



VALKYRIE PROFILE®

Covenant of the Plume™

COVERS NINTENDO DS™

BASED ON A GAME
RATED BY THE
ESRB **TEEN**
T

SQUARE ENIX®

Written by Dan Birlew



VALKYRIE PROFILE[®]

Covenant of the Plume[™]

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Tactics
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Part One: Tactics

Valkyrie Profile: Covenant of the Plume is a turn-based strategy role-playing game for the Nintendo DS handheld gaming system. This is the third game in the series, following Valkyrie Profile (1999) and Valkyrie Profile 2: Silmeria. Covenant of the Plume features the valkyrie Lenneth, who struggles to reconcile the will of the gods with that of mortals.



The story and gameplay flow are strikingly different than previous series iterations. *Covenant* focuses on new character Wylfred, a youth whose father Thyodor was killed in battle and appointed einherjar by the valkyrie. Seeking vengeance, Wylfred sets out to confront the Battle Maiden. Striking a pact with the denizens of Niflheim, Wylfred receives the Destiny Plume. The Destiny Plume allows Wylfred to unlock an ally's potential, making that person indestructible and all-powerful for one battle. However, the ally permanently dies afterward, and Wylfred's destiny is changed.

Battles are played in "rounds," with the player controlling four characters who each get one "turn" per round. The enemies also each get one turn, during the "Enemy Phase." The objective of every round is to defeat as many enemies as possible, thus limiting the amount of retribution the characters stand to suffer when the enemies get their turn. When a character moves within attacking range of an enemy, the player can initiate combat. If other characters are also in range of the same enemy, they can assist. Thus, characters only get one chance to move per round, but they can attack multiple times if properly positioned.



With several characters attacking a single foe simultaneously, the Attack Gauge fills and a Soul Crush occurs. The Soul Crush is a limited time period in which one character may perform his/her trademark special attack. If that character's special attack refills the Attack Gauge, then another character can perform his/her own special attack. And so forth, until all four characters have engaged a Soul Crush.

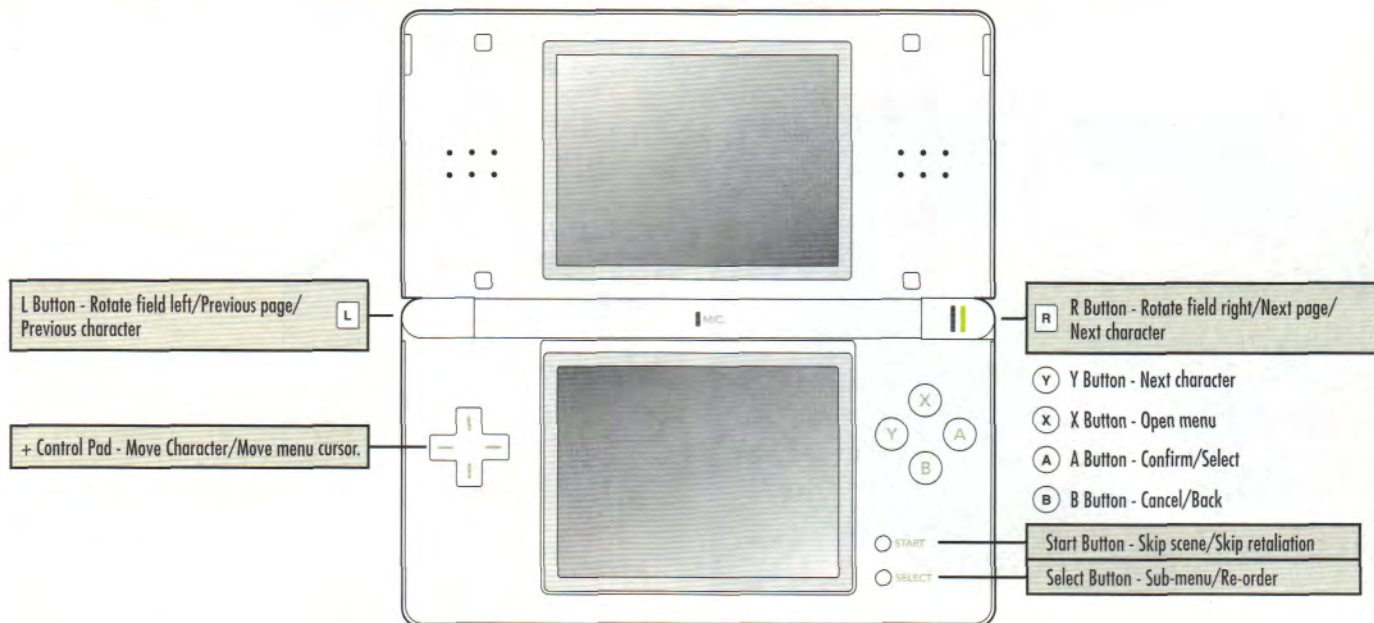
Battles are won when the pre-set objective is achieved. The four main types of objectives are: destroy all opposition, defeat the enemy leader, defeat a character or boss, or rescue a game-controlled ally from being killed.



The story and progression of battles follows three main "routes." Use of the Destiny Plume determines which route the player follows and which battles are fought. When the player has achieved victory in all battles and confronted the final boss, the game is won. The player can then save the game and play again with bonuses carried over from the first game. *Covenant* also features a bonus dungeon called Seraphic Gate, which is unlocked by completing all three routes in the main game.



CONTROLS



SCENARIO PROGRESSION

Covenant of the Plume is a game with three sides to the story. The player follows one story (called a route) per game. The route changes with use of the Destiny Plume.

CHAPTERS

The game is broken up into "chapters" wherein story sub-plots begin and end. At the beginning of each new chapter, the main protagonist Wylfred meets new characters that need or want his help. The allies then become embroiled in a series of battles that change the political and emotional makeup of the land, for better or worse. Use of the Destiny Plume changes the title of the next chapter, and also alters the story.

EVENTS

The story progresses in short scenes depicting the characters conversing with one another. While an event transpires, press **(A)** to advance or skip dialog, or press Start to skip scenes altogether.



ROUTES

The player starts in Route A and remains there from chapter to chapter if the Destiny Plume is not used. The exception is Chapter 2, where the route is determined by the player's choice of destination at the end of Chapter 1. If the player uses the Plume once during Chapter 2, the game changes to Route B. Two uses of the Destiny Plume in Chapter 2 change the game to Route C. The player can also change the route by using the Plume in subsequent chapters.

ROUTE DIFFICULTY

Changing the route also changes the difficulty of the game. The initial route, Route A, is the hardest route to clear. In fact, Route A is too challenging to clear in the first game. Route B is less difficult, and Route C should be considered "easy." Thus, the player should resolve to using the Destiny Plume twice during the first game and completing Route C, making Routes A and B easier to clear in subsequent plays. Each route has a unique ending. Eventually, you must view all three endings to unlock Seraphic Gate mode.

ROUTE DIFFICULTY COMPARISON

ROUTE A FEATURES	ROUTE B FEATURES	ROUTE C FEATURES
More instances of 2-3 successive battles without being able to save between.	The last two battles of chapters don't allow saving between.	Can save between every battle.
More enemies with higher parameters.	A few enemies with high parameters, but mostly standard foes.	Fewer enemies of lesser challenge.
Greater difficulty and fewer opportunities in acquiring plunder from defeated foes.	Good quantities of plunder with mixed chances to acquire from enemies.	Many enemies drop plunder with 100% probability when defeated.
Rare occurrence of hidden items per battle.	Several occurrences of hidden stage items.	Large quantities of items hidden in every stage.
More battles with high Sin score requirements.	Several battles with moderate Sin score requirements.	Fewer battles with Sin score requirements.
Difficult to earn Rank A Spoils of Sin.	Possible to earn Rank A Spoils of Sin through consistent teamwork.	Easier to earn Rank A Spoils of Sin
Nearly impossible to complete on the first try.	Very difficult to complete on the first try.	Greater ease of completing the game on the first try.

WORLD MAP

Between events and battle, the player may navigate the party from one location to the next using the World Map. New locations on the World Map display as the player progresses through chapters. Locations of interest that the player may visit are highlighted with white font. Inactive locations that the player may not visit are marked with grayed-out font. To keep the game moving, use the World Map to find a new location to visit.



WORLD MAP CONTROLS

CONTROL	WORLD MAP FUNCTION
Directional pad	Move feather cursor.
L and R	Move cursor to next/previous available location.
A	Visit location.
B	Increase cursor speed.
X	Open Menu.

LOCATION POINTS

While viewing and navigating the World Map, the upper screen of the Nintendo DS system displays a drawing of the entire continent. Pointing the cursor at a location displays the destination name and a brief description in the upper window. Colored points on the drawn map show recent and active locations. The color of the point indicates what the player stands to find when visiting a location:

POINT	MEANING
	Peaceful town (shop or event available)
	Current town location
	Current location, no further activity
	Main battle location
	Optional sub-battle location



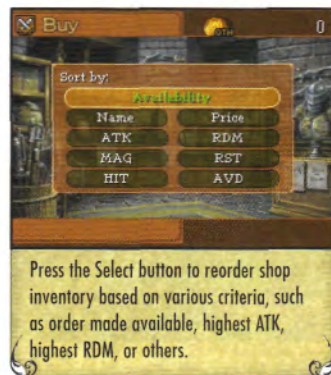
TOWN MENU



Upon entering a World Map location marked by a blue dot, the Town menu is displayed. The Town menu allows the player to purchase items and equipment from the shop, or to visit the local tavern and listen to the regional gossip. The appearance of a separate option above the Town menu allows the player to engage events or battles available at the town.

SHOP

While visiting a town the player may stop by the local merchant to purchase important items, such as weapons, armor, accoutrements, skills, spells, and provisions. The inventory available in the shop changes, growing larger and including better finds in each subsequent chapter. Be sure to stop by the shop at the start of each new chapter to equip your characters properly for the battle to come!



Some items to purchase and always have on hand include:

Warrior's Arcanum

Restores 300 HP. As your characters reach higher levels, Apothecary's Arcanums and Witch's Arcanums become preferable to these.

Honeysuckle Dew

Cures poisoning. Many enemies inflict poison with their attacks. Also cures those who have trudged through a poison bog.

Pearl Grass

Cures paralysis. A surprising number of enemies can paralyze your characters.

Thaw Water

Cures freezing. A great many enemies are capable of using cold attacks and cold magic that can freeze a character.

Union Plume

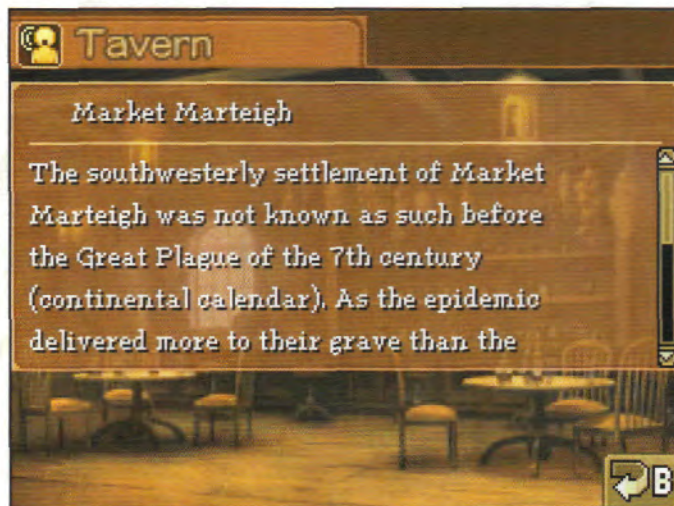
Revives a dead character. Death becomes a minor setback instead of a handicap when plenty of these are on hand.

HANDY DATA

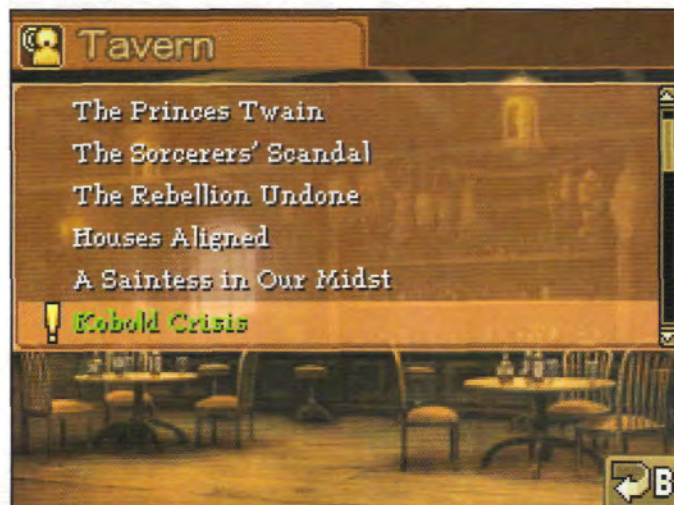
Note the upper screen display while visiting a town. Helpful information is shown, such as the current chapter, party location on the World Map, total Oth (coin), and game time.

TAVERN

The tavern allows the player to learn gossip or lore about events that are transpiring. Ailyth informs Wylfred if new gossip is available when he visits the tavern. New lore becomes available in each chapter, with newly available items displayed in green font. Each article of lore contains further background regarding political characters and historical happenings that shape current events.



Viewing certain items marked with a "!" at the beginning causes sub-battles to appear on the World Map. Sub-battles are fun, optional skirmishes to complete for extra experience and coin. Scoring Sin is not required in a sub-battle. Sub-battles are a great way to "train" characters for the real battles.



MENU

While visiting a town or navigating the World Map, press (X) to open the Main Menu. The Menu allows the player to change the equipment, attacks, and skills of characters, as well as save the game and several other functions.



ALLOCATION



The Allocation screen allows for the changing of a character's equipment, attacks, or skills. The player can also view magic spells or character profiles. Press the (L) or (R) buttons to select the character to allocate.

ARMAMENTS

The Armaments screen allows a character to equip new arms, armor, helmets, greaves, and accoutrements. Parameter and elemental benefits display in the upper screen prior to equipping the item: green numbers indicate a beneficial rise in the character's attacking or defensive power; red numbers indicate a decrease, making the item less favorable than what is currently equipped. Press the (L) or (R) buttons to change characters while viewing the Armaments screen.



ATTACKS, GUARD FACTOR, ELEMENTS, AND SPECIAL ATTACKS

When equipping new arms and armor, pay attention to the large blue numbers next to the sword and boots icons. The sword integer represents the number of attacks the weapon allows. Weapons with more attacks are favorable for raising the Attack Gauge and activating a Soul Crush. However, sometimes a weapon has fewer attacks but greater ATK power than your current one. Multiply the number of attacks by the ATK parameter to determine which sword is really the better. For instance, a 3-attack sword with ATK 80 (3x80=240) is better than a 2-attack sword with ATK 95 (2x95=190), even though the latter sword appears to give the character a better increase.

"SP" appearing in the character's "Attack" line means that the weapon allows the character to participate during a Soul Crush by executing a special attack. If you decide to equip a weapon without a special attack, keep in mind that your chances of defeating more powerful enemies are lessened.

The number next to the boot icon is the Guard Factor. This indicates how many attacks a character can guard against should the chance to defend against an attack succeed. Once a character sustains that many attacks, guard may break with an audible crash, and the character can be struck thereafter.

ATTACKS

Each character is capable of performing 1-3 attacks and a special attack based on the weapon equipped. The character's attacks each have names and descriptions. Attacks can be reordered to suit your preference, as well as for strategic reasons. To change attack order, move the cursor to the one you wish to change and press (A) to grab it. Then, move the attack to the desired slot and press (A) again to confirm the switch or change. For instance, if an attack launches the target into the air, consider moving it to the bottom slot to avoid causing other characters' attacks to miss. Use the descriptions to determine how to reorder each character's attacks.

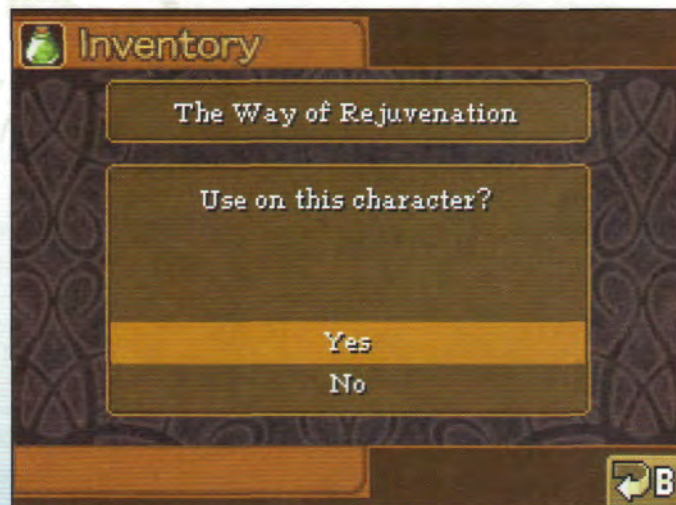


CHANGE THE SPELL CAST DURING ATTACKS

Sorcerers and sorceresses get only one attack and one special attack. Change the character's attack to a different spell during deployment in order to achieve an elemental advantage over the enemies appearing in the next battle.

SKILLS

Skills give characters the advantage in battle, because most enemies cannot employ them. The characters can learn skills of two types: Tactics and Techniques. Teach your characters new skills by purchasing "The Way of" or "The Art of" items in the shop, or by obtaining them during battles.



TACTICS



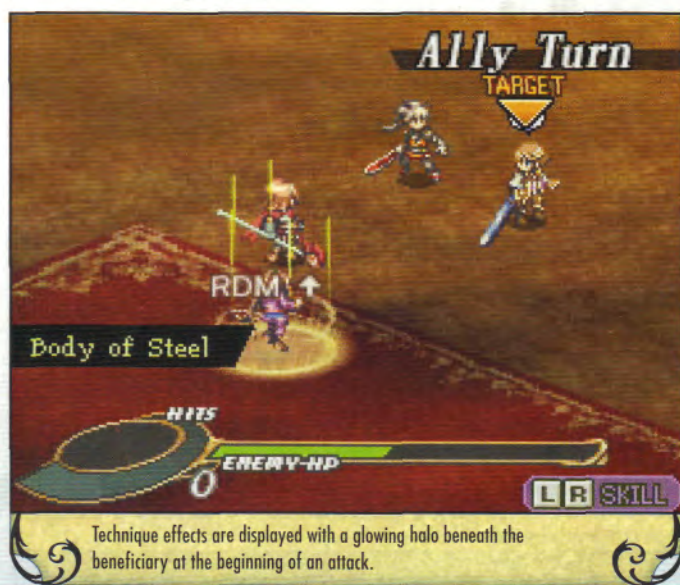
Tactics are skills that can be used in battle to give characters the advantage. Tactics require AP to use. If the character does not have enough AP to use the desired Tactic, then do not use skills or spells for several rounds in order to regain enough AP.

Some basic Tactics available in the shop should be learned by every character:

The Way of Dashing (Dash)
Allows the character to move three additional spaces at the end of his/her move, regardless of terrain type.
The Way of Pacification (Pacify)
"Convinces" the target enemy not to attack the character during the next Enemy Phase. Use this to prevent a weakened character from being killed.
The Way of Consecration (Consecrate)
Cures Curse, Poison, or Silence status conditions automatically for five rounds.

TECHNIQUES

Use the Techniques screen in the Skills menu to equip characters with these protective talents. Techniques are skills characters can equip prior to battle in order to receive the benefits throughout. Each Technique has a CP cost. Therefore, the player's total CP determines how many Techniques he/she can equip. For instance, if a character has only 24 CP, then he or she cannot equip both First Aid (15 CP) and Body of Steel (10 CP). However, he or she could equip Body of Steel (10 CP) and Grave Blessing (10 CP).



Technique effects are displayed with a glowing halo beneath the beneficiary at the beginning of an attack.

A character's CP increases by one or more randomly determined points every time he or she levels up. Additional Technique slots appear when characters reach unknown milestones of CP. CP and Technique slots carry over from one game into the next, giving characters who appeared in previous games an advantage.



The best way to know when the character gains CP or Technique slots is to check the Technique screen between each battle.

Some basic Techniques available in the shop that every character should learn include:

(The Art of) Body of Steel
Increases RDM by a percentage, reducing the amount of damage sustained from attacks.
(The Art of) Enlightenment
Increases MAG, enabling spellcasters to inflict more damage with their attacks.
(The Art of) Resist Magic
Increases RST, reducing the damage sustained from magic attacks and improving the chances to resist status impairments.

PLUME SKILLS

Each time Wylfred uses the Destiny Plume on an ally, he also performs a Plume skill. The skill depends on the character sacrificed. For instance,



Wylfred learns Vali's Awakening by having to use the Plume on Ancel in STAGE03. Afterward, these skills then appear in Wylfred's skill list just like Tactics. However, the difference is only one Plume skill can be used once per battle. Wylfred retains learned Plume Skills from game to game.

PLUME SKILL	DESCRIPTION	AP COST	ROUNDS EFFECTIVE	SACRIFICE
Vali's Awakening	Doubles all traits and draws enemy attacks.	80	2	Ancel
Gleipnir's Bonds	Paralyzes all non-leader enemies.	80	*	Cheripha
Angrboda's Allure	Poisons all enemies.	50	*	Reinhilde
Hoenir's Arc	Expands attack range by two panels for all allies.	80	3	Valmur
Baldr's Pact	Negates damage to self and inflicts double on enemy. Cannot be compounded.	80	2	Darius
Ratatoskr's Scandal	Damages all but self and leaders by half of their max. HP. Cannot reduce HP below 1.	100	—	Mireille
Avalanche of the Jotun	Freezes all non-leader, non-human enemies.	80	*	Mischka
Veigr's Warcry	Adds sudden death effect to all allies' attacks.	80	3	Gwendal
Fafnir's Heart	Instantly revives any fallen allies. Cannot be compounded.	80	3	Phiona
Hoard of the Dvergar	Yields more purple and shining gems for allies.	80	3	Earnest
Biflindi's Shield	Halves ATK of all enemies.	80	3	Heugoe
Inspiration of the Altar	Eliminates AP costs for all allies.	100	2	Duwain
Vidar's Hush	Silences all enemies.	80	*	Lockswell
Eir's Mercy	Restores all allies' HP by 80% of max. HP at beginning of round.	80	4	Rosea
Kvasir's Mead	Negates all magic damage against allies. Cannot be compounded.	80	3	Lieselotte
Andvari's Bequest	Curses all enemies.	80	*	Fauxnel
Hervor's Blessings	Halves all enemies' RDM.	80	3	Natalia
Hod's Smiting	Renders all allies' normal attacks critical.	80	3	Ushio
Fury of the Aesir	Negates all physical damage against allies. Cannot be compounded.	80	3	Auguste

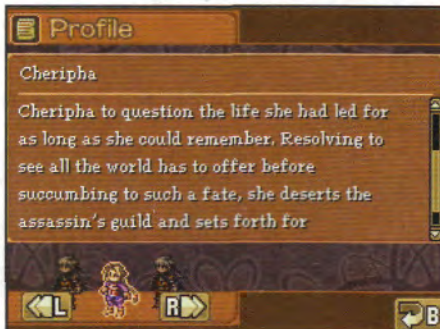
*Effect lasts as long as the associated status.

MAGIC

The Magic screen allows the player to view a spellcaster's magic spells. Refer to this list and then check the shop to see if new spell tomes are available.

PROFILE

Contains the character's profile, indicating some background and history. Equipping a character with a Truthade accoutrement changes his/her profile to a far more humorous version. Truthades are available in Seraphic Gate.



INVENTORY

The Inventory screen allows for the use of items on characters between battles. Use skill tomes and spell codexes to teach new abilities to characters, or use provisions such as Expert's Experience, Ambrosia, or Golden Eggs to improve character parameters.



SYSTEM

The System screen allows the player to change various game options, same as the "Configuration" option on the start screen. Settings include cursor orientation and display of help text during battle, brightness, sound volume, and whether character voices play during attacks.



DATA

Choose this option to save your progress or load a previously saved game. Saving is only available on the World Map and between chapters.

CHARACTER STATUS

Under many various circumstances, such as when viewing the shop list or the menu, the Character Status screen appears in the upper screen. Change which character to display by pressing the **L** or **R** buttons.



GUEST

Displayed if the character is a guest member, not in the party. Guests cannot change equipment or learn new skills or spells.

Class Icon

Indicates the class of the character, which determines how far the person can move and his/her attack range.

Name

The character's name.

HP

The points of damage the character can sustain before dying.

AP

The points the character can use to activate Tactics or cast magic spells. Always 100 maximum for every character.

EXP

Total experience points. The gauge fills to indicate progress toward the next level.

ATK

Power of physical attacks. Increases when better arms are equipped.

MAG

Power of magic attacks. Important for sorcerer/sorceress characters. Increases when better staves are equipped.

HIT

The character's chance to hit the target.

AVD

The character's chance to avoid attack by dodging.

RDM

The character's ability to reduce damage from physical attacks, and his/her chance to block attacks completely.

RST

The character's ability to resist magic attacks, reduce damage sustained from spells, and avoid status conditions.

Attacks

The number next to the sword icon represents the number of attacks allowed by the equipped weapon.

Moves

The number next to the boots icon represents the number of spaces a character can move each turn.

ATTACK

Icons on this line indicate any elemental attacks of the character's arms. Inflicts additional damage to susceptible enemies. Also, whether the armament allows for special attacks (SP).

DEFENSE

Icons on this line indicate any elemental defenses of the character's armor. Further reduces damage from such elemental attacks.

Lv

The character's current experience level. Reaching new levels raises all parameters.

Help Window

The large window displays description text of the item, skill, spell, or other selection from the lower screen.

RECRUITMENT

Following a specific route in the game determines which characters shall permanently join the party as shown below. For instance, the player can mix characters by participating in Chapter 2 Route A to recruit Darius and Gwendal, and then complete Route C to recruit Rosea, Duwain, Reinhilde, and Auguste. Keep in mind that Cheripha and/or Lockswell must be sacrificed in order to progress in Routes B or C.

Prologue-Chapter 1		
Cheripha Lockswell		
CHAPTER 2 ROUTE A	CHAPTER 2 ROUTE B	CHAPTER 2 ROUTE C
Darius	Earnest	Heugoe
Gwendal	Natalia	Mireille
—	—	Mischka
CHAPTER 3-6 ROUTE A	CHAPTER 3-6 ROUTE B	CHAPTER 3-6 ROUTE C
Ushio	Lieselotte	Rosea
Fauxnel	Valmur	Duwain
—	Phiona	Reinhilde
—	—	Auguste

CLASS

A character's class determines the kind of weapons and armor he/she can equip. Those factors determine the character's movement and attack range, as indicated below.



Wylfred can move four spaces per turn and attack enemies one space away because he is a swordsman.

SWORDSMAN/SWORDSWOMAN

	Move Range	4
	Attack Range	1
Characters		
Wylfred, Darius, Mireille, Lenneth, Hrist		

LANCER

	Move Range	3
	Attack Range	1-2
Characters		
Heugoe, Earnest, Duwain, Roienbourg		

GIVER OF LIFE

	Move Range	5
	Attack Range	1-2
Characters		
Freya		

WARRIOR

	Move Range	3
	Attack Range	1
Characters		
Ancel, Gwendal, Mischka, Phiona, Kristoff, Arngrim		

ARCHER/ARCHERESS

	Move Range	3
	Attack Range	2-4
Characters		
Cheripha, Valmur, Reinhilde		

HOUND OF HEL

	Move Range	4
	Attack Range	1-2
Characters		
Ailyth		

ROGUE

	Move Range	5
	Attack Range	1 (non-diagonal)
Characters		
Natalia		

SORCERER/SORCERESS

	Move Range	3
	Attack Range	1-3
Characters		
Lockswell, Rosea, Lieselotte, Fauxnel, Langrey		

SAMURAI

	Move Range	5
	Attack Range	1
Characters		
Ushio		

PUGILIST

	Move Range	5
	Attack Range	1 (non-diagonal)
Characters		
Auguste		

MONSTER CLASSES

Many adversaries are humans with class restrictions just like the characters. Monsters, however, have their own distinct classes that determine how they move and attack. Flying animals have no terrain restrictions, and are capable of passing over most tiles regardless of height or distance.

CLASS	MOVE RANGE	ATTACK RANGE
Wolf	4	1
Kobold	4	1
Bat	4 (Flying)	1-2
Ghoul	4 (Flying)	1-2
Aello	4 (Flying)	2-3
Fish	4 (Flying)	1-2
Ghost	4 (Flying)	1-2
Beetle	4 (Flying)	1-2
Mandradora	4	1
Lizard Man	5	1
Dragon	3	1-2

CLASS	MOVE RANGE	ATTACK RANGE
Vampire	4 (Flying)	1-2
Living Armor	5	1
Golem	3 (Flying)	1-2
Griffin	4 (Flying)	1-2
Flame	1 (Flying)	1-4
Garm	1 (Flying)	1-6
Hamster	4	1-2
Gabriel Celeste	3 (Flying)	1-3
Ethereal Queen	3 (Flying)	1-3

Part ONE
Tactics
Part TWO
Tactics
Part THREE
Tactics
Part FOUR
Tactics
Part FIVE
Tactics

BATTLE FLOW

There are many steps to battles, all of which occur in a logical and simple order.

DEPLOYMENT

With the exception of the first battle, the Deployment screen appears prior to every battle. Choose the top option, "Deployment," to reorder the party or place new characters in the lineup. The slot assigned determines where characters are positioned on the field at the start, and also what button their attacks are assigned to. The second option allows you to open the menu, aside from the save or change settings functions. "Engage" begins the battle.



ONSCREEN DISPLAY



- 1 Stage name.
- 2 Round number.
- 3 Character or enemy parameter display.
- 4 Leader indicator. Defeating the leader is sometimes the objective.
- 5 Character or enemy status condition.
- 6 Sin meter indicating accumulated/sought.
- 7 Red squares indicate attack range of selected character.
- 8 Blue "!" marks over allies' heads indicate that they can assist in the attack.
- 9 Target indicator. Use the d-pad to change targets when multiple are in range.
- 10 Condition indicator. Appears over characters' and enemies' heads to indicate status impairment. Invisible when condition is normal.
- 11 Character indicator. The character initiating the action is marked with a sword cursor.
- 12 Siege benefit. Auras shining from beneath allies means that they can attack with benefits as a result of their alignment in a siege formation.
- 13 Action icon. Indicates the action about to be performed.
- 14 Cancel reminder. Press B to cancel action and movement.

ROUNDS

Battles take place in rounds. A round consists of an Ally Phase and an Enemy Phase. Certain skill and spell effects last for a specific number of rounds. That's why keeping track of rounds is important.

PHASE

During the Ally Phase, the four characters controlled by the player each get a turn to move and take action. When all four characters have completed their turns, the Enemy Phase begins. During their phase, all enemies have a turn to move and take action. Thus, it becomes important to defeat as many enemies as possible during the Ally Phase to prevent suffering casualties during the Enemy Phase.



TURNS

During the Ally Phase, each character gets one turn to move and take action. The character must move before attacking, using a skill, casting a spell, or executing some other choice. Cancel movement and action any time before completing a turn by pressing **B**.

SELECT CHARACTER

The first character in the lineup (the character assigned to **Y**) is the first selected. However, this character does not have to take his/her turn first. Strategically, it may be wiser to move archers and/or sorcerers first. Select the next available ally by pressing **Y**.

FREE CURSOR

Press **B** to de-select a character and free the cursor prior to moving. Use the d-pad to move the cursor to another character or to an enemy. The enemy's parameters display on the upper screen while the cursor points to them. Press **A** to display the enemy's attack range.



MOVE

At the beginning of an ally's turn, a movement grid appears overlaid on the terrain below them. The grid indicates how many spaces this character can move in any direction during that turn. Move the character by pressing the d-pad. When he or she is in the desired position, press **A** to complete the move and open the action menu. You may cancel a move by pressing **B**.



Terrain affects the ability to move. Non-flying characters cannot surmount ledges that are two tiles higher than their current. Characters also cannot drop more than two tiles during a move. In either situation, you must find a slope or stairs somewhere nearby in order to change levels.

Sand, snow, or magma terrain types restrict character movement to half of the normal spaces per turn. The best way to avoid terrain restrictions is by equipping characters with Safety Boots. Stopping on a poison bog tile inflicts poison status on the character, unless he or she is equipped with a Poison Check or Omnicheck, or if a protective skill is in effect. Stopping on a magma tile or magic floor tile inflicts damage to the character at the end of his/her turn.



ACTION MENU

After moving a character to the desired position, press **A** to open the Action menu. Select the icons in the Action menu and press **A** to execute them. Typical actions available include the following:



ATTACK

The first option on the Action menu is Attack. When Attack is chosen, the character's attack range is displayed around him or her with red tiles. Any enemies falling within the character's attack range become marked as a target. Multiple targets within range are all marked with targets, though only one is selected.

Use the d-pad to change the character's target when multiple are selected. Then, press (A) to initiate Attack. What happens next is described in greater detail in its own section further back.



Whenever possible, position your characters to attack enemies from the side or behind. Either type of attack increases the chances that the enemy may become confused and unable to retaliate.

If no enemies are in attack range, a failure buzzer sounds when the attack icon is selected. Choose another action to complete the character's turn.

HOLD POSITION

Choose Hold Position when no other actions are possible, when action is not desired, or when you wish to recharge AP. Characters recharge 20 AP (instead of 10 AP) each time they hold their position.



After choosing to hold position, choose which direction to face. This choice can sometimes be a strategic decision. Enemies frequently move to a character's side or flank to attack, attempting to surprise and confuse your allies so they cannot retaliate. By facing your characters a certain way, enemies may not be able to attack from your side or back. However, purposely facing the wrong direction is also a strategic decision. When given a choice, enemies always attack a character whose back is turned. If the character can withstand the attack, then the enemies may fall into a trap, making them easy to surround and overwhelm with a siege formation. But this won't work if one of your characters is badly wounded.

USE PROVISIONS



The provisions command enables characters to use items on themselves or targets in range. Item uses include healing characters, curing status conditions, boosting elemental immunities, reviving dead characters, or using elemental attack items against enemies.

CHANGE ARMS

Enemies sometimes drop great weapons when defeated. Or, another weapon in your inventory may be better suited to dealing with the enemy at hand. Use the Change Arms command to change character armaments, and maintain the attack advantage.

EMPLOY TACTIC

Choose this option to activate any Tactics the character knows, such as Dash, Rejuvenate, Consecrate, et cetera. The character must have the required AP to activate a Tactic. If not, use the Hold Position command to regain AP until the Tactic can be used.



ENGAGE WITH TACTICS

Since the closest enemies are usually out of range and cannot be attacked in the first turn, use your first turn to advance and use Tactics to boost characters' skills. This helps your characters survive the difficult first rounds.

CAST SPELL

Sorcerers and sorceresses can not only use magic when they attack, but they can also cast spells from a distance. Support spells can be



cast on allies to heal them or cure conditions, boost their RDM, MAG, or ATK, and revive the fallen. Attack spells such as Fire Storm or Lightning Bolt can be cast on enemies from a distance, regardless of terrain height, without fear of retaliation.

UNLOCK ALLY POTENTIAL

The Destiny Plume icon appears only in Wylfred's Action menu. This action allows Wylfred to use the Plume to sacrifice an ally, also increasing that person's parameters ten-fold, making him/her super-powerful for the remainder of the battle. Characters are also restored to full health when their potential is unlocked. Allies receiving this benefit die in a special event following the battle, and cannot be revived for the remainder of the current game. The Destiny Plume can only be used on allies who have joined the party, not on guests.



The Destiny Plume can be used once per battle. Use of the Plume also triggers a special event wherein Freya discusses the situation with her fellow gods, making it clear that she will intervene if the Plume is used too often. Using the Destiny Plume too many times within the same chapter causes Freya to appear and engage Wylfred in battle. Freya is undefeatable, meaning that she kills Wylfred and the game ends immediately. In spite of the outcome, this is a fourth ending to the game that the curious can view at any time.



HIDDEN ITEMS



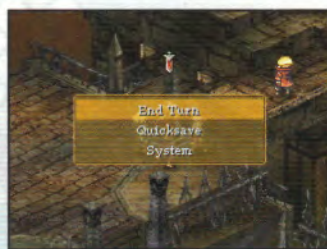
By stopping on certain tiles, characters can find hidden items. These item locations are marked on the maps in **Chapter Three: Walkthrough** and **Chapter Four: Seraphic Gate**. Equipping a Treasure Hunter accoutrement causes the hidden item to gleam on the map, revealing its location.



Equipping a Treasure Hunter accoutrement causes hidden items to shine in the field.

TURN MENU

During an Ally Phase, press **B** to free the cursor and press **X** to open the Turn menu. The simple options on the Turn menu enable you to end the Ally Phase immediately, "quicksave" your game, or change system options.



Ending your turn immediately is handy if you do not wish your characters to move or attack. Characters who have not used skills or spells during the Ally Phase regain 20 AP each time you skip a turn.

The quicksave feature allows you to create a temporary save during a battle. The Nintendo DS shuts down immediately. When rebooted, choose the Load Game option to load the quicksave and resume the battle. This is a handy feature when traveling with your handheld console.

ATTACK

After moving a character within range of an enemy and selecting the Attack command, the scene shifts to the attack screen. The attacking characters and the enemy appear in the lower screen. The upper screen shows the allies available to assist, their HP remaining, their button assignments, and their attacks remaining. During an attack, press the **Y**, **X**, **A**, and **B** to make all available allies attack the target.



ATTACK SCREEN DISPLAY



- 1 Attacking/assisting character.
- 2 Character HP.
- 3 Character attacks remaining.
- 4 Character button assignment.
- 5 Damage inflicted. Green numbers emanating from a target indicate healing.
- 6 Successive hits dealt to the target.
- 7 Attack Gauge. When filled, a Soul Crush is enabled.
- 8 Attack Gauge percentage. The number equivalent of the curved meter.
- 9 Enemy HP. Empties after each successful attack. Indicates how many more attacks may be required to kill enemy. Switches to the Sin Gauge when HP is fully depleted.

SIEGE FORMATIONS

Positioning two or more characters in the spaces on either side of an enemy and attacking enables a siege formation. A siege is indicated on the field by a glowing aura enveloping characters standing in formation. Characters standing in spaces diagonal to the formation can assist in the attack, but are not part of the siege. Placing additional characters in line makes them part of the siege.



For instance, it's possible to place Wylfred and Heugoe in front of an enemy and Cheripha and Lockswell behind, and they will all be part of the siege because they fall within the formation. While placing characters on all four sides of the enemy would form a better siege, sometimes terrain or obstacles get in the way of formations. Whatever formation is used, try to position all characters within the siege so they receive the benefits.



Sieges enable benefits such as increased damage, greater chance of gaining multiple extra attacks, and increased Attack Gauge points per hit. More points going to the Attack Gauge per hit improves the chances to enable a Soul Crush and use the characters' special attacks to finish off the enemy. But only the characters standing in the formation receive the benefits; other nearby characters can assist, but their attacks do not receive the benefits of the siege.

Siege formations also increase the chances of receiving plunder from the enemy, when available. The chance to receive plunder increases based on the number of characters standing in the formation. So even in Raid formations where two characters initiate the siege, additional characters



properly aligned help increase the chances of making the defeated enemy drop an item. Characters assisting from diagonal spaces do not raise the chance to receive plunder.

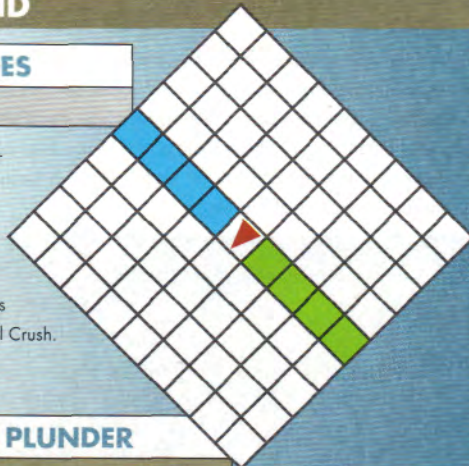
The importance of siege formations in winning the game cannot be emphasized enough. Especially when attempting to defeat boss enemies with extremely high RDM, RST and HP, forming a siege around the foe is essential. Otherwise, the party cannot as easily deplete the enemy's HP, and the foe may get an opportunity to retaliate, heal, and kill allies. Siege formations are also the key to scoring high amounts of Sin during an overkill.

FLANK RAID

ADVANTAGES

Attack Gauge +10%

Position allies on either side of an enemy and attack. While not as effective as other siege formations, this formation still increases the likelihood of a Soul Crush.



INCREASED PLUNDER

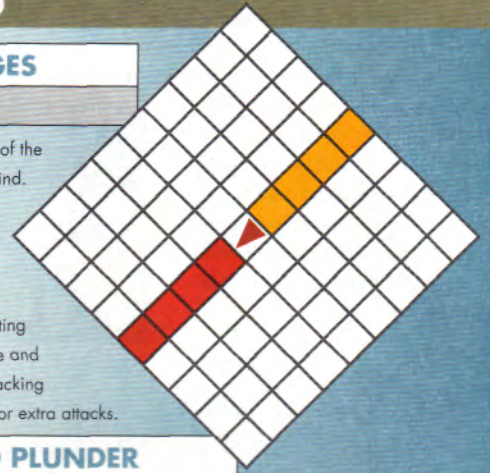
CHARACTERS ASSISTING	PLUNDER CHANCE INCREASE
2	+10%
3	+20%
4	+30%

AXIS RAID

ADVANTAGES

Attack Gauge +20%

Position allies in front of the enemy as well as behind. Each character behind the enemy increases the chances of fazing the foe, temporarily negating their ability to retaliate and giving subsequent attacking characters a chance for extra attacks.



INCREASED PLUNDER

CHARACTERS ASSISTING	PLUNDER CHANCE INCREASE
2	+10%
3	+20%
4	+30%

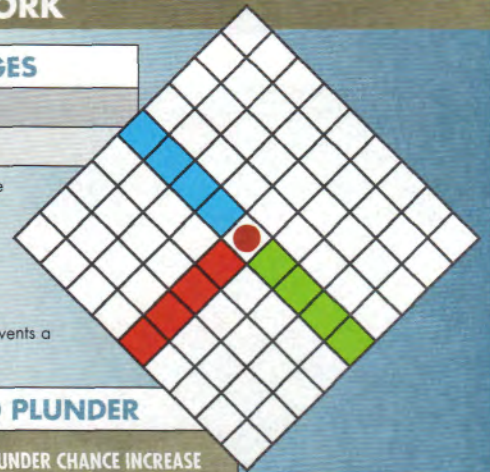
TRINITY FORK

ADVANTAGES

Attack Gauge +20%

Attacks Replenish

Position allies on three sides of an enemy. Great when the enemy is positioned near a wall or other field obstacle that prevents a Grand Cross.



INCREASED PLUNDER

CHARACTERS ASSISTING	PLUNDER CHANCE INCREASE
3	+40%
4	+60%

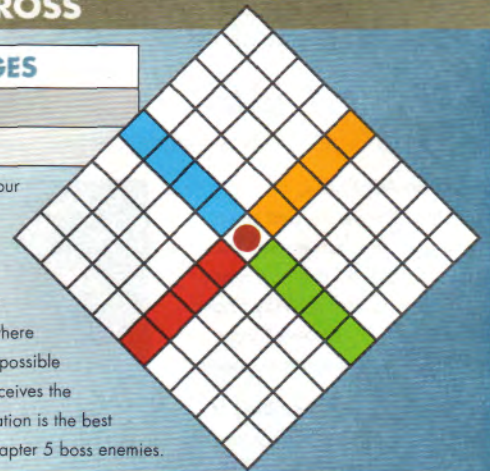
GRAND CROSS

ADVANTAGES

Attack Gauge +40%

Attacks Replenish

Position allies on all four sides of an enemy. Guarantees chance of obtaining any possible plunder from the enemy. In cases where the enemy drops two possible plunders, the party receives the better item. This formation is the best way to take down Chapter 5 boss enemies.



INCREASED PLUNDER

CHARACTERS ASSISTING	PLUNDER CHANCE INCREASE
4	+100%

VIEW SKILL

At the start of battle, any character benefiting from a Tactic or Technique glows momentarily, and a parameter up or down indicator shows.



Prior to pressing (Y), (X), (A), or (B), press (L) or (R) to review the Techniques at play in the battle. The applicable Techniques of all characters appear in the list.

ATTACK GAUGE

With each strike upon the enemy, the Attack Gauge in the lower left corner of the screen fills. When characters stop attacking, the Attack Gauge depletes. Therefore, it is important to time your attacks so that the Attack Gauge fills to 100, enabling a Soul Crush. If attacks miss or the enemy dodges them, it throws off the rise of the Attack Gauge.



Keep an eye on the Attack Gauge and stop attacking when it reaches 100. The Soul Crush activates after a slight delay, but only when you are not attacking. Leftover attacks may be needed to raise the Attack Gauge to 100 again!

During a Soul Crush, the Attack Gauge resets to a lower amount. If the special attack employed has an Attack Gauge Boost that refills the Attack Gauge, then another Soul Crush is immediately enabled. If not, then resume attacking the monster normally to try to raise the Attack Gauge to 100 again.

SOUL CRUSH

When the Attack Gauge fills, reaching 100 points, break off attacking to allow for a Soul Crush. During a Soul Crush, you can execute the special attack of any character equipped with an appropriate weapon.



The Soul Crush is a limited-time opportunity, as indicated by the green timing gauge at the bottom. Failure to press an attack button before time runs out results in missing the Soul Crush.

The faces and button assignments of all eligible characters appear onscreen. Press the assigned button to let a character perform his/her special attack. The Soul Crush can be enabled up to four times per attack, allowing each character to perform a special attack once.



Press any direction on the + Control Pad to cancel the Soul Crush. Why on earth would anyone pass on this opportunity? Well, if the enemy is dead already, the overkill gauge is full, and 100 Sin has been wrought, then there is no point in executing a special attack.

FAZING



Attacking from behind or the side may faze the target, preventing it from retaliating after an attack. This temporary condition is indicated by stars swirling above the target's head. Fazing only lasts a few seconds.

Attacks made against a fazed target have a chance to grant the attacker an extra attack. Since fazing has a limited period of effect, it can be a good strategy to faze the enemy towards the beginning of battle using a character with multiple melee attacks directly behind the target. Save that character's other attacks for late in the battle after all the assisting characters have exhausted their attacks. If the enemy looks as if he will live through this battle, use your rear character's last attack to faze it once more, preventing retaliation.

ATTACK CRYSTALS

Attacking fazed enemies sometimes earns Attack Crystals. When these crystals pop out of an enemy, the attacking character gains additional attacks.



During a normal attack, red Attack Crystals may pop out. Each red crystal replenishes one attack. The chances of earning multiple red crystals per attack are as follows:

CHANCE TO EARN RED ATTACK CRYSTALS	
NO.	CHANCE
1	100%
2	50%
3	25%
4	10%

During a Trinity Fork or Grand Cross siege, attacking a confused character yields gold Attack Crystals. Each gold crystal earned replenishes 2 of the striking character's attacks. Gold Attack Crystals cannot be obtained in multiples, since their appearance is somewhat guaranteed by the siege formation.



MAGIC CRYSTALS

Certain attacks launch an enemy in the air. Striking an airborne enemy earns a Magic Crystal. The trick is to watch the flying enemy carefully and time your attack so that it strikes just before the target hits the ground. Each Magic Crystal adds an additional 5% EXP when the enemy is defeated, regardless of the number of attacks initiated. The game tallies the crystals on the Enemy Downed screen, adding a large crystal for every 10 crystals.



CHERIPHA'S COORDINATED CRYSTAL COLLECTING

To score tons of Magic Crystals, time your attacks so that a swordsman or warrior knocks a foe into the air, then activate Cheripha's Fusillade attack. Many of the arrows in her steady stream miss, but enough should hit the foe while it's airborne to earn 6-10 crystals!

ENEMY RETALIATION

If a character moves within an enemy's attack range, a red exclamation point appears over the foe's head. This icon means that if the character attacks the enemy, the enemy has a chance to attack back. This is why the best strategy is to move several characters in range of the enemy and attack as a group. Doing so improves the chances of eliminating the enemy without retaliation.



Another way to avoid retaliation is to attack from outside the enemy's range. For instance, if an enemy has an attack range of 1 tile, then a lancer, archer, or sorcerer can attack the enemy from outside the villain's range without fear of retribution. Or, if an enemy is an archer who can only attack targets at long range, then a melee attacker can move within one space and attack without retaliation.



SKIP RETALIATION

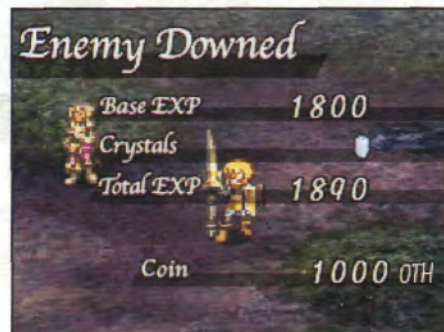


When an enemy attacks during the Enemy Phase, a character who survives gets a chance to retaliate. However, retaliation may not be desired. In such cases, press Start to skip retaliating.

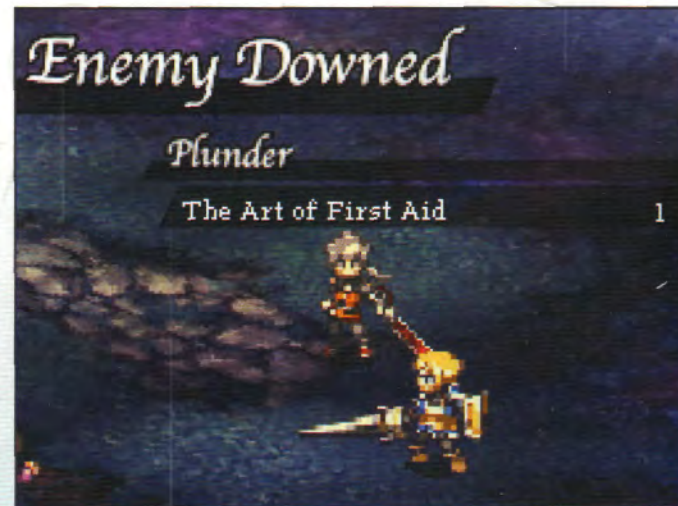
Why would you want to avoid retaliating against an enemy that has just wounded your character? Because a lone character killing an enemy is sure to result in scoring very little Sin. In battles where Sin is sought, defeating a weak enemy during the Ally Phase with the assistance of all characters is preferable, since scoring the maximum Sin is easier. Another reason to avoid retaliating is if the target is the last enemy and you wish to prolong the battle until a hidden item can be acquired.

ENEMY DOWNED

Killing an enemy during an attack causes the Enemy Downed screen to appear. This screen lists the experience points and Oth gained from defeating the enemy. Any Magic Crystals knocked out of the enemy are tallied, and a bonus is added to the base experience to arrive at the total. If the EXP gained causes characters to level up, a notification animation plays when the scene shifts back to the field.



Certain enemies may drop items when defeated. If so, the Plunder screen is displayed afterward. The chances of obtaining plunder increase with the use of siege formations.



SIN

Under his agreement with Hel, Wylfred is a servant of Niflheim. During certain battles, Mistress Hel demands that Wylfred score a certain amount of Sin. Sin is scored by continuing to strike an enemy after its HP is depleted. While this happens, the green Enemy HP gauge is replaced by the purple Sin gauge.



