class: Sorcerer
- Personal Characteristic(s): Brave
- Skills: Hit, Monster Int

Ending A Dos and Don'ts for Chapter 6

- Transfer Lucian to Freya at some point during Chapter 6, if you haven't already.
- Including Lucian, restrain your transfers to three people in total for Chapters 5 and 6 combined.
- Recruit all of the Einherjar available.
- Remove Valkyrie's Niebelungen Ring before starting Sacred Phase.

Only the Brave Need Apply

This time around, Freya wants brave sorcerers and people with the Hit and Monster Int skills. If you haven't already done so, send Lucian up to the Aesir Army, especially if you are trying to get the A Ending. As for a sorcerer, any of those you've recruited lately will do. Just equip them with a Flame Bandana to up their courage quotient.

Characters with the Brave trait are as follows: Janus, Grey, Jayle, and Suo. You can find the book that teaches Hit in chests in the Black Dream Tower and the Dark Tower of Xervah. You can also transmute a book of Magic Pow into this skill.