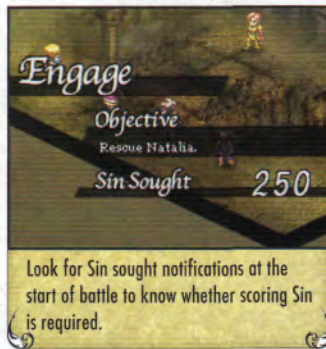
The entire Sin gauge represents 100 Sin points, the maximum amount the player can score from any single enemy. Filling the Sin gauge requires the characters to inflict as much damage as the enemy's HP over again. Thus, if an enemy has 9000 HP, you must inflict 9000 damage to kill it, and then overkill by another 9000 HP to score 100 Sin.



The easiest way to score maximum Sin on every foe is by reducing an enemy's HP to almost nothing in previous attacks. Then attack again, with the assistance of all characters.

SIN SOUGHT

The minimum Sin requirement is known as the "Sin sought." The party must score this amount to please Mistress Hel. Otherwise, she sends ghostly assassins after you in the next battle. However, scoring high amounts of Sin is also a way to receive valuable, rare, and useful items and armaments. The Sin sought is displayed throughout the battle as part of the Sin counter in the upper screen.



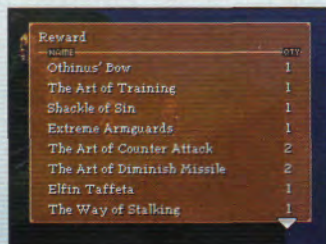
Look for Sin sought notifications at the start of battle to know whether scoring Sin is required.

Using the Destiny Plume automatically provides the Sin sought. And because your super-powered ally kills most enemies with a single attack, scoring additional Sin and receiving valuable spoils is easy!



SPOILS OF SIN

For each battle where Sin is sought, the player can obtain three tiers of prizes. Scoring the Sin sought or better lets the player receive the Rank C prizes. Scoring 150% or better the amount of Sin sought bumps the player up to Rank B, and additional spoils are gained. Scoring 200% Sin sought or better achieves Rank A, and the player obtains the best items, including fantastic armaments that cannot be bought or plundered from enemies!



REALMSTALKERS

Failure to score the Sin sought results in displeasing Mistress Hel. In anger, she replaces enemies in the next battle with Realmstalkers. These ghostly doppelgangers take the form of player characters, copying their movement, attacks, and special attacks. Except unlike the characters, Realmstalkers are usually at levels higher than one can normally achieve in the game, between 22-50. The presence of a Realmstalker makes the battle extremely difficult. The only way to defeat a Realmstalker is to use the Destiny Plume to make an ally equally as powerful. Realmstalkers drop special keepsake items that you can collect.



ELEMENTS

There are six classes of attack magic: fire, ice, earth, lightning, holy, and dark. In addition to magic spells, several arms also bear elemental properties, scoring additional damage against susceptible foes. Enemies that can defend against one type of element are typically weak against the opposite. For instance, targets that defend against ice are typically weak against fire; those that defend against earth are weak against lightning; monsters that can reduce dark damage suffer greatly from holy-based spells. However, this is not always true, especially with regards to unique "boss" enemies. Check the "Enemy Data" section in Chapter Five: Database, to be sure that elemental affinities apply.

ELEMENTAL OPPOSITES

Fire	Ice
Earth	Lightning
Holy	Dark

Part ONE Tactics
Part TWO Skills
Part THREE Walkthrough
Part FOUR Storyline
Part FIVE Data

STATUS CONDITIONS

Several enemies are capable of inflicting status conditions on characters that impair their combat abilities. Magic spells are all capable of inflicting a status as well. Each condition has a cure, as detailed below.



STATUS CONDITIONS AND CURES

INDICATOR	NAME	EFFECT	DURATION	CURE
	Curse	Unable to take action	3 rounds	Normalize spell, Holy Water, Elixir items*
	Freeze	Unable to move or take action	5 rounds	Normalize spell, Thaw Water, Elixir items*
	Paralysis	Unable to move or take action	3 rounds	Normalize spell, Pearl Grass, Elixir items*
	Petrify	Unable to move or take action	Until end of battle	Normalize spell, Cockatrice Egg, Elixir items*
	Poison	HP -10% every round, down to 1 HP	Until end of battle	Normalize spell, Honeysuckle Dew, Elixir items*
	Silence	Unable to use Tactics or magic	5 rounds	Normalize spell, Bragi's Song, Elixir items*
	Stun	Unable to move or take action	3 rounds	Normalize spell, Elixir items*
Death	Death	Removed from field	Until end of battle	Union Plume, Invoke Feather spell
Character Kneeling, HP < 10%	Wounded	Attracts enemy attacks	Until healed	Arcanum item, Heal spell, Level up

*Includes Elixir, Prime Elixir, and Noble Elixir

Bonus Elements Revealed!

The following information is secret! Avoid reading this material until you have completed the game at least once!

Clear Game Save: Players who complete the game one time can carry over skills, magic, and items into their next game. After the credits roll, create a save file. Load this save to start a new game. Wylfred and all the characters start the new game at Lv1, just like before. However, in your first turn, you can change arms to equip Wylfred with your best weapon from the previous game. The only exception is the Angel Slayer sword, which does not carry over. Having better equipment makes the game much easier and faster to play. Thus, completing Route A and Route B becomes not only possible, but simple!

Seraphic Gate: Clear the game three times and view all three main endings (requires defeating Garm, Thyodor, and Valkyrie on separate plays). Regardless of whether the same save file is used to view all three, the system unlocks Seraphic Gate mode. Seraphic Gate can be started from the

Main Menu. Seraphic Gate is a challenge stage mode consisting of ten battle stages

and nine sub-stages in between, for a total of 19 stages. The enemies encountered in each stage are randomly determined based on the levels of your characters. Seraphic Gate is a game unto itself, with no items or skills transferring over from the main game. All characters start at Level 1 with basic equipment and any skills or spells they possess. Everything else must be plundered from enemies or purchased in the shop.

Obtain the Angel Slayer™: The player can obtain a much more powerful version of the Angel Slayer on a permanent basis. Clear Seraphic Gate ten times to obtain the Angel Slayer™. This blade makes the character holding it able to slay the most dangerous monsters easily when equipped with this weapon, which has the following parameters: ATK 7800, MAG 150, HIT 50, 3 attacks, special attack. The Angel Slayer™ can be equipped by any swordsman/swordswoman, warrior, rogue, lancer, samurai, or pugilist character.

Gabriel Celeste

I am the great Gabriel Celeste, and you will forever rue the day you set foot in my domain!



Seraphic Gate is a bonus game featuring 19 challenge stages that the player can clear repeatedly. The events and dialog parody the main game in extremely humorous ways!



Part Two: Units

This chapter contains information regarding all of the playable characters in *Valkyrie Profile: Covenant of the Plume*, including information on recruitment, attacks, and special attacks. Character profiles include the default profile, as well as the profile shown when wearing the Truthade accoutrement acquired in Seraphic Gate.

Some characters join the party as guests before permanently joining. The stage listed is the earliest that the character appears as a guest. The character joins the party after the stage listed. Stages are abbreviated as S01, S02, et cetera, meaning STAGE01 and STAGE02, respectively. Stages listed such as SG01-01 occur in Seraphic Gate mode.



WYLFRED

Class: Swordsman **Age:** 17 **Gender:** Male **Homeland:** Crell Monferaigne

PROFILE:

Cast into poverty by his father's slaying in battle, Wylfred's family was soon after struck by tragedy yet again, losing his younger sister, Elsie, to hunger. Left with only the Destiny Plume that lay at his father's final place of rest, Wylfred vows revenge upon the valkyrie for all he has suffered.

TRUTHADE PROFILE:

Boy with an unhealthy obsession for pinning blame on the valkyrie—an obsession without which there would be no story, so just let it go. Wylfred was actually a relatively well-rounded kid before being exhausted by Elsie's mischievousness, vexed by Ancel's recklessness, and dumbfounded by Tilt's airheadedness. Apparently, he can't stand it when Ancel has the nerve to call him "Wee Wyl" in battle like some sort of crybaby, particularly when it's Ancel's stupidity that has him crying in the first place.

ATTACKS

NAME	Guilt Rack
DESCRIPTION	Furious downward vertical slash.
ATTACK GAUGE BOOST	20
NAME	Open Slash
DESCRIPTION	Nimble horizontal swipe. Launches enemy upward.
ATTACK GAUGE BOOST	16
NAME	Double Cross
DESCRIPTION	Cruel dual-bladed slash from above.
ATTACK GAUGE BOOST	18

SPECIAL ATTACK

NAME	DESCRIPTION	HITS	ATTACK GAUGE BOOST
Grim Vengeance	Pounces quickly upon foe, mounting slash upon slash before raining down vicious revenge.	16	48



ANCEL

Class: Warrior **Age:** 18 **Gender:** Male **Homeland:** Crell Monferaigne

PROFILE:

Wylfred's oldest friend joins him out of concern for his well-being, while harboring hopes that he might somehow dissuade Wylfred from the fruitless path of revenge against the Battle Maiden. Another childhood friend of Ancel's, Tilt, also draws his attention of late.

TRUTHADE PROFILE:

Wide-eyed lad who sealed his own fate the moment he told Tilt "There's something I want to ask you when I return," which ranks alongside "wistfully gazing at family pictures" and "expressing eagerness about future plans" in terms of telltale signs that a character is not going to live past the first battle. Take note.

ATTACKS

NAME	Overhead Crush
DESCRIPTION	Skull-pounding blow from above.
ATTACK GAUGE BOOST	18
NAME	Steel Streak
DESCRIPTION	Full horizontal flash of the blade.
ATTACK GAUGE BOOST	18
NAME	Spine Tingle
DESCRIPTION	Backbone-breaking forward lunge. Knocks enemy back.
ATTACK GAUGE BOOST	18

SPECIAL ATTACK

NAME	DESCRIPTION	HITS	ATTACK GAUGE BOOST
Sonic Burst	Drives the blade inward with staggering force, leaving resounding pain in its wake.	20	60



CHERIPHA

Joins as Guest: S04 **Joins Party:** S05
Class: Archeress **Age:** 16 **Gender:** Female **Homeland:** Artolia

PROFILE:

Though an accomplished assassin serving the Artolian court, watching her fellow soldiers fall one by one into unmarked graves forced Cheripha to question the life she had led for as long as she could remember. Resolving to see all the world has to offer before succumbing to such a fate, she deserts the assassin's guild and sets forth for adventure.

TRUTHADE PROFILE:

Painfully cheerful assassin who counterbalances the dark world of espionage and murder with exuberance and flair.

She and her father, Lockswell, have grown closer than ever since the ordeal of her desertion. Truth be told, however, the old man has grown a bit too doting lately, and she could really use some space.

ATTACKS

NAME	Sharpshot
DESCRIPTION	Singularly-focused assault.
ATTACK GAUGE BOOST	24
NAME	Fusillade
DESCRIPTION	Steady stream of stinging arrows.
ATTACK GAUGE BOOST	15
NAME	Threefold
DESCRIPTION	Double volley of triple bolts.
ATTACK GAUGE BOOST	18

SPECIAL ATTACK

NAME	DESCRIPTION	HITS	ATTACK GAUGE BOOST
Beaming Barrage	Focuses energy into a blast that launches a blinding flurry of countless arrows.	20	48



LOCKSWELL

Joins Party: S05

Class: Sorcerer

Age: 43

Gender: Male

Homeland: Artolia

PROFILE:

Once a high sorcerer in the king's army, Lockswell was cast into the dungeon while the crown executed his wife and those of her house for treason. Loath to lose an able man, the court offered clemency on the condition both he and his infant daughter cast off their worldly bonds and enlist in the assassins' guild. Confronted with the choice of life or death, Lockswell elected to save Cheripha and relinquish his heart to the shadows.

TRUTHADE PROFILE:

Since deserting the assassins' guild to be with Cheripha, Lockswell has paid back the love he denied her tenfold, never leaving her side and constantly letting her know how he feels about her. It's only a matter of time before she tells him he's embarrassing her and deserts him to go hang out with her friends. Such is the dismal fate that awaits all father-daughter relationships.



DARIUS

Joins as Guest: S06

Joins Party: S09

Class: Swordsman

Age: 24

Gender: Male

Homeland: Villnore

PROFILE:

Born to destitute nobles, Darius was surrendered for adoption to a merchant house as a boy. He would later rejoin his true house at fifteen years of age when his birth-brothers began to fall one after another to a vicious contagion.

Aristocratic circles spurned him for his less-than-noble upbringing, and only through military service has he been able to restore a modicum of honor to his name. He has but a lone friend in Earnest, an elder student of the Officers Academy who never spoke ill of Darius's birth nor looked down upon him.

TRUTHADE PROFILE:

Although dull and dour nowadays, in his heyday Darius was pretty quick with the zingers. In fact, his entire friendship with Earnest was built upon their natural funny man/straight man dynamic. The comic duo even auditioned for Talent Night at the Officers Academy. Their act consisted of two zany merchants and a Yamato prop called an "abacus." Alas, it was not meant to be.

SPECIAL ATTACK

NAME	DESCRIPTION	HITS	ATTACK GAUGE BOOST
Icy Grave	Buries its prey in a coffin of frost before rapid strikes carve the shards asunder.	18	54

ATTACKS

NAME	DESCRIPTION	ATTACK GAUGE BOOST
Ascender	Lifting slice from below. Launches enemy upward.	14
Descender	Precipitous slash from above. Casts enemy down.	18
Resonator	Powerful piercing thrust. Knocks enemy back.	16



GWENDAL

Joins as Guest: S01

Joins Party: S09

Class: Swordsman

Age: 34

Gender: Male

Homeland: Gerabellum

PROFILE:

The soulless sellsword Gwendal scours the lands of Midgard, hoarding plunder at will and sparing nary a thought to those he wrongs. Thievery, extortion, murder—no deed is beneath the unsavory villain.

TRUTHADE PROFILE:

Greedy hoarder who spends every waking moment thinking about money, before going off to sleep and dreaming about it. Apparently, it's so he can send it anonymously to the sickly wife he left behind, or someone or other. His hobbies include bookkeeping and eavesdropping. The walls have ears...

Big Gwendal is watching.

SPECIAL ATTACK

NAME	DESCRIPTION	HITS	ATTACK GAUGE BOOST
Reign of Terror	Flings the enemy skyward to ponder the cruel end that waits below.	12	48

ATTACKS

NAME	DESCRIPTION	ATTACK GAUGE BOOST
Shell Shock	Even-keeled slice to sever husk from host.	18
Beast Tackle	Shoulder-first charge into enemy. Cannot be blocked.	16
Rising Rage	Great lifting swipe. Launches enemy upward.	15



EARNEST

Joins as Guest: S12

Joins Party: S13

Class: Lancer

Age: 26

Gender: Male

Homeland: Villnore

PROFILE:

A loyal knight of Villnore descending from a noble and distinguished line, idealistic and sincere Earnest was dispatched to Artolian territory in order to gain the trust of downtrodden serfs waging a rebellion.

He and the rebel commander, Natalia, have come to share a bond of friendship that transcends affection. Also dear to him is Darius, an underclassman from the Officers Academy with whom he holds a candid rapport.

TRUTHADE PROFILE:

Nobleman who always walks the straight line, even if it should lead him directly into a tree. Such slapstick hijinks earned Earnest the title of class clown at the Officers Academy.

He was waxing morose in the halls of the academy one day, when there with a perfectly delivered one-liner was his underclassman, Darius, and the two became the best of friends thereafter. Natalia is also a dear friend, but that's as far as it goes. Can't a guy and a girl just be friends?

SPECIAL ATTACK

NAME	DESCRIPTION	HITS	ATTACK GAUGE BOOST
Righteous Rush	Charges gallantly forth in the name of justice, impaling all who oppose.	7	48

ATTACKS

NAME	DESCRIPTION	ATTACK GAUGE BOOST
Thrust of Truth	Quick step forward with lunge.	20
Arc of Dread	Powerful backhanded swing.	20
Soul Impaler	Thrust sprung from within its victim's guard. Knocks enemy back.	16

NATALIA



PROFILE:

After losing her lover to the Great Famine, Natalia decided to take up arms and lead the serfs in rebellion against the despotic regime that left them to starve. Aided by Villnore, she was able to turn an angry mob of untrained farmers into a formidable insurgency.

TRUTHADE PROFILE:

Behind her fiery temper and stoicism lie deep-seated feelings of self-loathing and regret over abandoning her children. You'd never guess by her figure that Natalia was a mother of two. Most of her suitors never guess either, which always makes for a fun surprise.

She lost track of her children when they fled the orphanage, and has heard nothing of them since. Though she believes deep within that somewhere they still live, she wouldn't know them from the everyday pre-teen mercenaries you meet on the field of battle. ...It's a small world after all.

SPECIAL ATTACK

NAME	DESCRIPTION	HITS	ATTACK GAUGE BOOST
Catastrophic Rain	Cuts and kicks foe into a storm of blades that gride and gore its body entire .	25	50

Joins as Guest: S12		Joins Party: S13	
Class: Rogue	Age: 29	Gender: Female	Homeland: Artolia

ATTACKS

NAME	DESCRIPTION	ATTACK GAUGE BOOST
Sword Dance	Twisting, twirling blade attack.	20
Dawnstar Rising	Acrobatic kick and flip. Launches enemy upward.	16
Edge of Light	Rapid strikes quicker than the eye can see.	16

MIREILLE



PROFILE:

Her twin brother, Mischka, in tow, Mireille fled the orphanage in which the two were raised after they were auctioned off separately as slaves. The pair managed to survive by peddling whatever wares passed through their innocent hands to mercenaries on the battlefield, many of whom were more than willing to regale the twins with grim tales and teachings of their trade. They soon took sword to hand themselves, and devoid of any moralizing influence, possess no ethical compass other than their own survival.

TRUTHADE PROFILE:

Sister twin who talks to Wylfred as if he were her big brother. Wylfred doesn't seem to mind. After all, who wouldn't want a little sister like Mireille?

SPECIAL ATTACK

NAME	DESCRIPTION	HITS	ATTACK GAUGE BOOST
Heartless Flame	Hurtles forward, igniting an all-consuming fireball that burns without regard for life.	13	44

Joins as Guest: S16		Joins Party: S17	
Class: Swordsman	Age: 12	Gender: Female	Homeland: Unknown

ATTACKS

NAME	DESCRIPTION	ATTACK GAUGE BOOST
Setting Sun	Fundamental overhead slash, right to left.	14
Backhand Lob	Upward cut at a sharp incline.	16
Somersault Smash	Tumbling aerial hack. Casts enemy down.	15

MISCHKA



PROFILE:

Mischka's entire world consists solely of his twin sister, Mireille, his every wish devoted to her happiness. She is the only family for whom he has ever cared, never giving a second thought to the parents who abandoned the two of them as infants.

TRUTHADE PROFILE:

There's not much to know about Mischka, other than that he's completely and utterly devoted to his twin sister. The only reason he even talks to Wylfred is because Mireille does.

SPECIAL ATTACK

NAME	DESCRIPTION	HITS	ATTACK GAUGE BOOST
Ruthless Frost	Delivers blow after crushing blow with the cold of a soul that knows not right from wrong.	11	41

Joins as Guest: S16		Joins Party: S17	
Class: Warrior	Age: 12	Gender: Male	Homeland: Unknown

ATTACKS

NAME	DESCRIPTION	ATTACK GAUGE BOOST
Downward Swipe	Crosscut powered by blade's weight.	18
Upward Sweep	Acute rising swing. Launches enemy upward.	12
Roundabout	Spinning slice enhanced by centripetal force.	16

HEUGOE



PROFILE:

Once a commanding officer in Villnore's military, Heugoe suffered near-fatal wounds during a battle when the host he led was sabotaged from within. Miraculously, his body recovered, but his spirit was later broken when it was revealed the traitor was none other than his very own son.

Despair and depression drove Heugoe from the military to search for an early grave, and he soon took up work as a mercenary. Haunted by his past, he sees the face of his son in a boy of the same age.

TRUTHADE PROFILE:

Mercenary captain who would like nothing more than to be vanquished on the field of battle by a warrior greater than himself. Not exactly the kind of attitude you want in a leader.

Some interesting facts about Heugoe:

- Familiar with Earnest's clan from his days in Villnore's military.
- Gave Ancel a proper burial after Wylfred ran off.

-Makes enemies weak in the knees with his gruff and husky voice.

SPECIAL ATTACK

NAME	DESCRIPTION	HITS	ATTACK GAUGE BOOST
Grand Thrust	Wages an onslaught of boot and spear, sealed with a lunge that projects shearing winds.	16	52

Joins as Guest: S01		Joins Party: S17	
Class: Lancer	Age: 40	Gender: Male	Homeland: Villnore

ATTACKS

NAME	DESCRIPTION	ATTACK GAUGE BOOST
Gravitation	Piercing poke that pulls its target in.	20
Impulse	Kick preferred by pugnacious mercenaries. Cannot be blocked.	16
Windburn	Whirling, windswept thrust. Knocks enemy back.	20

Part ONE
Part TWO
Part THREE
Part FOUR
Part FIVE



DUWAIN

Joins as Guest: S32		Joins Party: S32	
Class: Lancer	Age: 46	Gender: Male	Homeland: Artolia

PROFILE:

Duwain was rescued from the clutches of certain death by Wyllfred's father, yet failed to reciprocate the deed when the opportunity arose. As the enemy closed in around Thyodor, Duwain stood paralyzed by fear, his mind consumed with delivering the life-saving antidote his wife required.

In the end, the medicine came too late, and Duwain's cowardice had been for naught. For months on end he sought to drown his sorrows in drink, until at last he encountered Rosea, a saintess bearing an uncanny resemblance to his late wife. In an act of penitence, he devoutly accompanies the saintess hither and thither as she heals Artolia's ill and wounded.

TRUTHADE PROFILE:

Middle-aged warrior who is talking either to or about Rosea all day, every day. Despite his claims that she looks just like his late wife, the consensus is that it still doesn't give him the right to act like a stalker. That Thyodor was able to tolerate Duwain as a friend is a testament to just how charitable his heart truly was.

ATTACKS

NAME	Blustering Wind
DESCRIPTION	Revolving cross-swing.
ATTACK GAUGE BOOST	20

NAME	Sundering Strike
DESCRIPTION	Overwhelming chop from on high. Casts enemy down.
ATTACK GAUGE BOOST	18

NAME	Blade Vortex
DESCRIPTION	Spinning vertical lashes followed by a skewering stab.
ATTACK GAUGE BOOST	18

SPECIAL ATTACK

NAME	DESCRIPTION	HITS	ATTACK GAUGE BOOST
Land's Lament	Plants a spear of fury firmly into the soil that swallows the enemy in trembling earth.	3	48



ROSEA

Joins as Guest: S30		Joins Party: S32	
Class: Sorceress	Age: 18	Gender: Female	Homeland: Artolia

PROFILE:

Raised in the church house on whose steps she was left as an infant, Rosea was blessed with the gift of mystical powers from an early age. Her gifts did not go unnoticed by the royal court, and once of age, she was promptly summoned to serve as court magus.

After controversy forced her from her post, Rosea chose to roam Artolia's lands, bringing vital relief to its impoverished peasantry. In gratitude and reverence, the people have dubbed her "the Saintess Rosea."

TRUTHADE PROFILE:

Everyone's favorite Artolian idol, the Saintess Rosea. One might be surprised to learn that back in their days at the royal court, Rosea actually held the free-spirited Lieselotte in the highest esteem. It was the thought that the person she most admired had betrayed her that drove Rosea over the edge. That still doesn't make it alright to stab people all of a sudden, Saintess.



LIESELOTTE

Joins as Guest: S27		Joins Party: S27	
Class: Sorceress	Age: 18	Gender: Female	Homeland: Artolia

PROFILE:

The daughter of struggling street peddlers, Lieselotte learned to con and steal long before she could read or write. Ironically, it was while attempting to defraud a man who happened to be a court chronicler that her life took a turn for the better. The chronicler, enamored instantly by the girl's charm, took her under his wing and brought her into the palace, where the court archmagus, Cennair, would later unearth her innate talents for spellcraft.

Lieselotte ascended to the rank of court magus before a nefarious incident resulted in her banishment and left her to wander aimlessly, seeking whatever work came her way.

TRUTHADE PROFILE:

Happy-go-lucky teen-witch whose life has taken her from the slums to the palace and back again. It was at the palace that her gift for magic was realized, and for once in her life she finally fulfilled. Though she quarreled day and night with her mentor, Sir Cennair, underneath the bickering laid a deep sense of filial love.

Having his death construed as her doing, and moreover, believing she was betrayed by one she respected as deeply as Rosea caused her to lose all faith in justice and honor. Friendship between girls is a perilous thing...



USHIO

Joins as Guest: S18		Joins Party: S22	
Class: Samurai	Age: 19	Gender: Male	Homeland: Isle of the Yamato

PROFILE:

Native of a distant land who washed ashore on Artolian soil as a child after his ship was lost to a storm at sea. There he was rescued by the court archmagus Cennair, who had merely gone to survey the area. Relations did not at that time exist between Artolia and the Yamato, and so there was no way to return Ushio to his homeland. Sir Cennair successfully convinced all involved that the boy's welfare would best be served if he himself were to raise him, and so it came to pass.

On reaching his fifteenth year, per Yamato tradition, Ushio left Sir Cennair's ward to set forth on his swordwalk.

TRUTHADE PROFILE:

Castaway samurai taken in by Sir Cennair. His upbringing rendered him familiar with social graces, but his memory has never been able to keep pace. Three paces, to be precise—the number it takes him to forget the name of whomever he has just met. He commonly refers to Wyllfred as "you," "guy," and "you, the guy with the pigtails."

Rosea and Lieselotte's feud was the first he'd ever witnessed between women, and it has left him a bit wary of entering a relationship. Ever.

ATTACKS

NAME	Flashblade
DESCRIPTION	Staggering blow that sets the air aflame.
ATTACK GAUGE BOOST	18

NAME	Steelwing
DESCRIPTION	Lifting slash of a bird taking flight. Launches enemy upward.
ATTACK GAUGE BOOST	14

NAME	Shadowlash
DESCRIPTION	Light-speed assault invisible to the naked eye. Cannot be blocked.
ATTACK GAUGE BOOST	15

SPECIAL ATTACK

NAME	DESCRIPTION	HITS	ATTACK GAUGE BOOST
Giant Slayer	Unsheathe with a passing blow and spirals upward on flashes of steel.	10	45



VALMUR

Joins as Guest: S40		Joins Party: S42	
Class: Archer	Age: 28	Gender: Male	Homeland: Artolia

PROFILE:

As first son of the venerated House Haughn, Valmur was given an exhaustive education in the arts of war no sooner than he could stand, expected to one day follow in the hallowed footsteps of his honored forebears. In his youth, however, Valmur took quickly to the book and slowly to the blade, and soon came to doubt his own heroism—a doubt which still lingers to this day.

Though he is Lord of House Haughn by title, more dear to Valmur's heart are his kin. That the name of his house might someday mean the deaths of those he loves torments him to no end.

PROFILE:

Lord of warrior clan House Haughn who would sooner pick daisies than pick up a blade. Valmur's pacifism is kept in check by his militant father, his vigilant mother, and his belligerent kid sister. His late brother Nicolas was the only one who accepted Valmur for the gentle dove he is. The stress has begun to take its toll, and Valmur's noticed he's thinning out up top of late.

ATTACKS

NAME	Cutthroat
DESCRIPTION	Shot aimed straight for the jugular.
ATTACK GAUGE BOOST	18
NAME	tri-Stinger
DESCRIPTION	Burst of three arrows nocked and loosed simultaneously to blindsight target.
ATTACK GAUGE BOOST	18
NAME	Needlerain
DESCRIPTION	Skyward release that summons a downpour of missiles from the clouds above.
ATTACK GAUGE BOOST	18

SPECIAL ATTACK

NAME	DESCRIPTION	HITS	ATTACK GAUGE BOOST
Divine Arrow	Looses an arrow high into the heavens, wherefrom the gods cast it down at blistering speed.	3	48



PHIONA

Joins as Guest: S42		Joins Party: S42	
Class: Warriorress	Age: 20	Gender: Female	Homeland: Artolia

PROFILE:

Hot-tempered daughter of House Haughn who alongside her brother Nicolas persisted in spurring their sheepish elder brother, Valmur, to action. Nicolas's sudden death upset the balance, and now the once mighty house seems destined for ruin. Though she knows betrothal to another house awaits, Phiona's pride will not let her accept her true house's disgrace, and for this she lashes out against Valmur, lord of the house.

TRUTHADE PROFILE:

Youngest of three children who is constantly reminding her brother Valmur to get his act together. She'll murder anyone who mentions it, but as a little girl Phiona used to tell everyone she'd marry him someday.

Though they remain fit to fight, and have already handed over lordship of the house, Phiona secretly wishes her parents would hang up their gloves once and for all. After all, how can Valmur take charge with mommy and daddy looking on?

ATTACKS

NAME	River of Blood
DESCRIPTION	Downward turning slice.
ATTACK GAUGE BOOST	18
NAME	Sea of Thorns
DESCRIPTION	Stinging forward thrust.
ATTACK GAUGE BOOST	15
NAME	Ocean of Pain
DESCRIPTION	Scream-inducing slash en passant. Cannot be blocked.
ATTACK GAUGE BOOST	16

SPECIAL ATTACK

NAME	DESCRIPTION	HITS	ATTACK GAUGE BOOST
Crimson Grace	Dances, blade in hand, crossing and doubling until there blooms a flower of blood.	13	47



REINHILDE

Joins as Guest: S46		Joins Party: S47	
Class: Archeress	Age: 52	Gender: Female	Homeland: Artolia

PROFILE:

Devoted wife of Auguste, former Lord of House Haughn. Reinhilde has stood by her husband in all matters, trusting in his vision over that of the house's current lord, her son Valmur. The sudden death of her son Nicolas, however, has called her faith in names and nobility into question. All she wishes for now are the survival and well-being of her children.

TRUTHADE PROFILE:

Mature mother who concedes nothing to her daughter when it comes to curves. Nevertheless, Reinhilde keeps herself well covered-up so as not to garner any more of Phiona's resentment.

She married Auguste not out of arrangement, but out of love, a reason unheard of among their class at the time. Their open displays of affection make even their own children queasy, but if ever a lovers' quarrel should break out between them, it will likely sunder the kingdom in two.

ATTACKS

NAME	Ill Injection
DESCRIPTION	Fearsome shot of a needle.
ATTACK GAUGE BOOST	18
NAME	Vicious Volley
DESCRIPTION	Barrage of bolts in rapid succession.
ATTACK GAUGE BOOST	18
NAME	Shrewd Shot
DESCRIPTION	Dynamic discharge of an all-piercing arrow. Cannot be blocked.
ATTACK GAUGE BOOST	20

SPECIAL ATTACK

NAME	DESCRIPTION	HITS	ATTACK GAUGE BOOST
Danse Macabre	Launches a volley of magical bolts that lift and twirl their unwilling partner about.	9	56



AUGUSTE

Joins as Guest: S46		Joins Party: S47	
Class: Pugilist	Age: 60	Gender: Male	Homeland: Artolia

PROFILE:

Auguste met his first battle holding tight his sorcerer's rod, only to dispense with it forevermore on witnessing the beauty of unarmed combat. His imagination captured, Auguste thenceforth dedicated all of his energies to perfecting the way of the fist.

After a lifetime spent defending his clan's honor, Auguste was forced to bury his son Nicolas, and no longer did the virtue of dying a warrior's death appeal to him. He wishes solely that his remaining children outlive him, so that he need never suffer the agony of losing a child again.

TRUTHADE PROFILE:

Marital artist ever testing the limits of mortal strength. His daily regimen consists of beating a tree stump into pulp each morning, crushing a stone into dust after lunch, and breaking a boulder into pebbles following supper. Thanks to Auguste, the lands of House Haughn are now clear and obstacle-free. All hail the former lord!

ATTACKS

NAME	Boxing Mantis
DESCRIPTION	Flurry of flying fists.
ATTACK GAUGE BOOST	18
NAME	Kicking Crane
DESCRIPTION	Fatal footwork that strikes from bottom to top.
ATTACK GAUGE BOOST	21
NAME	Soaring Phoenix
DESCRIPTION	Uppercut soaring to the heavens. Launches enemy upward.
ATTACK GAUGE BOOST	18

SPECIAL ATTACK

NAME	DESCRIPTION	HITS	ATTACK GAUGE BOOST
Hundred Hands	Channels mind and spirit through the fingers to inflict pain at the enemy's very core.	16	51

Part ONE
Part TWO
Part THREE
Part FOUR
Part FIVE



FAUXNEL

Joins as Guest: S33		Joins Party: S37	
Class: Sorcerer	Age: 25	Gender: Male	Homeland: Artolia

PROFILE:

Artolian court magus who has assumed the position of the court archimagus in absentia, granting him temporary rule over all palace sorcerers. A former colleague of both Rosa and Lieselotte, Fauxnel was said to be intimately involved in the mysterious death of Sir Cennair, for which the two were banished.

TRUTHADE PROFILE:

Assuming a false name and entering the royal court in hopes of restoring his house's standing, the scoundrel Fauxnel framed Rosa and Lieselotte for the murder of Sir Cennair, which he himself committed quite by accident. Not content to merely implicate his fellow mages, he actually went so far as to have them banished, showing that he's far more unscrupulous than your common scoundrel.

In his defense, however, his guilt has pushed him to become a better magus. And he's remained loyal to the clan he vowed to redeem, so perhaps there are grounds to grant him clemency.

...But you'd have to ask Rosa and Lieselotte about that. Still, having to work alongside those two is certainly deserving of some mercy.



LANGREY

Joins Party: SG05-01			
Class: Sorcerer	Age: 24	Gender: Male	Homeland: Artolia

PROFILE:

Eldest prince of Artolia, but not its crown prince. That honor belongs to the son of the queen regnant, Prince Kristoff, per the traditions of Artolian succession. Nevertheless, there are those who argue that since Langrey's mother was of a birth more noble than the queen's, the throne is by right his, and Artolia has been embroiled in conflict since the princes were mere babes.

Langrey's wishes for Artolian prosperity are genuine, and he laments that his kingdom does not enjoy the wealth its neighbors do. It is for that very reason, the future welfare of his homeland, that Langrey seeks to rule.

TRUTHADE PROFILE:

Langrey was taught to wield a blade alongside Kristoff when the two were little, but the elder brother proved too clumsy and unathletic to be of any worth as a swordsman, and so the bookish youth took to the solitary and utterly stationary study of sorcery.

Only once in an age does one born gifted in the arts of magic ascend to the throne of Artolia. Yet for all Langrey's posturing, the mere act of rising from his throne leaves him short of breath.



KRISTOFF

Joins Party: SG03-01			
Class: Warrior	Age: 23	Gender: Male	Homeland: Artolia

PROFILE:

Crown prince of Artolia, but not its eldest prince. By the laws and customs of old, the first son of the king and queen regnant, Kristoff, is entitled to the throne, yet some contend there are grounds that substantiate the claim of the elder Langrey, first son of the king who was born out of wedlock. Regardless, Kristoff cares deeply for his elder half-brother.

While trying to calm the political furor raised in the wake of his father's death, Kristoff's passive demeanor has been a great detriment, placing him at the mercy of insistent and insidious advisors.

TRUTHADE PROFILE:

For a prince with such a gentle expression, Kristoff is capable of some pretty mean swordplay.

Often while his councillors busy themselves chewing his ears off with prolix political lectures, Kristoff stares vacantly into the distance, fantasizing about splitting monsters in two with his blade.

SPECIAL ATTACK

NAME	DESCRIPTION	HITS	ATTACK GAUGE BOOST
Noble Crusade	Slashes boldly at the enemy's heart before swooping down for the coup de grace.	13	47

ATTACKS

NAME	DESCRIPTION	ATTACK GAUGE BOOST
Whelming Wave	Lifting, twisting slice. Launches enemy upward.	16

NAME	DESCRIPTION	ATTACK GAUGE BOOST
Churning Blade	Rotating swipe.	14

NAME	DESCRIPTION	ATTACK GAUGE BOOST
Fell Swoop	Lethal dive of a bird of prey. Casts enemy down.	20



ROIENBOURG

Joins Party: SG07-01			
Class: Lancer	Age: 55	Gender: Male	Homeland: Artolia

PROFILE:

Old friend to whom the former king had entrusted the fosterage of his two sons. Weary of ceaseless political fighting at court and assigned the title of margrave, Roienbourg left the palace and the young princes to tend to his demesne in the southern borderlands. Following the king's death, he looked on from afar as the succession controversy unfolded, and recognizing the infighting would ultimately spell Artolia's ruin, took up the banner of Joshua, eldest son of Duke Valery, brother of the former king.

TRUTHADE PROFILE:

The fosterage of the princes twain may at first sound a noble and rewarding calling, but the tears on Roienbourg's pillow will attest to the relentless manner in which the precocious little brats abused him. Regardless, he cared genuinely for Langrey and Kristoff, and raised the orphans as though they were his own.

The other nobles, seeking to compound his misery, gave Roienbourg grief to no end with their petty mischief, planting tacks in his boots and affixing "kick me" signs to his cape whenever he wasn't looking.

Moving away from the royal palace proved a much-needed escape for him and his kin. Roienbourg now enjoys the familiar company of his chamberlain, Marleigh, who at one time led the margrave's legion into battle under the moniker "Marleigh the Merciless."

SPECIAL ATTACK

NAME	DESCRIPTION	HITS	ATTACK GAUGE BOOST
Ferocious Fangs	Hacks away at a foe's limbs, then rips into its flesh faster than the eye can see.	25	60

ATTACKS

NAME	DESCRIPTION	ATTACK GAUGE BOOST
Axesdash	Slash unfurled from a tightly wound stance.	18

NAME	DESCRIPTION	ATTACK GAUGE BOOST
Jaws of Death	Driving assault that buries the hatchet deep in its victim's chest.	16

NAME	DESCRIPTION	ATTACK GAUGE BOOST
Triple Thrust	Lightning strike in the same place thrice.	18



AILYTH

Joins Party: SG09-01			
Class: Hound of Hel	Age: Unknown	Gender: Female	Homeland: Niflheim

PROFILE:

Loyal servant of Hel, Queen of Niflheim, who assumes the guise of a lady so as to move freely about Midgard. Ailyth's true form is in fact that of the ravenous demon-hound, Garm.

TRUTHADE PROFILE:

Neither realm guard dog that has found the chew toy she always wanted in Wyllfred. Ailyth assumes whichever form suits her in Niflheim, and can at a whim completely alter her human appearance—including her gender.

ATTACKS

NAME	Dusting Off
DESCRIPTION	Fundamental housecleaning maneuver that removes unwelcome detritus as well as guests.
ATTACK GAUGE BOOST	16
NAME	Mopping Up
DESCRIPTION	Thorough swashing of foes with which one wipes the floor.
ATTACK GAUGE BOOST	16
NAME	Tea Time
DESCRIPTION	Careful and deliberate pouring of scalding hot refreshment.
ATTACK GAUGE BOOST	16

SPECIAL ATTACK

NAME	DESCRIPTION	HITS	ATTACK GAUGE BOOST
Shadow Storm	Are not a maiden's secrets best kept that way, Master?	30	60



LENNETH

Joins Party: SG11-01			
Class: Chooser of the Slain	Age: Unknown	Gender: Female	Homeland: Valhalla

PROFILE:

Valkyrie presiding over Midgard at present. Sent forth by Odin, the Battle Maiden scours the killing fields for fallen warrior souls upon whom to bestow eternal heavenly glory. The Chooser of the Slain is revered as a savior by some, reviled as a death goddess by others.

TRUTHADE PROFILE:

Star-crossed valkyrie condemned for simply doing her job. Despite the fact that Lenneth is guiltless in all of this, the overly pensive valkyrie cannot help but reflect on how she might have averted tragedy, and holds herself accountable.

If you're wondering why she's looking so glamorous this time around, it's because she's a different woman from the one you knew before.

ATTACKS

NAME	Bolt Slash
DESCRIPTION	Downward cutting attack from above. Casts enemy down.
ATTACK GAUGE BOOST	18
NAME	Gale Winds
DESCRIPTION	Sudden swipe that sends forth a whipping wind.
ATTACK GAUGE BOOST	18
NAME	Vertical Raid
DESCRIPTION	Slashing blow that cuts from low to high. Launches enemy upward.
ATTACK GAUGE BOOST	16

SPECIAL ATTACK

NAME	DESCRIPTION	HITS	ATTACK GAUGE BOOST
Nibelung Valesfi	Binds its victim still to receive the sacred lance hurled from on high.	10	50



FREYA

Joins Party: SG17-01			
Class: Giver of Life	Age: Unknown	Gender: Female	Homeland: Valhalla

PROFILE:

Goddess of Creation who stands ever faithful by Odin's side, and to whom the All-Father entrusts the consummation of his commands.

For her ability to conjure being where there once was none, Freya is worshipped by mortals as a goddess of life and fertility. Yet what the goddess giveth, she also taketh away, and those who cross her soon find the Mother of Creation is equally capable of punishing her children as she is of nurturing them. Hers is a power before which gods and men alike are compelled to kneel.

TRUTHADE PROFILE:

Everyone's favorite fighting fairy godmother is still kicking, taking out Ether Strike hits for her godfather Odin. The heretofore unmatched fury of her scowl derives from her lack of lines in the main story.

ATTACKS

NAME	Critical Flare
DESCRIPTION	Effusion of holy beams. Cannot be blocked.
ATTACK GAUGE BOOST	16
NAME	Sacred Smiting
DESCRIPTION	Blighting, looping kick. Launches enemy upward.
ATTACK GAUGE BOOST	20
NAME	Thunder Sword
DESCRIPTION	Beam of concentrated aura. Cannot be blocked.
ATTACK GAUGE BOOST	14

SPECIAL ATTACK

NAME	DESCRIPTION	HITS	ATTACK GAUGE BOOST
Ether Strike	Discharges a concentrated ball of pure ether down upon its helpless victim.	1	50

Part ONE Tactics
Part TWO Units
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HRIST

Joins Party: SG13-01			
Class: Chooser of the Slain	Age: Unknown	Gender: Female	Homeland: Valhalla

PROFILE:

Her fervent loyalty to Odin often compels the eldest of Fate's three daughters to act with blatant disregard for the will of mortals.

Only one Battle Maiden remains awake to recruit einherjar at a given time. While Lenneth tends to the duties of the valkyrie, and Silmeria remains in the custody of the Lord of the Undead, Hrist's spirit lies dormant within a mortal body on Midgard.

TRUTHADE PROFILE:

There are no words. Our eldest daughter can only hope her day in the sun will someday come. Chin up, Hrist!

ATTACKS

NAME	Bolt Slash
DESCRIPTION	Downward cutting attack from above. Casts enemy down.
ATTACK GAUGE BOOST	18
NAME	Gale Winds
DESCRIPTION	Sudden swipe that sends forth a whipping wind.
ATTACK GAUGE BOOST	18
NAME	Vertical Raid
DESCRIPTION	Slashing blow that cuts from low to high. Launches enemy upward.
ATTACK GAUGE BOOST	16

SPECIAL ATTACK

NAME	DESCRIPTION	HITS	ATTACK GAUGE BOOST
Nibelung Valesti	Binds its victim still to receive the sacred lance hurled from on high.	10	50



ARNGRIM

Joins Party: SG15-01			
Class: Warrior	Age: 26	Gender: Male	Homeland: Artolia

PROFILE:

Artolian mercenary soul not incarnated at present, yet destined to achieve great renown once he is again born. Though once an einherjar of Hrist's, Arngrim was returned to the cycle of transmigration after running afoul of Odin.

TRUTHADE PROFILE:

Seraphic Gate-crasher who popped in while making the rounds in the transigratory wheel. Against his better judgment, Arngrim tried to take the whole Alicia kerfuffle up with Odin directly, and now waits to be reborn, die, and made einherjar by Lenneth.

ATTACKS

NAME	High Wind
DESCRIPTION	Arngrim's classic downward hack from overhead.
ATTACK GAUGE BOOST	18
NAME	Wild Break
DESCRIPTION	Wild swipe that crushes with brute strength.
ATTACK GAUGE BOOST	18
NAME	Surging Rush
DESCRIPTION	Full forward rush behind the point of the blade. Knocks enemy back.
ATTACK GAUGE BOOST	18

SPECIAL ATTACK

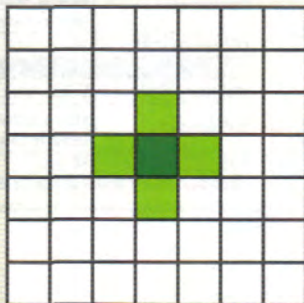
NAME	DESCRIPTION	HITS	ATTACK GAUGE BOOST
Final Blast	Strikes fear into the heart of its prey before incinerating it in flames of fury.	20	60

MAGIC ATTACKS

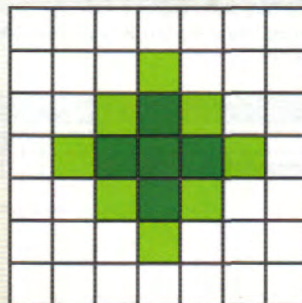
Sorcerers and sorceresses can learn new spells by using codices bought in the shop. Therefore, any spellcaster can utilize any attack magic. Set the attack of sorcerers or sorceresses by changing their attack in the Attack screen of the Allocation menu. This determines what spell the character casts when attacking and retaliating.

However, the Cast Spell action can be used to cast any spell in the person's knowledge during any turn. Spells can be cast at long range on the field, targeting enemies that are higher or lower than the caster can normally reach with an attack. Casting spells rather than attacking also prevents enemies from retaliating. Attack spells have an effective range, damaging the target and enemies in surrounding spaces. The effective ranges of spells is one of three types:

EFFECTIVE RANGE TYPE A



EFFECTIVE RANGE TYPE B



EFFECTIVE RANGE TYPE C

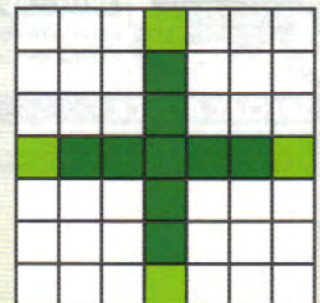











IMAGE	NAME	DESCRIPTION	HITS	ATTACK GAUGE BOOST	ELEMENT	CONDITION INFLECT (BASE CHANCE)	TARGET RANGE	EFFECTIVE RANGE TYPE	AP COST
	Fire Storm	Conjures an eruption of rising heat that blasts the enemy skyward.	1	28	Fire	None	4	B	60
	Frigid Damsel	Conjures glacial shards to crush the enemy. Randomly freezes enemy.	2	16 x 2 Hits	Ice	Freeze (10)	4	B	60
	Lightning Bolt	Conjures thunder from overhead to launch the enemy backward. Randomly paralyzes enemy.	3	12 x 3 Hits	Lightning	Paralysis (10)	4	B	70
	Poison Blow	Conjures toxic mist to snare the enemy from underfoot. Randomly poisons enemy.	1	38	Earth	Poison (50)	4	B	70
	Sacred Javelin	Conjures spears of light to smite the enemy from above. Randomly stuns enemy.	6	6 x 6 Hits	Holy	Stun (5)	4	C	80
	Dark Savior	Conjures blades of shadow to skewer the enemy. Randomly silences enemy.	6	6 x 6 Hits	Dark	Silence (10)	4	C	80

MAGIC SPECIAL ATTACKS

Any sorcerer or sorceress can perform these special attacks during a Soul Crush when certain spells are set as their main attack. For instance, Lockswell's default attack spell is Fire Storm, and so his special attack during a Soul Crush is Ifrit Caress. Changing his attack spell also changes his special attack.

IMAGE	NAME	DERIVATIVE SPELL	DESCRIPTION	ATTACK GAUGE BOOST	ELEMENT	HITS
	Ifrit Caress	Fire Storm	Divine incarnation of Fire Storm that envelops its prey in a heated brimstone embrace.	30	Fire	9
	Tidal Wave	Frigid Damsel	Sublime form of Frigid Damsel that drowns foes beneath the sea-serpent's rage.	36	Ice	6
	Gravity Blessing	Lightning Bolt	Empyrean embodiment of Lightning Bolt that crushes enemies in an atmospheric void.	30	Lightning	15
	Maleficent Harm	Poison Blow	Virulent transmutation of Poison Blow that engulfs its victims in toxic mist.	30	Earth	10
	Phantom Destruction	Sacred Javelin	Quintessence of Sacred Javelin invoking the rune before which all sins shall be punished.	32	Holy	10
	Meteor Swarm	Dark Savior	Manifestation of Dark Savior that summons down an endless torrent of shooting stars.	34	Dark	7

Part ONE Tactics
Part TWO Units
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Part Three: Walkthrough

This chapter covers progression through *Valkyrie Profile: Covenant of the Plume* on a battle by battle basis. Story events and tutorial messages appearing during the game are omitted, so that this guide may enhance your gaming experience without ruining it.



ROUTE

The player can manipulate the events of the game by following a different route during each play. At the end of Chapter 1, the player must choose whether to proceed to one of three World Map destinations: Hroethe Walk, Camille, or Aullewyn Keep. The events and battles encountered during Chapter 2 change depending on the destination chosen. Choosing Hroethe Walk follows Route A, choosing Camille follows Route B, and choosing Aullewyn Keep follows Route C.



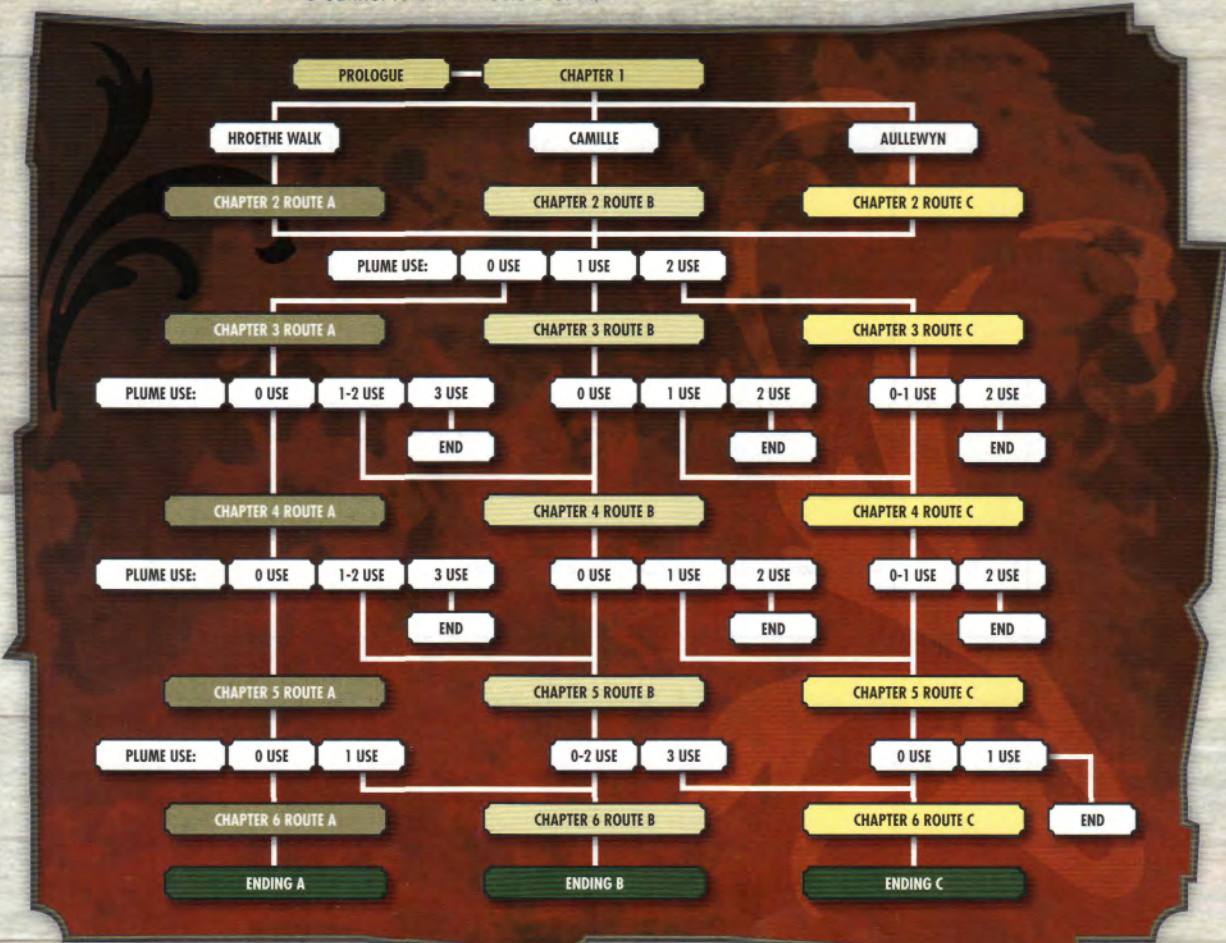
Use of the Destiny Plume sacrifices a character and alters the course of events.

Progression in subsequent chapters depends upon the player's use of the Destiny Plume. Main protagonist Wylfred acquires the Destiny Plume during the Prologue scenario. This item makes an ally super-powerful for the remainder of the battle, but unfortunately forfeits that character's life. Sacrificing an ally through use of the Destiny Plume changes the scenario of the game, starting in Chapter 2. If the player does not use the Destiny Plume, then the scenario follows Route A in Chapter 3. If the Destiny Plume is used to sacrifice one ally, then the scenario follows Route B. If two allies are sacrificed, then the scenario follows Route C.



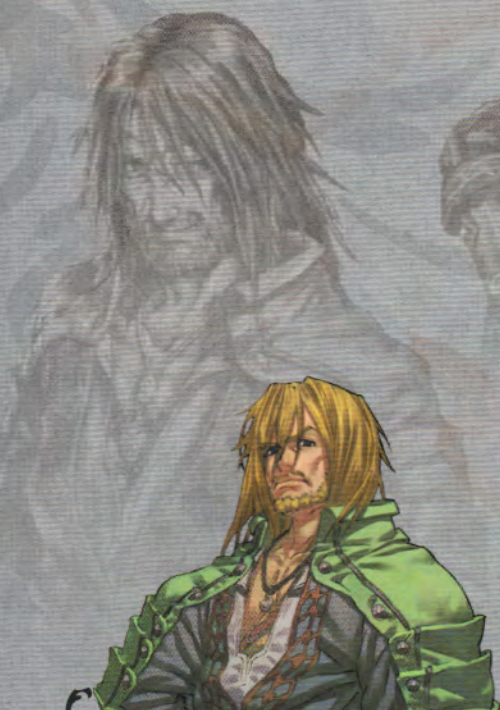
Choice of World Map destination in Chapter 2 changes the battles engaged.

The following chart shows how use of the Destiny Plume changes the scenario in Chapters 2 through 6. Note that once the scenario changes to Route B, the player cannot return to Route A. Also, players following Route C cannot return to Route B or A.



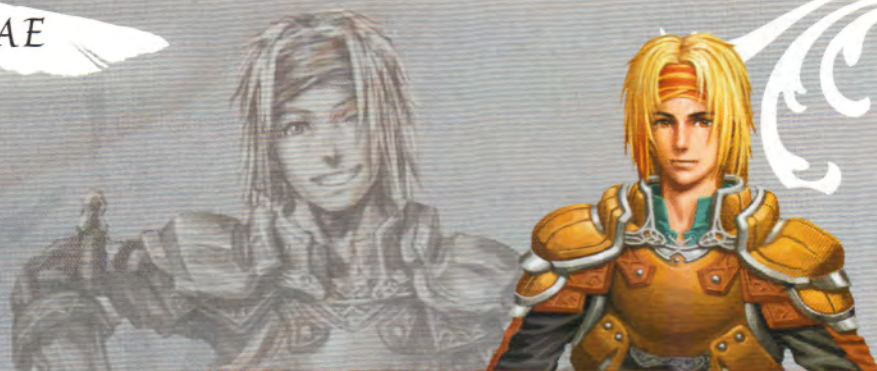
PROLOGUE

DRAMATIS PERSONAE



GWENDAL

The soulless sellsword Gwendal scours the lands of Midgard, hoarding plunder at will and sparing nary a thought to those he wrongs. Thievery, extortion, murder—no deed is beneath this unsavory villain.



ANCEL

Wylfred's oldest friend joins him out of concern for his well-being, while harboring hopes that he might somehow dissuade Wylfred from the fruitless path of revenge against the Battle Maiden. Another childhood friend of Ance's, Tilde, also draws his attention of late.

PROLOGUE SHOP MENU

NAME	PRICE
 LONG SWORD	200
 BASTARD SWORD	250
 LEATHER ARMOR	300
 WARRIOR'S ARCANUM	200
 UNION PLUME	1200



HEUGOE

Once a commanding officer in Villnore's military, Heugoe suffered near-fatal wounds during a battle when the host he led was sabotaged from within. Miraculously, his body recovered, but his spirit was later broken when it was revealed the traitor was none other than his very own son. Despair and depression drove Heugoe from the military to search for an early grave, and he soon took up work as a mercenary. Haunted by his past, he sees the face of his son in a boy of the same age.

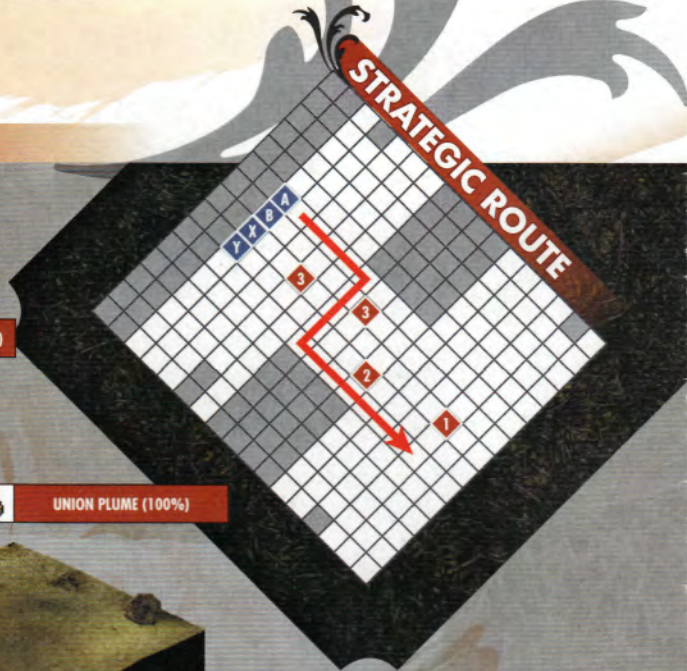
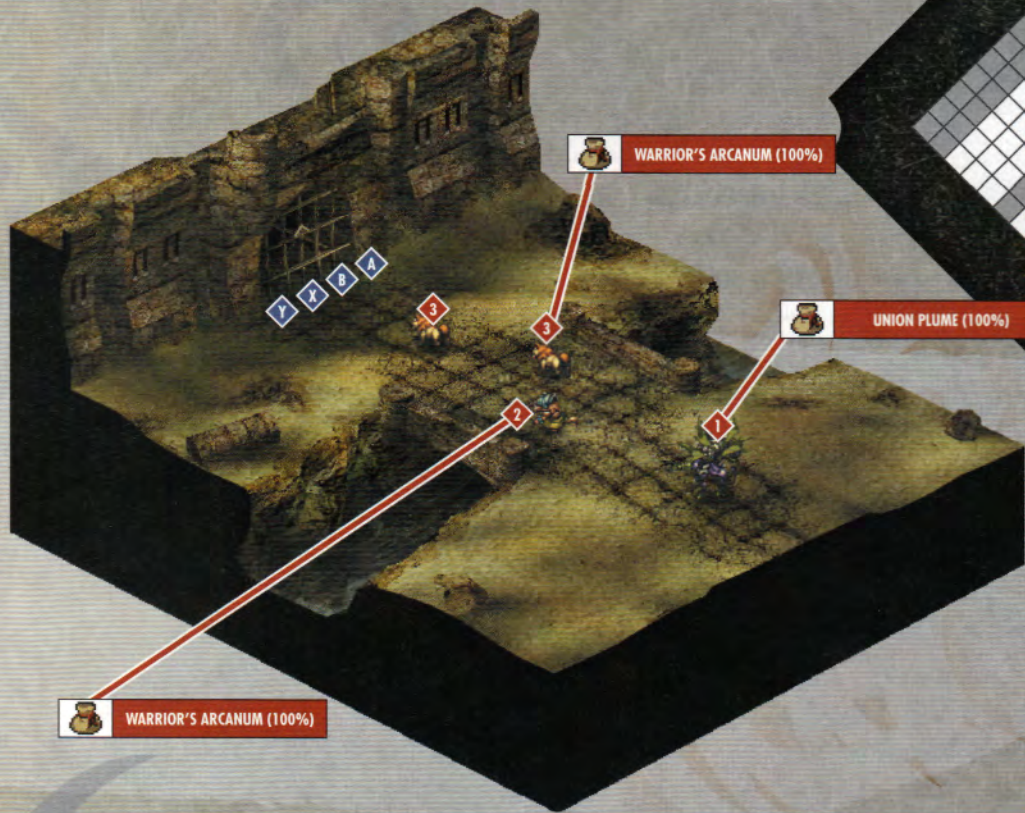
Part ONE
Tactics
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Part FOUR
Serpentine Gate
Part FIVE
Data

STAGE 01: AULLEWYN KEEP GATES


ENGAGEMENT DATA


Objective Destroy all opposition.


STAGE MAP




ENEMY DATA

1 GHOUL 

HP	700
ATTACK	NONE
DEFENSE	
OTH	500
EXPERIENCE	755

2 KOBOLD 

HP	280
ATTACK	NONE
DEFENSE	
OTH	150
EXPERIENCE	200

3 DIRE WOLF 

HP	200
ATTACK	NONE
DEFENSE	
OTH	100
EXPERIENCE	100

LEARNING THE ROPES

Battles take place in "rounds" consisting of an "Ally Phase" followed by an "Enemy Phase." The characters you control get to move and attack enemies during the Ally Phase. Likewise, enemies get to move and attack during the Enemy Phase. The overall goal is to eliminate as many enemies as possible before the next Enemy Phase, thereby preventing the enemies from crippling or killing your characters.



Surround and defeat enemies as often as possible.



Heugoe can attack targets from two spaces away with his lance!

CONTROL YOUR DESTINY!

Upon the engagement of the battle, Wylfred is in movement phase. However, Heugoe and Gwendal are both at Lv10, and either is capable of eliminating a foe in a single attack. Therefore, it's safer for Heugoe and Gwendal to lead the battle, while Wylfred and Ancel follow up.



To select a different character than the current one, press **B** to cancel movement and free the cursor. You may then move the cursor to another ally, press **A**, and move him/her instead. Just because the game selects your allies in a certain order doesn't mean you must move and fight that way!

ATTACK FROM ALL SIDES

If an ally fails to defeat a foe during one attack, move another ally within range of the same foe. Select the attack option, and blue exclamation marks appear above the heads of surrounding allies. This means that they too have an opportunity to strike during an attack! Therefore, surround tough enemies such as the Ghoul from all sides and unleash devastating combination attacks on every turn to defeat it.



Blue exclamation marks over allies' heads indicate that they get to attack the enemy in combination with the moving character.

TAKE OUT YOUR FIRST FOE

Move one of your allies within range of the closest enemy, a Dire Wolf. You'll know the ally is in striking range when the wolf flashes. At that point, press **A** to open the action menu. The first option lets the character attack, so press **A** again. The scene shifts to a battle screen.



Moving within attack range of a target causes a red exclamation mark to appear above it. These targets will be able to retaliate after your character initiates battle.



Press the buttons shown to make each character attack when a foe is surrounded.

During an attack, first the ally gets a turn, then the enemy. The lower screen depicts the action, while the upper screen shows the allies within range of the enemy, the number of attacks and their HP remaining, and an icon depicting the attack button for each ally. For instance, Wylfred is automatically assigned to the **Y** button during this first battle. Press **Y** repeatedly to make Wylfred attack as many times as he can.

Because the enemy gets a turn to counter, you must avoid attacking with low HP unless you're certain of eliminating the foe. Use a wounded ally's turn to heal, either by magic or by using a recovery item such as a Warrior's Arcanum. Note that allies regain full HP by leveling up.

SAFETY FIRST!

There are a number of ways to deny an enemy its chance to respond to your characters' attacks. When using a character with a weapon that can attack from two or more spaces away, such as Heugoe, the targeted enemy will not be able to retaliate if it is only capable of attacking in adjacent spaces.

Additionally, attacks made from behind a target have a chance to faze the victim, preventing the target from making a counter attack.

NAVIGATING THE WORLD MAP



Note that while viewing the World Map, pressing **X** opens the menu. Within the menu, you can make changes to your party, change important functions of the system, or save your data. Be sure to save before proceeding to Aullewyn Keep.

Prior to the next battle, the scene shifts to the World Map. The only available destination is Aullewyn Keep. Use the **+** Control Pad or press **L** or **R** to move the plume cursor to this location. Press **A** to enter.



USING THE TOWN MENU

Upon entering a location, the Town menu may appear. While using the Town menu, you can also open the main menu, but you cannot save or change system options. You may peruse items in the shop, enter the tavern and listen to lore (local gossip), or leave and return to the World Map. As is the case in Aullewyn Keep, the separate option at the top allows you to view a scene and continue the scenario.



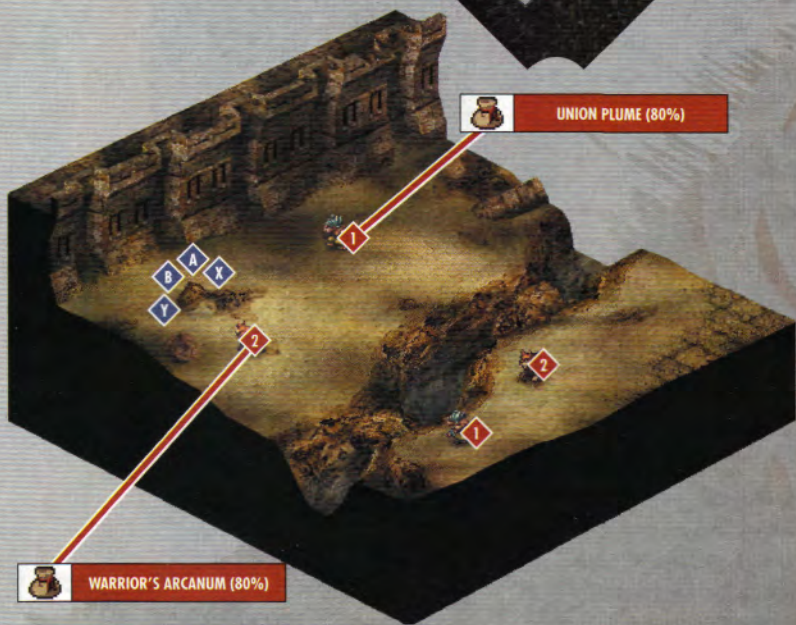
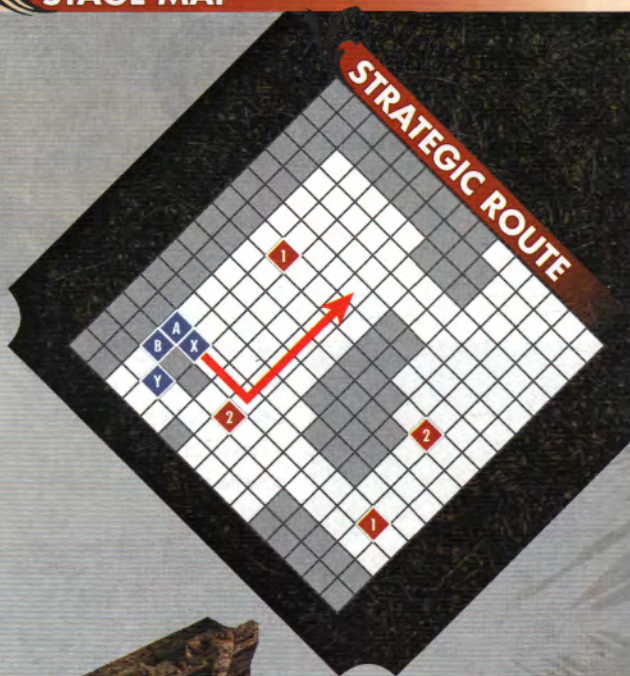
Part ONE
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STAGE 02: AULLEWYN KEEP WEST

ENGAGEMENT DATA

Objective Destroy all opposition.

STAGE MAP



SURROUND AND DESTROY

As per the opening conversation between Ancel and Wylfred, the best strategy is to surround enemies to initiate sieges. This means moving Wylfred and Ancel to opposite sides of a foe to attack. When a siege is possible, all allies surrounding the foe start glowing during target selection. A message appearing at the start of the attack shows the type of siege as well as the benefits to the allies. The type of siege engaged depends on the allies' positions surrounding the foe.



For instance, if Wylfred and Ancel move to either side of a Dire Wolf, then a "Flank Raid" formation is achieved. During a Flank Raid, the chances of gaining plunder by defeating the enemy increase, and each strike adds an additional 10% to the Attack Gauge, making special attacks easier to launch (special attacks are more important in subsequent battles).

Flank Raid

Advantages:
 Attack Gauge +10%
 Increased Plunder

Siege benefits, if any, are displayed at the start of an attack.



Without the aid of Gwendal and Heugoe this time around, initiating sieges and making your characters work together are vital to survival. Surrounding foes can be tricky on the single-space "bridges" spanning the canyon, since allies cannot move past foes to flank them. If possible, try to goad the enemies to cross the bridges in order to surround them more easily.

ENEMY DATA

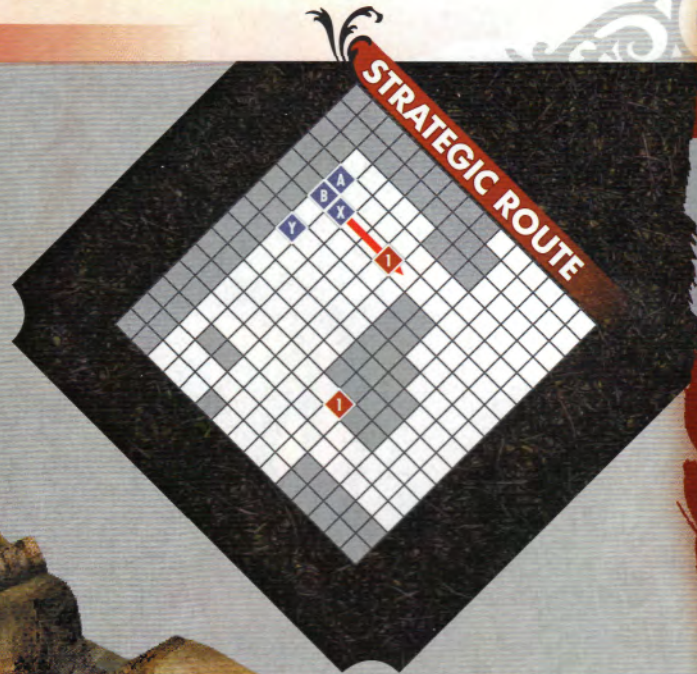
1	KOBOLD	HP	280				
ATTACK	NONE	DEFENSE		EXPERIENCE	200	OTH	150
2	DIRE WOLF	HP	200				
ATTACK	NONE	DEFENSE		EXPERIENCE	100	OTH	100

STAGE03: AULLEWYN KEEP WEST

ENGAGEMENT DATA

Objective Destroy all opposition.

STAGE MAP



ENEMY DATA

1 GHOUL

HP 700



ATTACK NONE DEFENSE EXPERIENCE 755 OTH 500

STELLAR END

The purpose of this battle is to use the Destiny Plume. Your characters cannot attack either of the enemies until the plume is used. On Wylfred's first turn, select the Destiny Plume icon from the attack menu and use it on Ancel. As a result of this favor, Ancel's HP and other parameters multiply tenfold, allowing him to demolish both Ghouls easily. Simply let Wylfred hang back while Ancel clears the field.

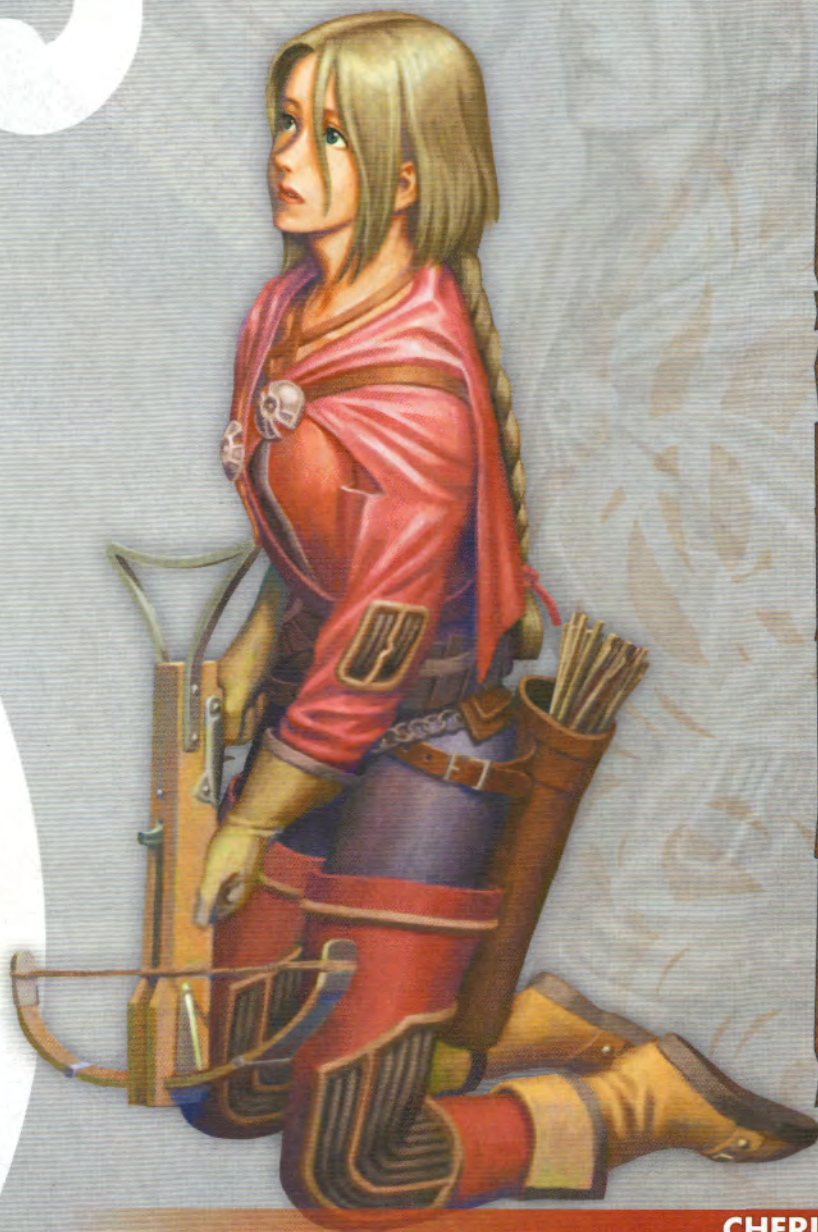


Using the Destiny Plume makes Ancel strong enough to KO Ghouls in a single attack!

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CHAPTER 1

DRAMATIS PERSONAE



CHAPTER 1 SHOP MENU

NAME	PRICE
 VIKING SWORD	1200
 LONG SWORD	200
 CROSSBOW	220
 SALLET	700
 CHAINMAIL	2200
 CLOAK	200
 LEATHER ARMOR	300
 POISON CHECK	2000
 THE WAY OF PROVOCATION	1000
 THE WAY OF PACIFICATION	1000
 WARRIOR'S ARCANUM	200
 UNION PLUME	1200
 HONEYSUCKLE DEW	150

CHERIPHA

Though an accomplished assassin serving the Artolian court, watching her fellow soldiers fall one by one into unmarked graves forced Cheripha to question the life she had led for as long as she could remember. Resolving to see all the world has to offer before succumbing to such a fate, she deserts the assassins' guild and sets forth for adventure.





LOCKSWELL

Once a high sorcerer in the king's army, Lockswell was cast into the dungeon while the crown executed his wife and those of her house for treason. Loath to lose an able man, the court offered clemency on the condition both he and his infant daughter cast off their worldly bonds and enlist in the assassins' guild. Confronted with the choice of life or death, Lockswell elected to save Cheripha and relinquish his heart to the shadows.



STAGE 04: IATALLAGH WEALD

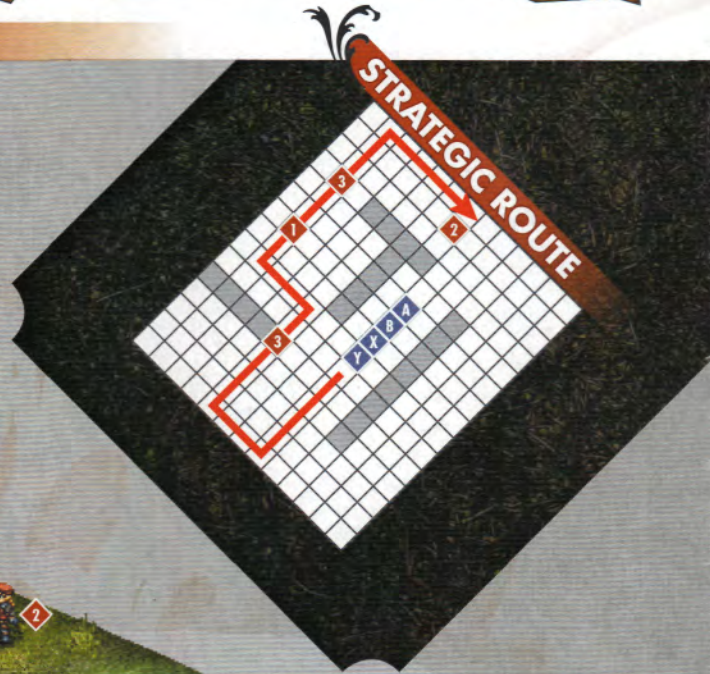
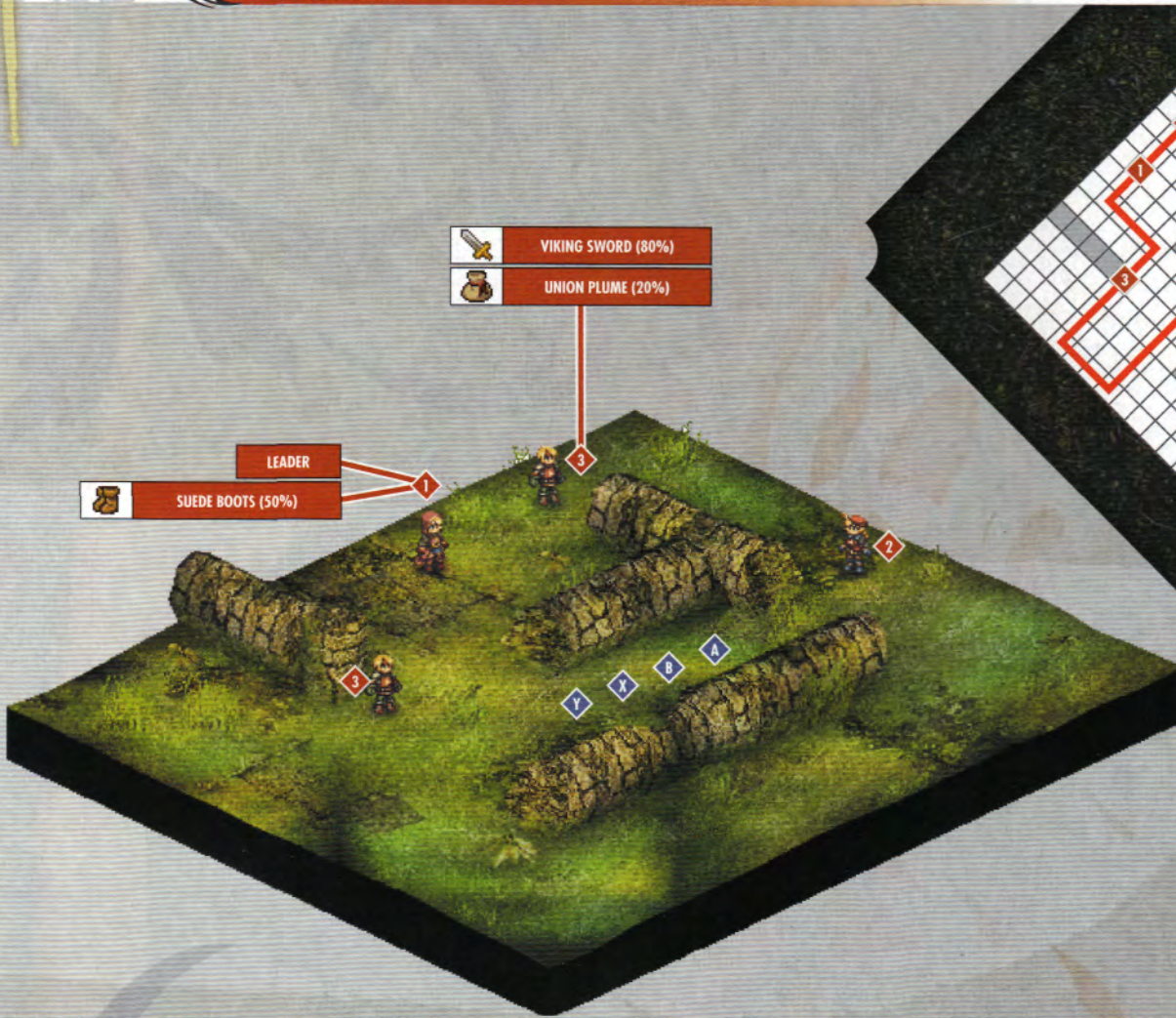
ENGAGEMENT DATA

Objective	Destroy all opposition.
Sin Sought	50

SPOILS OF SIN

RANK A (100+)	RANK B (99-75)	RANK C (74-50)
Dwarf Tincture x2	The Art of First Aid x2	Flare Gem x2
Ambrosia x2	Apothecary's Arcanum x2	—
+Rank B & Rank C items	+Rank C items	—

STAGE MAP



ENEMY DATA

1 NOVICE ARTOLIAN SORCERESS

HP	320	
ATTACK	NONE	
DEFENSE	NONE	
OTH	400	
EXPERIENCE		550

2 NOVICE ARTOLIAN ARCHERESS

HP	380	
ATTACK	NONE	
DEFENSE	NONE	
OTH	350	
EXPERIENCE		600

3 NOVICE ARTOLIAN SWORDSMAN

HP	350	
ATTACK	NONE	
DEFENSE	NONE	
OTH	300	
EXPERIENCE		580

THE WAGES OF SIN

The first battle of Chapter 1 introduces the concept of Sin. Sin points accumulate by continuing to strike an enemy after they are defeated. Mistress Hel predetermines how many Sin points she wishes for Wylfred and his allies, including any available guests, to score. Ailyth announces the minimum Sin required to please Hel. Use of the Destiny Plume raises the Sin Gauge (shown at the base of the upper screen) to the sought amount. For instance, if the Sin sought is 300, using the Destiny Plume raises the Sin score to 300. Anything scored above that is just gravy!

Scoring higher than the Sin sought increases the party's "rank." The rank achieved determines what kind of spoils the party receives from Hel afterward, if any. From Chapter 2 onward, failure to accumulate the Sin sought draws Hel's wrath, meaning additional enemies will appear in a subsequent battle. Refer to the "Spoils of Sin" table at the start of this section to determine how many Sin points must be scored to achieve better rewards. Ailyth's comment following the battle determines the rank achieved, as follows:

Ailyth

Splendid, sire. Mistress Hel seems quite pleased by your efforts and sends an offering to aid you in your travels.



SIN RANKING PER AILYTH QUOTE

Rank A	"Wonderful, sire. You bring great delight to Mistress Hel. I pray thee savor the fruits of thy labor."
Rank B	"Splendid, sire. Mistress Hel seems quite pleased by your efforts and sends an offering to aid you in your travels."
Rank C	"Well done, sire. Your deeds warrant recognition. Please accept this humble token for your troubles."

ACCUMULATE SIN WITH WYLFRED

Guest member Cheripha inflicts good damage from afar with her bow, but not nearly as much as Wylfred at close range with his sword. Therefore, whenever Cheripha and Wylfred attack together, always let Cheripha finish off the enemy in the hopes that Wylfred's follow-up attacks score higher Sin points.



ARCHERS AND MAGES

This battle features the first encounter with ranged attackers. Guest ally Cheripha uses a bow, which means she can attack targets that are two to four spaces away. This gives her a great advantage over the swordsmen on the field, who cannot counterattack at that range. However, pay close attention to where you position Cheripha on the battlefield; if a swordsman can move within one space of her, they get to attack and she cannot counter.



Cheripha attacks from 2-4 spaces from the target. Use her against melee fighters to great advantage.

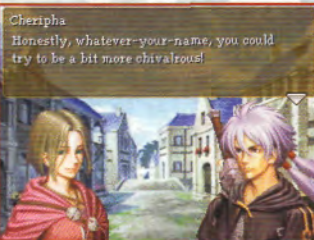
The Novice Artolian Sorceress is the leader of the group. Place the cursor on her and press (A) to see her spell range. In the initial stages of this battle, it is important to avoid her range until the closest swordsman is defeated. Then, use a round to move to the edge of her range. She then moves to attack Wylfred or Cheripha during the Enemy Phase. On the next round, move in quickly and defeat her before the remaining swordsman can join the fray. Finally, move to the outer edge of the field and take out the archer.



Place the cursor on the sorceress to determine her attack range, and stay well outside it until your party is ready to take her out.

ON TO MARKET MARTEIGH

Following the battle at Iatallagh Weald, move the plume cursor across the World Map to Market Marteigh. Press (A) to enter the market and initiate a short scene between Wyl and Cheripha.



Cheripha
Honestly, whatever your name, you could try to be a bit more chivalrous!

Thereafter, the Town menu appears. Visit the shop to purchase a Sallet and possibly Chainmail for Wyl. The Way of Pacification is a worthwhile purchase, since it is an excellent tactic that can sometimes prevent an enemy from counterattacking. After shopping, depart and select Kirche Crossing on the World Map.

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STAGE 05: KIRCHE CROSSING

SPOILS OF SIN

RANK A (260+)	RANK B (259~195)	RANK C (194~130)
Golden Egg x1	The Art of First Aid x2	Union Plume x3
Ambrosia x1	Might Potion x2	Elixir x2
+Rank B & Rank C items	+Rank C items	—

ENGAGEMENT DATA

Objective	Destroy all opposition.
Sin Sought	130

STAGE MAP



ENEMY DATA

1 LOCKSWELL HP 550

ATTACK NONE DEFENSE NONE EXPERIENCE 1000 OTH 7000

2 NOVICE ARTOLIAN WARRIOR HP 400

ATTACK NONE DEFENSE NONE EXPERIENCE 700 OTH 400

3 NOVICE ARTOLIAN ARCHERESS HP 380

ATTACK NONE DEFENSE NONE EXPERIENCE 600 OTH 350

4 NOVICE ARTOLIAN SWORDSMAN HP 350

ATTACK NONE DEFENSE NONE EXPERIENCE 580 OTH 300

UPHILL BATTLE

Proceeding up the center of the field is unwise, since the archeresses positioned to either side typically attack in combination with the foot soldiers. Fortunately, the walls dividing the area are low enough that you may cross them normally. Move over the walls and engage the archeresses directly, so they may not support the swordsmen and warriors in the field center.



With both archeresses defeated, make your way up the center to engage Lockswell and his two henchmen. Try to draw the swordsman and warrior well away from Lockswell, so he may not support them by casting spells. With all others defeated, heal if necessary and move in on Lockswell. Surround him from the front and back to trigger an Axis Raid to increase your chances of winning plunder from him.



SCORING THE HIGHEST SIN

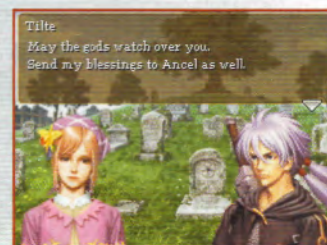
Since the Sin sought is so high, achieving a high rank is much more difficult. Achieve as much Sin as possible by attacking foes individually until their HP is on the ropes. Then, move into a formation and attack as a group with overkill to score as many Sin points as possible!

CHOOSING A CHAPTER 2 ROUTE

Cheripha and Lockswell join the party after the confrontation. Return to Market Marteigh, but avoid the temptation to buy items. A much better selection is just around the corner...



Choose the "Journey to Shire" option above the Town menu. After Wylfred speaks with Ailyth, the scene returns to the World Map. Select Wylfred's hometown of Tourque to visit Tiltle.



When back on the World Map screen, three new destinations appear. The destination chosen determines your route for Chapter 2. Choosing Hroethe Walk follows Route A, choosing Camille follows Route B, and choosing Aullewyn Keep follows Route C. Refer to the Table of Contents at the beginning of this guide, and turn to the appropriate section of Chapter 2 to resume following this guide.



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Factions
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CHAPTER 2 ROUTE A

Follow this route if Hroethe Walk was your destination of choice on the World Map at the end of Chapter 1.

DRAMATIS PERSONAE



DARIUS

Born to destitute nobles, Darius was surrendered for adoption to a merchant house as a boy. He would later rejoin his true house at fifteen years of age when his birth-brothers began to fall one after another to a vicious contagion. Aristocratic circles spurned him for his less-than-noble upbringing, and only through military service has he been able to restore a modicum of honor to his name. He has but a lone friend in Earnest, an elder student of the Officers Academy who never spoke ill of Darius's birth nor looked down upon him.

CHAPTER 2 SHOP MENU

NAME	PRICE
 RAPIER	2000
 VIKING SWORD	1200
 LONG SWORD	200
 TWO-HANDED SWORD	2500
 HALBERD	2000
 MANUBALLISTA	1800
 CRYSTAL WAND	1500
 SALLET	700
 SILVER CLOAK	2000
 CHAINMAIL	2200
 GLOVES	800
 SUEDE BOOTS	1000
 POISON CHECK	2000
 FREEZE CHECK	2000
 THE WAY OF DASHING	800

CHAPTER 2 SHOP MENU

NAME	PRICE
 THE ART OF BODY OF STEEL	800
 THE ART OF ENLIGHTENMENT	800
 THE WAY OF PROVOCATION	1000
 THE WAY OF PACIFICATION	1000
 HEAL CODEX	1000
 GUARD REINFORCE CODEX	1000
 FRIGID DAMSEL CODEX	1500
 DWARF TINCTURE	1500
 WARRIOR'S ARCANUM	200
 UNION PLUME	1200
 HONEYSUCKLE DEW	150
 BRAGI'S SONG	150
 THAW WATER	150
 FLARE GEM	1200
 POISON GEM	1500



EARNEST

A loyal knight of Villmore descending from a noble and distinguished line, idealistic and sincere Earnest was dispatched to Artolian territory in order to gain the trust of downtrodden serfs waging a rebellion. He and the rebel commander, Natalia, have come to share a bond of friendship that transcends affection. Also dear to him is Darius, an underclassman from the Officers Academy with whom he holds a candid rapport.

STAGE 06: HROETHE WALK

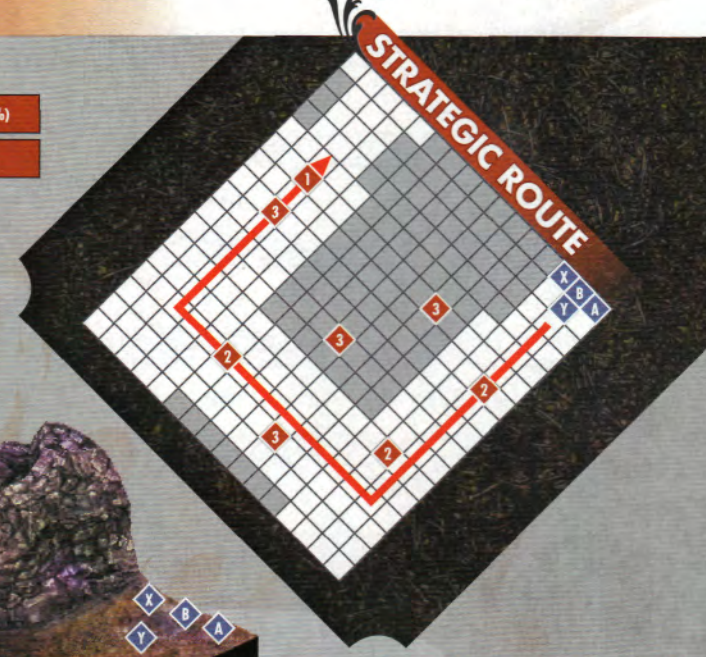
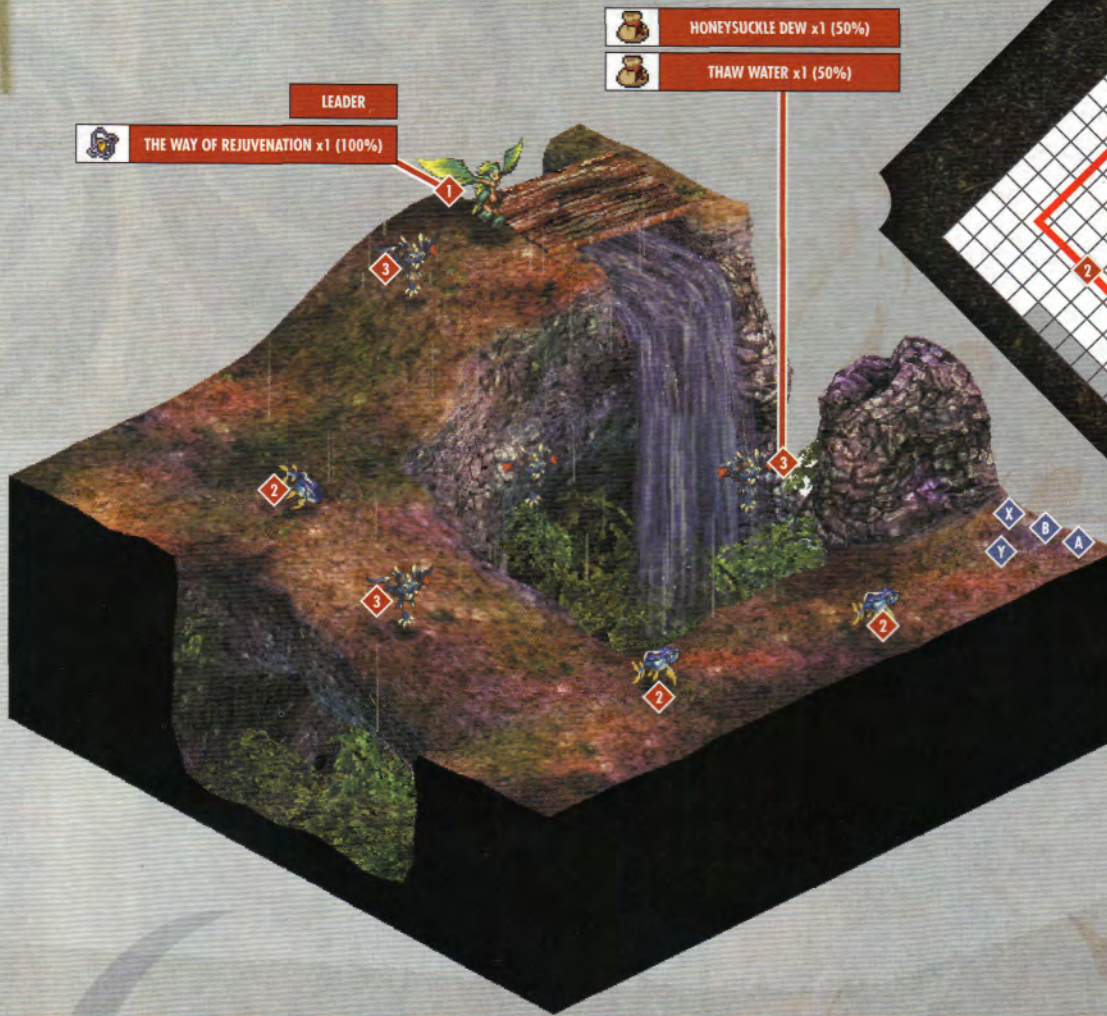
ENGAGEMENT DATA

Objective	Destroy all opposition.
Sin Sought	200

SPOILS OF SIN

RANK A (400+)	RANK B (399~300)	RANK C (299~200)
Fire Talisman x2	Dwarf Tincture x2	Elixir x1
Rune Helm x1	Apothecary's Arcanum x2	Guard Potion x2
+Rank B & Rank C items	+Rank C items	—

STAGE MAP



- LEADER
- THE WAY OF REJUVENATION x1 (100%)
- HONEYSUCKLE DEW x1 (50%)
- THAW WATER x1 (50%)

ENEMY DATA

1 AELLO

HP 1250

ATTACK NONE

DEFENSE

OTH 1000

EXPERIENCE 1800

2 SKULLFISH

HP 580

ATTACK NONE

DEFENSE

OTH 700

EXPERIENCE 1300

3 GIANT BAT

HP 550

ATTACK NONE

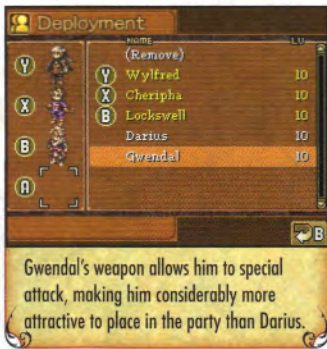
DEFENSE NONE

OTH 650

EXPERIENCE 400

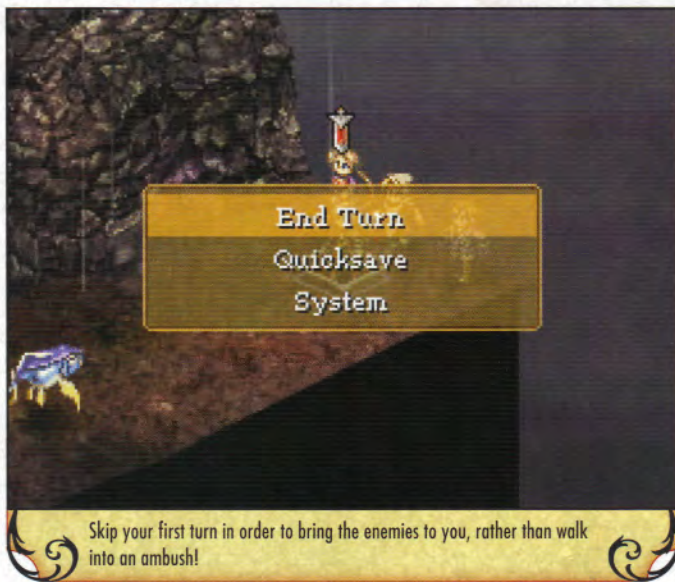
DEPLOY FOUR

With Darius and Gwendal joining the heroes as guests, a choice of characters is finally available for deployment. Continue using Wylfred, Cheripha, and Lockswell. Choose from either Darius or Gwendal to fill out the ranks. Note that as guests, neither Darius's nor Gwendal's equipment can be changed. Therefore, Gwendal might be a better choice since he can perform a special attack, increasing the amount of Sin the party can acquire per attack. As you'll soon realize, the Sin sought per battle goes way up during this chapter!



LET THEM COME

With three monsters ready to ambush the party at the start, the best strategy is not to play into their hands. Instead of moving downfield, press (B) to cancel your (Y) character's move, and press (X) to bring up the menu. Select "End Turn" and press (A) to end your turn without moving or taking action.



OVERKILL THEM ALL!

Skipping the first round causes the nearest Skullfish to advance on the party and attack, thus drawing it out of the ambush zone. On your next turn, surround the Skullfish and chain together attacks quickly, in order to fill the Attack Gauge. Score more than 100 points to initiate one or more special attacks. If carried out properly, you should score 100 Sin on this very first enemy!



ONE TOUGH BIRD

The lone Aello hovers above the steepest rise. When the group is together, move to the base of the top incline. The Aello flies downhill to attack. Rather than trying to move uphill to surround it, retreat to the flatter area, where it is sure to pursue. Then you can more easily surround and overkill it.

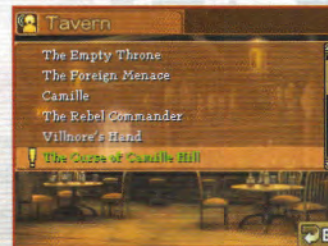


WARNING! SIN, OR FACE THE CONSEQUENCES

Failing to accumulate the Sin sought results in an extremely dangerous enemy appearing during an upcoming battle. This enemy is so powerful that it could change the course of your game. Maintain control over your fate by making sure to accumulate the Sin sought.

OPTIONS ARISE

After clearing the Highlands, head to Camille and visit the Tavern. Read the lore titled, "The Curse of Camille Hill" to unlock an optional sub-battle at Camille Highlands. This new destination appears on the World Map upon exiting Camille. Undertake the battle there if extra experience is desired. Just be sure to pack some Thaw Waters to cure freezing inflicted by Ghosts.



After clearing Camille Highlands (or not), return to Camille and choose the option "Tour Rebel Camp" to continue the route.

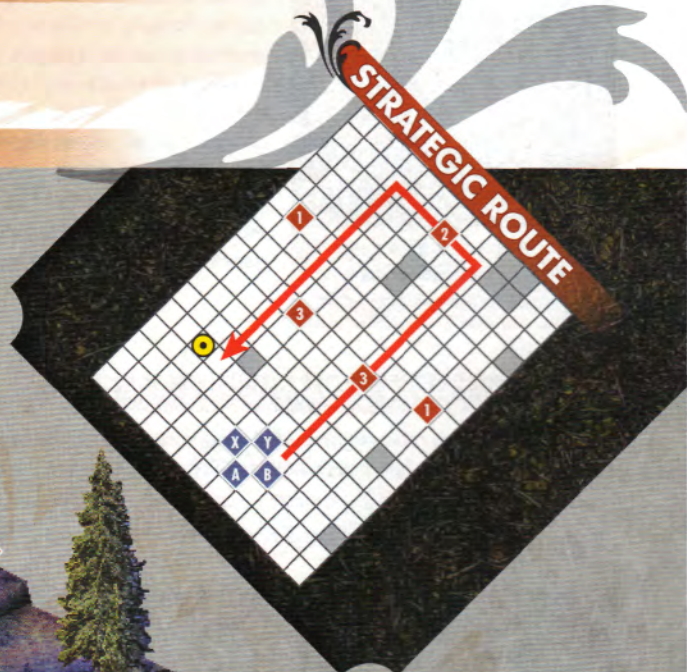
Part ONE
Part TWO
Part THREE
Part FOUR
Part FIVE

STAGE 07: CAMILLE HIGHLANDS (SUB-BATTLE)

ENGAGEMENT DATA

Objective Destroy all opposition.

STAGE MAP



ENEMY DATA

1 AELLO



HP	1250
ATTACK	NONE
DEFENSE	⚡
OTH	1000
EXPERIENCE	1800

2 MANDRAGORA



HP	1100
ATTACK	NONE
DEFENSE	🍄
OTH	900
EXPERIENCE	2400

3 GHOST



HP	800
ATTACK	🔥
DEFENSE	🌿
OTH	750
EXPERIENCE	2000

PERCHED ABOVE

Prior to starting the battle, note the Ghost perched at the cliff's edge above. Because the Ghost is a floating enemy, it can drop over the side of the cliff to ambush a character below. Given the many other enemies near the starting point, moving within its range is not a wise idea. Skip your first turn, as in the last battle, and let the nearest Ghost come to you. Surround it and destroy it, if it doesn't freeze your characters on the first attack.



Like last time, allow the nearest enemy to approach the party to avoid letting foes team up on your characters.

In subsequent turns, advance and position your characters well away from the cliff base to avoid being dropped on from above. Surround and eliminate the Aello on the lower level. Then, it's all right to move to the base of the cliff and draw down the Ghost from above.



Steer away from the cliffs to take on the Aello, to avoid attracting the Ghost from above.

THE HIDDEN TREASURE

Proceed to the upper level, taking out the Mandragora along the way. Note on the maps above the location of a hidden **The Way of Rejuvenation** on the upper level. This item is obtained by moving a character to the space where it is located. At the end of that unit's turn, the item is obtained. The only problem is the nearby Aello that besieges the party. Since it should be the last remaining enemy, you cannot finish it off until the item is obtained. Until then, spread out your characters and avoid using any special attacks against the Aello. When the item is found, quickly finish it off.



Move to the square at the far side of the upper cliff to find a hidden item. You must avoid slaying the last enemy if you want this great tactic for one of your characters.



Part
Tactics
ONE

Part
Units
TWO

Part
Walkthrough
THREE

Part
Serpentine Gate
FOUR

Part
Data
FIVE

STAGE 08: CAMILLE

ENGAGEMENT DATA

Objective	Defeat the enemy leader.
Sin Sought	380

SPOILS OF SIN

RANK A (760+)	RANK B (759~570)	RANK C (569~380)
Flame Pallasch x1	The Way of Evanesence x2	Spell Potion x2
Infinity Rod x1	Magic Bangle x1	Falchion x1
+Rank B & Rank C items	+Rank C items	—

STAGE MAP

ENEMY DATA

1	NOVICE ARTOLIAN SORCERER	HP 780					
ATTACK	NONE	DEFENSE	NONE	EXPERIENCE	2100	OTH	1000
3	NOVICE ARTOLIAN ARCHER	HP 800					
ATTACK	NONE	DEFENSE	NONE	EXPERIENCE	900	OTH	850
5	NOVICE ARTOLIAN WARRIOR	HP 400					
ATTACK	NONE	DEFENSE	NONE	EXPERIENCE	700	OTH	400

2	ADEPT ARTOLIAN LANCER	HP 920					
ATTACK	NONE	DEFENSE	NONE	EXPERIENCE	2100	OTH	850
4	NOVICE ARTOLIAN SWORDSWOMAN	HP 680					
ATTACK	NONE	DEFENSE	NONE	EXPERIENCE	1800	OTH	900
6	REALMSTALKER (WYLFRED LV22)	HP 2204					
ATTACK		DEFENSE		EXPERIENCE	2500	OTH	2500
ITEM DROP	CHAIN OF THE AVENGER						

DELICATE BALANCE

This battle can prove somewhat challenging due to the strength of the enemies and the high amount of Sin required for avoiding future repercussions. The best idea is to equip at least two party members to perform special attacks in a single siege, thereby easily racking up 100 Sin points per kill. Since the objective is to defeat the leader, killing him before the other enemies could end the battle prematurely. Guarantee successful Sin accumulation by saving him for absolute last.



Surround and overkill blue-haired Novice Artolian Warriors to easily rack up Sin.

THE REALMSTALKER

Failure to accumulate the Sin sought in the first battle of this chapter causes a Realmstalker to replace the enemy nearest the starting point. The Realmstalker is a Lv22 version of Wylfred, capable of taking out several party members in a single attack. If this ghostly enemy appears instead of the Novice Artolian Warrior, use a save game to go back and replay the previous battle with better results. If you do not have a save before the first battle of Chapter 2, then your only option for survival is to use the Destiny Plume.

CROWDING THE LANDING

Other than the Realmstalker, the only other tight spot is the base of the long ramp down to the lower area. The enemies surrounding this area rarely move up onto the ramp to confront the party. Descending to the bottom of the ramp allows a swordswoman to attack party members from beside the slope. Therefore, you must try to move down the ramp in single file, sticking to the outside edge.



The base of the ramp allows the enemies to surround and attack the party from at least two sides. Descend with caution.

ONWARD TO VILLAINY

After the battle, choose the option "Speak with Ailyth" on the Town menu. When Wylfred is finished speaking to Hel's servant, choose "Go to Natalia" to engage the last battle of the chapter. Be sure to stock up plenty of Union Plumes, Poison Checks, and Honeysuckle Dew to fight poisoning.

Darius

I beg you, forget what you have heard here this night. I must carry out my orders at all costs.



Part
ONE
Tactics

Part
TWO
Status

Part
THREE
Walkthrough

Part
FOUR
Scripted Gate

Part
FIVE
Data

STAGE 09: EVERNIGHT

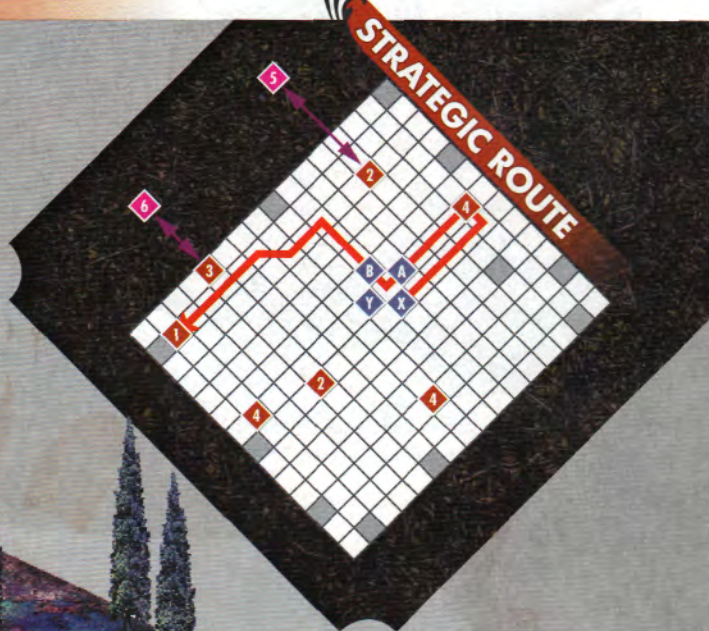
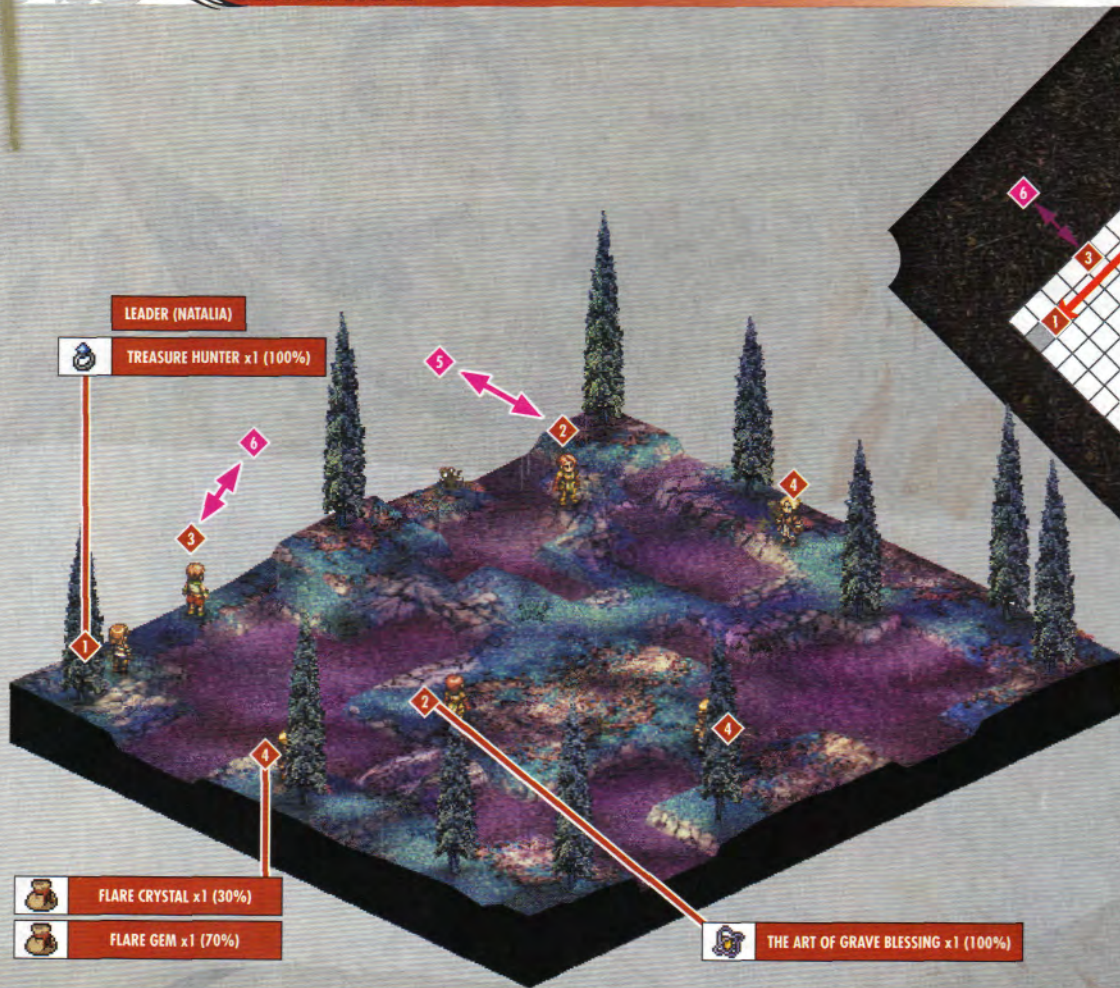
SPOILS OF SIN

ENGAGEMENT DATA

Objective	Defeat Natalia.
Sin Sought	200

RANK A (400+)	RANK B (399~300)	RANK C (299~200)
Rune Crown x1	Golden Egg x1	Flare Crystal x2
Crescent Bow x1	Prime Elixir x1	The Way of Martyr's Cry x2
+Rank B & Rank C items	+Rank C items	—

STAGE MAP



LEADER (NATALIA)

TREASURE HUNTER x1 (100%)

FLARE CRYSTAL x1 (30%)

FLARE GEM x1 (70%)

THE ART OF GRAVE BLESSING x1 (100%)

ENEMY DATA

1 NATALIA HP 2940

ATTACK / SPECIAL DEFENSE EXPERIENCE 3450 OTH 15,000

3 PICKPOCKET HP 1230

ATTACK / NONE DEFENSE / NONE EXPERIENCE 2500 OTH 1800

5 REALMSTALKER (WYLFRED LV22) HP 2204

ATTACK DEFENSE EXPERIENCE 2500 OTH 2500

ITEM DROP CHAIN OF THE AVENGER

2 ADEPT MERCENARY LANCER HP 1300

ATTACK / NONE DEFENSE EXPERIENCE 2000 OTH 1100

4 NOVICE MERCENARY SORCERER HP 1200

ATTACK / NONE DEFENSE EXPERIENCE 2300 OTH 1000

6 REALMSTALKER (ANCEL LV23) HP 3235

ATTACK DEFENSE EXPERIENCE 2000 OTH 2500

ITEM DROP CHAIN OF THE OFFERING

ATTACK FROM ALL SIDES!

Failure to meet the extremely high Sin requirements of the previous battle means that two Realmstalkers replace the common enemies in this stage. Between the two of them and Natalia, you don't stand a chance. Someone must be sacrificed to the Destiny Plume if you have any wish to continue your game.



Realmstalkers appearing in the same stage as Natalia require use of the Destiny Plume to overcome.

To avoid instant massacre, navigate away from Natalia. Attack the sorcerer positioned behind the party, then allow enemies to come from the sides. When clear, fight your way over to Natalia's position.



Retreat from the center to avoid being surrounded, and attack enemies as they come.

Natalia is an unforgiving leader who gets to special attack on every turn. Use Union Plumes wisely by positioning the character using them in such a way that the returning character comes back with an advantage. After reviving fallen allies, try to surround Natalia. During the attack, execute actions quickly and precisely so that every hit lands. Build the Attack Gauge to over 100, then try to perform two special attacks within the same siege. If Natalia survives to fight another round, she'll make you sorry for it!



Natalia gets to special attack every time she initiates an attack. Therefore, you must coordinate multiple special attacks to put her down.

WARNING! DON'T STOP IN THE BOG!

Do not position your characters in the swampy waters unless they are equipped with a Poison Check. Unprotected characters contract poisoning from the swamp and gradually lose HP. This leaves a character equipped with a Poison Check free to ambush enemies from the water, where they will not follow.



Part ONE
Part TWO
Part THREE
Part FOUR
Part FIVE

CHAPTER 2 ROUTE B

Follow this route if "Camille" was your destination of choice on the World Map at the end of Chapter 1.

DRAMATIS PERSONAE

NATALIA

After losing her lover to the Great Famine, Natalia decided to take up arms and lead the serfs in rebellion against the despotic regime that left them to starve. Aided by Villmore, she was able to turn an angry mob of untrained farmers into a formidable insurgency.

Behind her fiery temper and stoicism lie deep-seated feelings of self-loathing and regret over abandoning her children.



STAGE 10: CAMILLE

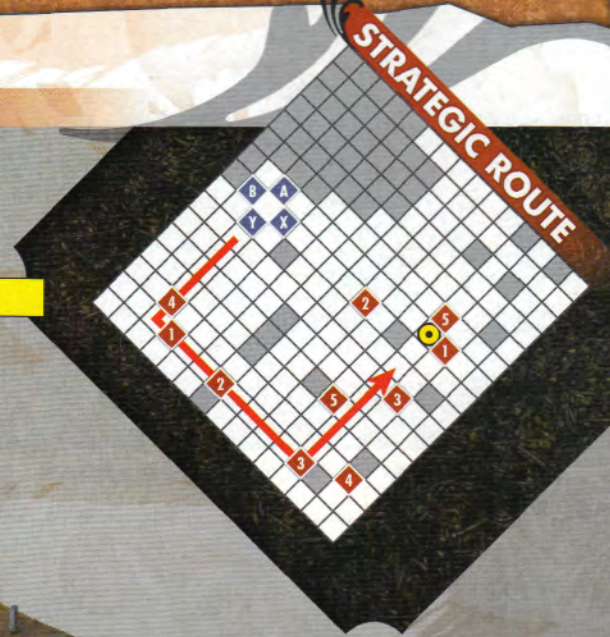
ENGAGEMENT DATA

Objective	Destroy all opposition.
Sin Sought	320

SPOILS OF SIN

RANK A (640+)	RANK B (639-480)	RANK C (479-320)
Crescent Bow x1	Dwarf Tincture x2	Elixir x2
Rune Helm x1	Apothecary's Arcanum x2	Guard Potion x2
+Rank B & Rank C Items	+Rank C Items	—

STAGE MAP




- UNION PLUME x2 (20%)
- HONEYSUCKLE DEW x1 (80%)


- LEADER
- UNION PLUME x2 (20%)
- HONEYSUCKLE DEW x1 (80%)

ENEMY DATA


1 NOVICE ARTOLIAN LANCER

HP	500	
ATTACK	NONE	
DEFENSE	NONE	
OTH	670	
EXPERIENCE		920

2 NOVICE ARTOLIAN ARCHER

HP	800	
ATTACK	NONE	
DEFENSE	NONE	
OTH	850	
EXPERIENCE		900


3 NOVICE ARTOLIAN WARRIOR

HP	400	
ATTACK	NONE	
DEFENSE	NONE	
OTH	400	
EXPERIENCE		700

4 NOVICE ARTOLIAN SWORDSMAN

HP	350	
ATTACK	NONE	
DEFENSE	NONE	
OTH	300	
EXPERIENCE		580

5 NOVICE ARTOLIAN SORCERESS

HP	320	
ATTACK	NONE	
DEFENSE	NONE	
OTH	400	
EXPERIENCE		550

AID THE REBELLION

In "Chapter II, Right of Way," Wylfred and his allies join the cause of a band of rebels fighting against the Artolian empire. As the army moves in to quell the uprising, the chapter begins with a challenging battle.

Natalia
The king of Villnore sympathizes with our cause, and sends his fighting men in support! Together we fight—for freedom!



Wylfred's about to join a desperate struggle for dignity in Camille.


The strategy here is simple enough: wipe out the closest enemies, then descend the long slope. When descending, avoid initially moving your units any further than two or three spaces down. This prevents the archer on the lower level from ambushing you from the side. He can, however, still use his Sap Guard tactic to weaken the RDM and RST of one character.



Stop on the third space down the slope to prevent ambush from the side. Next round, move all the way to the bottom and off the slope.

SLOPE EXPOSURE

In your next turn, descend all the way to the bottom of the slope. In fact, get off the slope if you can, and fight the troops on the flat surface. Position Wylfred in the center of an enemy cluster, so he may assist in several turns. Kill at least two or three of the enemies gathered at the base of the slope to lessen the retribution during the next enemy phase. Position Lockswell and Cheripha so they are involved in every attack.



Position Wylfred in the midst of several enemies, so he may help Cheripha and Lockswell destroy them in subsequent turns of the same round.

MAXIMUM SIN

The party can score up to 100 Sin points by defeating a single foe. The key is to attack foes individually, then as a group. When a foe has been weakened to the point where he/she is kneeling, try to surround him/her in a siege formation. This adds bonus points to the Attack Gauge. Strike in fast combinations without missing to raise the Attack Gauge to 100, so someone in the group can perform a special attack. With any luck and the proper equipment, one special attack should raise the Attack Gauge to 100 again, allowing for a second one in the same turn!



Part ONE
Part TWO
Part THREE
Part FOUR
Part FIVE

Part FIVE

THE HIDDEN SKILL

The **Way of Rejuvenation** can be obtained by stopping on a certain spot at the back of the mid-level rise. Refer to the grid (previously in this section) to help you determine the exact space. In subsequent battles, one of your characters can learn this skill and use it to increase max HP by 20% for five rounds.



A skill tome is hidden at the back of the middle rise. Stop on the space to obtain the item at the end of your turn.

DEFEAT THE LEADER

The lead sorceress tends to remain in position even as your allies close in. Ascending the rises makes surrounding her a bit difficult, but even a series of head-on attacks should suffice.



Use Dash tactics to surround the sorceress.

WARNING! SCORE THE SIN SOUGHT

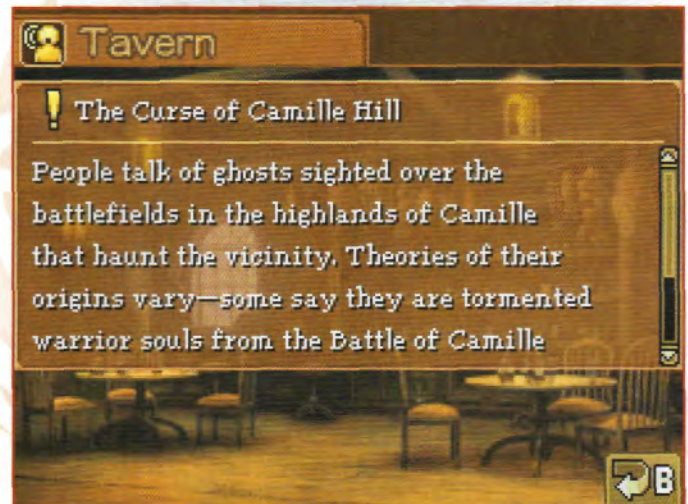
Starting with Chapter 2, the minimum Sin expected is no laughing matter. Failure to score the minimum Sin causes "Realmstalkers" to replace certain enemies in subsequent battles in the chapter. Realmstalkers are advanced enemies, nearly impossible to kill or defend against without using the Destiny Plume. Keep the difficulty level manageable by scoring the Sin sought in every battle.

RESTOCK THE REBELS

Following the battle, the scene shifts to the Camille Town menu. Use the shop option to purchase better equipment for your characters. Whatever you decide to buy, make sure that at least two characters have weapons that allow for special attacks. Get a few additional Union Plumes and Warrior's Arcanums to aid in survival. Purchase quantities of the extremely useful skill **The Way of Dashing** and teach it to each of your characters whenever funds allow. Dashing is a must in order to win the last battle of this chapter. **Poison Check** accoutrements also prove useful, when affordable.



Visit the tavern to read gossip and lore pertaining to story events. Reading lore marked with a "!" opens new optional sub-battles. For instance, viewing "The Curse of Camille Hill" opens an optional side battle. Exit to the World Map to see that Camille Highlands becomes a destination. Go there to engage in a battle for extra experience and items before proceeding with the main story.



When finished equipping new gear, choose "Tour Rebel Camp" on the Town menu to continue to the Stage 12 battle.

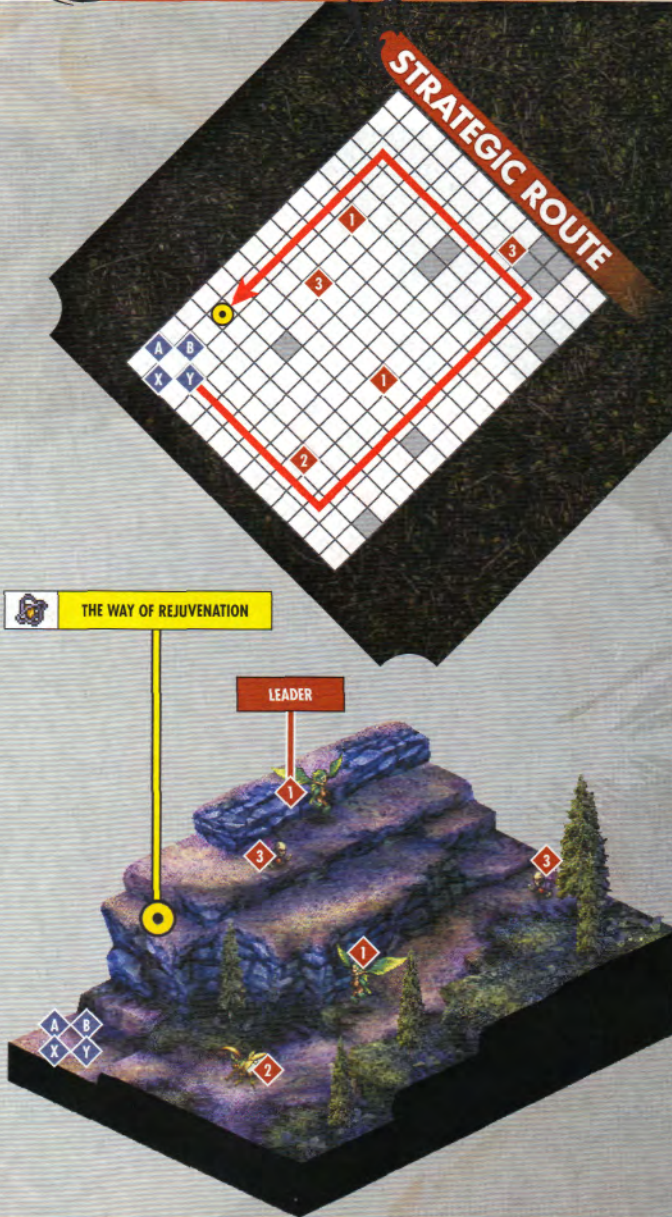


STAGE 11: CAMILLE HIGHLANDS (SUB-BATTLE)

ENGAGEMENT DATA

Objective Destroy all opposition.

STAGE MAP



3 GHOST

HP 800

ATTACK



DEFENSE



EXPERIENCE

2000

OTH

750



A ROUGH START

The Battle Beetle near the character's starting point can prove to be somewhat devastating in the first round. If Wylfred has the Dash tactic, use it to position him beside it in his first move. Then, move Cheripha and Lockswell into place to initiate a siege. Without Dash available, use Wylfred's Vali's Awakening tactic to bear the brunt of the beetle's attack safely and survive the first round. If the beetle is defeated, spend your remaining characters' turns healing in preparation for the Aello that swoops in during the first enemy phase.



The Battle Beetle inflicts severe damage in the first round.

NAVIGATE A WIDE ROUTE

Note the Ghost on the upper level. Moving too near the base of the cliffs allows the Ghost to float down and attack from above. This may allow the enemies to attack your characters in combination, which is deadly.

STALLING THE END

A skill tome is hidden on the far side of the upper level. To obtain it, move a character with the Dash technique toward it as fast as possible. Meanwhile, your other characters must contend with the last remaining enemy, most likely an Aello. Attack the creature until it is weak, then spend your turns healing until the character that is dashed obtains **The Way of Rejuvenation**. If the weakened Aello attacks before you have the item, cancel your return attack by pressing the Start button.



Surround the Aello, but don't kill it until a character dashes to the hidden item's location.

ENEMY DATA

1 AELLO

HP 1250



ATTACK

NONE

DEFENSE



EXPERIENCE

1800

OTH

1000

2 BATTLE BEETLE

HP 1200



ATTACK



DEFENSE



EXPERIENCE

2250

OTH

800

Part ONE TACTICS
Part TWO CLIMBS
Part THREE WALKTHROUGH
Part FOUR SCENIC GATE
Part FIVE DATA

STAGE 12: EVERNIGHT

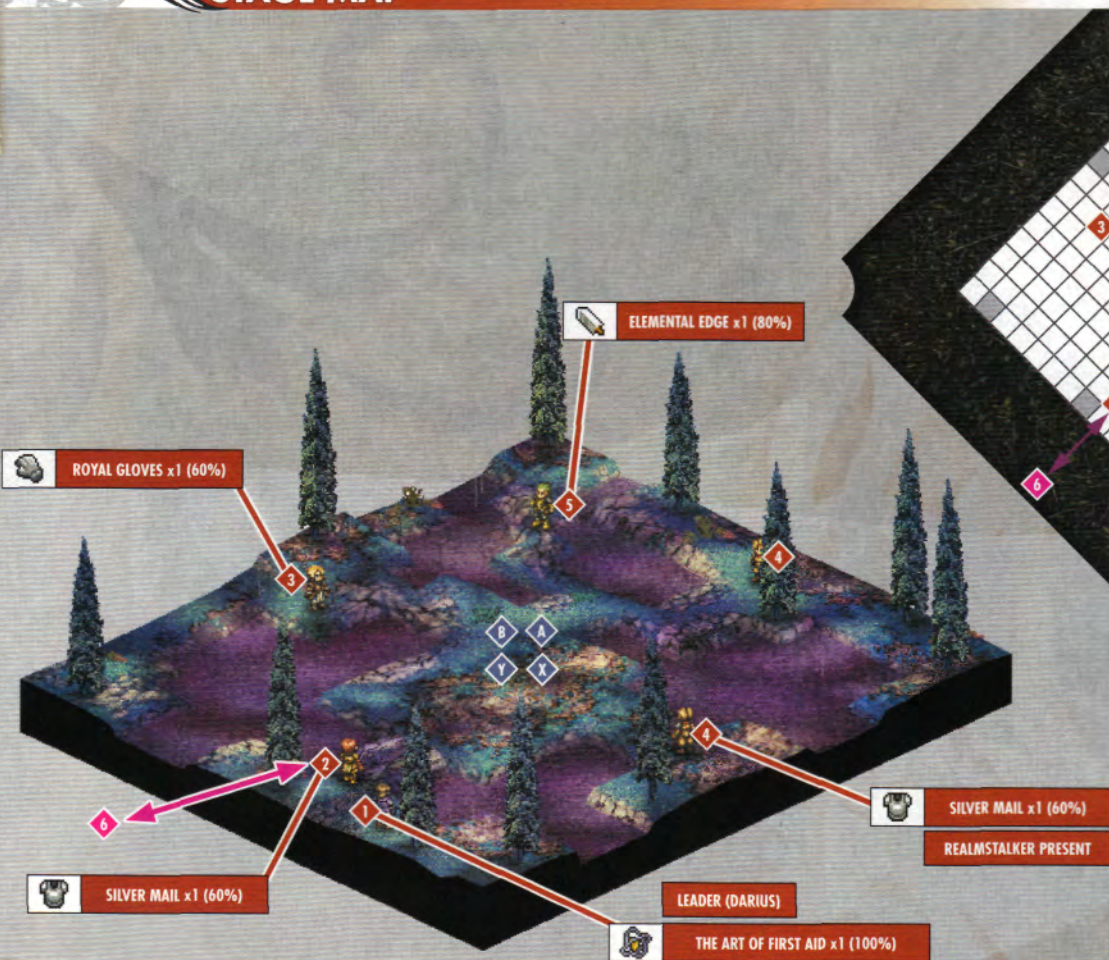
ENGAGEMENT DATA

Objective	Destroy all opposition.
Sin Sought	270

SPOILS OF SIN

RANK A (540+)	RANK B (539~405)	RANK C (404~270)
Flame Pallasch x1	The Way of Evanesence x2	Spell Potion x2
Infinity Rod x1	Magic Bangle x1	Falchion x1
+Rank B & Rank C Items	+Rank C Items	—

STAGE MAP



ENEMY DATA

1	DARIUS	HP 2180	
ATTACK	NONE (SPECIAL)	DEFENSE	
EXPERIENCE	3500	OTH	5000

3	NOVICE MERCENARY SORCERER	HP 1200	
ATTACK	NONE	DEFENSE	
EXPERIENCE	2300	OTH	1000

5	NOVICE MERCENARY WARRIOR	HP 550	
ATTACK	NONE	DEFENSE	
EXPERIENCE	1150	OTH	680

2	ADEPT MERCENARY LANCER	HP 1300	
ATTACK	NONE	DEFENSE	
EXPERIENCE	2000	OTH	1100

4	CUTPURSE	HP 600	
ATTACK	NONE	DEFENSE	NONE
EXPERIENCE	1300	OTH	800

6	REALMSTALKER (WYLFRED LV22)	HP 2204	
ATTACK		DEFENSE	
EXPERIENCE	2500	OTH	2500
ITEM DROP	CHAIN OF THE AVENGER		

WARNING! LACK OF SIN BRINGETH THE REALMSTALKER

As depicted in the map callouts, a Realmstalker may replace the lancer at position 2 if Sin acquired in the previous battle was insufficient. The Realmstalker resembles Wylfred and fights at level 22. This foe makes the battle almost impossible to win without the use of the Destiny Plume to sacrifice an ally.

WARNING! DON'T STOP IN THE SWAMP!

The purplish water is poisonous, and inflicts improperly equipped characters with a status ailment that causes HP to drop every round. However, characters with Poison Check accoutrements can stop in the swamp without fear.

EVER DIFFICULT

The party starts off in a poisonous swamp, surrounded by a mixed difficulty of enemies. Going by the route illustrated on the previous page, the best tactic for surviving the first round is to move your characters to the top right edge of the map (according to the default angle). Characters with long-range attacks can finish their turns by attacking the Cutpurse and warrior located nearby. For Wylfred, use of Vali's Awakening is preferable to the Dash tactic. In the enemy phase, foes positioned at the sides of the map move inward but cannot attack.



Move the party away from the center and attack the weakest enemy, the Cutpurse.

THE TRAITOR

The lancer stays beside Darius until the party is literally crossing the bridge between the center and the side area. The best strategy is to move from the upper center, all the way across the bridge, and defeat the lancer over a series of turns.



Move onto the bridge and attack the lancer all in one round. He must be removed to make Darius even slightly manageable.

Finish off the Cutpurse and warrior, and begin attacking foes that moved into the center of the field last turn. After another round, the only enemies remaining should be Darius and the lancer accompanying him.



Allow the enemies to converge on the party. Clear them out and recover before moving on Darius.



Surround and conquer Darius using siege formations.

Part
ONE

Part
TWO

Part
THREE

Part
FOUR

Part
FIVE

STAGE 13: AULLEWYN SQUARE

ENGAGEMENT DATA

Objective	Rescue Natalia.
Sin Sought	250

SPOILS OF SIN

RANK A (500+)	RANK B (499~375)	RANK C (374~250)
Rune Crown x1	The Way of Martyr's Cry x2	Flare Crystal x2
Treasure Hunter x1	Prime Elixir x1	Expert's Experience x1
+Rank B & Rank C Items	+Rank C Items	—

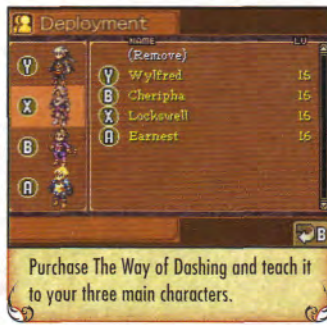
STAGE MAP

ENEMY DATA

1	HEUGOE	HP 3600	
ATTACK	NONE	DEFENSE	
EXPERIENCE	2800	OTH	5000
2	ADEPT ARTOLIAN SWORDSMAN	HP 1850	
ATTACK	NONE	DEFENSE	NONE
EXPERIENCE	2550	OTH	2200
3	ADEPT ARTOLIAN ARCHERESS	HP 1600	
ATTACK	NONE	DEFENSE	NONE
EXPERIENCE	2500	OTH	2000
4	ADEPT ARTOLIAN SORCERESS	HP 1400	
ATTACK	NONE	DEFENSE	NONE
EXPERIENCE	2500	OTH	2100
5	ADEPT MERCENARY LANCER	HP 1300	
ATTACK	NONE	DEFENSE	
EXPERIENCE	2000	OTH	1100
6	REALMSTALKER (ANCEL LV23)	HP 3235	
ATTACK		DEFENSE	
EXPERIENCE	2000	OTH	2500
ITEM DROP	CHAIN OF THE OFFERING		

DASHING BECOMES CRITICAL

Prior to heading to Aullewyn Keep for the final battle in this chapter, stop by Camille and purchase **The Way of Dashing** for all of the characters who don't know it yet. Wylfred, Cheripha, and Lockswell must all possess this skill to have any hope of winning this battle.



DEPLOYMENT ORDER

The party needs to move up the field very quickly to prevent Natalia's imminent death, or the game ends. Given the strength of the lancer attacking her, Natalia will die by the end of Round 4. The party must be carefully ordered to ensure that everyone moves to the right location during the first round. Prior to engagement, rearrange the party in the deployment screen in the following order:



- ◆ Y Wylfred
- ◆ X Lockswell
- ◆ B Cheripha
- ◆ A Earnest

THE RACE

Examine the grid on the previous page, which illustrates two routes to take from the starting points. During the first round, do not attack any enemies. Instead, move Wylfred, Lockswell, and Cheripha as far up and to the left as possible. Position Lockswell nearest the single space gap between the center and the archeress on the side of the field. Then, move Earnest up the left side of the field and attack. Falling within attack range, Lockswell and Earnest should be able to eliminate her in a single turn.



UNBLOCK THE PATH



Retribution during the first enemy phase is going to be rough. By the time your next turn rolls around, two characters may be dead, and the rest may be wounded. Also, a swordsman typically moves down to block the single-space path running around the left side of the guillotine platform. This is easily dealt with by taking Earnest's turn first. He and Lockswell should be able to take out the swordsman immediately.

Lockswell, Wylfred, and Cheripha can then move up the field and Dash. If Cheripha is dead, use Earnest's turn in the next round to move and use a Union Plume. Once Lockswell is in range, have him heal Natalia from the side of the platform to buy extra time.

KILL THE LANCER



Wylfred must wind up directly behind the lancer attacking Natalia at the end of Round 3, or she doesn't stand a chance.

With two more dashes, Wylfred (and hopefully Lockswell) should be able to reach the back of the guillotine platform by the end of the Round 3 ally phase. A sorceress may get in the way, but ignore her. If Natalia is not healed, Wylfred must be in position to finish off the lancer at the beginning of Round 4, or the mission is a failure.

HEUGOE ATTACKS!

When the lancer attacking Natalia dies, Heugoe moves in to attack. Between his multiple hits and special attack, he can most certainly wipe out a character. At the beginning of Round 4, use Wylfred's Vali's Awakening skill to convert him into a one-man roadblock between Natalia and the enemies pooling at the bottom of the platform. Have Earnest continue moving toward the platform steps, using Union Plumes to resurrect Lockswell and Cheripha as needed. Don't focus on healing; use their turns upon revival to move to the back of the platform and attack enemies in combination with Wylfred. Wylfred's best move in the subsequent round is to use a Warrior's Arcanum, or receive healing from Lockswell, to fill out his increased HP: the better to withstand and hopefully survive Heugoe's next attack.



Fight in pairs to dispatch the enemies trying to reach the back of the guillotine platform.

After defeating Heugoe, Wylfred and Lockswell should be able to clear the rest of the foes from the back of the platform. Cheripha and Earnest should be well-suited to block and take out enemies pursuing the party along the left side.

FALL BACK ON THE PLUME

Though this is how the battle is supposed to be fought, the challenge may still be too much. The battle is difficult even in a replay game with better equipment at your disposal. First-time players may need to use the Destiny Plume to sacrifice an ally, allowing that person to bulldoze through attacking enemies and easily reach the platform.

CHAPTER 2 ROUTE C

Follow this route if "Aullewyn Keep" was your destination of choice on the World Map at the end of Chapter 1.

DRAMATIS PERSONAE



MIREILLE

Along with her twin brother, Mischka, in tow, Mireille fled the orphanage in which the two were raised after they were auctioned off separately as slaves. The pair managed to survive by peddling whatever wares passed through their innocent hands to mercenaries on the battlefield, many of whom were more than willing to regale the twins with grim tales and teachings of their trade. They soon took sword to hand themselves, and devoid of any moralizing influence, possess no ethical compass other than their own survival.



MISCHKA

Mischka's entire world consists solely of his twin sister, Mireille, his every wish devoted to her happiness. She is the only family for whom he has ever cared, never giving a second thought to the parents who abandoned the two of them as infants.

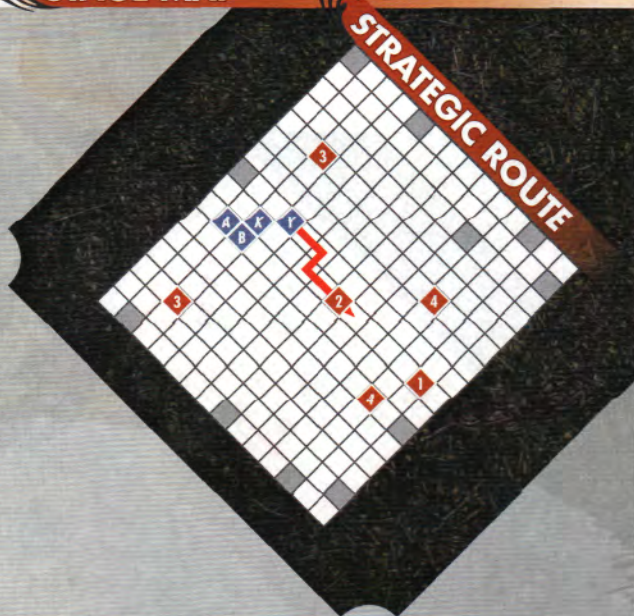


STAGE 14: EVERNIGHT (SUB-BATTLE)

ENGAGEMENT DATA

Objective Destroy all opposition.

STAGE MAP



4 SKULLFISH

HP 580



ATTACK NONE

DEFENSE

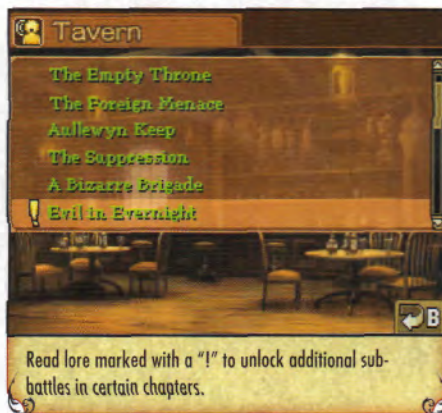


EXPERIENCE 1300

OTH 700

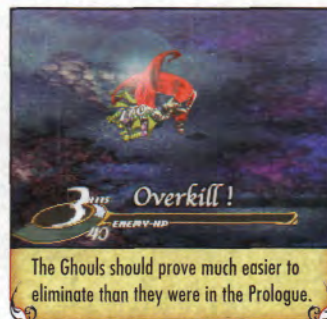
A CHANCE TO EARN EXPERIENCE

After the initial scenes, visit the tavern and read the new lore. View "Evil in Evernight" to unlock this bonus battle set at the Evernight poisonous swamp. Prepare your characters by equipping them with Poison Checks, available in the shop for 2000 Oth. Also, buy the best new equipment available, as long as it still allows your characters to do special attacks. Purchase The Way of Dashing and The Art of Body of Steel for as many characters as you can afford, and get the remaining characters up to speed with your earnings from subsequent battles.



WATCH YOUR STEP!

During the first turn, spread out and attack the two Ghouls to either side of the starting position. Melee fighters such as Wylfred and Heugoe can advance on the Ghoul above; while ranged attackers, such as Cheripha and Lockswell, can get the jump on the one floating over the poisonous swamp to the left.



The nearby Aello moves in to attack during the enemy phase, and all other enemies advance. Bring Cheripha and Lockswell down to Wylfred's and Heugoe's position, and attack each foe as a group. Avoid moving any members too far ahead or outward. Let the enemies come to you, and form around them on your turn.

ENEMY DATA

1 GHOST

HP 800



ATTACK



DEFENSE



EXPERIENCE 2000

OTH 750

2 AELLO

HP 1250



ATTACK NONE

DEFENSE



EXPERIENCE 1800

OTH 1000

3 GHOUL

HP 700



ATTACK NONE

DEFENSE



EXPERIENCE 755

OTH 500



Part ONE
Part TWO
Part THREE
Part FOUR
Part FIVE

STAGE 15: CAMILLE HIGHLANDS

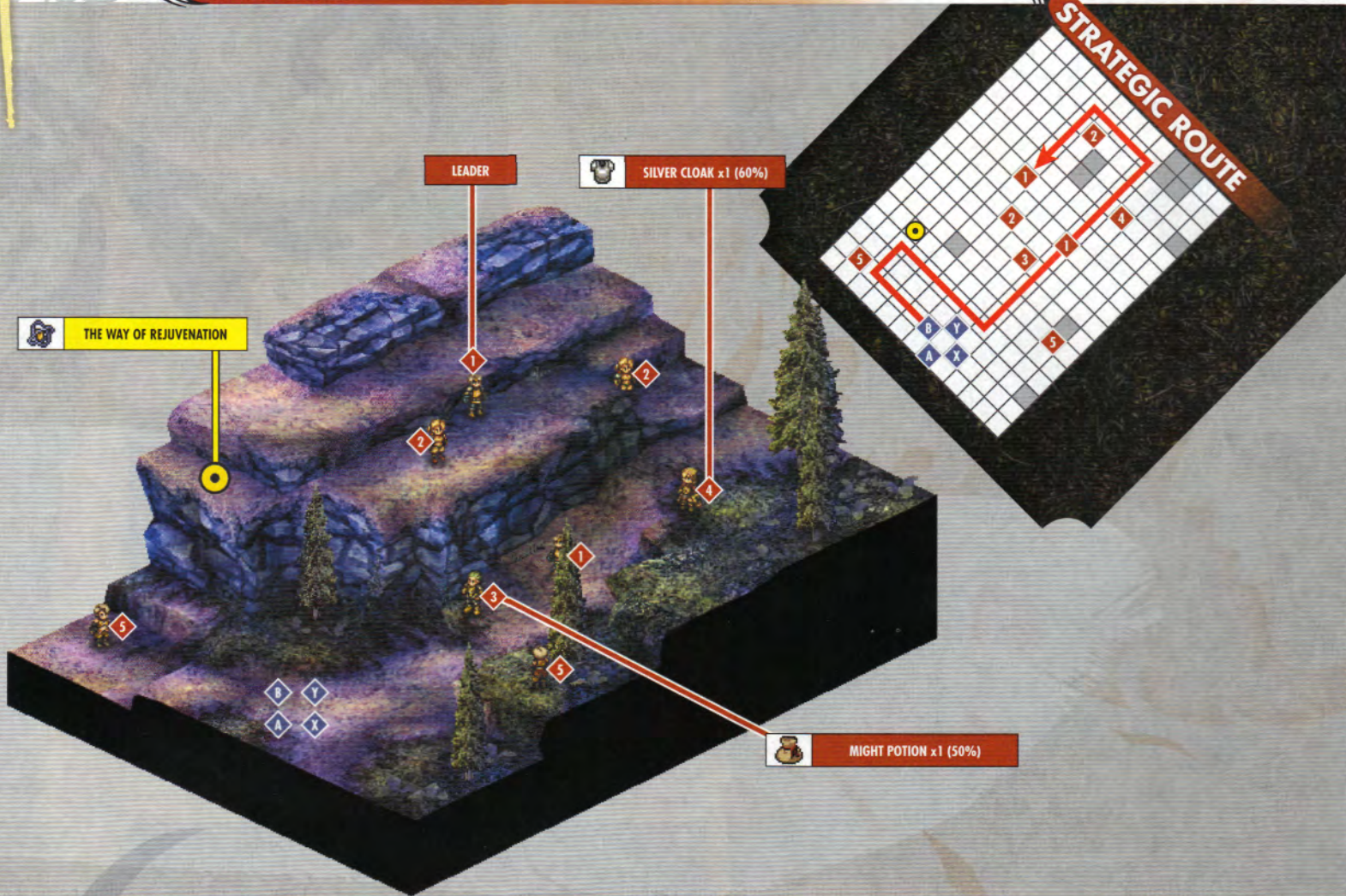
SPOILS OF SIN

ENGAGEMENT DATA

Objective	Defeat the enemy leader.
Sin Sought	280

RANK A (560+)	RANK B (559~420)	RANK C (419~280)
Crescent Bow x1	Dwarf Tincture x1	Elixir x2
Rune Helm x1	Apothecary's Arcanum x2	Guard Potion x2
+Rank B & Rank C Items	+Rank C Items	—

STAGE MAP



ENEMY DATA

1 NOVICE MERCENARY SWORDSMAN HP / 460

ATTACK / NONE DEFENSE / EXPERIENCE / 700 OTH / 500

3 NOVICE MERCENARY WARRIOR HP / 550

ATTACK / NONE DEFENSE / EXPERIENCE / 1150 OTH / 680

5 NOVICE MERCENARY ARCHER HP / 400

ATTACK / NONE DEFENSE / EXPERIENCE / 1900 OTH / 1000

2 CUTPURSE HP / 600

ATTACK / NONE DEFENSE / NONE EXPERIENCE / 1300 OTH / 800

4 NOVICE MERCENARY SORCESS HP / 500

ATTACK / NONE DEFENSE / EXPERIENCE / 910 OTH / 650

VEER LEFT

During Round 1, move all of the characters left and attack the lone archer in the alcove below the cliff. Finish him off in Round 2 and emerge from the alcove to confront the warriors who have pursued you into the corner.



Move the entire party into the alcove to take on the archer, so that none are left vulnerable to the advance of the main force from around the corner.

RILE THE CUTPURSES

Continue up the slope, defeating all other enemies. A wise strategy is to lure the Cutpurses to the lower level. A good way to achieve this is to move Lockswell to the base of the cliff and cast a Fire Storm spell on them during his turn. They begin moving over to the "stairs" during the next enemy phase, and descend to attack the party on the next turn. Eliminating them isolates the leader on the upper level.



Position Lockswell at the base of the cliff and cast Fire Storm on the Cutpurses above. In reaction, they come down from the cliff to fight, isolating the leader.

DASH FOR THE ITEM

For the next few turns, move one character toward the hidden **The Way of Rejuvenation** on the far side of the upper ledge. Meanwhile, surround the leader with your other characters. Do not attack him; only reciprocate when he attacks. If his HP gets below half before you find the item, press Start to skip attacking him back when he strikes. When the item is finally in hand, your other three characters can take him down.



Move one character over to grab the hidden item while the others patiently surround the leader and wait.



Part
ONE
Tactics

Part
TWO
Units

Part
THREE
Walkthrough

Part
FOUR
Scripted Gate

Part
FIVE
Data

STAGE 16: HROETHE WALK

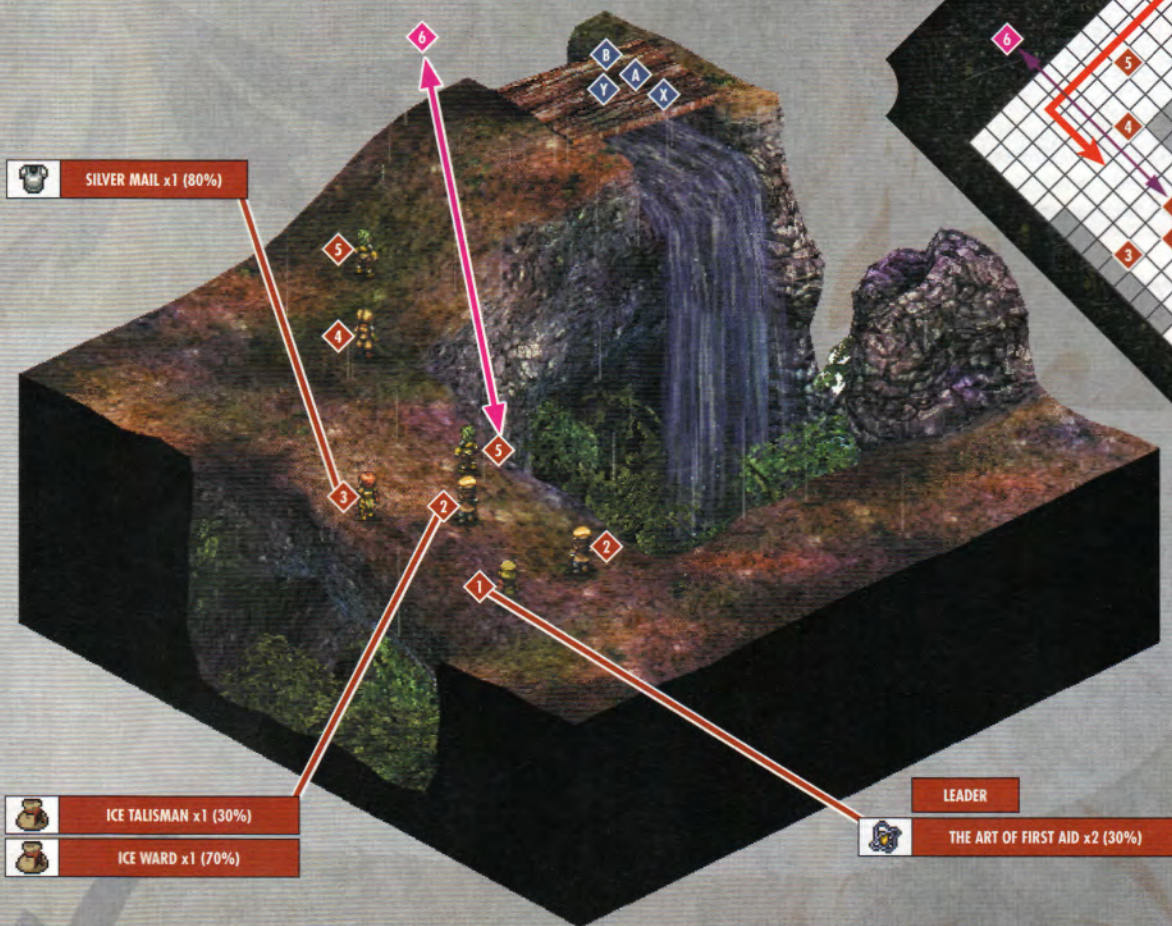
ENGAGEMENT DATA

Objective	Destroy all opposition.
Sin Sought	340

SPOILS OF SIN

RANK A (680+)	RANK B (679-510)	RANK C (509-340)
Flame Pallasch x1	Ambrosia x1	The Way of Evanescence x2
Infinity Rod x1	Magic Bangle x1	Spell Potion x2
+Rank B & Rank C Items	+Rank C Items	—

STAGE MAP



ENEMY DATA

1 ADEPT MERCENARY SORCESS

HP	1600	
ATTACK	NONE	
DEFENSE		
OTH	4500	
		EXPERIENCE
		3700


2 NOVICE MERCENARY SORCERER

HP	1200	
ATTACK	NONE	
DEFENSE		
OTH	1000	
		EXPERIENCE
		2300

3 NOVICE MERCENARY LANCER

HP	780	
ATTACK	NONE	
DEFENSE		
OTH	650	
		EXPERIENCE
		950




4 CUTPURSE

HP	600	
ATTACK	NONE	
DEFENSE	NONE	EXPERIENCE
OTH	800	1300

5 NOVICE MERCENARY WARRIOR

HP	550	
ATTACK	NONE	
DEFENSE		EXPERIENCE
OTH	680	1150

6 REALMSTALKER (WYLFRED LV22)

HP	2204	
ATTACK		
DEFENSE		EXPERIENCE
OTH	2500	2500
ITEM DROP	CHAIN OF THE AVENGER	

REPORT FOR DUTY

Return to Aullewyn Keep. The mercenaries in the next battle wear armor that is strong against fire and weak against ice. Therefore, purchase the Frigid Damsel Codex prior to engaging this battle, and use it on Lockswell to teach him the spell. Remember to buy The Way of Dashing and The Art of Body of Steel for all party members and teach it to them.

Buy OTH 6590

NAME	PRICE
Heal Codex	1000
Guard Reinforce Codex	1000
Frigid Damsel Codex	1500
Dwarf Tincture	1500
Warrior's Arcanum	200

Use the Frigid Damsel Codex to teach Lockswell an ice-based spell. This spell is extremely helpful in the next two battles.

DESCEND AND SLAUGHTER

Heugoe is not available for this battle, so choose whether to deploy Mireille or Mischka. Both are guests, meaning their weapons and skills cannot be changed. Mireille is probably the better choice, since her default weapon enables special attacks during a Soul Crush.

Deployment

NAME	LU
(Remove)	
Y Wylfred	14
X Cheripha	14
B Lockswell	13
X Mireille	13
Mischka	13

Mireille is the obvious choice for this first battle. Mischka proves more useful later when he is equipped with a weapon that enables his special attack.

Use of Dash on the first turn makes surrounding the nearest warrior easier in the next round. The enemies all make their way uphill, so simply wait for them to move into the midst of your crowd in subsequent rounds. Surround them in siege formations to score high amounts of Sin, and also to eliminate them and reduce the enemy numbers before the next enemy phase.



Stay at the top of the slope and let the enemies fall into your formations, much like mice going after cheese in a trap.



When you are ready to continue, select "Report to Duty" on the Aullewyn Keep Town menu. Then, proceed to the battle at Hroethe Walk.

STAGE 17: AULLEWYN SQUARE

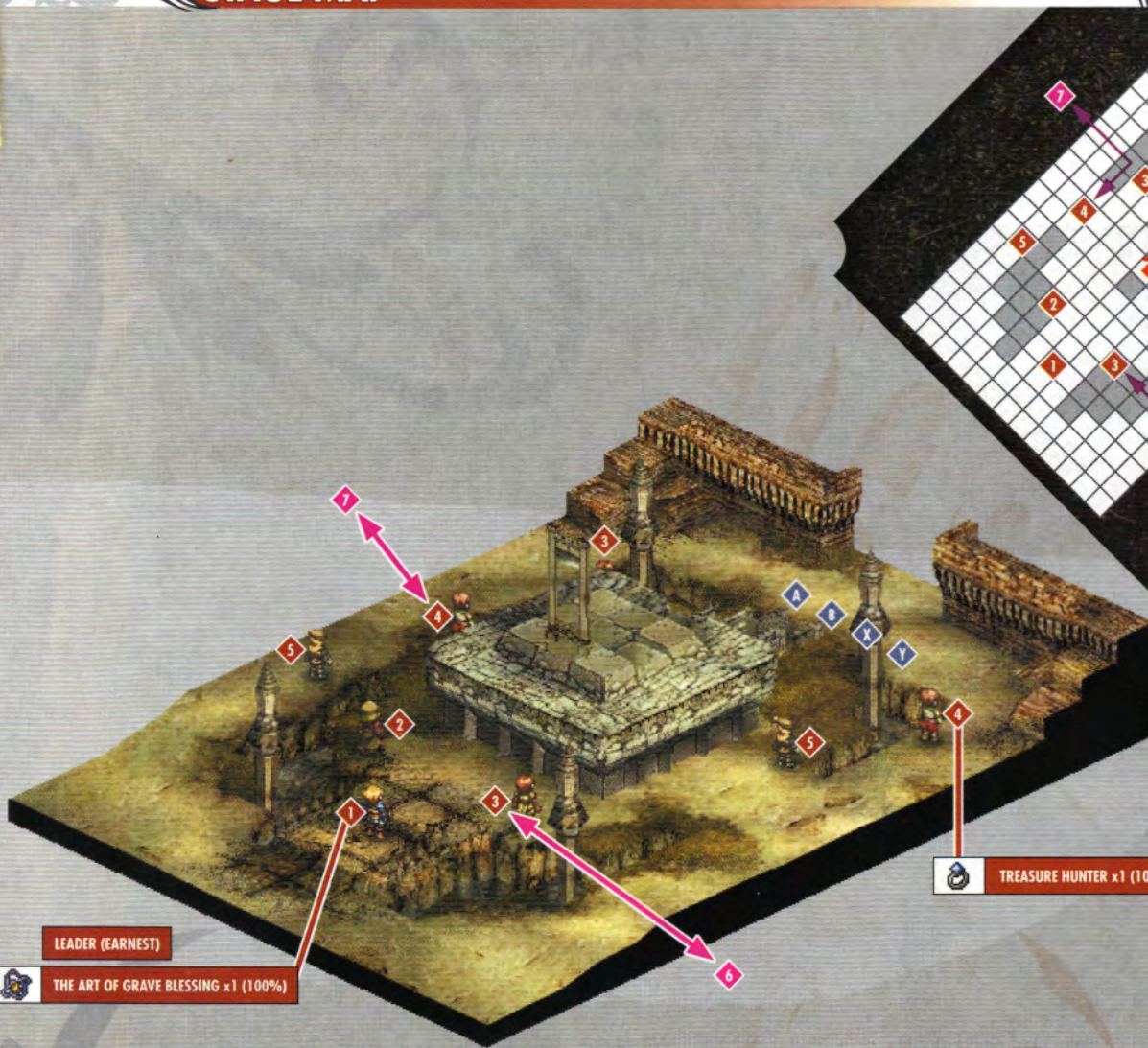
ENGAGEMENT DATA

Objective	Defeat Earnest.
Sin Sought	250

SPOILS OF SIN

RANK A (500+)	RANK B (499~375)	RANK C (374~250)
Rune Crown x2	Treasure Hunter x1	The Way of Martyr's Cry x2
Expert's Experience x1	Prime Elixir x1	Flare Crystal x1
+Rank B & Rank C Items	+Rank C Items	—

STAGE MAP



ENEMY DATA

1 EARNEST

HP	4052
ATTACK	NONE
DEFENSE	
OTH	5000
EXPERIENCE	3000

2 ADEPT MERCENARY SORCESS

HP	1600
ATTACK	NONE
DEFENSE	
OTH	4500
EXPERIENCE	3700

3 ADEPT MERCENARY LANCER

HP	1300
ATTACK	NONE
DEFENSE	
OTH	1100
EXPERIENCE	2000

4 PICKPOCKET HP 1230

ATTACK NONE DEFENSE NONE EXPERIENCE 2500 OTH 1800

5 NOVICE MERCENARY ARCHERESS HP 800

ATTACK NONE DEFENSE DEFENSE EXPERIENCE 2000 OTH 1100

6 REALMSTALKER (WYLFRED LV22) HP 2204

ATTACK DEFENSE DEFENSE EXPERIENCE 2500 OTH 2500

ITEM DROP CHAIN OF THE AVENGER

7 REALMSTALKER (ANCEL LV23) HP 3235

ATTACK DEFENSE DEFENSE EXPERIENCE 2000 OTH 2500

ITEM DROP CHAIN OF THE OFFERING

TAKE THE HIGH GROUND

Following the illustrated route, use the first two rounds to move all your characters onto the central platform. Position them in front of the guillotine, in the center, away from the stairs. Several enemies near the starting point pursue the party onto the platform. The single-space stairs force them into a funnel, making them easy to surround and slaughter. Once the initial three or four enemies are slain, you must then descend the platform and move around the right side of the map to confront Earnest.



Cast Frigid Damsel to weaken and incite enemies below the platform on all sides of it.

The other strategy is to move all characters to the right corner in your first turn. Defeat the enemies that approach, then move to the upper left corner of the map. Vanquish the enemies that approach, then move down the side of the platform.



EARNEST

Unlike other final Chapter 2 battles in other routes, there is no trick or trap to this one. Earnest is just an extremely troublesome enemy, especially for first-time players with low-grade equipment. The key is to eliminate as many of the other enemies as possible, or leave them wandering around the back of the platform. Move Lockswell or Cheripha to the back of the platform and attack Earnest to incite him. Continue hitting him with long-range attacks as he comes around the platform.

Once he ascends to your level, surround him on all four sides in a Grand Cross siege. Execute three or four special attacks in one Soul Crush. Unfortunately, his HP is so high that he will likely survive this and subsequently KO a character with his own special attack. He does the same to another character in the enemy phase. Use your first two turns to revive both dead characters. Without healing, surround him again and siege him one more time to win the battle.



Earnest's high HP and RDM means he'll survive your first attack, even after four special attacks.

Part ONE Tactics
Part TWO Units
Part THREE Walkthrough
Part FOUR Scripted Gate
Part FIVE Data

CHAPTER 3 ROUTE A

Follow this route if the Destiny Plume remained unused during Chapter 2.

DRAMATIS PERSONAE



ROSEA

Raised in the church house on whose steps she was left as an infant, Rosea was blessed with the gift of mystical powers from an early age. Her gifts did not go unnoticed by the royal court, and once of age, she was promptly summoned to serve as court magus.

After controversy forced her from her post, Rosea chose to roam Artolia's lands, bringing vital relief to its impoverished peasantry. In gratitude and reverence, the people have dubbed her "the Saintess Rosea."

CHAPTER 3 SHOP MENU

NAME	PRICE
Sinclair Saber	3000
Rapier	2000
Viking Sword	1200
Claymore	3500
Two-Handed Sword	2500
Main-Gauche	2800
Parisan	3200
Halberd	2000
Rapid Crossbow	3000
Manuballista	1800
Lotus Wand	2900
Crystal Wand	1500
Iron Helm	1800
Sallet	700
Tiara	1500
Crown	1800
Noble Cloak	2800
Silver Cloak	2000
Cuirass	3100
Chainmail	2200
Gauntlets	700
Leather Gloves	1100
Gloves	800
Silver Greaves	1500
Leather Boots	1300
Suede Boots	1000
Curse Check	2500
Freeze Check	2000
Poison Check	2000
The Art of Resist Magic	1000

CHAPTER 3 SHOP MENU

NAME	PRICE
 The Way of Dashing	800
 The Way of Provocation	1000
 The Way of Pacification	1000
 The Art of Body of Steel	800
 The Art of Enlightenment	800
 Fire Storm Codex	1500
 Lightning Bolt Codex	1800
 Frigid Damsel Codex	1500
 Spell Reinforce Codex	1000
 Might Reinforce Codex	1000
 Invoke Feather Codex	1500
 Heal Codex	1000
 Guard Reinforce Codex	1000
 Apothecary's Arcanum	600
 Warrior's Arcanum	200
 Fairy Tincture	2500
 Dwarf Tincture	1500
 Union Plume	1200
 Honeysuckle Dew	150
 Pearl Grass	150
 Cockatrice Egg	150
 Bragi's Song	150
 Holy Water	150
 Thaw Water	150
 Fire Ward	700
 Earth Ward	700
 Sacred Gem	1800
 Frost Gem	1500
 Flare Gem	1200
 Poison Gem	1500



USHIO

Native of a distant land who washed ashore on Artolian soil as a child after his ship was lost to a storm at sea. There, he was rescued by the court archimagus Cennair, who had merely gone to survey the area. Relations did not at that time exist between Artolia and the Yamato, and so there was no way to return Ushio to his homeland. Sir Cennair successfully convinced all involved that the boy's welfare would best be served if he himself were to raise him, and so it came to pass.

On reaching his fifteenth year, per Yamato tradition, Ushio left Sir Cennair's ward to set forth on his swordwalk.

Part ONE
Tactics

Part TWO
Units

Part THREE
Walkthrough

Part FOUR
Scripting Gate

Part FIVE
Data

CONFUSED PURPOSE

The day is just like any other for Wylfred, preventing monsters from attacking citizens, when along comes a samurai named Ushio looking for a piece of the action. Ushio joins as a guest, which means you have no control over his skills and equipment. For this reason, an older character may be preferable in your deployment. However, this first battle of the chapter is easy and provides Ushio good experience. The strategy doesn't change whether you deploy him or not. One change that does help is to set Lockswell's attack to Frigid Damsel.

Ushio

Seems a bit many to have all to yourself.
Mind if I take some?



Ushio is a samurai looking for a purpose. He joins the party as a guest during the chaos at Market Marteigh.

TAKE IT TO THE ROOFTOPS

Four enemies; that's it. Move forward and engage the nearest Hellhound with every turn. Upon destroying it, render some damage to the other before the round ends. Finish it off in the next round, and then move to the base of the stack of crates that form a stairway to the rooftop. The other two enemies swoop down to attack, making them easy to surround and destroy.



Assault the closest Hellhound head on, and surround the other when it moves in to attack.



Surround the base of the crates to prepare a trap for the enemies when they come down from above.



Part ONE Tactics
Part TWO Units
Part THREE Walkthrough
Part FOUR Seraphic Gate
Part FIVE Data

GUESS WHAT'S FOR DINNER?

In the tavern at Market Marteigh, read the lore titled "Flowery Grave" to unlock the Lotus Marsh sub-battle on the World Map. In the first turn, move your party to the upper corner of the map, allowing your ranged attackers Cheripha and Lockswell to damage the nearest Skullfish. Wait for the monsters to attack during their first turn, then decimate the leftovers. Work your way down the top angle of the map toward the location where a **Supreme Crown** is hidden. This helm makes the side trip highly worthwhile.



The nearest Skullfish should be easy enough to take down with ranged attacks.



A Supreme Crown is hidden in a space on the left side of the map.

With the hidden item discovered, move across the center of the map heading down right (according to the default angle). Wipe out the remaining fish and call it a day. Time to wash your hands and get ready for supper; we're having seafood tonight!



Part
Tactics
ONE

Part
Units
TWO

Part
Walkthrough
THREE

Part
Seraphic Gate
FOUR

Part
Data
FIVE

IN A TIGHT SPOT

Prior to visiting The Ruins, purchase a few Honeysuckle Dew(s) to cure poisoning. This mission involves another tricky rescue wherein the



heroes must wipe out enemies before they kill Rosea. She can heal herself, but seems unable to cure her own condition if poisoned. During deployment, assign two melee fighters and two ranged attackers to the party for perfect balance.

Rosea stands in the center of the main area, and does not move throughout. The party is a long distance away, so have everyone use Dash their first turn. If you work out your moves and dashes correctly, the last person can trigger a group attack against the nearest Will-o'-the-Wisp, and hopefully eliminate it with special attacks. You must succeed; otherwise, Rosea is sure to die before you can get to her.



THE PAIN BEGINS

During the first enemy turn, a vampire and a Will-o'-the-Wisp attack Rosea and leave her half-dead and possibly poisoned. You should be able to move your



two melee fighters up to the vampire and attack twice. During the second assault, be sure to trigger one, if not two, special attacks to take him under, or you won't get another chance.

This leaves a Will-o'-the-Wisp within range of Rosea, but out of your attack range. Prepare her for the next enemy phase by moving your last two characters in range of her and administering Honeysuckle Dew. She heals herself on her turn.



SEPARATE TO CONQUER

Beginning with Round 3, it's time for your ranged attackers to take out the Will-o'-the-Wisp still remaining. Meanwhile, move your two melee

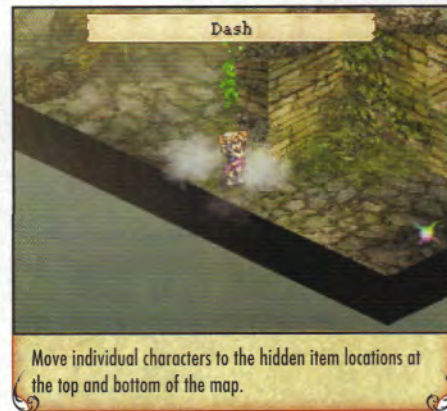


fighters into the two spaces of the entrance to the side area, trapping the remaining vampire in that room. Though he may attack in subsequent rounds, hold him there until your ranged attackers have taken care of everything else.

CLEAR AND GATHER

With the Will-o'-the-Wisps gone and the vampire contained, split up your ranged attackers

and dash to the two hidden item locations: there is a **Nectar Potion** on the left side of the map (when at the default angle) and a **Spell Potion** in the lower room. Dash for several rounds until you obtain both items and rejoin the melee fighters.



HIGH SIN

When the party is together, move into the room where the vampire is trapped. Surround him on four sides if possible and execute a Grand Cross siege. Try for three or four special attacks in one go to take him down with an extreme overkill. If he manages to live, he will siphon health from a character and move away. Encircle him and try again.



STAGE 21: ARTOLIAN PASS

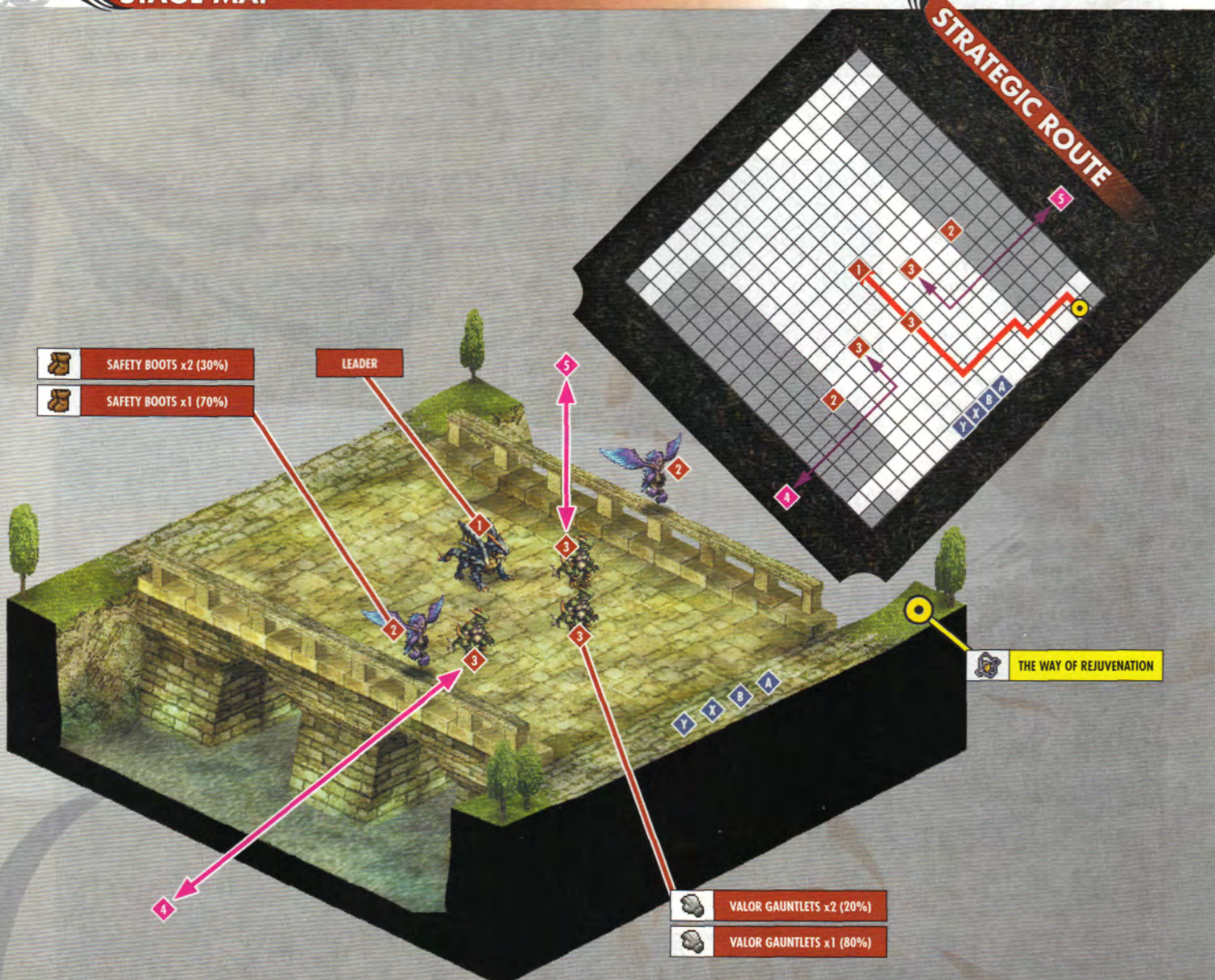
ENGAGEMENT DATA

Objective	Destroy all opposition.
Sin Sought	250

SPOILS OF SIN

RANK A (500+)	RANK B (499~375)	RANK C (374~250)
The Art of Training x1	The Art of Body of Steel x1	Witch's Arcanum x2
Mirage Robe x1	Might Potion x2	Elixir x2
+Rank B & Rank C Items	+Rank C Items	—

STAGE MAP



ENEMY DATA

1 DRAGON

HP	5280
ATTACK	
DEFENSE	NONE
OTH	5500
EXPERIENCE	4000

2 OCYPETE

HP	3360
ATTACK	
DEFENSE	
OTH	3800
EXPERIENCE	2500

3 LIZARD MAN

HP	2680
ATTACK	NONE
DEFENSE	NONE
OTH	3000
EXPERIENCE	3600

4 REALMSTALKER (AUGUSTE LV30)

HP 4430



ATTACK DEFENSE EXPERIENCE 4800 OTH 6300

ITEM DROP

CHAIN OF THE BENEVOLENT

5 REALMSTALKER (HEUGOE LV30)

HP 6261



ATTACK DEFENSE EXPERIENCE 4800 OTH 6300

ITEM DROP

CHAIN OF THE SOLEMN

STOCK UP FOR TWO

This battle and the next must be fought in succession without a break to return to the shop. Therefore, purchase several Pearl Grass and Holy Waters, and equip all of the characters you intend to deploy with Poison Checks or Curse Checks. The best idea is to use characters with good skill sets and better equipment; leave Rosea and Ushio out of the lineup. Change Lockswell's attack to the Frigid Damsel spell. This spell sometimes freezes an enemy, preventing them from attacking for several rounds.

EASY ITEM

The strange thing about this battle is that if you cancel your first turn, the enemies won't advance. Send your character on the right over to the corner of the map to obtain **The Way of Rejuvenation**. Then, use your next turn to bring that person back into the lineup before moving forward.



Use your first turn to easily obtain a hidden item in the corner.

HOLD ON TO THE RAIL

Ideally you should move up the side of the bridge, to give enemies fewer opportunities to surround characters. Leave your ranged attackers well back, so they can support and revive your melee fighters. As enemies move in and attack, surround them on your next turn to gain siege advantages. At first, the desperate need to remove enemies from the bridge supersedes the need to score Sin. Worry about making your quota after at least two of the Lizard Men and one Ocypete are gone. Since the Ocypetes invoke paralysis with their wind attacks, try to take them out first, so your characters aren't helpless round after round.



If enemies surround your characters, there's no hope of survival.

Once the Dragon is all that remains, surround it and use the Grand Cross formation to chain several Special Attacks. After executing three or four Special Attacks in one siege, you can be sure to score 100 Sin while erasing it from the map.



You must catch the Dragon in a Trinity Fork or (preferably) Grand Cross siege formation. Otherwise, you may never trigger enough special attacks to take it out.

Part
ONE
TacticsPart
TWO
UnitsPart
THREE
WalkthroughPart
FOUR
Seraphic GatePart
FIVE
Data

STAGE 22: ARTOLIAN PASS

ENGAGEMENT DATA

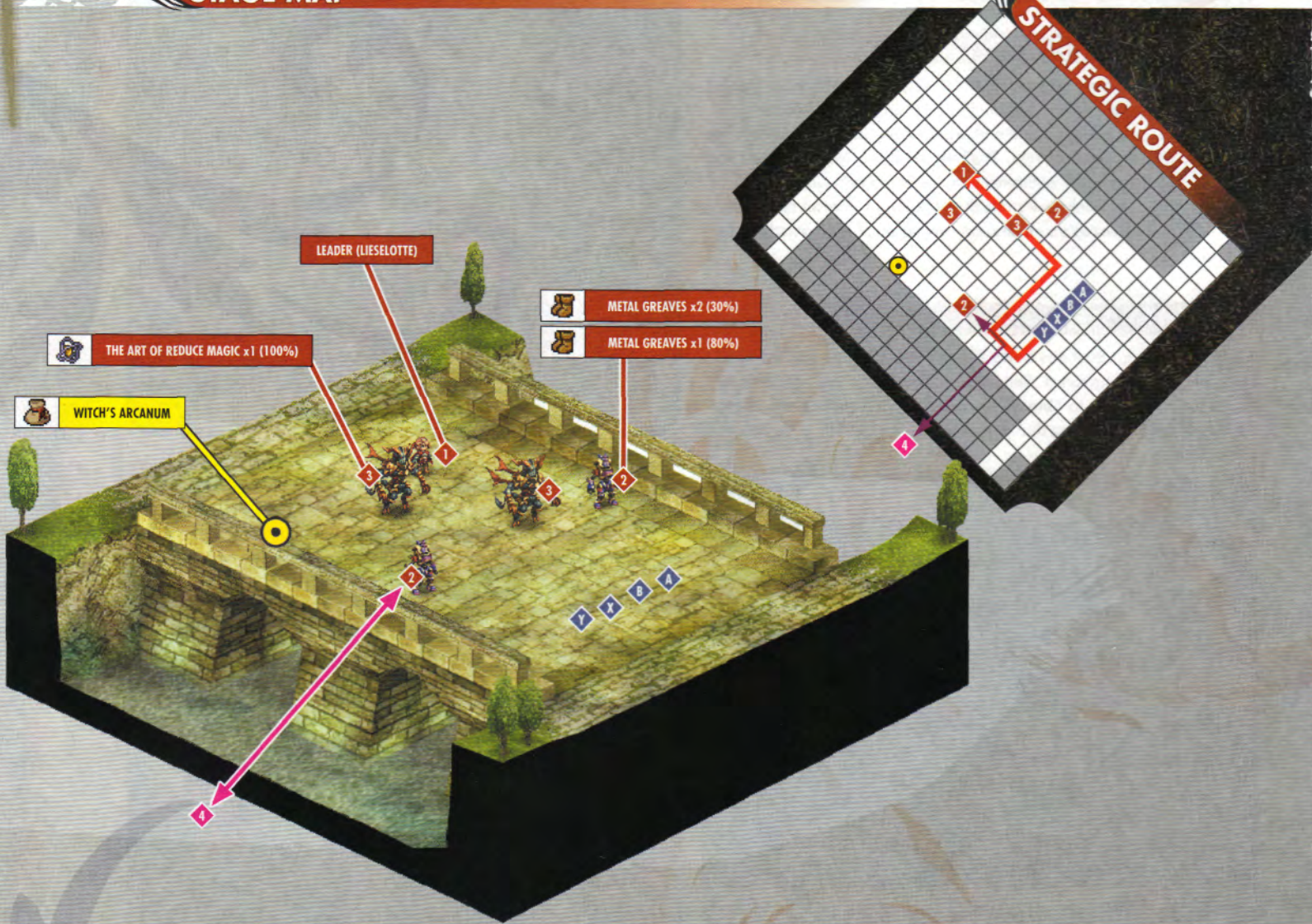
Objective	Defeat Lieselotte.
Sin Sought	200

SPOILS OF SIN

RANK A (400+)	RANK B (399~300)	RANK C (299~200)
The Art of Diminish Missile x2	The Way of Encirclement x1*	Ambrosia x1
The Art of Knockout Blow x2	The Way of Martyr's Cry x2	Sacred Crystal x2
+Rank B & Rank C Items	+Rank C Items	—

*If Realmstalker is present, quantity changes to 2.

STAGE MAP



ENEMY DATA

1 LIESELOTTE HP 3980

ATTACK NONE DEFENSE EXPERIENCE 1700 OTH 25,000

2 LIVING ARMOR HP 3800

ATTACK NONE DEFENSE NONE EXPERIENCE 4800 OTH 4200

3 DAEMON HP 4980

ATTACK NONE DEFENSE EXPERIENCE 5300 OTH 5000

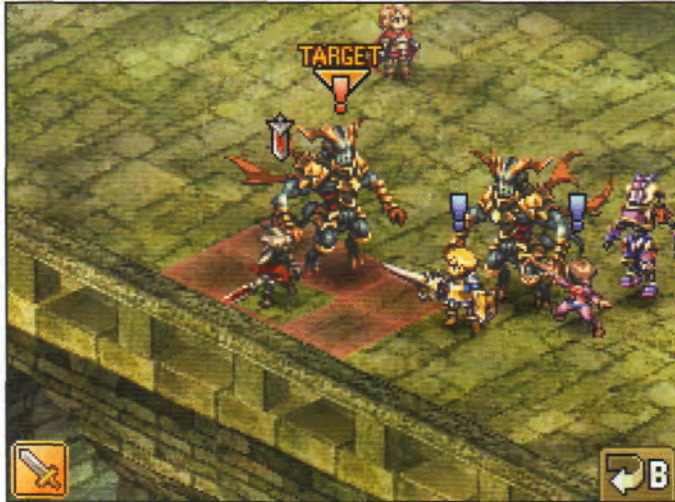
4 REALMSTALKER (PHIONA LV31) HP 4940

ATTACK DEFENSE EXPERIENCE 4800 OTH 6300

ITEM DROP CHAIN OF THE ROMANTIC

SAME SONG, DIFFERENT DAY

Like the last battle, your strategy is to move along the rail to prevent enemies from surrounding characters, giving them fewer opportunities to attack. This time, move your characters down to the left, then up the left rail. With any luck, you'll reach the location of the hidden **Witch's Arcanum** before Lieselotte takes out too many of your characters. Let your melee fighters advance up the rail while your archers and spellcasters support them from behind.



Sticking to the left railing and moving slowly upward allows you to control the battle, somewhat.

The Daemons inflict curse status with their attacks, so have plenty of Holy Water items on hand and administer them liberally. When the Daemons move within range, focus on taking them out rather than the Living Armors. Give the armors a few whacks only when convenient.



Paralyzing characters with curse attacks, the Daemons have to be the first enemies to go.

THE FIRE MAIDEN

Continue moving very slowly up the side of the field, attempting to draw only one enemy toward the characters at a time. As you near the hidden Witch's Arcanum location, Lieselotte invariably enters the fray. Try to avoid tangling with her too much until you've taken one round to resurrect the dead and heal everyone back to full health.



Move away from Lieselotte for a turn and recuperate. This draws her in, making her easier to surround.

Ifrit Caress



Lieselotte's special attack easily KO's a character at full health.

Lieselotte follows Fire Storm spells with a special attack, wiping out a character on each of her turns. Therefore, it's important that you move to surround her, revive the dead, and catch her in a Grand Cross siege in one round. This is the only way you can guarantee being able to raise the Attack Gauge high enough to perform three or four successive special attacks, which is what you'll need to bring her down. She can heal herself almost back to full health, so failing to kill her in one go is a bad idea.



Surround Lieselotte, revive the missing party member, and enact a siege to ensure defeating her in one go.

Part ONE
Tactics

Part TWO
Status

Part THREE
Walkthrough

Part FOUR
Serpentine Gate

Part FIVE
Data

CHAPTER 3 ROUTE B

Follow this route if the Destiny Plume was used once during Chapter 2.

DRAMATIS PERSONAE

LIESELOTTE

The daughter of struggling street peddlers, Lieselotte learned to con and steal long before she could read or write. Ironically, it was while attempting to defraud a man who happened to be a court chronicler that her life took a turn for the better. The chronicler, enamoured instantly by the girl's charm, took her under his wing and brought her into the palace, where the court archimagus, Cennair, would later unearth her innate talents for spellcraft. Lieselotte ascended to the rank of court magus before a nefarious incident resulted in her banishment and left her to wander aimlessly, seeking whatever work came her way.

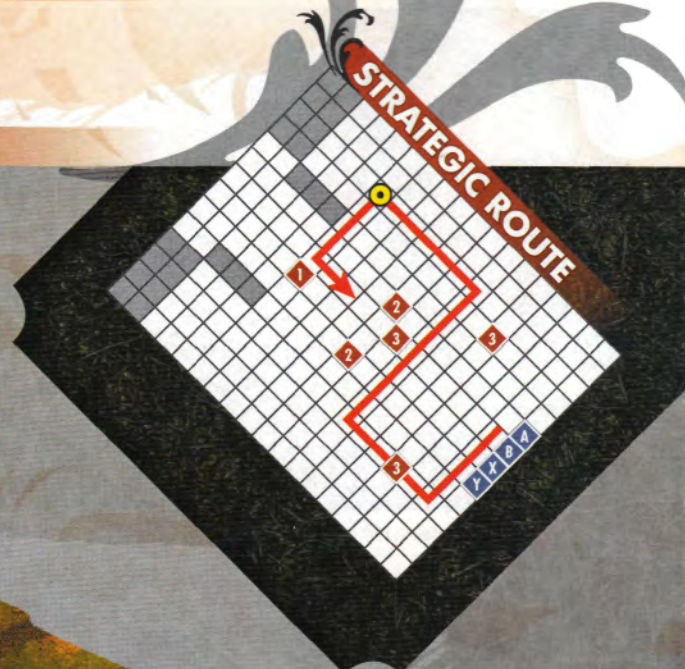
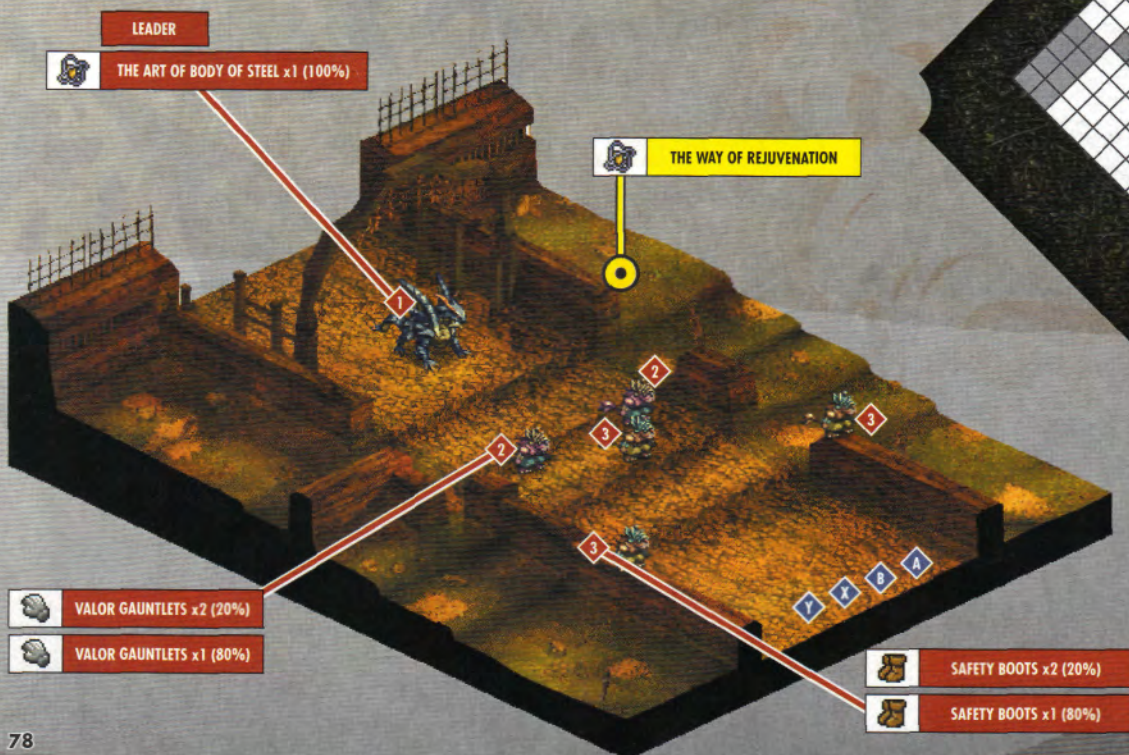


STAGE 23: KIRCHE CROSSING (SUB-BATTLE)

ENGAGEMENT DATA



Objective Destroy all opposition.


STAGE MAP



ENEMY DATA

1	DRAGON	
HP	5280	
ATTACK		
DEFENSE	NONE	EXPERIENCE
OTH	5500	4000

2	KOBOLD KNIGHT	
HP	1800	
ATTACK	NONE	
DEFENSE		EXPERIENCE
OTH	3500	3300

3	KOBOLD	
HP	280	
ATTACK	NONE	
DEFENSE		EXPERIENCE
OTH	150	200

LEARNING OF THE KOBOLD CRISIS

This bonus sub-battle at Kirche Crossing becomes available by reading the "Kobold Crisis" lore in the tavern at Market Marteigh. Afterward, when you exit to the World Map, Kirche Crossing becomes a destination.



WARNING! DANGEROUS BATTLE!

This battle is extremely tricky, and it certainly shouldn't be your first battle in this chapter. Conquer The Lotus Marsh and The Ruins before attempting this. Higher level characters stand to survive this encounter more easily. Be sure to stock up on Poison Checks, Union Plumes, and Cockatrice Eggs at Market Marteigh to make sure that fallen party members can rejoin the battle.

SCALY TERRITORY

The Dragon at the top of the map is naturally the greatest threat. Skip your turn in the first round and allow the closest enemies to approach and attack. Wipe them out, then carefully follow the progression route illustrated above. Count the number of spaces exactly, and do not move anyone beyond the middle line on this recommended route. That should keep the Dragon out of the battle until the Kobolds and Kobold Knights are removed from the field.



Use guest member Rosea's Normalize spell to cure characters petrified by Kobold Knights.

The **Way of Rejuvenation** hidden on the field at the location indicated on the map may be difficult to acquire, since it means keeping the Dragon at bay until one character can move all the way up the map to its spot. The character who goes after the item absolutely must have **The Way of Dashing** tactic on top of an already wide movement range; Wylfred or Darius are good choices. If you try this battle a couple of times and cannot survive the Dragon and obtain the item, then change your strategy.



Wylfred equipped with The Way of Dashing tactic should be able to reach the hidden item fastest.

THE CONQUEROR WYRM

Already capable of multiple hits per attack, the Dragon usually knocks out a few red crystals, thereby scoring additional hits per attack. Thus, the Dragon can frequently take out one or more of your units per round. Equip Poison Checks to prevent its breath attacks from inflicting status effects. Otherwise, the only way to defend against the Dragon is a strong offense: equip 2-3 characters with weapons that enable special attacks. Chain together attacks and drive the Attack Gauge to 100. Then, perform two or three special attacks in a row to try killing it off before it counters. Use Rosea's turn to cast Invoke Feather and restore fallen party members, rather than have her attack.

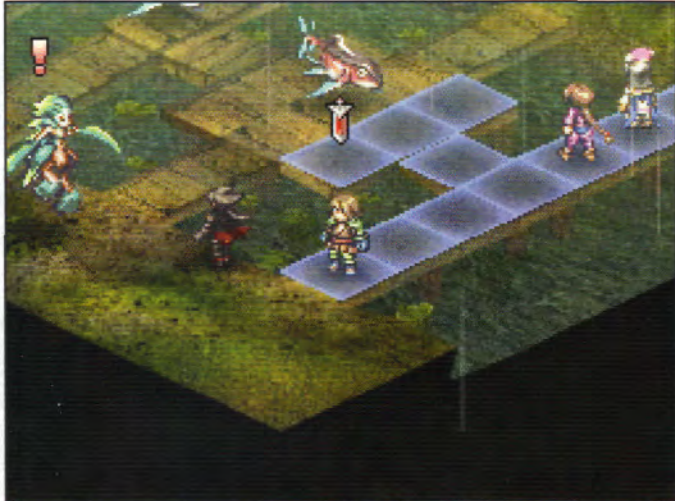


Defeating the powerful Dragon requires several rounds of surround-and-conquer tactics. Be sure more than one character can use special attacks per assault!

Part ONE Tactics
Part TWO Units
Part THREE Walkthrough
Part FOUR Scripted Gate
Part FIVE Data

STEPPING IN MUCK

This extra sub-battle appears on the World Map after reading the "Flowery Grave" lore in the Tavern at Market Marteigh. This skirmish is quite easy in comparison to the others in Chapter 3. However, the enemies may still prove dangerous if they are allowed to surround your party. This should occur in the first round, but then you can control the number of enemies encountered by following a clockwise route around the area as shown. Use Lockswell's Fire Storm spell, if available, to burn the Flying Fish nice and crispy.



Move to the left corner so as to rebuff attacks from two sides in the first round.



Don't miss out on the **Supreme Crown** hidden in the upper corner of the map!

The Ocypete will most likely descend on the party before any characters reach the location of the hidden **Supreme Crown**. This is the one creature capable of knocking out one of your characters in a single attack. However, following the route isolates the Ocypete, making it easy to surround and destroy with a few special attacks.



Ocypete's one fault is that it tends to pursue the party on its own, leaving it vulnerable.



Part ONE
Part TWO
Part THREE
Part FOUR
Part FIVE

Part ONE
Part TWO
Part THREE
Part FOUR
Part FIVE

Part ONE
Part TWO
Part THREE
Part FOUR
Part FIVE

STAGE 25: RUINS

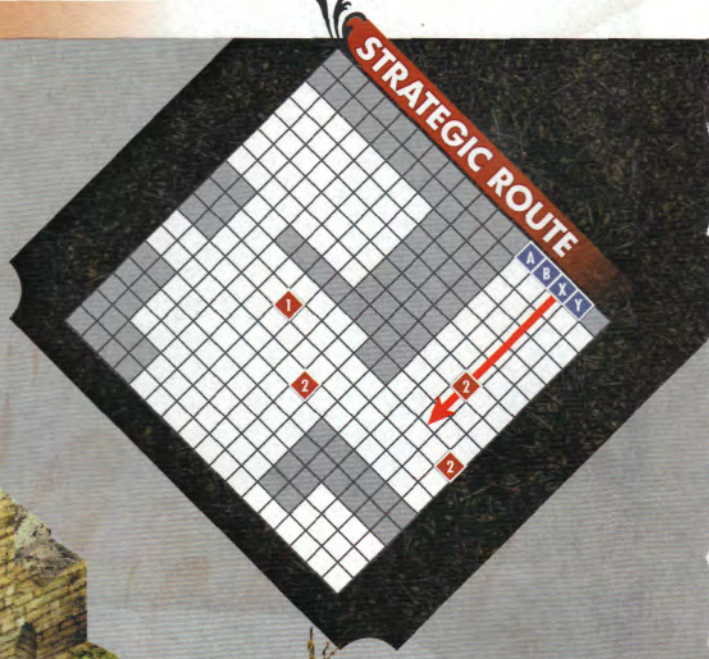
ENGAGEMENT DATA

Objective	Destroy all opposition.
Sin Sought	150

SPOILS OF SIN

RANK A (300+)	RANK B (299~225)	RANK C (224~150)
The Way of Regeneration x2	Grand Sting x1	Flare Crystal x1
The Way of Transposition x1	Witch's Arcanum x2	Storm Crystal x1
Mithril Helm x1	+Rank C Items	—
+Rank B & Rank C Items	—	—

STAGE MAP



ENEMY DATA

1 ARMOR BEETLE

HP 3300

ATTACK

DEFENSE

OTH 3600

EXPERIENCE 2800

2 BATTLE BEETLE

HP 1200

ATTACK

DEFENSE

OTH 800

EXPERIENCE 2250

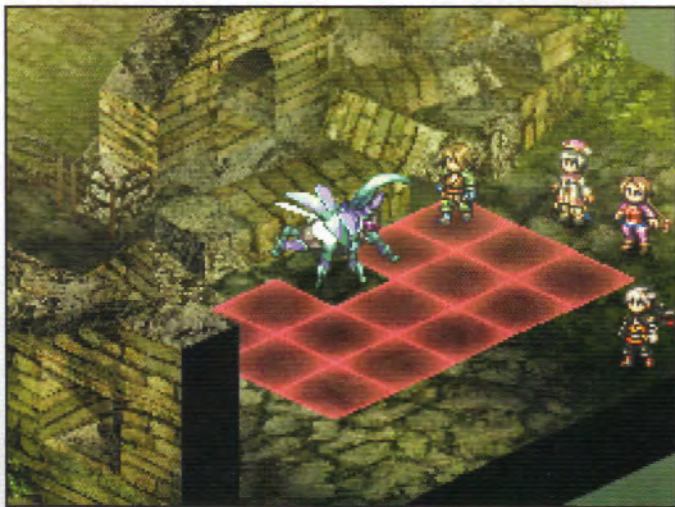
SLOW AND STEADY WINS THE RACE

Lockswell is a great choice for deployment in this battle, since all the enemies are weak against fire magic. However, even if Lockswell is not an option, this encounter is far from difficult. Since terrain type prevents reaching the nearest enemy in your first turn, move your fighters only two squares forward and leave your magic users and Cheripha in their starting points. This draws the nearest Battle Beetle out of position to attack, at which point you may surround and defeat it.



Attack each Battle Beetle with individual characters to weaken it. Then, surround it and use a combo attack to reap the highest Sin!

Notice that the Armor Beetle advances toward the party every turn, regardless of your position. Therefore, you can simply wait in place for it to approach and attack. This makes the Armor Beetle easier to isolate, surround, and conquer with your special attacks in order to rack up the highest Sin.



The Armor Beetle moves ahead of its subordinates to attack. Clear the area and wait for it to come!

PREPARING FOR AIDELRAVE

The party faces two extremely tough battles without a break between them. Return to Market Marteigh before traveling to Aidelrave and stock up. Maximize your supply of Union Plumes, and teach The Art of Resist Magic to as many characters as possible. Equip frontline characters such as Wyllfred, Darius, and Gwendal with Curse Checks.



Part ONE
Part TWO
Part THREE
Part FOUR
Part FIVE

Part Walkthrough
Part Strategic Guide
Part Data

STAGE 26: DUNGEON PATH (AIDELRAVE)

SPOILS OF SIN

RANK A (300+)	RANK B (299~225)	RANK C (224~150)
Frostbane x1	Prime Elixir x2	Skrep x1
Holy Halberd x1	The Way of Stalking x1	Spell Potion x1
The Art of Training x1	+Rank C Items	—
+Rank B & Rank C Items	—	—

ENGAGEMENT DATA

Objective	Defeat Lieselotte.
Sin Sought	150

STAGE MAP



ENEMY DATA

1 LIESELOTTE HP 3980

ATTACK NONE DEFENSE EXPERIENCE 1700 OTH 25,000

2 LIVING ARMOR HP 3800

ATTACK NONE DEFENSE NONE EXPERIENCE 4800 OTH 4200

3 DAEMON HP 4980

ATTACK NONE DEFENSE EXPERIENCE 5300 OTH 5000

4 REALMSTALKER (LOCKSWELL LV33) HP 7103

ATTACK DEFENSE EXPERIENCE 3900 OTH 6000

ITEM DROP CHAIN OF THE PROTECTOR

BITTER RIVALS

Rosea's holy magic makes her indispensable during this battle, especially against the Daemon. She also simplifies accumulating the necessary Sin sought during this battle with her powerful special attack. Make sure Rosea is in your deployment, rather than Lockswell.



Living Armors are tough against individual attacks. Surround and decimate them with special attacks.

After the closest Living Armor moves in to attack on round two, only position characters equipped with Curse Check accoutrements on the back and sides of this foe when moving to take it down. That way, the Daemon that quickly advances cannot inflict Curse on your party members. Rosea's special attack is quite devastating against the Daemon, so make sure to use her turn to attack the monster, rather than heal or cure others.



Rosea's holy special attack is more than the Daemon can stand. Position her within your siege on every turn!

SIN EARLY, SIN A LOT

Since scoring a large amount of Sin against Lieselotte proves extremely difficult, make sure to score the minimum 150 against the lesser foes prior to engaging her. Failure to score enough Sin in this battle causes two Realmstalkers to appear in the next. The situation in that battle being difficult as is, you can ill afford to use the Destiny Plume on more allies!

FIERY VENGEANCE

Lieselotte attacks with powerful Fire Storm spells, and also gets a special attack on most of her turns. So allies tend to drop like flies in her vicinity. With a good supply of Union Plumes and Rosea's Invoke Feather spell, you can bring back characters quickly. Lieselotte can heal herself, which she does if her HP drops below 31%. This means every character must attack during a single round, in the hopes of driving her HP from roughly 75% (after a few hits) to 0 and preventing her from healing.



Lieselotte knocks out an ally every turn. Advance on her as a party, or not at all.



When against the ropes, Lieselotte can heal herself! Shorten the battle by taking her HP from a high amount to 0 before she gets her next turn.

Part
Tactics
ONE

Part
Tactics
TWO

Part
Walkthrough
THREE

Part
Seraphic Gate
FOUR

Part
Daria
FIVE

STAGE 27: DUNGEON PATH (AIDELRAVE)

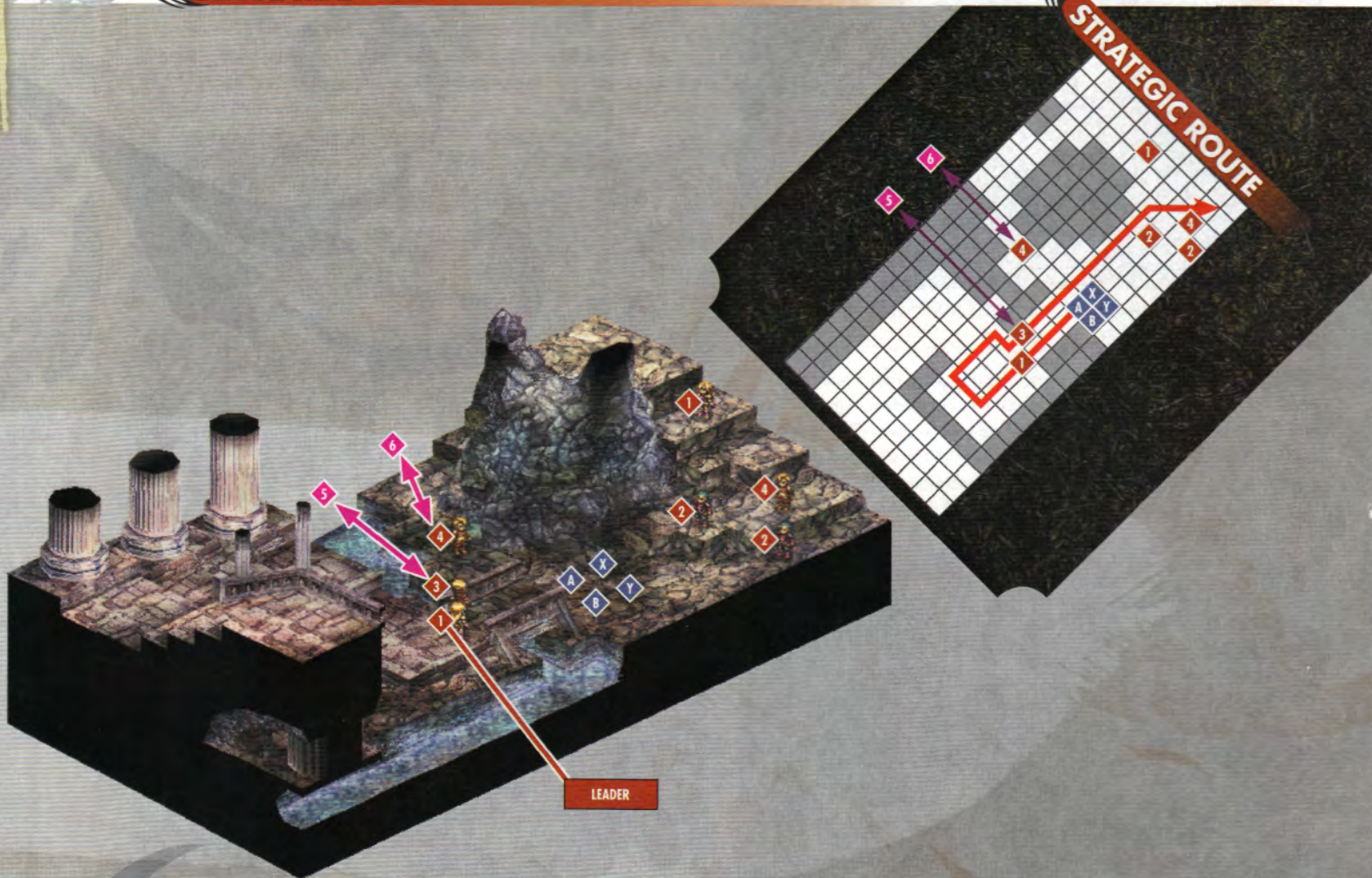
SPOILS OF SIN

RANK A (600+)	RANK B (599~450)	RANK C (449~300)
Ambrosia x1	The Art of Crystal Call x2	Nectar Potion x2
Golden Egg x2	The Way of Encirclement x1	Shadow Crystal x1
The Art of Diminish Missile x2	+Rank C Items	—
+Rank B & Rank C Items	—	—

ENGAGEMENT DATA

Objective	Destroy all opposition.
Sin Sought	300

STAGE MAP



ENEMY DATA

1 ADEPT ARTOLIAN SWORDSWOMAN HP 2700

ATTACK NONE DEFENSE NONE EXPERIENCE 4700 OTH 6000

3 ADEPT ARTOLIAN SORCERER HP 2500

ATTACK NONE DEFENSE NONE EXPERIENCE 4750 OTH 6150

5 REALMSTALKER (LOCKSWELL LV33) HP 7103

ATTACK DEFENSE EXPERIENCE 3900 OTH 6000

ITEM DROP CHAIN OF THE PROTECTOR

2 ADEPT ARTOLIAN WARRIOR HP 2500

ATTACK NONE DEFENSE NONE EXPERIENCE 3450 OTH 2200

4 ADEPT ARTOLIAN ARCHER HP 2300

ATTACK NONE DEFENSE NONE EXPERIENCE 3500 OTH 3150

6 REALMSTALKER (CHERIPHA LV32) HP 5210

ATTACK DEFENSE EXPERIENCE 5300 OTH 7000

ITEM DROP CHAIN OF THE FREE

BRIDGE BATTLE

Rosea is gone, but Lieselotte makes a worthy substitute in this intense battle for survival. In your first round, move your allies onto the bridge and assault the swordswoman and sorcerer. Team up to knock them out of the way in as few rounds as possible, so that you may continue to retreat out of the map center in subsequent rounds. Casualties should prove heavy in the beginning, so use Union Plumes and Apothecary's Arcanum items to recover. Once you have cleared the bridge, turn back and defeat the advancing swordsmen and archers. Position your swordsmen in front, spell-casters and Cheripha behind, and the enemies shall break on your formation like waves. As the center of the map clears, make your way up the slope to take out the swordswoman and archer at the opposite end.



The party is surrounded! Make your stand on the narrow bridge, and take on all comers.

AN ALTERNATE APPROACH

The strategy above requires something of a bulldozer effect to break through the swordswoman and sorcerer. If character leveling and/or luck is not enough to see you through, you may want to try a different strategy. From the starting point, head to the party's left and take out the archer blocking the narrow pass around the hill. Since it is only one space wide, this area provides a strategic place to make your stand. Place your fighters in the gap to bear the brunt of attacks, and attack from behind your line with spell-casters and Cheripha. Use Union Plumes to revive your fighters on the front, and keep taking down foes that collide against your barrier. Once the enemy numbers dwindle to one or two, heal up and take the field.



In this alternate strategy, take out the archer blocking the pass that runs around the small hill.



Block up the pass and attack all comers in concert.



Part ONE Tactics
Part TWO Units
Part THREE Walkthrough
Part FOUR Scripted Gate
Part FIVE Data

CHAPTER 3 ROUTE C

Follow this route if the Destiny Plume was used twice during Chapter 2.

DRAMATIS PERSONAE

DUWAIN

Duwain was rescued from the clutches of certain death by Wylfred's father, yet failed to reciprocate the deed when the opportunity arose. As the enemy closed in around Thyodor, Duwain stood paralyzed by fear, his mind consumed with delivering the life-saving antidote his wife required.

In the end, the medicine came too late, and Duwain's cowardice had been for naught. For months on end he sought to drown his sorrows in drink, until at last he encountered Rosea, a saintess bearing an uncanny resemblance to his late wife. In an act of penitence, he devoutly accompanies the saintess hither and thither as she heals Artolia's ill and wounded.



STAGE 28: THE LOTUS MARSH

ENGAGEMENT DATA

Objective	Rescue Rosea.
Sin Sought	150

SPOILS OF SIN

RANK A (300+)	RANK B (299~225)	RANK C (224~150)
The Way of Regeneration x2	Kindling Sword x1	Fire Talisman x2
The Way of Transposition x1	Expert's Experience x2	Earth Talisman x2
Mithril Helm x1	+Rank C Items	—
+Rank B & Rank C Items	—	—

STAGE MAP

LEADER

- SAFETY BOOTS x2 (20%)
- SAFETY BOOTS x1 (80%)

ROSEA

DUWAIN

STRATEGIC ROUTE

FROST CRYSTAL

APOTHECARY'S ARCANUM

ENEMY DATA

1 LIZARD MAN

HP	2680	
ATTACK	NONE	
DEFENSE	NONE	EXPERIENCE
OTH	3000	3600

2 HELLHOUND

HP	2300	
ATTACK	NONE	
DEFENSE		EXPERIENCE
OTH	2000	2250

3 FIRE BAT

HP	1700	
ATTACK		
DEFENSE		EXPERIENCE
OTH	2500	2000

FAITHFUL BODYGUARD

Rosea is under attack! But don't panic; she has her faithful servant Duwain to protect her. She can also heal herself on her turns. You must eliminate all monsters in the area to complete the mission.

Once the Lizard Man is down, ignore all remaining enemies and head directly for Rosea. Help Duwain take out all remaining foes in their vicinity.



Monsters attack Rosea every round. She survives, but barely. You must tie up most of the enemies to prevent them from overwhelming her in one turn.



Team up to defeat anything still trying to kill Rosea.

Following the strategic route above, move your characters to the right and over the water in the first turn. The Hellhound, Lizard Man, and Flying Bat converge to attack. Sometimes, however, the Flying Bat turns to go attack Rosea.



The Lizard Man must be brought down quickly. Use a siege formation and several special attacks to eliminate him. Even this could take two tries.



Part ONE
Part TWO
Part THREE
Part FOUR
Part FIVE

STAGE 29: MARKET MARTEIGH

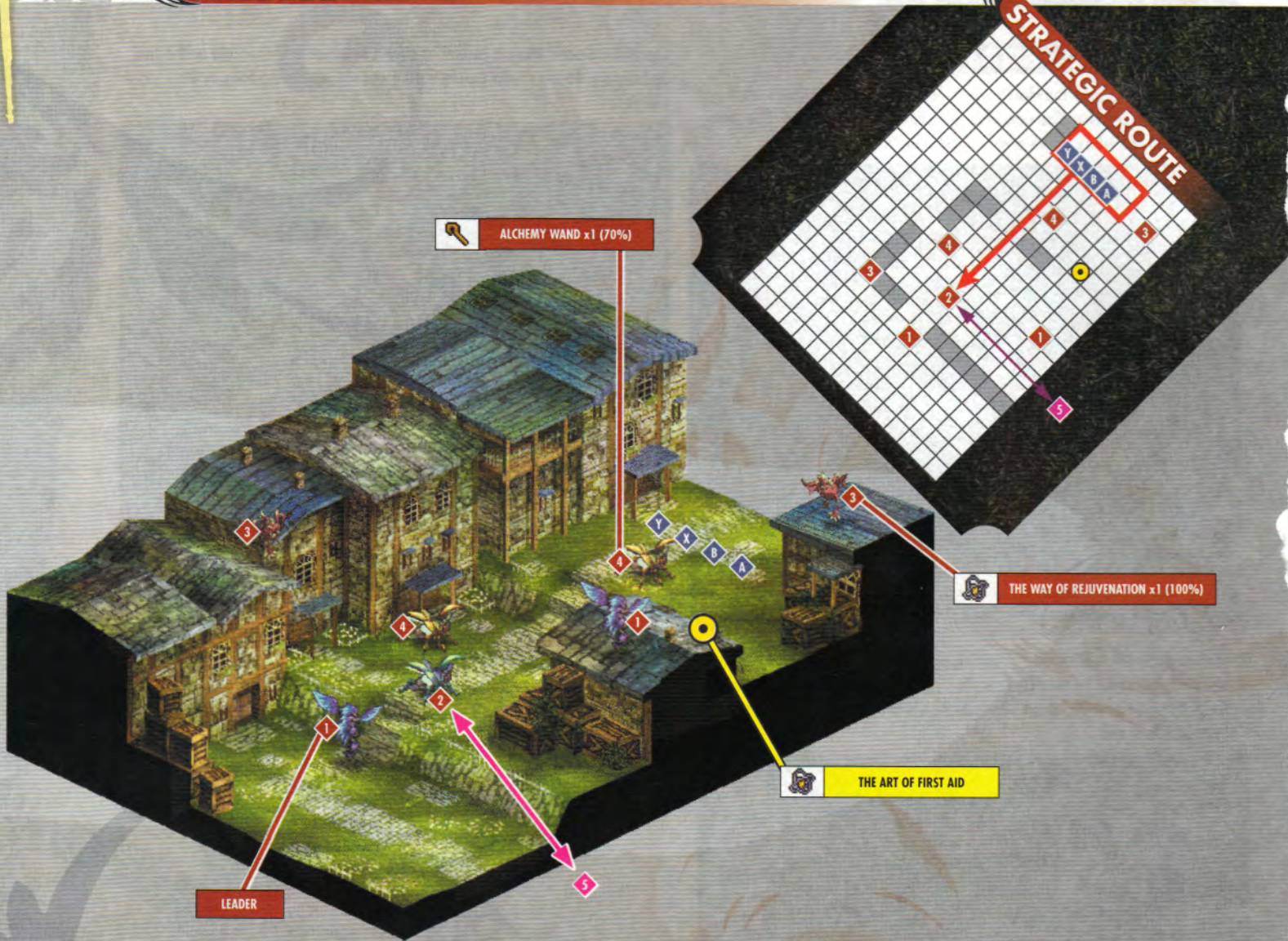
SPOILS OF SIN

RANK A (600+)	RANK B (599~450)	RANK C (449~300)
Frostbane x1	Icicle Plate x1	Skrep x1
Holy Halberd x1	The Way of Stalking x1	Prime Elixir x2
The Art of Training x1	+Rank C Items	—
+Rank B & Rank C Items	—	—


ENGAGEMENT DATA




Objective	Destroy all opposition.
Sin Sought	300

STAGE MAP




ENEMY DATA

1 OCYPETE 

HP	3360	
ATTACK		
DEFENSE		
OTH	3800	
EXPERIENCE	2500	

2 ARMOR BEETLE 

HP	3300	
ATTACK		
DEFENSE		
OTH	3600	
EXPERIENCE	2800	

3 FIRE BAT 

HP	1700	
ATTACK		
DEFENSE		
OTH	2500	
EXPERIENCE	2000	

4 BATTLE BEETLE HP 1200

ATTACK DEFENSE EXPERIENCE 2250 OTH 800

5 REALMSTALKER (LOCKSWELL LV33) HP 7103

ATTACK DEFENSE EXPERIENCE 3900 OTH 6000

ITEM DROP CHAIN OF THE PROTECTOR

STREETS OF FIRE

Purchase a lot of Pearl Grass prior to this battle, to cure paralysis inflicted by Ocypetes. The map of Market Marteigh is difficult to navigate due to buildings blocking your view. Remember to press the **L** and **R** buttons to rotate the view as needed before moving or attacking.



A Fire Bat and Ocypete wait to swoop in on the characters during Round 1.

The first few rounds must be spent surviving near the starting point at the top of the street, with a Fire Bat and an Ocypete swooping down to attack in the first enemy phase. Get the nearest Battle Beetle out of the way by surrounding it, then turn several characters outward to prepare them for the approaching flying, diving foes. Prioritize taking out the Ocypete, since it inflicts paralysis with its wing attacks.



Use a solid formation like Trinity Fork or Grand Cross to take out the Ocypete quickly, before more heroes are paralyzed.

Once the top area is clear, revive and heal the wounded, then send someone to find **The Art of First Aid** near the middle house. When ready for the second wave, move your characters to the top of the stairs and let them come.



Position characters so they may attack several foes in one turn, regardless of being able to form a siege or not.

The final enemy ends up being the Fire Bat hovering over the tall connecting rooftops. To lure it to the ground, you must move all the way to the bottom of the map.



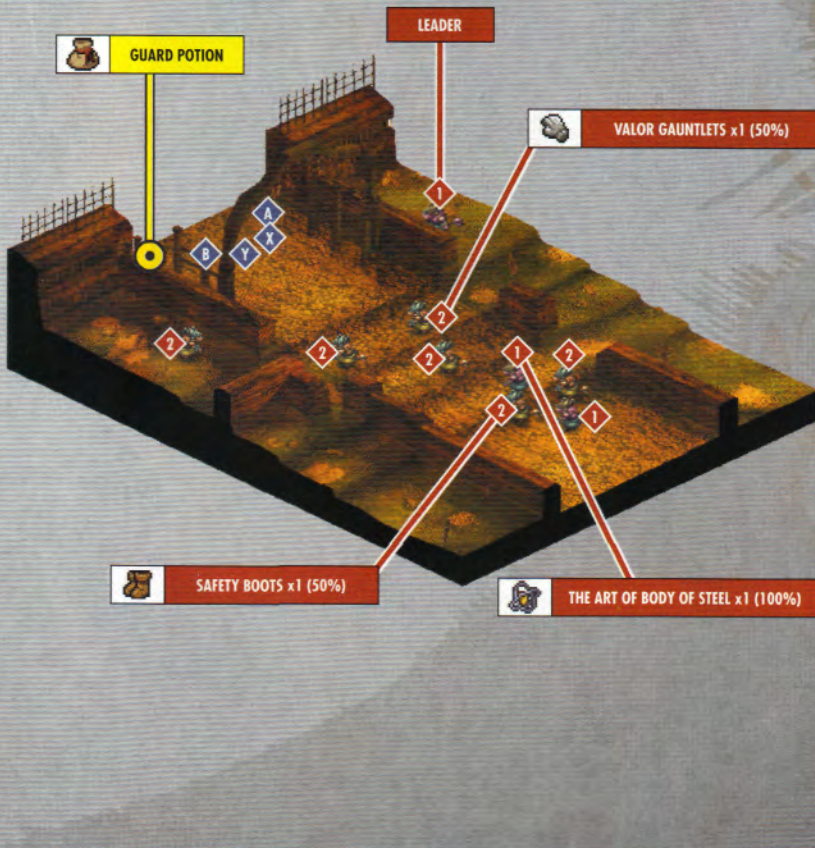
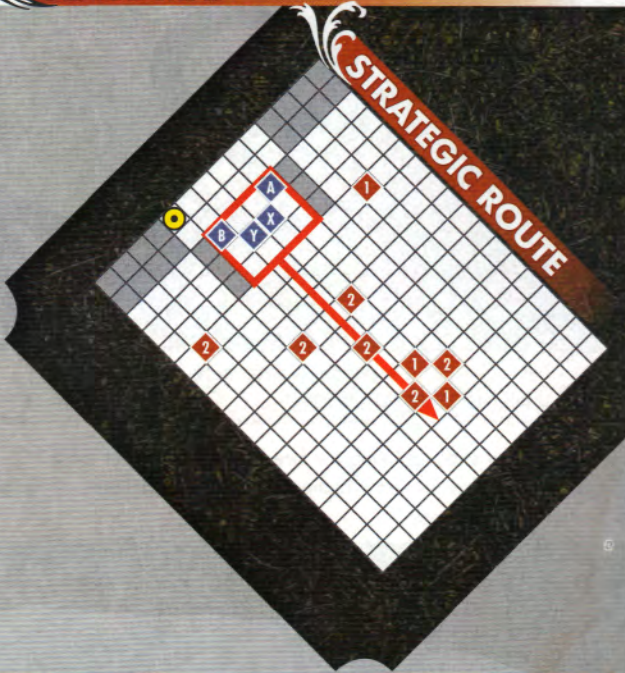
Move all the way down the street to draw the last Fire Bat to ground level.

STAGE30: KIRCHE CROSSING (SUB-BATTLE)

ENGAGEMENT DATA

Objective Destroy all opposition.

STAGE MAP



ENEMY DATA

1	KOBOLD KNIGHT	HP 1800		
ATTACK	NONE	DEFENSE	EXPERIENCE 3300	OTH 3500

2	KOBOLD	HP 280		
ATTACK	NONE	DEFENSE	EXPERIENCE 200	OTH 150

KOBOLD SLAUGHTER

The battle against Kobolds and Kobold Knights at Kirche Crossing is an extremely easy way to gain some experience, a hidden Guard Potion, and some extra Oth. Unlike the Prologue, Kobolds should now split apart with a single hit. However, the Kobold Knights can petrify characters with their attacks. Bring plenty of Cockatrice Eggs, or use Rosea's Normalize spell to cure characters turned to stone. Otherwise, strategy consists of nothing more than merely charging down the slope to wipe them out.



STAGE32: THE RUINS

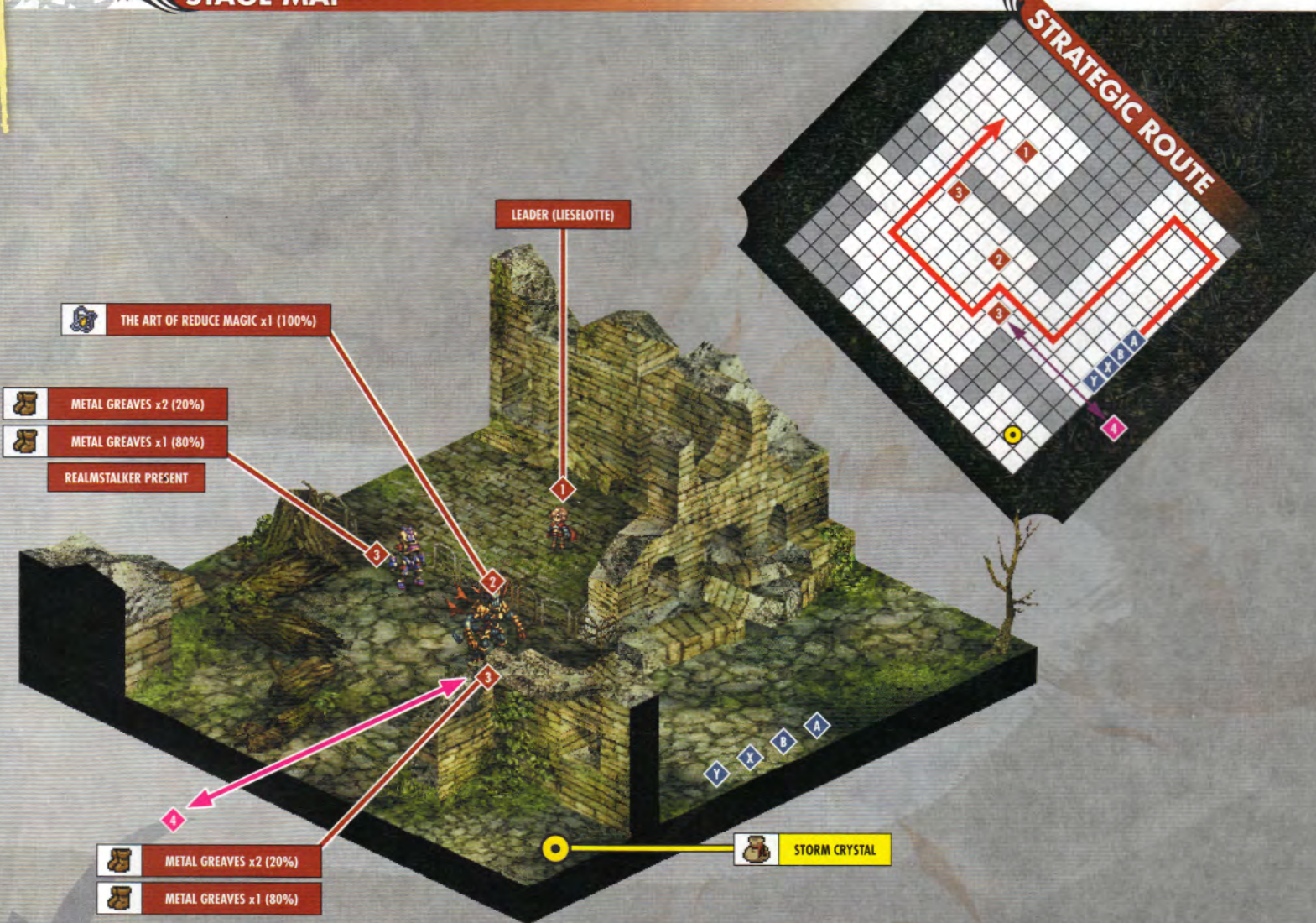
ENGAGEMENT DATA

Objective	Defeat Lieselotte.
Sin Sought	150

SPOILS OF SIN

RANK A (300+)	RANK B (299~225)	RANK C (224~150)
Raijoudou x1	The Art of Crystal Call x2	The Way of Martyr's Cry x2
Holy Rod x1	The Way of Encirclement x1	Sacred Crystal x1
The Art of Diminish Missile x2	Expert's Experience x2	—
+Rank B & Rank C Items	+Rank C Items	—

STAGE MAP



ENEMY DATA

1 LIESELOTTE HP 3980

ATTACK NONE DEFENSE EXPERIENCE 1700 OTH 25,000

2 DAEMON HP 4980

ATTACK NONE DEFENSE EXPERIENCE 5300 OTH 5000

3 LIVING ARMOR HP 3800

ATTACK NONE DEFENSE NONE EXPERIENCE 4800 OTH 4200

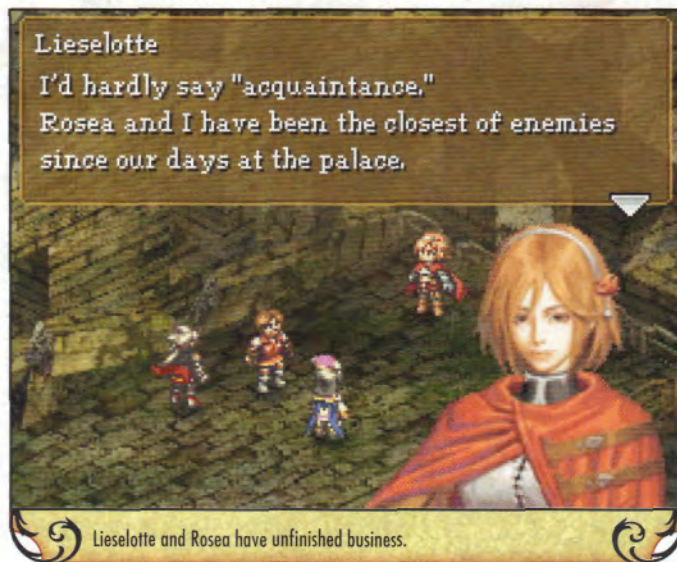
4 REALMSTALKER (FAUXNEL LV31) HP 7642

ATTACK DEFENSE EXPERIENCE 5600 OTH 8000

ITEM DROP CHAIN OF THE COVETOUS

PREPARE TO BATTLE A MAGE

Purchase skills such as The Art of Resist Magic and The Art of Body of Steel, and teach them to all your characters. Purchase two or three Fire Ward items to lessen damage from Lieselotte's spells. Equip your frontline characters with Curse Checks, and stock at least 10 Union Plumes for this bumpy fight.



Lieselotte and Rosea have unfinished business.

DRAW AWAY THE SIDEKICKS

During Round 1 and 2, move the party toward the right corner of the map (according to the default view). This draws the Daemon and Living Armors into the wide area near the starting point. All these foes are tough, with high RDM. Position two or three characters to form a siege around each foe, and eliminate each with a chain of special attacks during a Soul Crush. Be sure to overkill each for 100 Sin, because scoring Sin on Lieselotte is extremely difficult.



Retreat back into the deep starting area to draw Lieselotte's sidekicks away from her.

REGROUP AND ITEM GATHER

Send one character with the Dash skill and a good amount of AP to go after the **Storm Crystal** in the bottom corner of the map. Meanwhile, stop the other characters near the starting point and leave them there until the errant character returns. If the party stays well out of Lieselotte's view, she only mills about her chamber rather than coming out and attacking.



Leave most of the characters near the starting point, outside Lieselotte's sight range, until one person grabs the hidden item.

MAGIC BATTLE

When ready, move into Lieselotte's chamber and attack. She typically comes out to confront the party when they near the fence surrounding her area. Lieselotte casts Fire Storm, and follows up with a special attack. This eliminates one of your characters in every phase. Revive them, heal if Rosea has a turn available, and attack Lieselotte.



Lieselotte's special attack is guaranteed to wipe out two characters per round.

Lieselotte heals herself if her HP drops below 31%. This means you must take her from full HP to dead in one phase. Wylfred's Vali's Awakening skill is the key to the battle. Have him use the skill, then heal him to fill his extended HP.



Catch Lieselotte in a Grand Cross formation to ensure launching four special attacks during a Soul Crush.

Attack Lieselotte in Grand Cross siege formation with four special attacks. The parameter raise Wylfred receives from Vali's Awakening is the only thing that can carry her over the edge.

Part ONE
Part TWO
Part THREE
Part FOUR
Part FIVE

Part Walkthrough
Part Scenic Gate
Part Data

CHAPTER 4 ROUTE A

Follow this route if the Destiny Plume remained unused during Chapter 3.

DRAMATIS PERSONAE



FAUXNEL

Artolian court magus who has assumed the position of the court archimagus in absentia, granting him temporary rule over all palace sorcerers. A former colleague of both Rosea and Lieselotte, Fauxnel was said to be intimately involved in the mysterious death of Sir Cennair, for which the two were banished.

CHAPTER 4 SHOP MENU

NAME	PRICE
Estoc	4200
Sinclair Saber	3000
Rapier	2000
Viking Sword	1200
Hrunting	4800
Claymore	3500
Two-Handed Sword	2500
Mithril Knife	4000
Main-Gauche	2800
Wodao	4000
Warhammer	4300
Partisan	3200
Halberd	2000
Composite Longbow	3900
Arbalest	4000
Rapid Crossbow	3000
Manuballista	1800
Deluge Scepter	4300
Lotus Wand	2900
Crystal Wand	1500
Duel Helm	2300
Iron Helm	1800
Sallet	700
Olive Crown	2200
Crown	1800
Silver Tiara	1800
Tiara	1500
Anointed Cloak	3500
Noble Cloak	2800
Silver Cloak	2000
Duel Armor	4200

CHAPTER 4 SHOP MENU

NAME	PRICE
Cuirass	3100
Chainmail	2200
Metal Buckles	1200
Gauntlets	700
Magic Gloves	4000
Leather Gloves	1100
Gloves	800
Duel Greaves	3000
Silver Greaves	1500
Elfin Boots	2000
Leather Boots	1300
Suede Boots	1000
Stone Check	2500
Silence Check	2500
Curse Check	2500
Freeze Check	2000
Poison Check	2000
The Way of Consecration	1000
The Art of Defiance	1000
The Way of Dashing	800
The Way of Provocation	1000
The Way of Pacification	1000
The Art of Body of Steel	800
The Art of Enlightenment	800
The Art of Resist Magic	1000
Normalize Codex	1000
Sap Power Codex	1000
Sap Guard Codex	1000
Suspend Motion Codex	2000
Heal Codex	1000

CHAPTER 4 SHOP MENU

NAME	PRICE
Guard Reinforce Codex	1000
Spell Reinforce Codex	1000
Might Reinforce Codex	1000
Invoke Feather Codex	1500
Poison Blow Codex	2200
Sacred Javelin Codex	3000
Fire Storm Codex	1500
Frigid Damsel Codex	1500
Lightning Bolt Codex	1800
Witch's Arcanum	1200
Apothecary's Arcanum	600
Warrior's Arcanum	200
Fairy Tincture	2500
Dwarf Tincture	1500
Union Plume	1200
Honeysuckle Dew	150
Pearl Grass	150
Cockatrice Egg	150
Bragi's Song	150
Holy Water	150
Thaw Water	150
Ice Ward	700
Lightning Ward	700
Fire Ward	700
Earth Ward	700
Storm Gem	1500
Flare Gem	1200
Frost Gem	1500
Poison Gem	1500
Sacred Gem	1800

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STAGE 33: EUSIRIA CROSSING

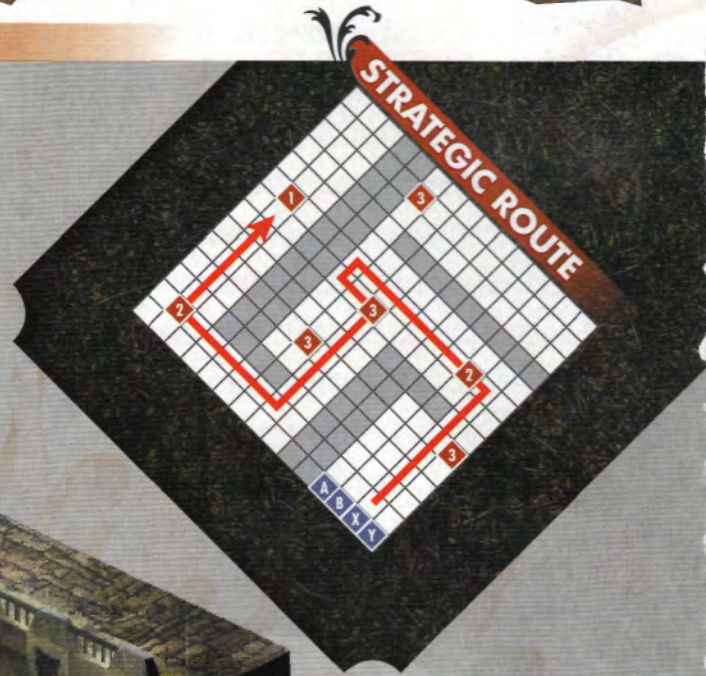
ENGAGEMENT DATA

Objective	Destroy all opposition.
Sin Sought	330

SPOILS OF SIN

RANK A (660+)	RANK B (659~495)	RANK C (494~330)
Noble Elixir x2	The Art of Reduce Magic x1	Sage's Arcanum x2
Beast Bludgeon x1	The Art of First Aid x1	Fire Talisman x1
+Rank B & Rank C Items	+Rank C Items	—

STAGE MAP



ENEMY DATA

1 DRAGON

HP	5280
ATTACK	
DEFENSE	NONE
OTH	5500
EXPERIENCE	4000

2 TOXIC FLOWER

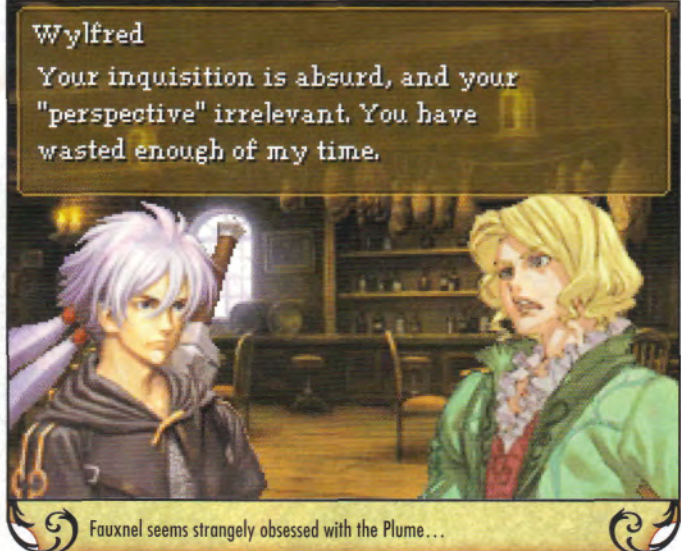
HP	3700
ATTACK	NONE
DEFENSE	
OTH	3800
EXPERIENCE	3300

3 MANDRAGORA

HP	1100
ATTACK	NONE
DEFENSE	
OTH	900
EXPERIENCE	2400

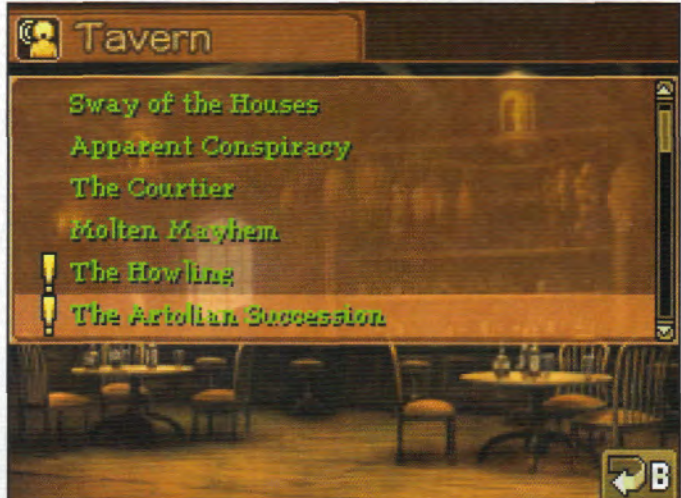
GETTING HERE

After the chapter's opening scenes, visit The Crown City on the World Map. Fauxnel joins the party as a guest. He's a great spell-caster, but without skills or the option of giving him better equipment, he's better left out of these late-game battles.



Fauxnel seems strangely obsessed with the Plume...

The scene shifts back to the World Map. First, return to The Crown City and peruse the awesome new shop items. Buy the newly available pieces of equipment to help take on the extremely challenging levels that this chapter has to offer. In the tavern, read the lores titled "Molten Mayhem" and "The Howling" to unlock the two chapter sub-battles.



Read lore in The Crown City tavern to unlock two challenging sub-battles.

START AT THE BOTTOM

The restrictive sand floor beneath the party's starting point provides the only major challenge in this easy dungeon. Either spend the first several rounds moving forward one or two spaces, or use the Dash tactic to move three extra spaces at the end of your move.



Use Dash to more quickly move your characters off of the sand floor.

Strategy for this chapter is at its most basic. Simply navigate along the path to the Dragon's location. The winged poison-breather is certainly easier to handle at this late stage than he was in Chapter 3. To score maximum Sin, surround it on at least three sides and execute three or four special attacks in a row to prevent it from reciprocating damage. A spell-caster attacking with Lightning Bolt is the sure road to an easy victory.



Position at least three characters to be part of the siege on the Dragon, even if only in Axis Raid formation.

HOT FOOT!

A character stopping on any of the glowing red tiles in this stage suffers heat damage at the end of his/her turn. Managing the heat is a problem, since several enemies hover over the magma tiles. The stage route (illustrated on the previous page) shows how to go the long way around, letting your characters suffer as little heat damage as possible.



Move up the left side of the map and take out the Elder Bat before climbing the steep slope.

However, a shorter route is possible. Climb to the tiles just below the level where the surrounding ridge flattens out. On your next turn, climb down onto the magma and use Dash to continue over to safe land in the center. Due to terrain restrictions, only two characters per round can cross the magma this way.

HERE, FISHY FISHY!

Take out the Daemon and an Ironfish as you make your way toward the right side of the map (according to the default angle). Move down the single-space path along the upper left side of the map. When your characters reach the area behind the last Ironfish, position a melee fighter and a ranged attacker on either side of the single magma tile in the path. Have an archer or spell-caster attack the fish from a distance to draw it back to your area to dispatch it easily.



Ambush the last Ironfish from behind!



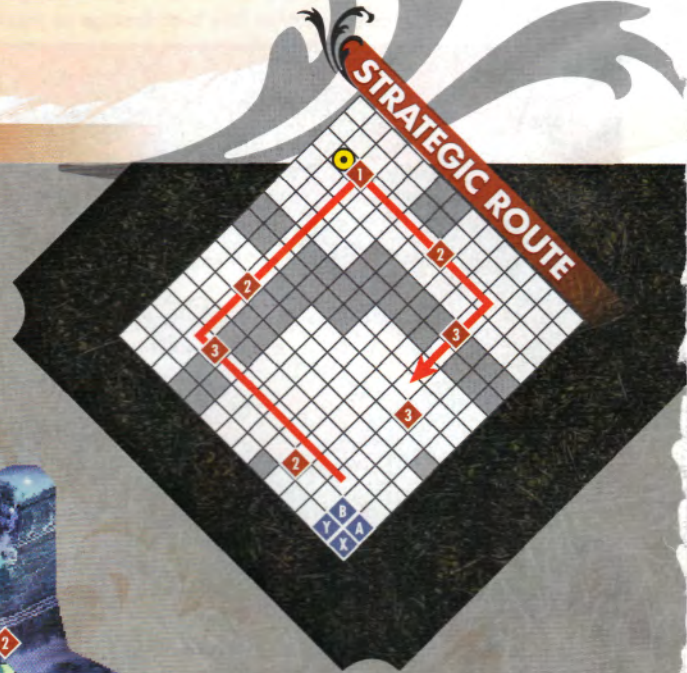
Part ONE Tactics
Part TWO Units
Part THREE Walkthrough
Part FOUR Scripted Gate
Part FIVE Data

STAGE 35: WINTERGARD (SUB-BATTLE)

ENGAGEMENT DATA

Objective Destroy all opposition.

STAGE MAP



ENEMY DATA

1 DRAGON

HP	5280	
ATTACK		
DEFENSE	NONE	EXPERIENCE
OTH	5500	4000

2 WILL-O'-THE-WISP

HP	2000	
ATTACK		
DEFENSE		EXPERIENCE
OTH	3200	3000

3 KOBOLD KNIGHT

HP	1800	
ATTACK	NONE	
DEFENSE		EXPERIENCE
OTH	3500	3300

COLD RECEPTION

Even though this stage appears to be relatively small, the snowy terrain restricts movement to only one or two spaces. The Dash technique is a must-have for all characters deployed in this battle, since it allows moving three extra spaces regardless of terrain. The illustrated route on the previous page depicts a roundabout way. If possible, take out the nearest Will-o'-the-Wisp in the first round. Dash toward the upper wall crevice, and the Kobold Knight off to the side will not pursue your party.



Use Dash to move away from the starting point fast enough to avoid drawing the nearby Kobold Knight.

DRAGON'S LAIR

Plow through the single-space crevice in the wall, killing the Kobold Knight and Will-o'-the-Wisp in the way. Then, proceed to the edge of the Dragon's chamber. The great beast does not notice the party until they cross the doorway. Allow AP to regenerate for several rounds if needed before entering. Surround and assault the Dragon with lightning magic and attacks. After defeating the great wyrm, continue following the route and eliminate the remaining two or three enemies.



Avoid positioning characters near the other doorway of the Dragon's chamber, or the nearby Will-o'-the-Wisp gets involved.



As in legends of old, the Dragon guards a hidden treasure. The Treasure Hunter accoutrement reveals its location.



Part
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Tactics

Part
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Units

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THREE
Walkthrough

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FOUR
Scripted Gate

Part
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Data

STAGE 36: CASTLE COURTYARD

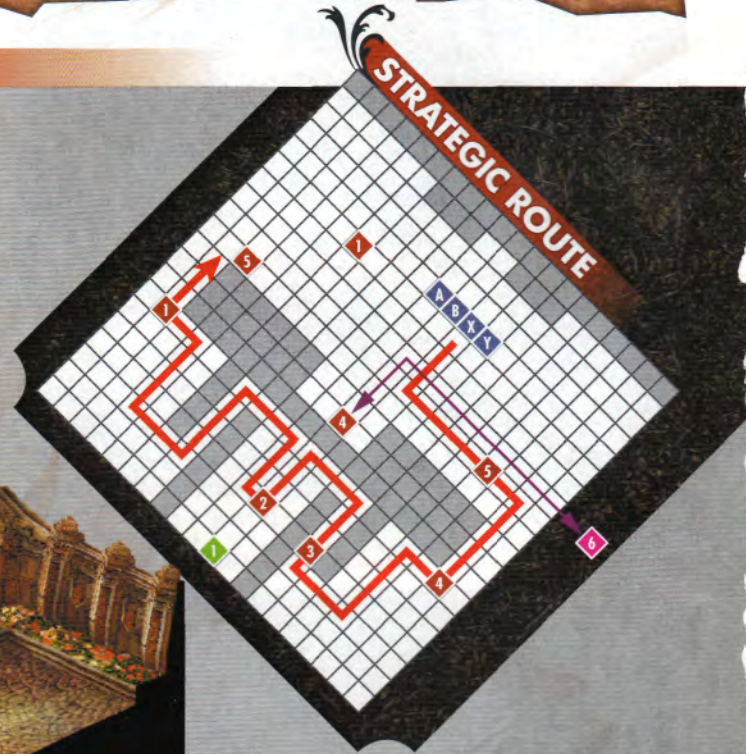
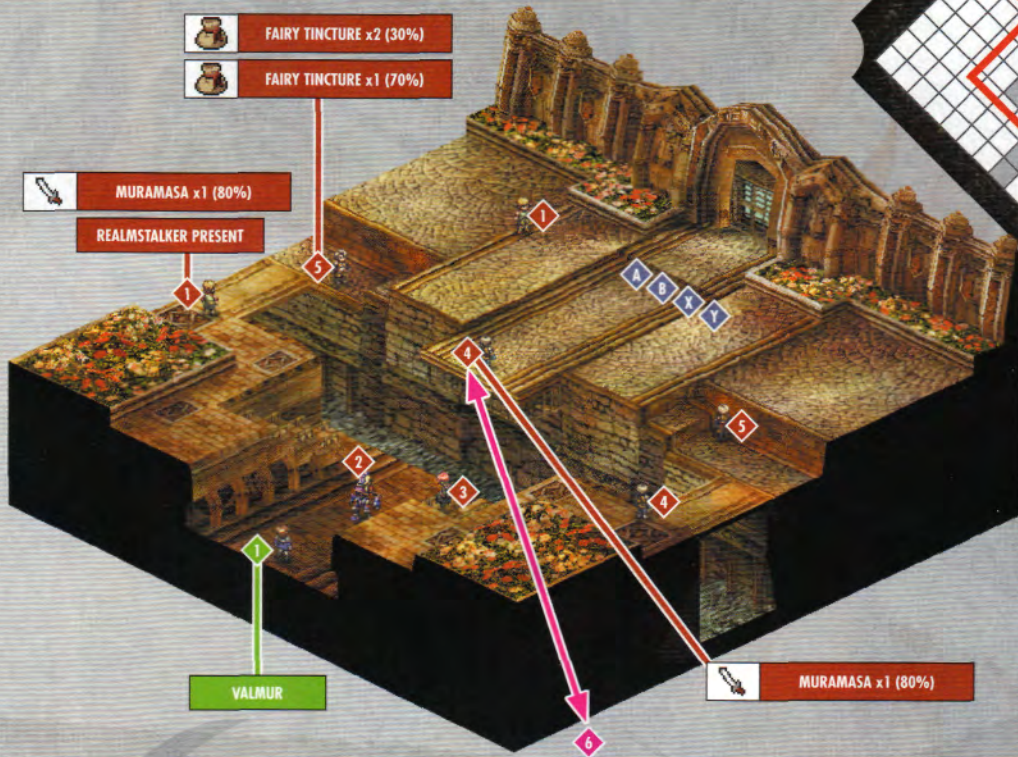
SPOILS OF SIN

ENGAGEMENT DATA

Objective	Rescue Valmur.
Sin Sought	360

RANK A (720+)	RANK B (719~540)	RANK C (539~360)
Ruin's Fate x1	The Art of Counter Attack x1	Spell Potion x2
Tiara of the Holy Empress x1	The Art of Diminish Missile x1	Might Potion x2
+Rank B & Rank C Items	+Rank C Items	—

STAGE MAP



ENEMY DATA

1 BRIGAND HP 3600

ATTACK NONE DEFENSE EXPERIENCE 5000 OTH 2600

3 ELDER VAMPIRE HP 3800

ATTACK DEFENSE EXPERIENCE 5800 OTH 4000

5 ADEPT MERCENARY ARCHER HP 3300

ATTACK NONE DEFENSE EXPERIENCE 4500 OTH 2000

2 LIVING ARMOR HP 3800

ATTACK NONE DEFENSE NONE EXPERIENCE 4800 OTH 4200

4 ADEPT MERCENARY SWORDSMAN HP 3400

ATTACK NONE DEFENSE EXPERIENCE 4700 OTH 2100

6 REALMSTALKER (GWENDAL LV40) HP 7357

ATTACK DEFENSE EXPERIENCE 5900 OTH 8500

ITEM DROP CHAIN OF THE ORNERY

CAUGHT IN TREACHERY

Be sure to save your game prior to starting this mission. This battle and the next must be fought in sequence without a chance to save or visit the shop. Clear this chapter's sub-battles if desired, then return to The Crown City and choose the option "Attend Palace" on the Town menu. After a short talk with Fauxnel, he leaves the party. Be sure to replace him with Lockswell if he was an active member in the deployment.



Fauxnel

Dear Valmur, that is perfect nonsense!
There IS a war, and it can be stopped no
more than can the sun be forbidden rise.

Fauxnel may not be the Artolian ally you were hoping for after all.

NOBLE ASSASSINATION

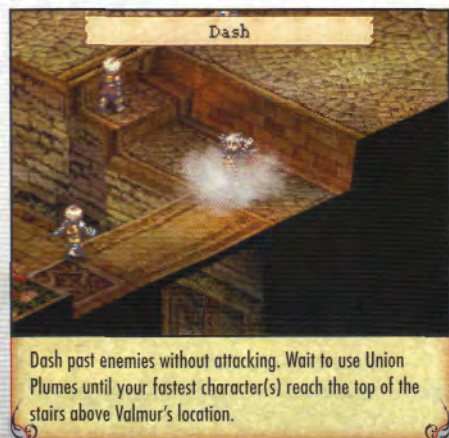
Assassins attack Valmur in the courtyard. The objective is to reach Valmur before a Living Armor kills him, or the game ends. After clearing his general area of enemies and healing him, you must then dispatch the rest of the foes on the map.



A Living Armor inflicts heavy damage to Valmur every round. But he gives almost as good as he takes.

This rescue is quite a bit trickier than the similar one in Chapter 3 Route A. The characters must travel a great distance very quickly to reach Valmur in time. This requires using Dash every turn to bypass several enemies,

forfeiting chances to attack. The enemies do attack and possibly even kill your characters, but you must ignore them and get to Valmur as fast as possible. Valmur can survive for only six rounds.



Dash past enemies without attacking. Wait to use Union Plumes until your fastest character(s) reach the top of the stairs above Valmur's location.

THE VAMPIRE BLOCKADE

Follow the route illustrated on the grid (on the previous page) to reach Valmur in time. Though it may seem like you'll reach him with time to spare, tarry not. An Elder Vampire blocks the stairs above Valmur and is not easily moved. Stack two melee fighters and Lockswell at the top of the stairs, and assault the fiend with special attacks each turn. On Lockswell's turn, however, have him cast Heal on Valmur below. That gives you a few more rounds to get downstairs!



The Sacred Javelin spell helps make short work of the vampire blocking the steps.

Once the vampire no longer blockades the steps, descend and take out the Living Armor. Valmur does a nice job of weakening it over the rounds, so there should be plenty of Sin to soak up. Then, return up the stairs and take out any soldiers who followed the party.



With Valmur safe, simply continue clockwise around the map and defeat the remaining enemies.

STAGE 37: HYACINTHINE HALL

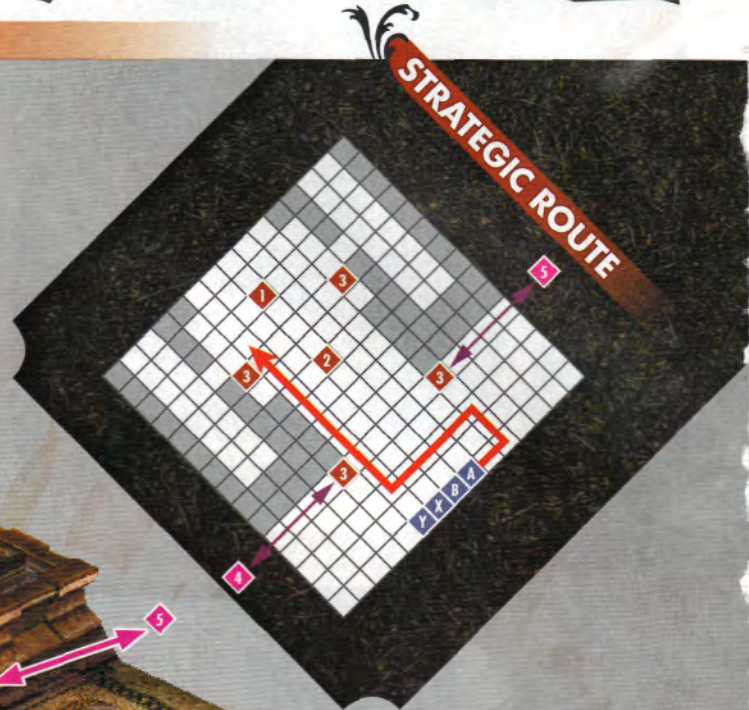
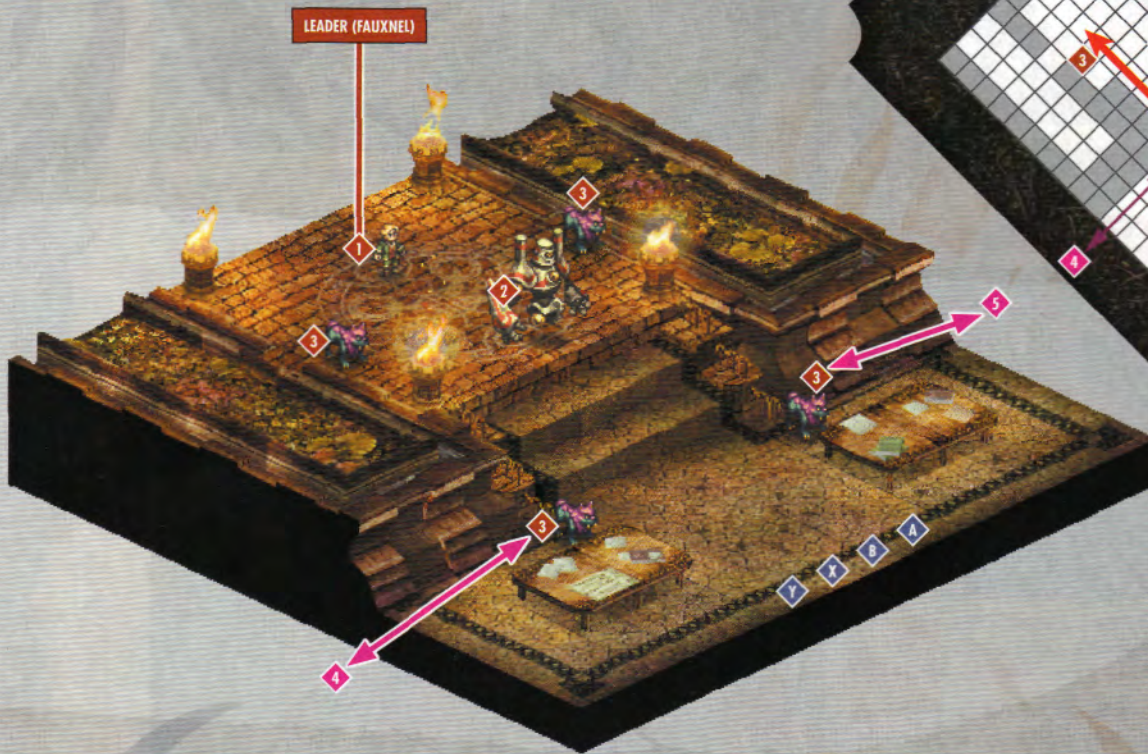
ENGAGEMENT DATA

Objective	Defeat Fauxnel.
Sin Sought	200

SPOILS OF SIN

RANK A (400+)	RANK B (399~300)	RANK C (299~200)
The Art of Training x1	The Way of Regeneration x1	Expert's Experience x3
The Way of Aura Flux x1	The Art of Magic Mail x1	Ether Gloves x1
+Rank B & Rank C Items	+Rank C Items	—

STAGE MAP



ENEMY DATA

1 FAUXNEL HP 6500

ATTACK NONE DEFENSE EXPERIENCE 12,000 OTH 10,000

2 IRON GOLEM HP 6400

ATTACK NONE DEFENSE NONE EXPERIENCE 6730 OTH 3000

3 CARRION WOLF HP 4500

ATTACK NONE DEFENSE EXPERIENCE 6300 OTH 2500

4 REALMSTALKER (DUWAIN LV41) HP 8230

ATTACK DEFENSE EXPERIENCE 7000 OTH 10,000

ITEM DROP CHAIN OF THE PENITENT

5 REALMSTALKER (ROSEA LV45) HP 6120

ATTACK DEFENSE EXPERIENCE 7000 OTH 10,000

ITEM DROP CHAIN OF THE PIOUS

CHAMBER OF LIES

Use the deployment screen between battles to set Lockswell's attack to Frigid Damsel. While Fauxnel is weak against dark magic, the Dark Savior Codex won't be for sale until the next chapter. Fauxnel's sidekicks are highly susceptible to freezing (a random effect of Frigid Damsel), making the preliminary portion of the battle much easier.



Wipe out Fauxnel's sidekicks with wild overkill to score the Rank A spoils of Sin.

In the first round, move the party over the table to the right and attack the Carrion Wolf positioned by the stairs. Defeat this animal and all of Fauxnel's other subordinates with extreme overkill. Scoring more than 400 Sin isn't terribly difficult prior to taking on Fauxnel, and it guarantees receipt of the Rank A spoils as listed on the previous page.



Avoid positioning any characters too close to the stairs, or the Iron Golem descends and attacks too soon during the enemy phase.

Pursue the other Carrion Wolf in the second round. Then, move to the base of the stairs so that the Iron Golem comes down and attacks. Surround the Iron Golem in a siege formation and use multiple special attacks to take it apart.

PAUSE BEFORE THE PLATFORM

Stepping on Fauxnel's level activates him. Ascend to the stair just below the platform, and allow the Carrion Wolves on either side to come forward and attack. Wipe them out without ascending onto the platform.



Stop on the top stair to draw the Carrion Wolves forward. Destroy them completely before ascending to Fauxnel's level.

Finally, it's time to take out Fauxnel. Surround him on all four sides in a Grand Cross siege formation. His HP is high enough to require four successive special attacks to kill him. If you fail, his counterattack includes a special attack that kills one of your characters. He then attacks again on his turn and wipes out another character. Revive both fallen members without healing them, surround him, and go again. Don't take things personally, because after the battle he permanently joins the party. Having another spellcaster around proves extremely handy in the chapters to come...



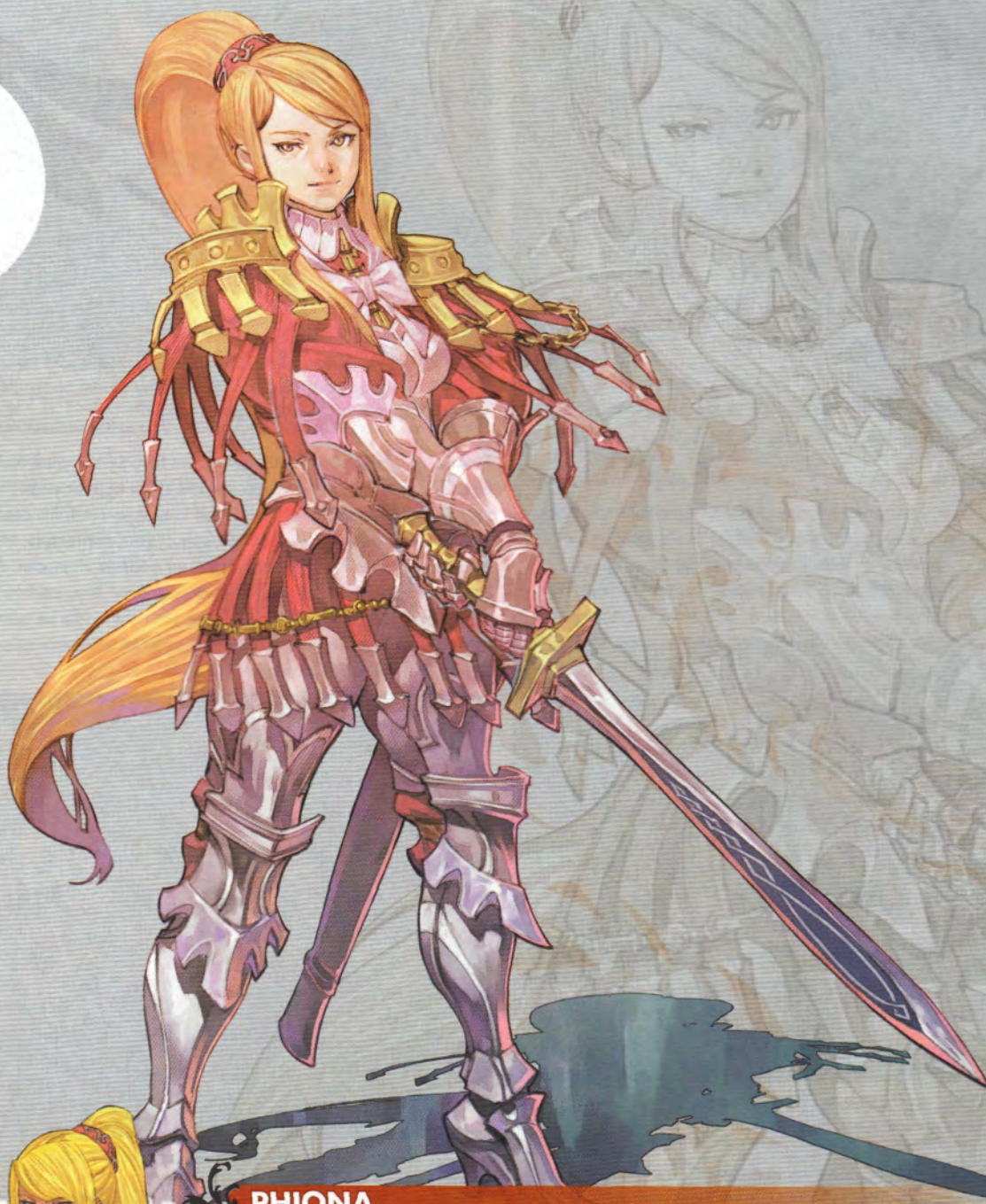
If Fauxnel shows you his back, attack from behind to ensure that you daze him and score extra hits.

Part ONE Tactics
Part TWO Units
Part THREE Walkthrough
Part FOUR Scripted Gate
Part FIVE Data

CHAPTER 4 ROUTE B

Follow this route if the Destiny Plume was used to sacrifice 1-2 allies during Chapter 3 Route A, or 0 allies in Chapter 3 Route B.

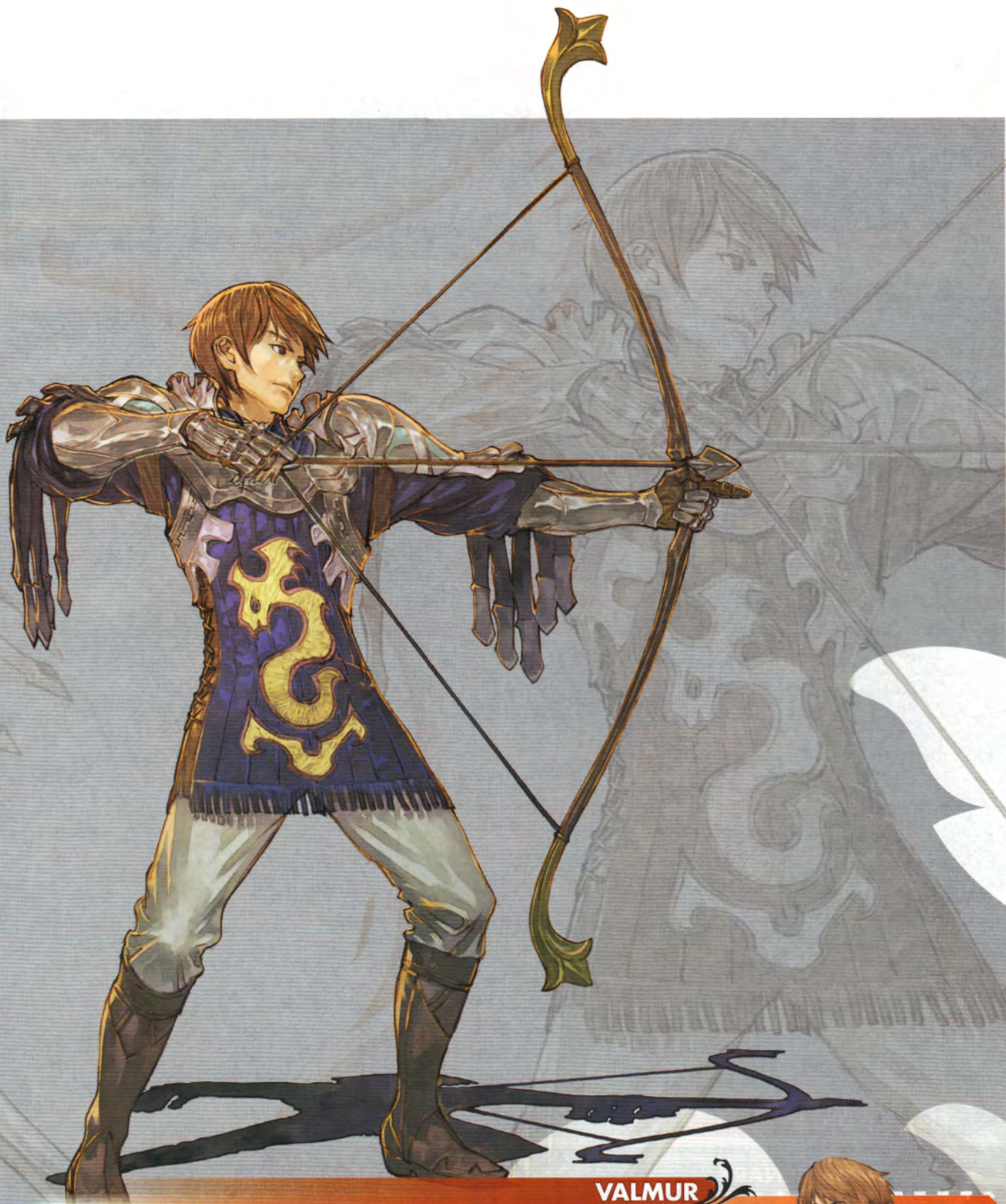
DRAMATIS PERSONAE



PHIONA

Hot-tempered daughter of House Haughn who alongside her brother Nicolas persisted in spurring their sheepish elder brother, Valmur, to action. Nicolas's sudden death upset the balance, and now the once mighty house seems destined for ruin. Though she knows betrothal to another house awaits, Phiona's pride will not let her accept her true house's disgrace, and for this she lashes out against Valmur, lord of the house.





VALMUR

As first son of the venerated House Haughn, Valmur was given an exhaustive education in the arts of war no sooner than he could stand, expected to one day follow in the hallowed footsteps of his honored forebears. In his youth, however, Valmur took quickly to the book and slowly to the blade, and soon came to doubt his own heroism—a doubt which still lingers to this day.

Though he is Lord of House Haughn by title, more dear to Valmur's heart are his kin. That the name of his house might someday mean the deaths of those he loves torments him to no end.



STAGE 38: LIELLAHAN LOWLANDS

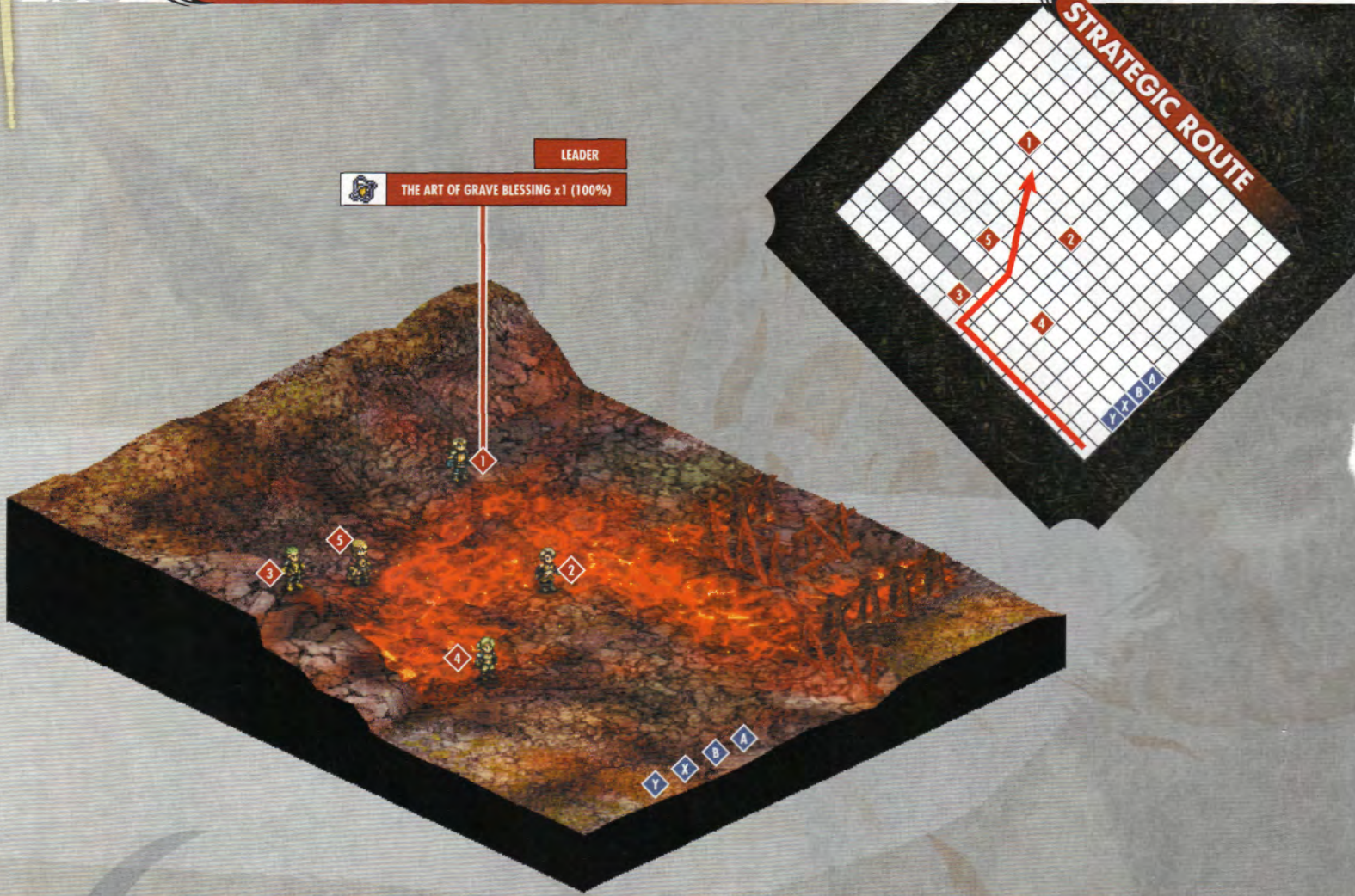
SPOILS OF SIN

ENGAGEMENT DATA

Objective	Defeat the enemy leader.
Sin Sought	200

RANK A (400+)	RANK B (399-300)	RANK C (299-200)
Noble Elixir x2	The Art of Reduce Magic x1	Sage's Arcanum x2
Tiara of the Holy Empress x1	The Art of First Aid x1	Spell Potion x2
+Rank B & Rank C Items	+Rank C Items	—

STAGE MAP



ENEMY DATA

1 ADEPT MERCENARY SWORDSMAN HP 3400

ATTACK NONE DEFENSE EXPERIENCE 4700 OTH 2100

3 ADEPT MERCENARY WARRIOR HP 3000

ATTACK NONE DEFENSE EXPERIENCE 4500 OTH 5100

5 ADEPT MERCENARY SORCESS HP 1600

ATTACK NONE DEFENSE EXPERIENCE 3700 OTH 4500

2 ADEPT MERCENARY ARCHER HP 3300

ATTACK NONE DEFENSE EXPERIENCE 4500 OTH 2000

4 ROGUE HP 2800

ATTACK NONE DEFENSE NONE EXPERIENCE 4500 OTH 5500

NO REST FOR THE WICKED

Though the chapter's just begun, Wylfred immediately takes up a new cause and joins in another war. Hopefully you retained at least a few Union Plumes from your previous victory, because you cannot visit the shop until victory is won. Deploy your most powerful characters to deal with this situation, and follow the rest of this strategy exactly to make it out alive.

The objective is to take out the enemy leader. A magma lake lies between the party and the leader. Stopping on any of the red glowing magma tiles inflicts damage to the character at the end of his or her turn. To the left of the party's starting position is a ridge that runs around to the backside of the area. However, traversing this path takes too long, and the leader ends up crossing the magma to get away. To reach the back, the party must move slightly up the rise, and then down across one magma spot.

BACK INTO THE CORNER

During the first turn, the most imminent threat to the party is an archer just a few spaces away. Avoid letting him take out one of your party members in the first round by moving the party directly to the corner on the left. The archer remains out of range for the first round, allowing you to begin moving up the side of the field toward the ridge. Defeat the Rogue that tends to get in the way, and continue up the ridge. Remember that you must rack up Sin; therefore, attack every enemy on every turn and finish with a strong overkill.



Move the party into the corner to escape the deadly archer's range.



The archer must be contended with as you attempt to mount the slope.

At the end of Round 2, the archer usually catches up to the characters and may slay one of them. Move a swordsman within close range of the archer, then use a Union Plume to bring that person back. Attack as a party to bring the archer down quickly.

DESCEND INTO THE HEAT

Resume climbing up the slope to the tall ridge, taking out a warrior blocking the path. Stop just below the flat part of the ridge, and descend from there through the magma to the upper bank. There, you may surround and defeat the leader.



The sorceress can stun one of your party members for three rounds. Cast Normalize, or let the unfortunate victim sit out the next few rounds.

THE LEADER IS NERVOUS

Note that the leader may cross through the magma to the south bank when your characters begin to descend from the ridge. If this occurs, then you need not continue through the damaging floor. Simply descend back to the south bank, and the leader will approach and attack.

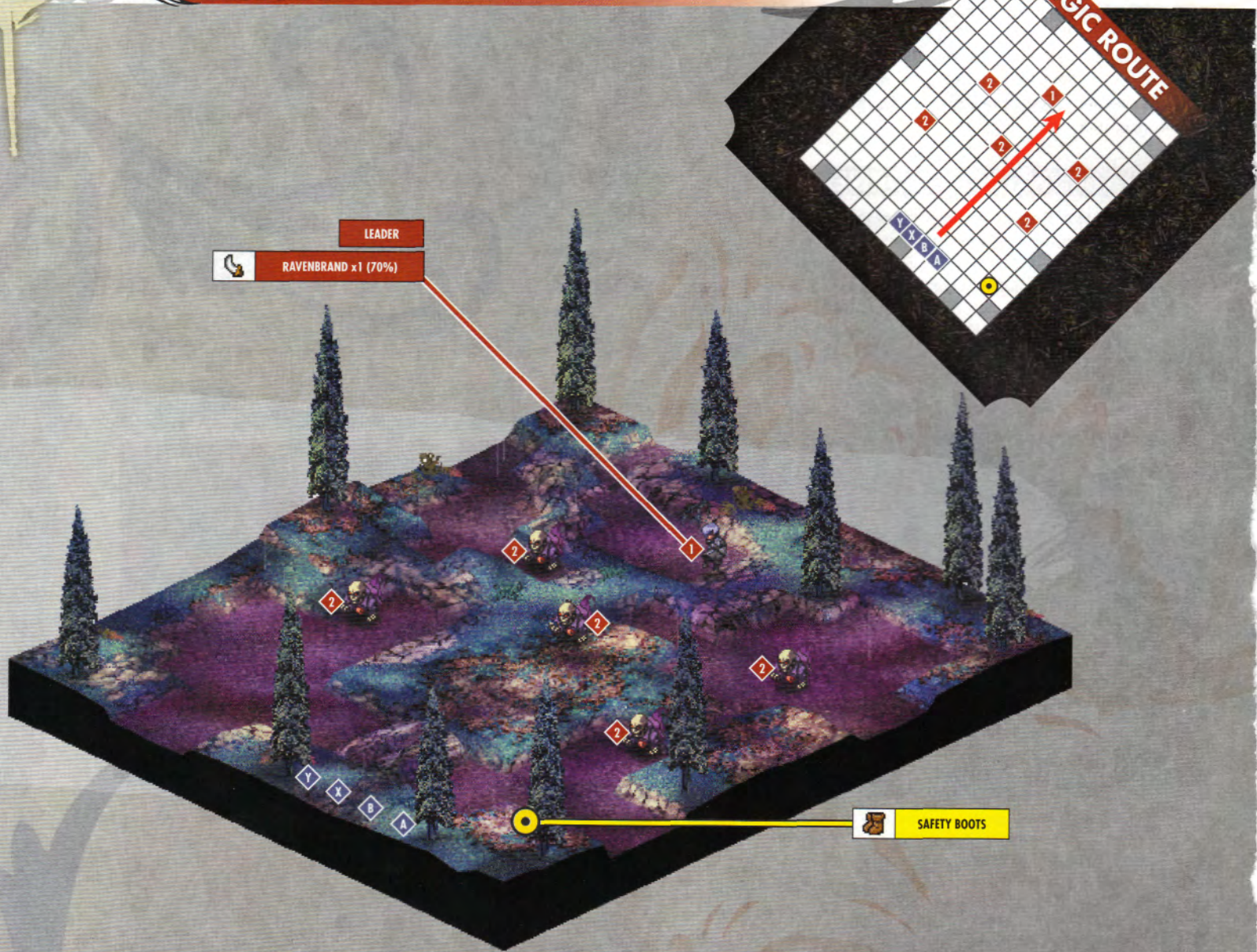


STAGE39: EVERNIGHT (SUB-BATTLE)

ENGAGEMENT DATA

Objective Destroy all opposition.

STAGE MAP



ENEMY DATA

1 LESSER VAMPIRE

HP	2850	
ATTACK		
DEFENSE		
OTH	3500	
EXPERIENCE		3900

2 GHOST

HP	800	
ATTACK		
DEFENSE		
OTH	750	
EXPERIENCE		2000

SWAMP CLEANING

Visit Aullewyn Keep and enter the tavern to read some lore. Viewing the "Crimson Crypt" article unlocks an additional sub-battle at Evernight. While this battle may seem easy and the rewards unworthy, the important aspect to focus on is the introduction of a vampire, a class of creature to become more prominent in the battles just ahead. Vampires can replenish their HP by draining life from one of your characters. They float over the ground and can attack from two spaces away.



Visit the Aullewyn Tavern and view "Crimson Crypt" to unlock this sub-battle on the World Map.

In the first turn, send the rightmost character in formation to the right to obtain a hidden pair of Safety Boots. Then, end your turn without further movement, and wipe out all the Ghosts who attack the party. Next round, move up to the center and take out the Lesser Vampire as well as any other Ghosts. The Sacred Javelin spell available in the shop works wonders against all types of undead, including Ghosts and vampires.



Send a party member along the swamp bank to find the hidden item.



Take the battle straight up the middle, knocking Ghosts out of your path to the Lesser Vampire.



Part
Tactics
ONE

Part
Units
TWO

Part
Walkthrough
THREE

Part
Strategic Guide
FOUR

Part
Data
FIVE

STAGE 40: GRENSSEN CITADEL

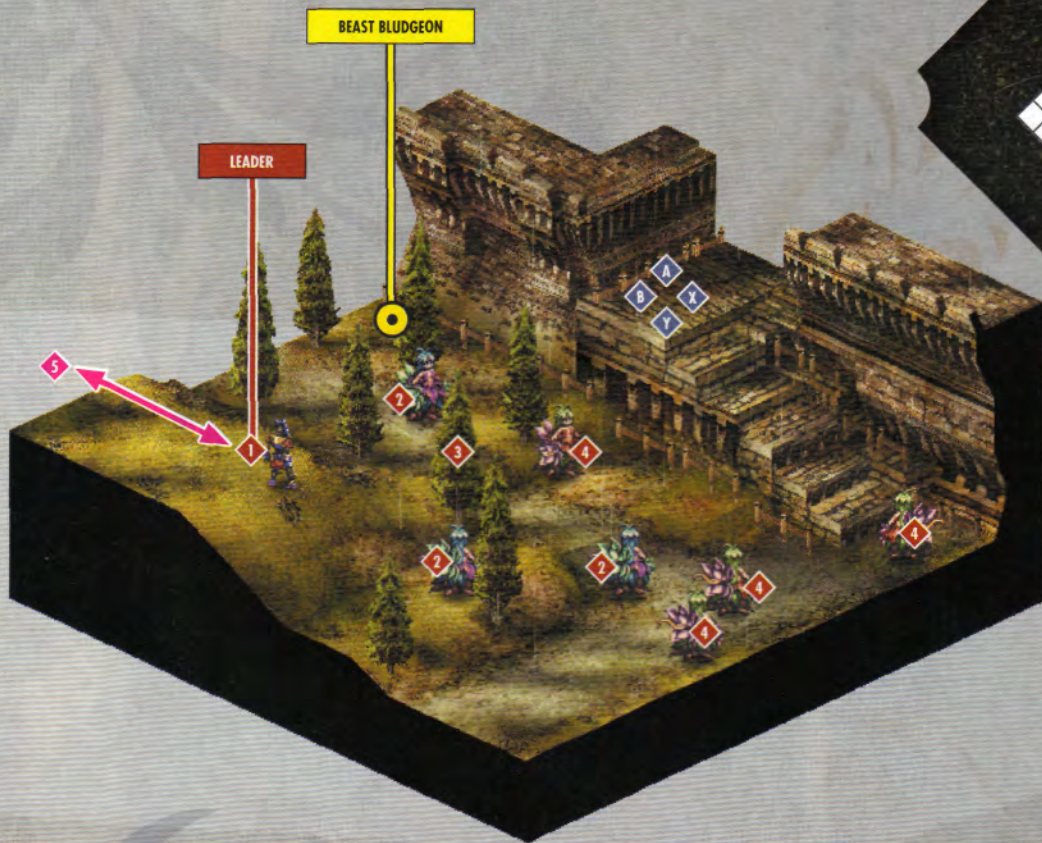
SPOILS OF SIN

RANK A (880+)	RANK B (879~660)	RANK C (659~440)
Extreme Armguards x1	The Art of Counter Attack x2	Might Potion x2
Elfin Taffeta x1	The Art of Diminish Missile x2	Prime Elixir x2
+Rank B & Rank C Items	+Rank C Items	—

ENGAGEMENT DATA

Objective	Destroy all opposition.
Sin Sought	440

STAGE MAP



ENEMY DATA

1 LIVING ARMOR HP 3800

ATTACK NONE DEFENSE NONE EXPERIENCE 4800 OTH 4200

2 TOXIC FLOWER HP 3700

ATTACK NONE DEFENSE DEFENSE EXPERIENCE 3300 OTH 3800

3 LESSER VAMPIRE HP 2850

ATTACK DEFENSE DEFENSE EXPERIENCE 3900 OTH 3500

4 MANDRAGORA HP 1100

ATTACK NONE DEFENSE DEFENSE EXPERIENCE 2400 OTH 900

5 REALMSTALKER (NATALIA LV40) HP 6045

ATTACK DEFENSE DEFENSE EXPERIENCE 5900 OTH 8500

ITEM DROP CHAIN OF THE REBELLIOUS

VISIT THE CATHEDRAL

Choose the "Visit Headquarters" option at Aullewyn Keep to view a scene between Wylfred and Phiona. Then, head to the new destination on the World Map: Grenssen Citadel. The citadel also offers a shop and a tavern. Choose the "Visit Cathedral" option and then the "Journey to Shire" option, both shown on the citadel's Town screen, to continue.

Wylfred

Shall I escort your brother to the castle?



Phiona and Valmur's saga is a complex tale.



STEP BY STEP

In the first round, descend only as far as the third step down from the starting position. Place your swordsmen and tough guys out front, and sorcerers and archers behind. Allow Mandragoras and Toxic Plants to climb the stairs and attack, and swat them all down as they arrive. When the enemies stop coming after a few more rounds, descend the stairs to the bottom.



Move down to the third step from the bottom to entice the Mandragoras to come within attack range.

Then, gradually move your group along the wall in a single-file line toward the location of the hidden **Beast Bludgeon**. Enemies come down off the slope to attack as you slide along the wall, so take your time. Try to grab the item before the Living Armor attacks, to avoid forestalling its demise longer than prudent.



Move along the wall, taking out enemies that attack from your side as you head for the hidden **Beast Bludgeon**.

STAGE 41: GREENWIND BRAE

ENGAGEMENT DATA

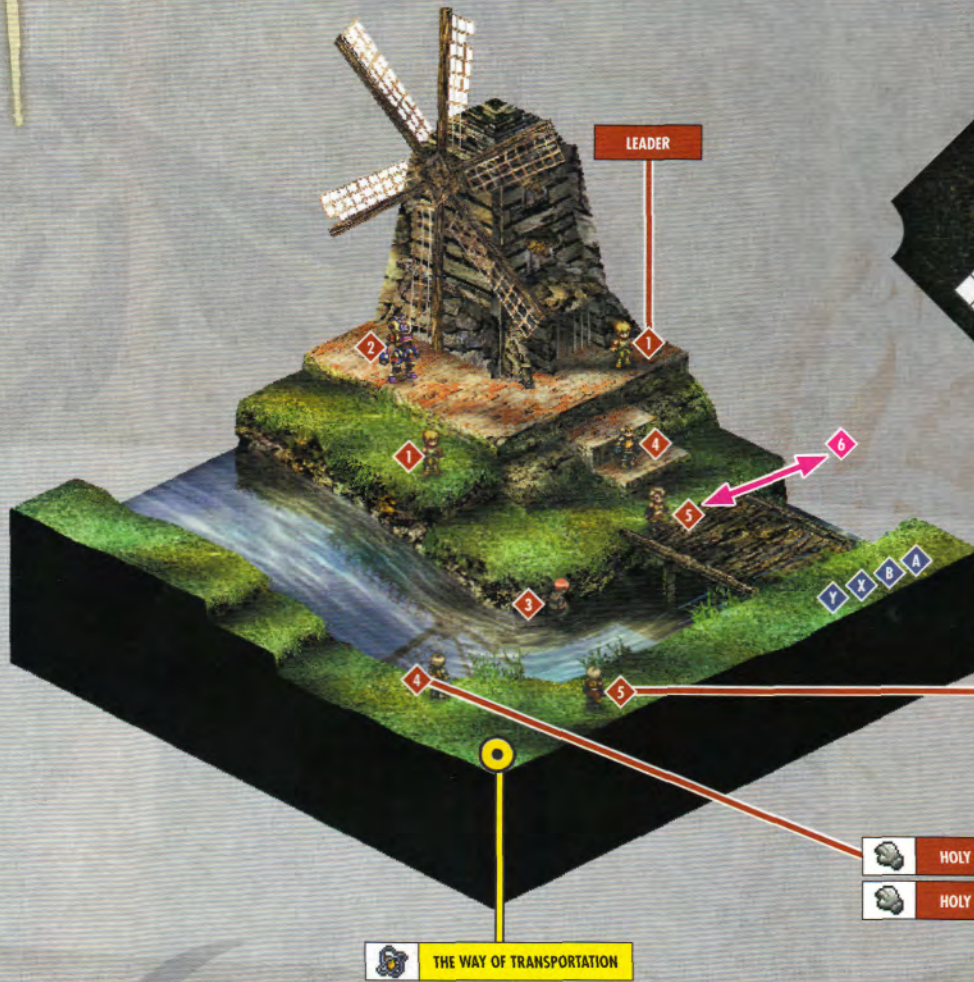
Objective	Destroy all opposition.
Sin Sought	350

SPOILS OF SIN

RANK A (700+)	RANK B (699-525)	RANK C (524-350)
Sword of Silvans x1	The Art of Magic Mail x1*	The Way of Regeneration x2
Mistilteinn x1	The Way of Aura Flux x1	Ether Gloves x1
+Rank B & Rank C Items	+Rank C Items	—

*Obtained only if Realmstalker not present.

STAGE MAP



- WORK BOOTS x2 (30%)
- WORK BOOTS x1 (70%)

- HOLY GAUNTLETS x2 (20%)
- HOLY GAUNTLETS x1 (60%)

THE WAY OF TRANSPORTATION

ENEMY DATA

1	BRIGAND	HP 3600	
ATTACK	NONE	DEFENSE	
EXPERIENCE	5000	OTH	2600

3	ELDER VAMPIRE	HP 3800	
ATTACK		DEFENSE	
EXPERIENCE	5800	OTH	4000

5	ADEPT MERCENARY ARCHER	HP 3300	
ATTACK	NONE	DEFENSE	
EXPERIENCE	4500	OTH	2000

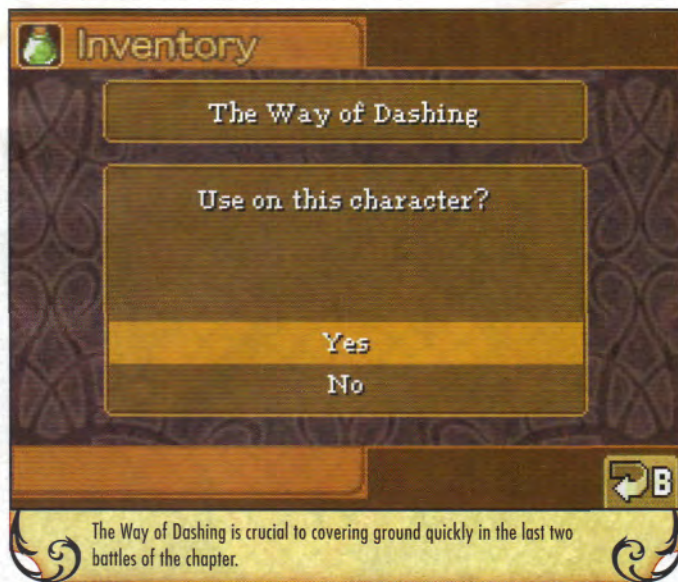
2	LIVING ARMOR	HP 3800	
ATTACK	NONE	DEFENSE	NONE
EXPERIENCE	4800	OTH	4200

4	ADEPT MERCENARY SWORDSMAN	HP 3400	
ATTACK	NONE	DEFENSE	
EXPERIENCE	4700	OTH	2100

6	REALMSTALKER (MIREILLE LV40)	HP 6046	
ATTACK		DEFENSE	
EXPERIENCE	5900	OTH	8500
ITEM DROP	CHAIN OF THE INNOCENT		

PROCEEDING TO GREENWIND BRAE

Following the battle at Greenwind Brae, take on the sub-battle at Evernight (if you so desire) and prepare to finish the chapter. This battle is the first of two in a row, so prepare by stocking plenty of Union Plumes and other consumables. Make sure that every character you intend to deploy knows The Way of Dashing tactic, since each of the following maps has a lot of ground to cover.



The Way of Dashing is crucial to covering ground quickly in the last two battles of the chapter.

When prepared, return to Grenssen Citadel and choose the option "See House Haughn." Following a few short scenes, you'll deploy to battle at Greenwind Brae.



Phiona and Valmur both join the party as guests to seek their parents.

SEE TO YOUR LEFT

In the first round, move the characters left from the starting point along the stream, each using Dash to escape from the bridge. Move the party directly up to the archer positioned on the bank.



Move the party along the stream's edge, using tactics to boost their range and abilities.

Wylfred is the exception; during his turn, move him as far left as you can and use his Vali's Awakening tactic to double his stats and draw all enemies to him.

This invariably draws the Elder Vampire near land to attack Wylfred. Surround and attack it on your very next turn. Even if little or no Sin is required, vanquish it in one go if possible using sequential special attacks. If allowed to linger, the Elder Vampire can play great mischief with your party.



Take out the vampire who swoops in from over the water as quickly as possible.

TO THE WINDMILL!

Once the vampire is gone, clean out the mercenaries in the corner. Then, return to the starting point and cross the bridge. A Brigand may move in from the left to attack. Wipe him out before heading upstairs to take on the last few foes.



Brigands are weak when attacked from a diagonal—an angle where they cannot counter.



Finish the battle atop the windmill steps, using your strong fighters to block the path.

Part ONE
Tactics
Part TWO
Units
Part THREE
Walkthrough
Part FOUR
Symbiotic Gate
Part FIVE
Data

STAGE 42: GRENSSEN SHIRE

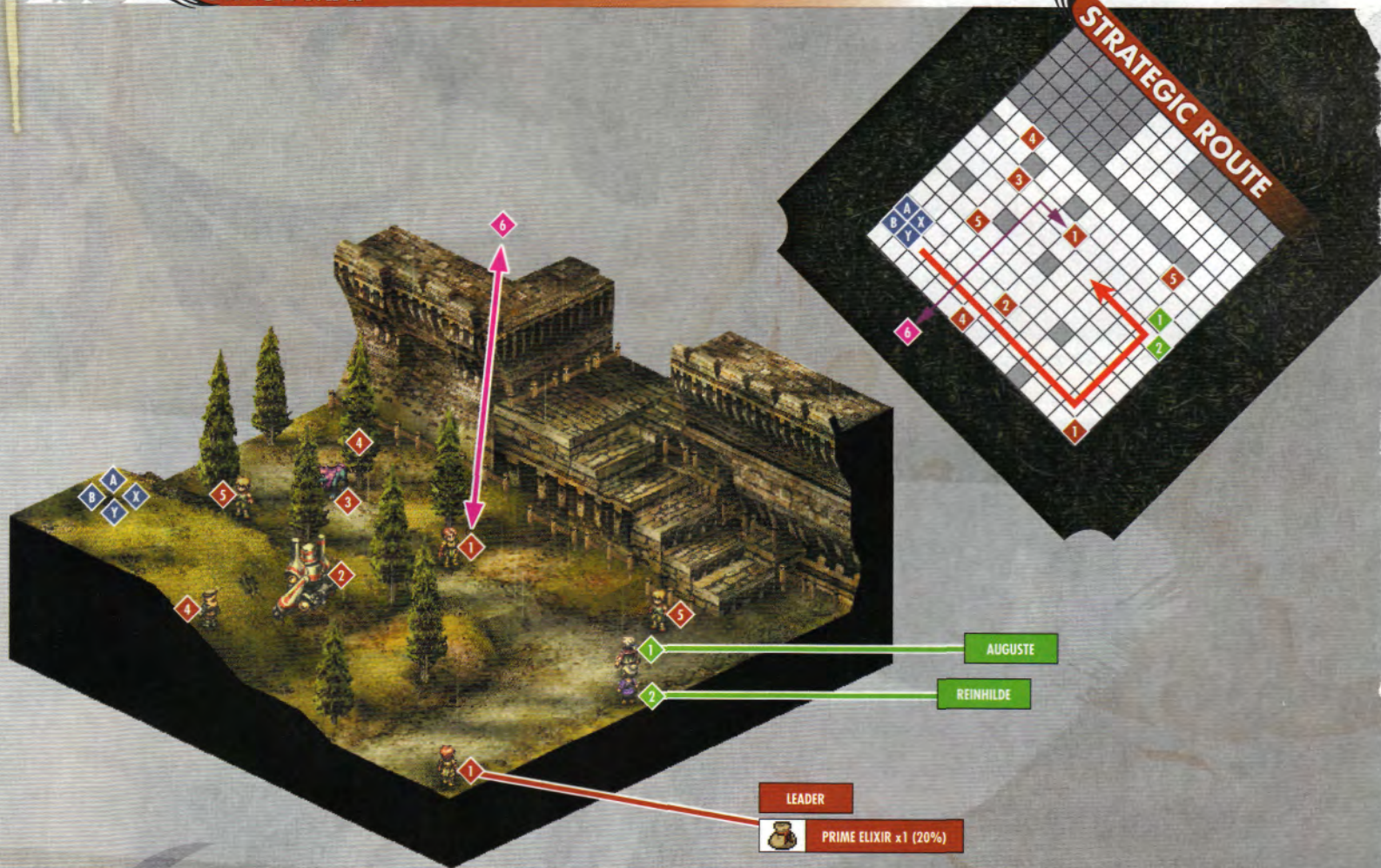
ENGAGEMENT DATA

Objective	Rescue Auguste and Reinhilde.
Sin Sought	300

SPOILS OF SIN

RANK A (600+)	RANK B (599-450)	RANK C (449-300)
Dawnsong x1	The Way of Stalking x1	Frost Crystal x2
Expert's Experience x2	The Way of Rejuvenation x1	Earth Talisman x2
The Art of Training x1	+Rank C Items	—
+Rank B & Rank C Items	—	—

STAGE MAP



ENEMY DATA

1 ELITE MERCENARY LANCER HP 3600

ATTACK NONE DEFENSE EXPERIENCE 5750 OTH 8100

3 CARRION WOLF HP 4500

ATTACK NONE DEFENSE EXPERIENCE 6300 OTH 2500

5 BRIGAND HP 3600

ATTACK NONE DEFENSE EXPERIENCE 5000 OTH 2600

2 IRON GOLEM HP 6400

ATTACK NONE DEFENSE NONE EXPERIENCE 6730 OTH 3000

4 ADEPT MERCENARY ARCHERESS HP 4000

ATTACK NONE DEFENSE EXPERIENCE 5200 OTH 2300

6 REALMSTALKER (MISCHKA LV40) HP 8357

ATTACK DEFENSE EXPERIENCE 5900 OTH 8900

ITEM DROP CHAIN OF THE APATHETIC

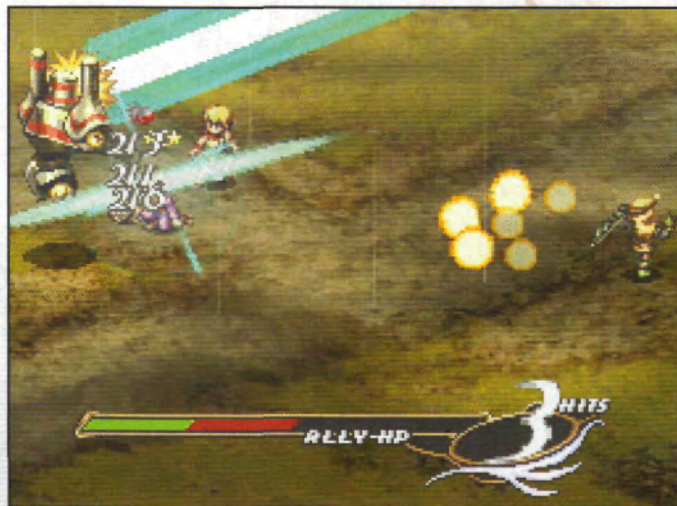
DESPERATE SCRAMBLE

Unless you reach Auguste and Reinhilde quickly, mercenaries rapidly surround and slay the woman within just a few rounds. Your only objective is to reach the couple and defeat all attackers before Reinhilde is killed. If she dies, the game ends. There's no need to worry about Auguste, since the mercenaries are only interested in exploiting Reinhilde's weakness.



Auguste and Reinhilde are caught in a desperate situation. You must reach them before one of them dies, or the game ends.

Complicating matters is the giant Iron Golem blocking your path. This monster easily wipes out characters in a single attack. The best strategy is to use Dash tactics to move past the Iron Golem in the first round. Whoever lives past the first enemy turn should continue down the slope to aid the couple at the bottom. Upon reaching the duo, recover lost characters and heal in preparation of becoming surrounded. Eventually, you must take out every enemy, including the Iron Golem.



The Iron Golem can wipe out a character in a single attack.



Use the Martyr's Cry tactic or Wylfred's Vali's Awakening to draw enemies away from the couple to attack your recoverable characters.

USE THE PLUME! YOU KNOW YOU WANT TO...

The strategy above is the only one that works. During your first game, this battle is impossible to clear without use of the Destiny Plume. If the couple dies, or your characters die and the game ends, you must repeat the previous battle as well. Save yourself the trouble and use the Destiny Plume on a character like Gwendal or Darius, whoever is weaker. Give your martyr a moment to shine by taking out the Iron Golem with one hit before the Valkyrie guides them to Valhalla, and give yourself a break!

Part
Tactics
ONE

Part
Quests
TWO

Part
Walkthrough
THREE

Part
Scripted Gate
FOUR

Part
Data
FIVE

CHAPTER 4 ROUTE C

Follow this route if the Destiny Plume was used to sacrifice one ally during Chapter 3 Route B, or if coming from Chapter 3 Route C.

DRAMATIS PERSONAE



AUGUSTE

Auguste met his first battle tightly holding his sorcerer's rod, only to dispense with it forevermore on witnessing the beauty of unarmed combat. His imagination captured, Auguste thenceforth dedicated all of his energies to perfecting the way of the fist.

After a lifetime spent defending his clan's honor, Auguste was forced to bury his son Nicolas, and no longer did the virtue of dying a warrior's death appeal to him. He wishes solely that his remaining children outlive him, so that he need never suffer the agony of losing a child again.





REINHILDE

Devoted wife of Auguste, former Lord of House Haughn. Reinilde has stood by her husband in all matters, trusting in his vision over that of the house's current lord, her son Valmur. The sudden death of her son Nicolas, however, has called her faith in names and nobility into question. All she wishes for now are the survival and well-being of her children.

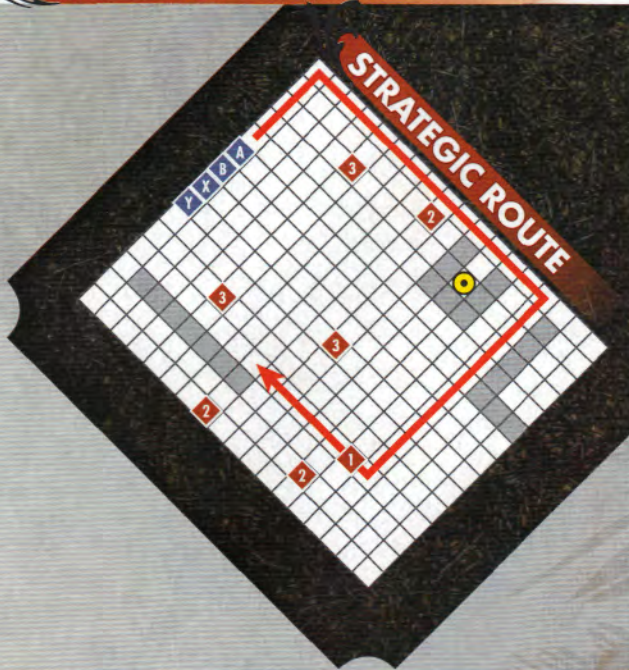


STAGE 43: LIELLAHAN LOWLANDS (SUB-BATTLE)

ENGAGEMENT DATA

Objective Destroy all opposition.

STAGE MAP



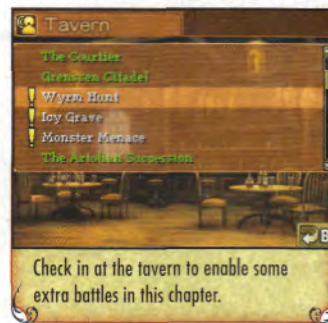
ENEMY DATA

1	DRAGON	HP 5280	
ATTACK	DEFENSE NONE	EXPERIENCE 4000	OTH 5500

2	ARMOR BEETLE	HP 3300	
ATTACK	DEFENSE	EXPERIENCE 2800	OTH 3600

DO THE SAFETY DANCE

Chapter 4 Route C features only two main battles. However, three easy sub-battles are available to help garner experience and accumulate enough Oth to buy all the best equipment available in the shop. Visit Gressen Citadel and view the lore in the tavern. Read "Wyrn Hunt" to make this sub-battle available on the World Map. In preparation, equip Safety Boots and Poison Checks on as many of your characters as possible. If Safety Boots are in short supply, complete the "STAGE44: Wintergard" sub-battle first.



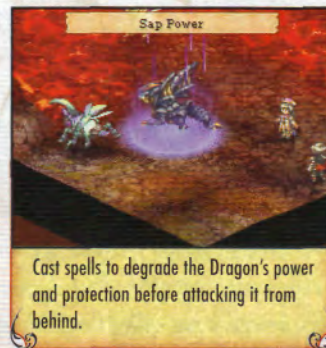
SNEAK AROUND THE EDGE

As indicated on the strategic route to the left, the best strategy is to move your party to the top corner during your first turn, and then all the way around the stage. This route takes you directly past the hidden location of **The Art of Grave Blessing**, which is too easy to obtain. Then, cross through the narrow passage between the wooden corrals across the hot magma. Descend to the bottom of the map, and move the party directly behind the Dragon. None of the creatures on the left side of the map will notice!



AMBUSH THE DRAGON

Allow AP to recharge if necessary, then cast Sap Guard and Sap Power on the Dragon. Then, close in and attack it from behind. Since there's no need to score Sin, merely trigger a Soul Crush and execute four special attacks to finish it off.



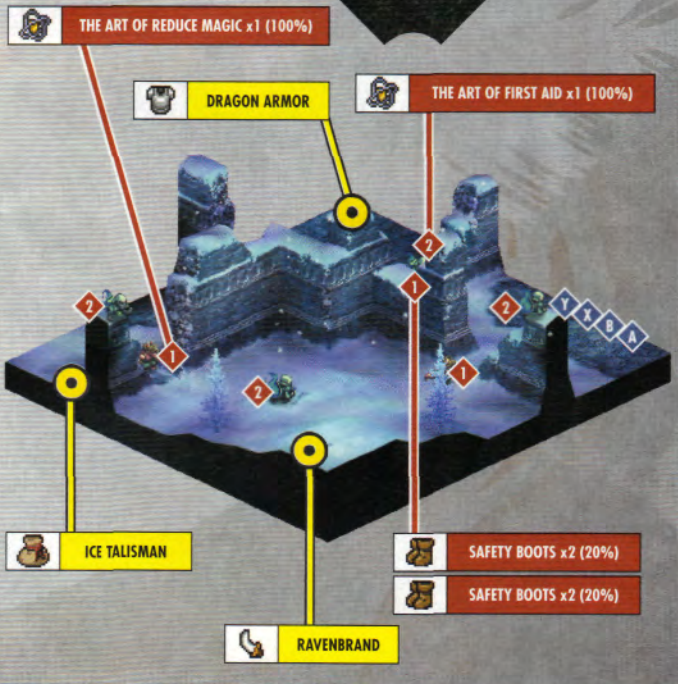
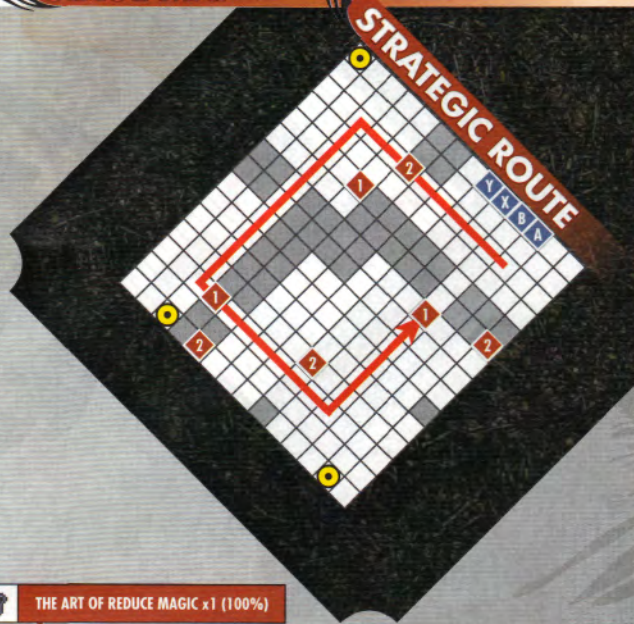
3	BATTLE BEETLE	HP 1200	
ATTACK	DEFENSE	EXPERIENCE 2250	OTH 800

STAGE 44: WINTERGARD (SUB-BATTLE)

ENGAGEMENT DATA

Objective Destroy all opposition.

STAGE MAP



TREASURE HUNT

With enemies so weak, this stage is all about collecting a great store of plunder and hidden items. Read the "Icy Grave" lore at the tavern to unlock this easy battle. Equip all your characters with Stone Checks to prevent petrification by Kobold Knights, and you're good to go. Safety Boots allow characters to travel across snow at the normal speed, so equip them on as many characters as possible.



Equipping Safety Boots allows characters to move the normal amount of spaces, even in snow.

Simply move the party counterclockwise around the stage, eliminating enemies and collecting the hidden items as indicated on the map and grid to the left. This route takes you through the inner area and then out into the snow. Send one character dashing to collect the **Ravenbrand** hidden at the top of the hill, while the others surround the last Will-o'-the-Wisp in the open area. But don't defeat the monster until the item is in hand.



Even without a brigand in the party, the Ravenbrand is a great weapon to sell or keep handy for your next game.

ENEMY DATA

1 KOBOLD KNIGHT HP 1800
 ATTACK NONE DEFENSE DEFENSE EXPERIENCE 3300 OTH 3500

2 WILL-O'-THE-WISP HP 2000
 ATTACK ATTACK DEFENSE DEFENSE EXPERIENCE 3000 OTH 3200

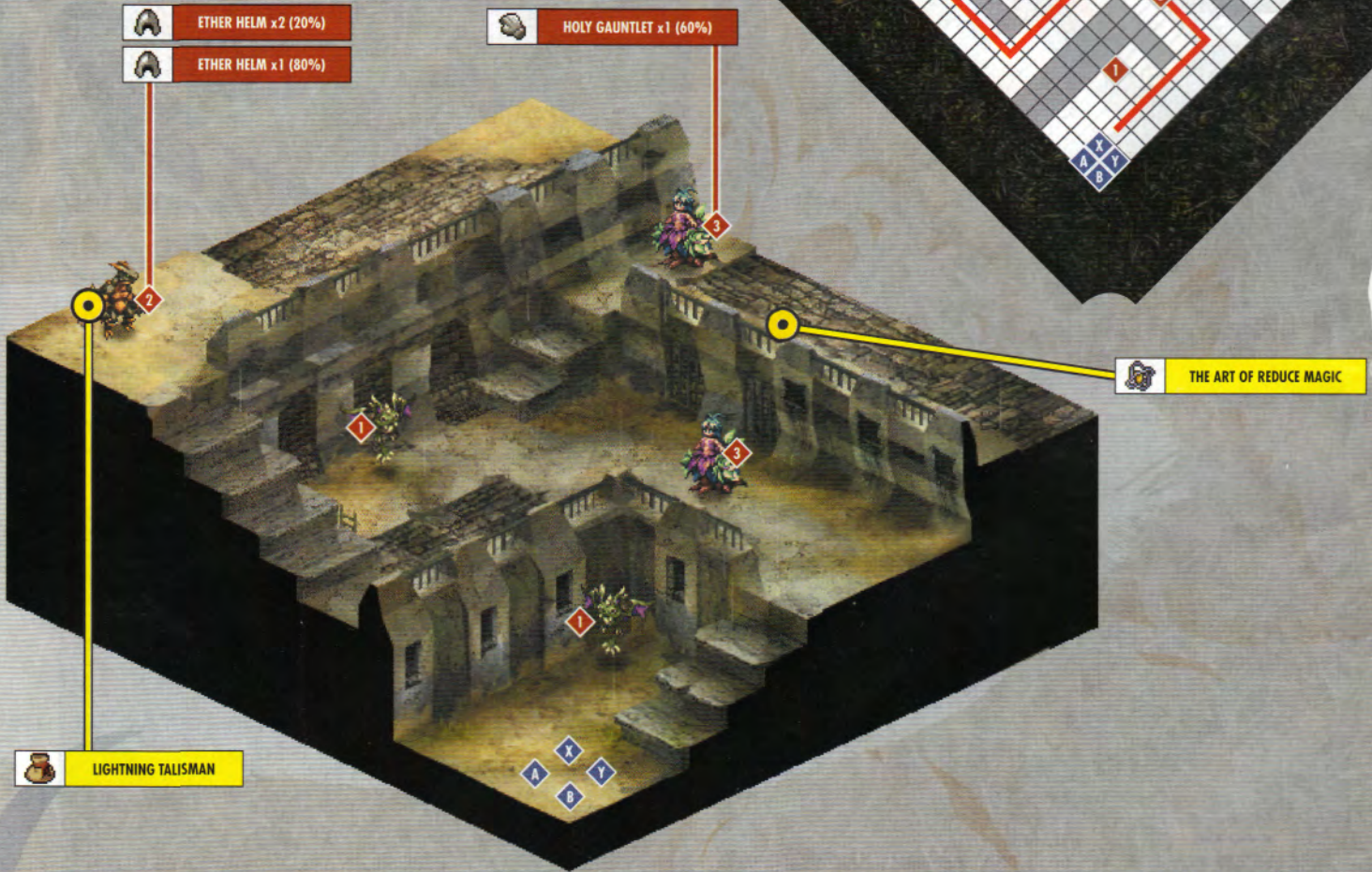
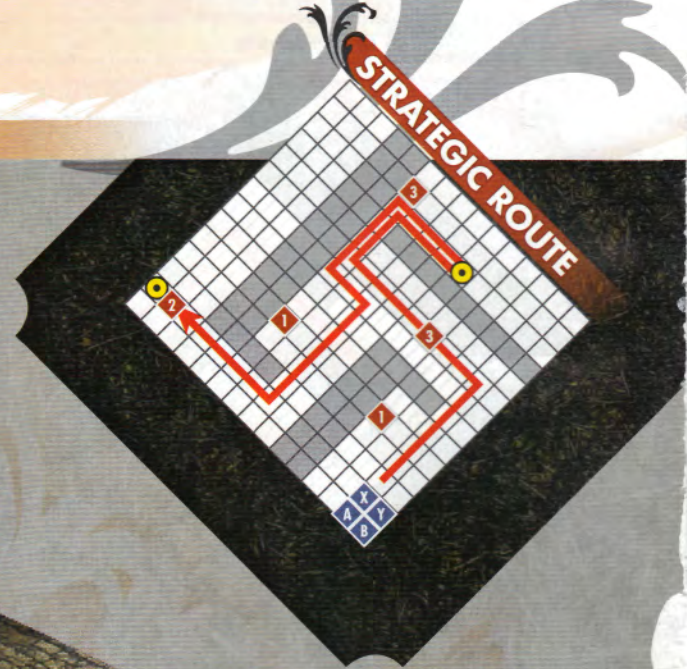
Part ONE Tactics
 Part TWO Units
 Part THREE Walkthrough
 Part FOUR Scenic Gate
 Part FIVE Data

STAGE 45: EUSIRIA CROSSING (SUB-BATTLE)

ENGAGEMENT DATA

Objective Destroy all opposition.

STAGE MAP



ENEMY DATA

1 ELDER BAT

HP	4100	
ATTACK		
DEFENSE		EXPERIENCE
OTH	1900	5240

2 LIZARD LORD

HP	3900	
ATTACK	NONE	
DEFENSE	NONE	EXPERIENCE
OTH	2500	5600

3 TOXIC FLOWER

HP	3700	
ATTACK	NONE	
DEFENSE		EXPERIENCE
OTH	3800	3300

ISOLATED ENEMIES

View the "Monster Menace" lore in the tavern at Grenssen Citadel to open this easy and enriching sub-battle. This dungeon features well-spread out enemies, allowing the characters to take out each foe with significant ease. The only consideration beforehand is that equipping Safety Boots allows characters to move out of the sandy pit at the starting area more quickly. However, this is a small consideration, since the sandy pit is such a tiny part of the stage.



Though the enemies are easy to defeat, surround them in Trinity Fork and Grand Cross formations anyway to improve your chances of gaining plunder.

Defeat the Elder Bat in the pit, then ascend the stairs and meet the Toxic Flower head-on. Proceed along the railing and engage another Elder Bat, then go up the stairs on the right to take out another flower and obtain **The Art of Reduce Magic**. Finally, ascend the stairs and surround the Lizard Lord at the top.



Avoid delivering the killing blow until someone moves behind the lizard to obtain the hidden **Lightning Talisman**.



Part ONE Tactics
Part TWO Hints
Part THREE Walkthrough
Part FOUR Seraphic Gate
Part FIVE Data

STAGE 46: GRENSSEN SHIRE

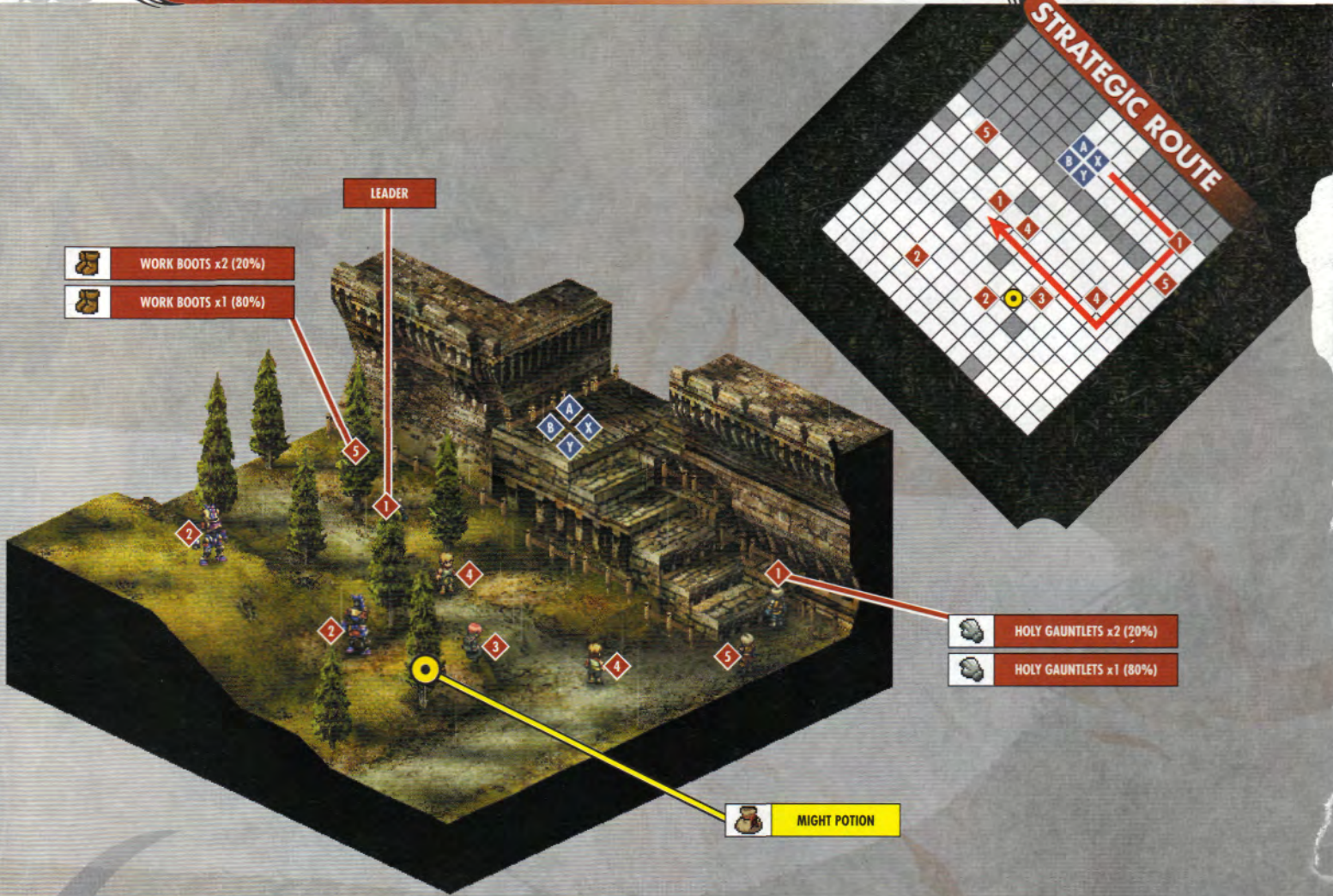
ENGAGEMENT DATA

Objective	Destroy all opposition.
Sin Sought	400

SPOILS OF SIN

RANK A (800+)	RANK B (799-600)	RANK C (599-400)
Gram x1	The Art of Magic Mail x1	The Way of Regeneration x2
Vainslayer x1	The Way of Aura Flux x1	Ether Gloves x2
Spear of Lugh x1	+Rank C Items	—
+Rank B & Rank C Items	—	—

STAGE MAP



ENEMY DATA

1 ADEPT MERCENARY SWORDSMAN HP 3400

ATTACK NONE DEFENSE EXPERIENCE 4700 OTH 2100

2 LIVING ARMOR HP 3800

ATTACK NONE DEFENSE NONE EXPERIENCE 4800 OTH 4200

3 ELDER VAMPIRE HP 3800

ATTACK DEFENSE EXPERIENCE 5800 OTH 4000

4 BRIGAND HP 3600

ATTACK NONE DEFENSE EXPERIENCE 5000 OTH 2600

5 ADEPT MERCENARY ARCHER HP 3300

ATTACK NONE DEFENSE EXPERIENCE 4500 OTH 2000

THE PAIN OF HOUSE HAUGHN

At any point during Chapter 4, return to Grenssen Citadel and choose the option "Visit Cathedral" and "See House Haughn" to proceed with the story. When enemies attack, choose the option "Journey to Shire" to engage the battle after careful preparations. Protect your characters by equipping Freeze Checks prior to the battle.

Phiona

And yet still you dishonor his memory with your tears.



August, Reinhilde, and their children are having some tough feelings after the valkyrie takes their eldest son.

RIDICULOUS SIN

The Sin sought for this battle is set quite high. However, achieving the A Rank and getting the best items is still within reach, even if this is your first game. Throughout the battle, move the characters as a group and use siege formations to increase the Attack Gauge. This enables multiple special attacks per Soul Crush, and fills the overkill meter every time. The A Rank spoils of Sin are too good to pass up, so make sure to overkill every enemy and score higher than 800 Sin.

STEP BY STEP

In Round 1, avoid giving the enemies the advantage by moving too far down the stairs. Descend only to the third step from the bottom. Use



In your first turns, move the characters down to the third stair from the bottom. This allows the enemies to gather, and the entire party can move downstairs in Round 2.

Rosea's turn to cast Guard Reinforce or Might Reinforce on the characters placed at the front line. During the enemy phase, the foes draw close, but not much else happens.

In Round 2, move Wylfred to the bottom of the stairs and use his Vali's Awakening skill. Move Rosea down and cast Heal on him. Then, move your other characters down the steps and initiate attacks. With Wylfred at full power, overkilling the enemies for maximum Sin is much easier. Continue with this in Round 3.



Keep your characters positioned tightly, to ensure taking down multiple enemies per round when the enemies cluster at the bottom of the steps.



Weaken the Elder Vampire by first attacking with individual characters or teams of two. Then, move the other characters in place and attack as a group to score the highest Sin possible against this tough foe.

COWARDLY ARCHER

For some reason, an archer usually sits out the battle by remaining at the top of the field. Collect the hidden **Might Potion** located next to a tree, and then proceed up the field and attack him.



Collect a hidden **Might Potion** by stopping on the space just beyond past the closest tree.



Continue up the field and take out the cowardly archer to end the battle.

Part ONE Tactics
Part TWO Units
Part THREE Walkthrough
Part FOUR Scenic Gate
Part FIVE Data

STAGE 47: GREENWIND BRAE

ENGAGEMENT DATA

Objective	Rescue Phiona.
Sin Sought	250

SPOILS OF SIN

RANK A (500+)	RANK B (499~375)	RANK C (374~250)
Othinus' Bow x1	The Art of Counter Attack x2	Elfin Taffeta x1
The Art of Training x1	The Art of Diminish Missile x2	The Way of Stalking x1
Shackle of Sin x1	+Rank C Items	—
+Rank B & Rank C Items	—	—

STAGE MAP

LEADER
 WITCH'S ARCANUM x2 (30%)
 WITCH'S ARCANUM x1 (70%)

SPIRIT TINCTURE

UNION PLUME x2 (80%)

PHIONA

THE WAY OF REJUVENATION x1 (100%)

UNION PLUME x2 (80%)

REALMSTALKER PRESENT

STRATEGIC ROUTE

ENEMY DATA

1 ADEPT MERCENARY ARCHERESS

HP	4000	
ATTACK	NONE	
DEFENSE		
OTH	2300	
EXPERIENCE	5200	

2 IRON GOLEM

HP	6400	
ATTACK	NONE	
DEFENSE	NONE	
OTH	3000	
EXPERIENCE	6730	

3 CARRION WOLF

HP	4500	
ATTACK	NONE	
DEFENSE		
OTH	2500	
EXPERIENCE	6300	




4 BRIGAND

HP	3600		
ATTACK	NONE		
DEFENSE			
OTH	2600		
		EXPERIENCE	5000

5 ADEPT MERCENARY SWORDSMAN

HP	3400		
ATTACK	NONE		
DEFENSE			
OTH	2100		
		EXPERIENCE	4700

6 REALMSTALKER (EARNEST LV43)

HP	7300		
ATTACK			
DEFENSE			
OTH	11,000		
		EXPERIENCE	6600
ITEM DROP	CHAIN OF THE VIRTUOUS		

RACE TO THE WINDMILL

Though Auguste and Reinhilde are available to participate as guest members, deploying them in this battle is not recommended. Reaching Phiona in time to save her from enemy attacks requires four characters, all possessing the Dash skill. To rescue Phiona, you must move Rosea within close enough range to cast Heal on her prior to the enemy phase of Round 7.



Dash past the enemies without attacking them in order to reach Phiona in time.

For the first few rounds, move your characters down the path along the stream. Use Dash at the end of each turn to move the character three spaces forward. Do not attack the enemies; strike them only during their attacks in the enemy phases. If enemies move to block the path, move one character at a time and attack the weaker of the two enemies on every turn. When the enemy crumbles, move the remaining characters past the area and have them use Dash.



If enemies block the path, kill only one. Resume dashing for Phiona immediately.

DRAW AWAY THE GOLEM

The goal is to close in on the bridge in Round 3. If you can manage this, the Iron Golem gets drawn across the stream to fight your characters instead of Phiona. Failing this means that the Iron Golem attacks Phiona in Rounds 3 and 4, killing her too quickly for you to arrive in time.



When the Iron Golem attacks the party, use Wylfred's Vali's Awakening and heal him before fighting it.

Destroy the Iron Golem in your wake, moving characters past it to attack. Resume ignoring the enemies on the south bank, and cross the bridge. Move Rosea within casting range of Phiona and heal her. Successfully executing this signals the turn of the tide.



Priority Action: eliminate the archeress who's been pelting Phiona with arrows this entire time.



Turn around and wipe out the remaining foes attempting to cross the bridge.

Part ONE
Part TWO
Part THREE
Part FOUR
Part FIVE

CHAPTER 5 ROUTE A

Follow this route if the Destiny Plume remained unused during Chapter 4.

DRAMATIS PERSONAE

CHAPTER 5 SHOP MENU

NAME	PRICE
Damascus Sword	9000
Estoc	4200
Sinclair Saber	3000
Rapier	2000
Viking Sword	1200
Featherbrand	10,000
Hrunting	4800
Claymore	3500
Two-Handed Sword	2500
Carnwennan	8900
Mithril Knife	4000

CHAPTER 5 SHOP MENU

NAME	PRICE
Main-Gauche	2800
Seven-Pronged Sword	2800
Wadoo	4000
Longspear	11,000
Warhammer	4300
Partisan	3200
Halberd	2000
Stoutbow	8500
Arbalest	4000
Composite Longbow	3900
Rapid Crossbow	3000
Manuballista	1800
Ether Scepter	13,000
Deluge Scepter	4300
Lotus Wand	2900
Crystal Wand	1500
Brawl Knuckles	8500
Silver Helm	3500
Duel Helm	2300
Iron Helm	1800
Sallet	700
Anointed Crown	3500
Olive Crown	2200
Crown	1800
Mithril Tiara	3000
Silver Tiara	1800
Tiara	1500
Supreme Garb	6000
Anointed Cloak	3500
Noble Cloak	2800
Silver Cloak	2000
Flame Armor	6000
Duel Armor	4200
Cuirass	3100
Chainmail	2200

ROIENBOURG

Old friend to whom the former king had entrusted the fosterage of his two sons. Weary of ceaseless political infighting at court and assigned the title of margrave, Roienbourg left the palace and the young princes to tend to his demesne in the southern borderlands. Following the king's death, he looked on from afar as the succession controversy unfolded; recognizing that infighting would ultimately spell Artolia's ruin, Roienbourg took up the banner of Joshua, eldest son of Duke Valery, brother of the former king.

CHAPTER 5 SHOP MENU

NAME	PRICE
Dual Guards	3500
Metal Buckles	1200
Gauntlets	700
Wind Gloves	5000
Magic Gloves	4000
Leather Gloves	1100
Gloves	800
Valor Greaves	5500
Duel Greaves	3000
Silver Greaves	1500
Red Boots	3500
Elfin Boots	2000
Leather Boots	1300
Suede Boots	1000
Paralyze Check	2500
Freeze Check	2000
Poison Check	2000
Silence Check	2500
Curse Check	2500
Stone Check	2500
The Art of Survival	1500
The Art of Fists of Iron	1000
The Way of Dashing	800
The Way of Consecration	1000
The Way of Provocation	1000
The Way of Pacification	1000
The Art of Defiance	1000
The Art of Body of Steel	800
The Art of Enlightenment	800
The Art of Resist Magic	1000
Reflect Sorcery Codex	4000
Prevent Sorcery Codex	2000
Normalize Codex	1000
Heal Codex	1000
Invoke Feather Codex	1500

CHAPTER 5 SHOP MENU

NAME	PRICE
Guard Reinforce Codex	1000
Spell Reinforce Codex	1000
Might Reinforce Codex	1000
Sap Power Codex	1000
Sap Guard Codex	1000
Suspend Motion Codex	2000
Dark Savior Codex	4000
Fire Storm Codex	1500
Frigid Damsel Codex	1500
Lightning Bolt Codex	1800
Poison Blow Codex	2200
Sacred Javelin Codex	3000
Witch's Arcanum	1200
Apothecary's Arcanum	600
Warrior's Arcanum	200
Fairy Tincture	2500
Dwarf Tincture	1500
Union Plume	1200
Elixir	2000
Honeysuckle Dew	150
Pearl Grass	150
Cockatrice Egg	150
Bragi's Song	150
Holy Water	150
Thaw Water	150
Fire Ward	700
Ice Ward	700
Earth Ward	700
Lightning Ward	700
Shadow Gem	1800
Sacred Gem	1800
Poison Gem	1500
Storm Gem	1500
Frost Gem	1500
Flare Gem	1200

Part
ONE
Tactics

Part
TWO
Units

Part
THREE
Walkthrough

Part
FOUR
Scripture Gate

Part
FIVE
Data

STAGE 48: THE LOTUS MARSH

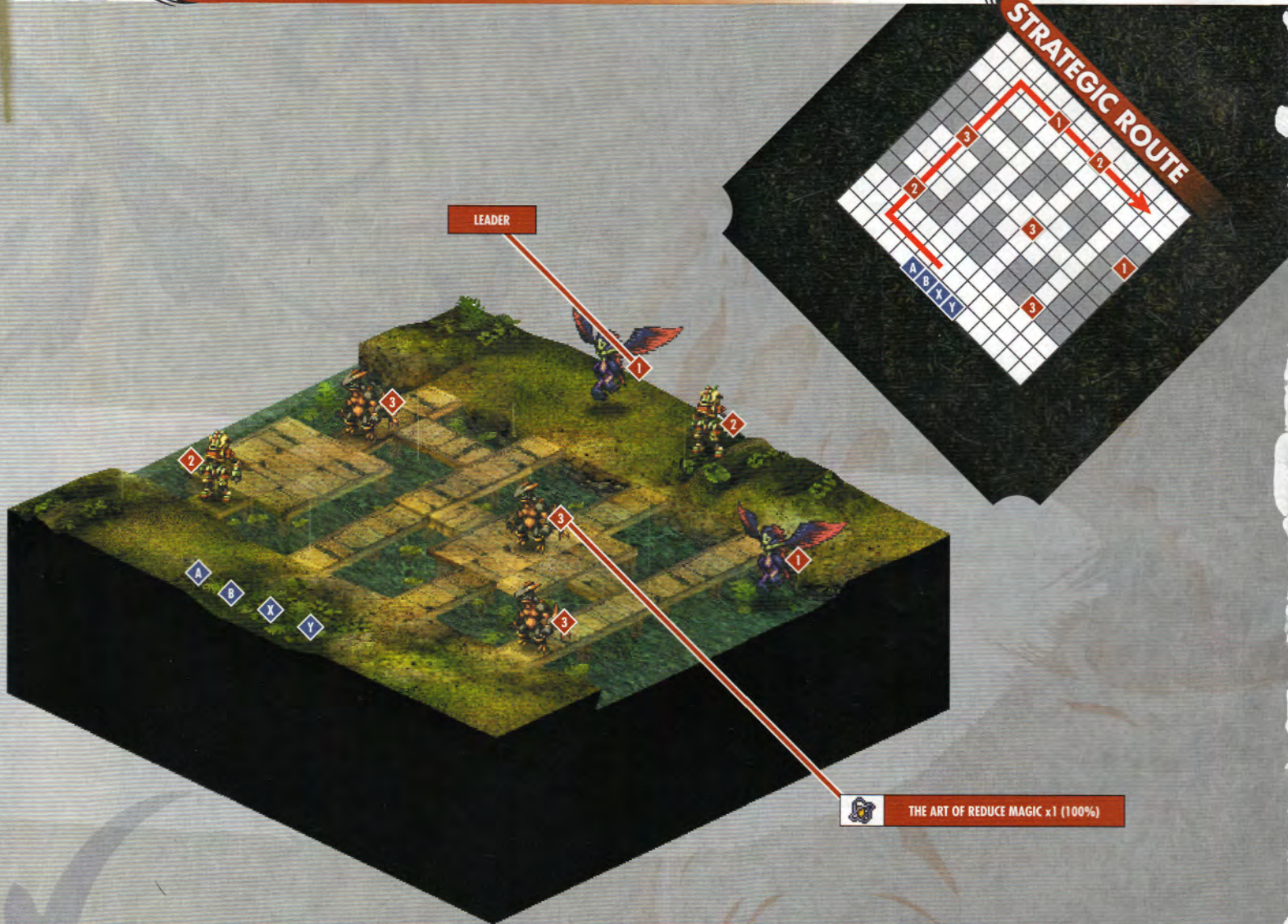
ENGAGEMENT DATA

Objective	Destroy all opposition.
Sin Sought	300

SPOILS OF SIN

RANK A (600+)	RANK B (599~450)	RANK C (449~300)
The Art of Knockout Blow x1	The Way of Encirclement x1	Guard Potion x1
Magic Boots x1	Material Earring x1	Nectar Potion x1
+Rank B & Rank C Items	+Rank C Items	—

STAGE MAP



ENEMY DATA

1 CELAENO

HP	5500	
ATTACK		
DEFENSE		
OTH	3800	
EXPERIENCE	6000	

2 SKELETAL SOLDIER

HP	4600	
ATTACK	NONE	
DEFENSE	NONE	
OTH	5500	
EXPERIENCE	5800	

3 LIZARD LORD

HP	3900	
ATTACK	NONE	
DEFENSE	NONE	
OTH	2500	
EXPERIENCE	5600	

COMEUPPANCE

After Fauxnel apologizes to Roienbourg, the scene shifts to the Veissheit Town menu. Peruse the shop and purchase the new equipment available for all of your characters. Chapter 5 is the longest and most difficult in every route, with no easy sub-battles and heavy Sin requirements for every stage. Go in well-prepared, or don't come back. For the first battle, equip characters with Paralyze Check accoutrements to prevent status aggravations.

Buy GTH 214280

Arms	PRICE
Damascus Sword	9000
Estoc	4200
Sinclair Saber	3000
Rapier	2000
Viking Sword	1200

The Damascus Sword is a fantastic new weapon for Wylfred.

PICK A CORNER

For the first half of this battle, your only strategic option is to move to the left corner of the map (as viewed above) and allow the enemies to swarm in and attack. Use your first turns to attack the Skeletal Soldier positioned there, and eliminate it. If not, you'll be hit by both the soldier and a Lizard Lord during the enemy phase. In Round 2, eliminate the enemies in your corner. More are on the way.

Move to the left corner of the map and make your stand.

At the beginning of Round 3, the Celaeno should be within attacking range. Ignore any Lizard Lords moving in from the lower right, and focus all characters' turns on taking out the Celaeno. Even if you score minimal Sin, try to take it out in one attack. If the Celaeno is still around when the Lizard Lords move in, they'll kill several characters in one enemy phase.

Position ranged attackers to supplement multiple sieges per round.

MAKE THE ROUNDS

When the left corner of the map is finally clear, start heading north, then to the right toward the Skeletal Soldier at the back. Don't dash; move normally to recharge AP. Wipe out the last two enemies by using siege formations to score a high amount of Sin before the finish.

The other Celaeno is easy to surround and kill when it's alone.

Part
Tactics
ONE

Part
Units
TWO

Part
Walkthrough
THREE

Part
Scripting Gate
FOUR

Part
Data
FIVE

STAGE 49: WINTERGARD

ENGAGEMENT DATA

Objective	Defeat the enemy leader.
Sin Sought	350

SPOILS OF SIN

RANK A (700+)	RANK B (699~525)	RANK C (524~350)
Valiant Helm x1	The Art of Crystal Call x1*	Power Bangle x1
The Way of Aura Flux x1	Noble Elixir x2	Spirit Tincture x3
+Rank B & Rank C Items	+Rank C Items	—

*Changes to The Art of Knockout Blow x1 if Realmstalker is present.

STAGE MAP



ENEMY DATA

1 WHITE DRAGON HP 16,200

ATTACK DEFENSE EXPERIENCE 6000 OTH 9000

2 KOBOLD KING HP 4300

ATTACK NONE DEFENSE EXPERIENCE 5800 OTH 4100

3 KOBOLD KNIGHT HP 1800

ATTACK NONE DEFENSE EXPERIENCE 3300 OTH 3500

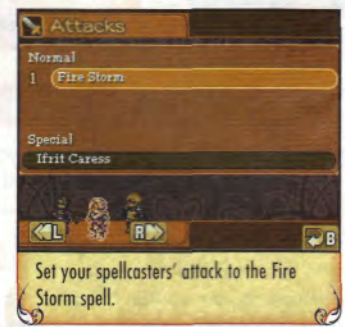
4 REALMSTALKER (VALMUR LV45) HP 7271

ATTACK DEFENSE EXPERIENCE 7000 OTH 10,000

ITEM DROP CHAIN OF THE TORMENTED

KING OF WINTER COLD

Any previous battles you may have engaged at Wintergard should serve as reminder about the terrain conditions. All characters in the deployment should have the Dash skill in order to move quickly. Also, equip Stone Check accoutrements to prevent petrification, and set your mages' attack to Fire Storm to exploit the White Dragon's weakness.



Defeating the White Dragon ends the battle. Since the Dragon is stationary until its chamber is entered, take your time and eliminate all the other foes in the area first. Head toward the break in the wall on the right side of the map and draw the kobolds out of their frosty halls. Killing all foes helps ensure scoring high enough Sin to please Mistress Hel. Accumulating double the Sin sought also nets a Valiant Helm, which is nice to wear or sell. As for the leader, survivors of Chapter 4 Route A should have no problem taking care of a measly White Dragon!



The White Dragon rests on a hidden treasure!

STAGE 50: THE SYLVANGLADE

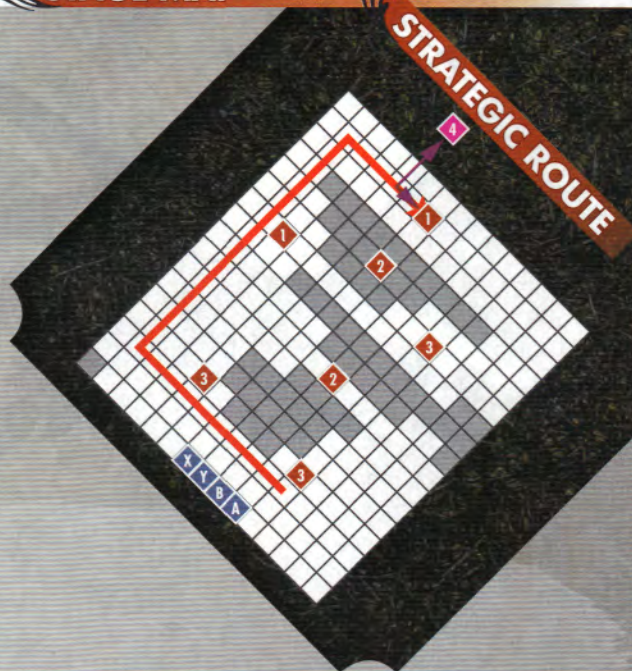
ENGAGEMENT DATA

Objective	Destroy all opposition.
Sin Sought	300

SPOILS OF SIN

RANK A (600+)	RANK B (599-450)	RANK C (449-300)
Moonfalk x1	The Way of Evanescence x1	Expert's Experience x3
Ambrosia x1	The Way of Regeneration x1	Poison Crystal x2
+Rank B & Rank C Items	+Rank C Items	—

STAGE MAP



ENEMY DATA

1 MIMETIC FLOWER HP 6100

ATTACK NONE DEFENSE EXPERIENCE 6800 OTH 8000

2 CELAENO HP 5500

ATTACK DEFENSE EXPERIENCE 6000 OTH 3800

3 CARRION WOLF HP 4500

ATTACK NONE DEFENSE EXPERIENCE 6300 OTH 2500

4 REALMSTALKER (ROSEA LV45) HP 6120

ATTACK DEFENSE EXPERIENCE 7000 OTH 10,000

ITEM DROP CHAIN OF THE PIOUS

SICKENING ELEMENT

Although the Mimetic Flowers are strong against earth, set your spellcaster to attack with Poison Blow. Though they may defend against it occasionally, the spell still inflicts significant damage and raises the



Attack Gauge by large numbers. Equip your characters with a mix of Paralyze Check and Poison Check accoutrements to tilt the odds on preventing status impairment.

More Celaenos play havoc with the party. Cure paralysis immediately and bring immobilized characters back into the siege.

TRUDGE THE LEFT SIDE

In the first round, move to the left and up the slope. Continue ascending to the top for the remainder of the battle. The enemies all converge on the party as you ascend. Move as a group, only going as far as the slowest members can go. This makes surrounding and killing enemies for maximum Sin much easier.



Part ONE
Part TWO
Part THREE
Part FOUR
Part FIVE

STAGE 51: THE ARTOLIAN MOUNTAINS

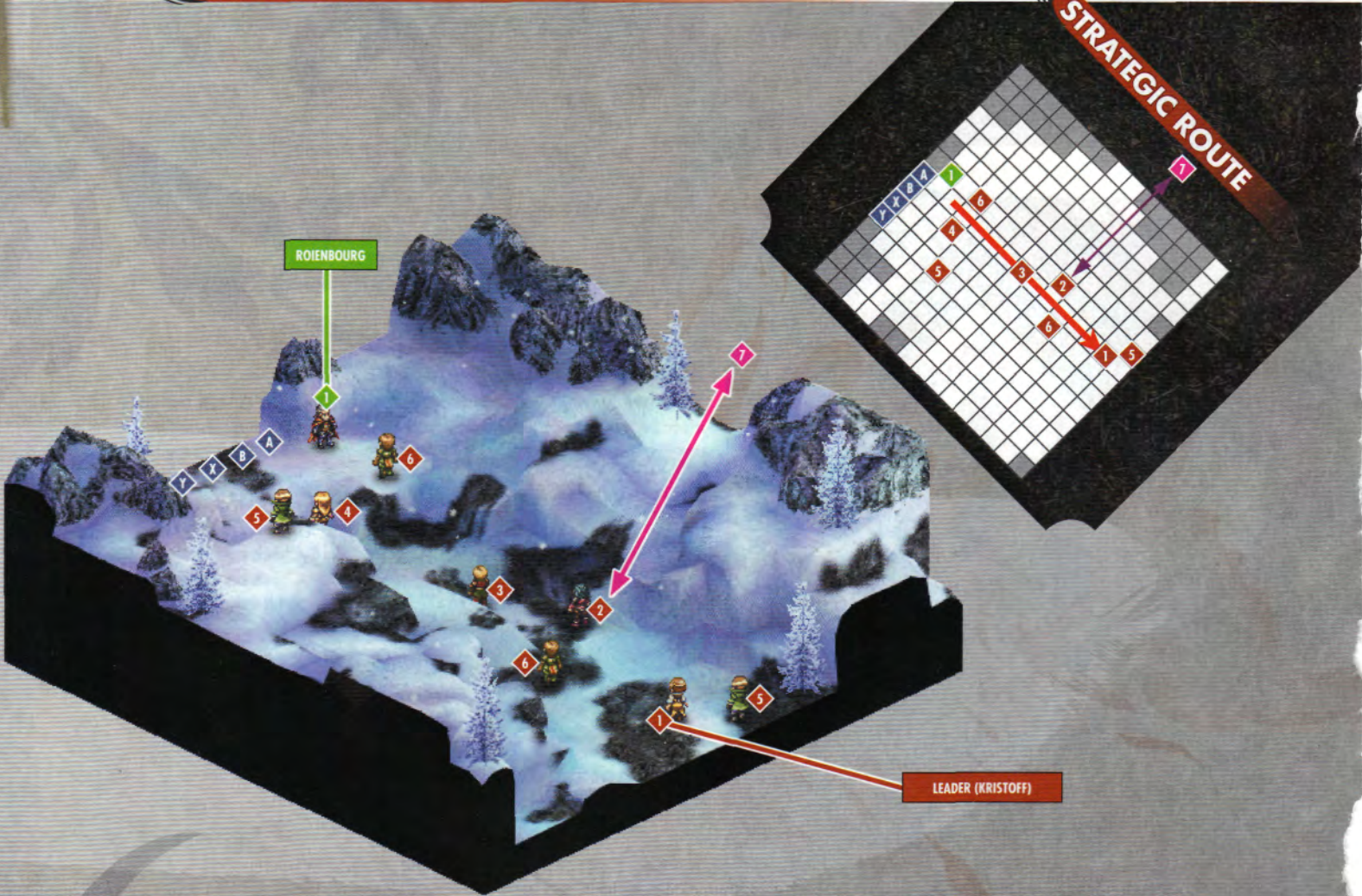
SPOILS OF SIN

RANK A (700+)	RANK B (699~525)	RANK C (524~350)
Mirror Plate x1	The Art of Magic Mail x1	Omnichex x1
Starguards x1	The Art of Crystal Call x1	Sage's Arcanum x3
+Rank B & Rank C Items	+Rank C Items	—

ENGAGEMENT DATA

Objective	Defeat Kristoff.
Sin Sought	350

STAGE MAP



ENEMY DATA

1 KRISTOFF HP 12,300

ATTACK NONE DEF EXPERIENCE 8000 OTH 20,000

2 ELITE ARTOLIAN WARRIOR HP 6000

ATTACK NONE DEFENSE NONE EXPERIENCE 6300 OTH 3000

3 ELITE ARTOLIAN ARCHER HP 5980

ATTACK NONE DEFENSE NONE EXPERIENCE 6000 OTH 3300

4 ADEPT CRELL SWORDSWOMAN HP 5940

ATTACK NONE DEFENSE EXPERIENCE 6100 OTH 3500

5 ADEPT CRELL SORCERER HP 5740

ATTACK NONE DEFENSE EXPERIENCE 6650 OTH 9500

6 ADEPT CRELL LANCER HP 5340

ATTACK NONE DEFENSE EXPERIENCE 6000 OTH 2900

7 REALMSTALKER (GWENDAL LV45)

HP 9387



ATTACK

DEFENSE

EXPERIENCE

7000

OTH 10,000

ITEM DROP

CHAIN OF THE ORNERY

CLASH OF ROYALTY

Roienbourg receives some bad news. Head to Veissheit and choose the option "Attend Castle" to speak with Ailyth. Exit town and travel to the Artolian Mountains to intercept Kristoff. Many of the enemies defend against holy, but are weak against dark. Set your spellcasters' attack to Dark Savior to inflict greater damage throughout the battle.

Roienbourg appears as a fifth ally in the battle. He moves and acts independently, taking his turn after all your characters have had theirs. Fighting alone, he does little damage to the enemies and most likely may die quickly. His death does not end the battle, nor change the story. However, due to the restrictions of the snowy terrain, he can sometimes block your attempts at formations and sieges. Use Dash in the first few rounds to break ahead of him, and he'll never catch up.

Roienbourg

The sword is an end, not a means.
And it makes you the very thing
you seek to destroy.



Roienbourg tries to assist, but has little effect alone.

Surround and eliminate foes until you've cut the enemy numbers in half. By then, you should be mid-field and there should no longer be a need to use Dash. Move normally, so that enemies are drawn away from their prince.



Try to score 100 Sin on each enemy during your descent to Kristoff.

IMPERIAL SPANKING

The sorcerer nearest Kristoff usually casts support spells to boost his RDM and might, but it is of little consequence. Upon reaching Kristoff, attack him as a group whether you can form a siege or not. This is necessary due to his high HP. Even if you can execute four special attacks in one siege and take his HP to the minimum, he is able to survive. And in his counter, he uses a special attack to kill one of your foes. During the enemy phase, he proceeds to kill another. On your next turn, revive both of your allies and surround him. Attack again as a group without concern for healing. This time, he should go down easily.



Kristoff is capable of special attacks, which can kill one of your allies per turn.



Scoring a high amount of Sin against Kristoff is nearly impossible. Still, execute four special attacks and score as high as you can.

STAGE 52: GATES OF AIDELRAVE

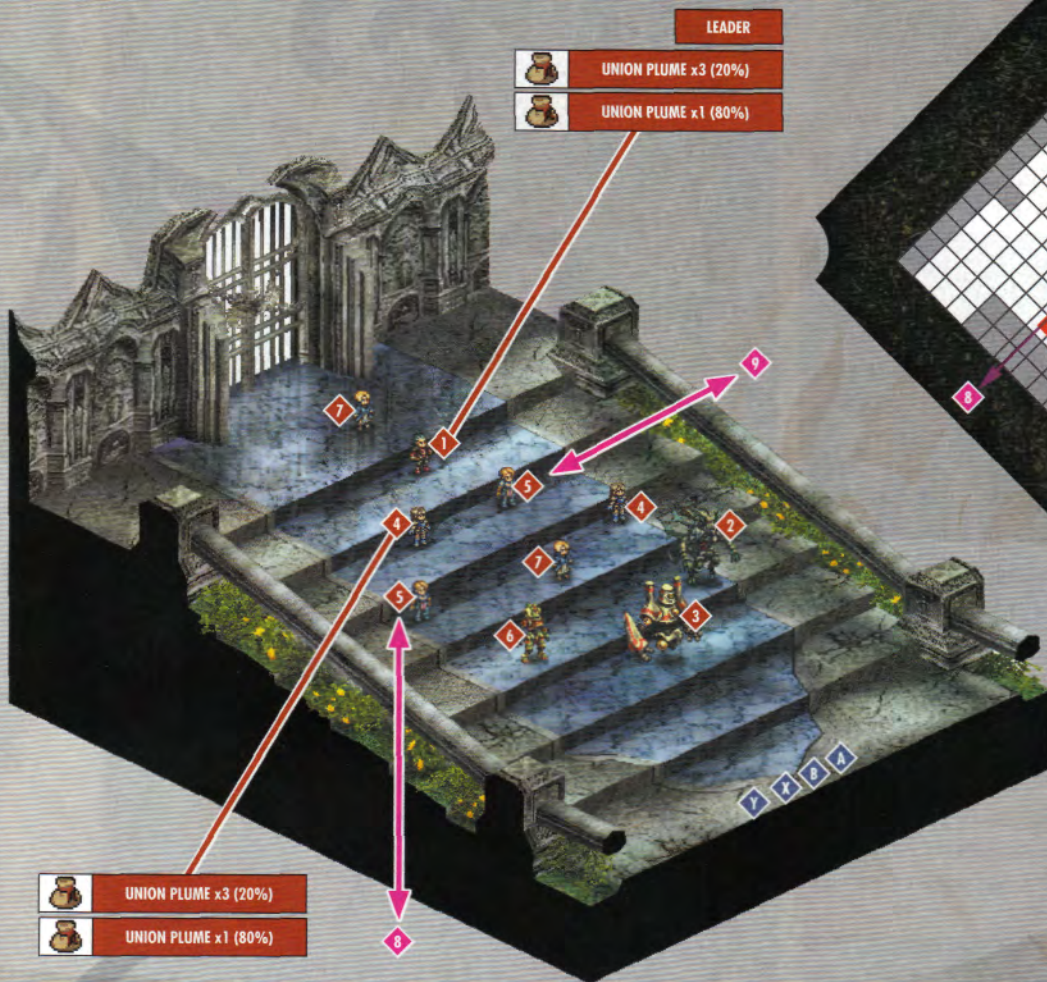
SPOILS OF SIN

ENGAGEMENT DATA

Objective	Defeat the enemy leader.
Sin Sought	450

RANK A (900+)	RANK B (899~675)	RANK C (674~450)
Empress Coronet x1	The Art of Counter Attack x1	Ether Greaves x1
Cloak of Britannia x1	The Way of Mana Surge x1	Caliburn x1
+Rank B & Rank C Items	+Rank C Items	Expert's Experience x2

STAGE MAP



ENEMY DATA

1 ELITE ARTOLIAN WARRIOR HP 6000

ATTACK NONE DEFENSE NONE EXPERIENCE 6300 OTH 3000

3 IRON GOLEM HP 6400

ATTACK NONE DEFENSE NONE EXPERIENCE 6730 OTH 3000

5 ADEPT VILLNOREAN LANCER HP 5200

ATTACK NONE DEFENSE EXPERIENCE 6350 OTH 8750

2 GREATER DAEMON HP 8420

ATTACK DEFENSE EXPERIENCE 6300 OTH 5000

4 ADEPT VILLNOREAN SWORDSWOMAN HP 5400

ATTACK NONE DEFENSE EXPERIENCE 6600 OTH 9000

6 SKELETAL SOLDIER HP 4600

ATTACK NONE DEFENSE NONE EXPERIENCE 5800 OTH 5500

7 ADEPT VILLNOREAN SORCERER

HP 4300



ATTACK NONE DEFENSE EXPERIENCE 6650 OTH 9500

8 REALMSTALKER (EARNEST LV43)

HP 7300



ATTACK DEFENSE EXPERIENCE 6600 OTH 11,000

ITEM DROP CHAIN OF THE VIRTUOUS

9 REALMSTALKER (HEUGOE LV30)

HP 6261



ATTACK DEFENSE EXPERIENCE 4800 OTH 6300

ITEM DROP CHAIN OF THE SOLEMN

IN THE LONG STRETCH

This is the first of three difficult battles that occur in sequence without a chance to shop or save in between. Prepare wisely. For the first two battles, it's recommended to set your spellcasters' attacks to Sacred Javelin. With sorcerers featured predominantly in every level, equip your characters with techniques such as Magic Mail, Reduce Magic, and Resist Magic. Stock more than 20 each of Elixirs, Union Plumes, and Witch's Arcanums. When prepared, save your game on the World Map, then head to Aidelrave.

Roienbourg

Langrey is to be taken alive.
I warn you now—his death shall mean
your own!



Roienbourg leads the charge into Aidelrave to arrest Langrey.

CLING TO THE HANDRAIL

As indicated on the route grid above, moving up the side of the stairs rather than the middle makes the fight a little easier. The start is still rough going, with a Skeletal Soldier and Iron Golem ganging up on your characters. Sieges and formations become more important than ever, so move your characters as a group.



Even after moving to the left side of the stairs, the Iron Golem/Skeletal Soldier combo turns this into gang versus gang.

Keep in mind that the Sin requirements are higher than ever. For a Realmstalker to appear in one of the next levels would make the difficulty unthinkable. Use long-range attacks to weaken enemies as they approach. Stop and let them fall in range, then surround and overkill them for a full 100 points.



Look for opportunities to form sieges even against minor enemies. Score all the Sin you can as early as possible.

Although the leader remains stationary through most of the battle, he moves into action when you reach the third stair down. Keep this in mind and make sure all other enemies are dead, and all possible Sin has been accumulated, before taking him down and ending the battle.



Taking down the Artolian warrior completes the first of the final battles.

Part ONE Tactics
Part TWO Units
Part THREE Walkthrough
Part FOUR Scripted Gate
Part FIVE Data

STAGE 53: BAILEY

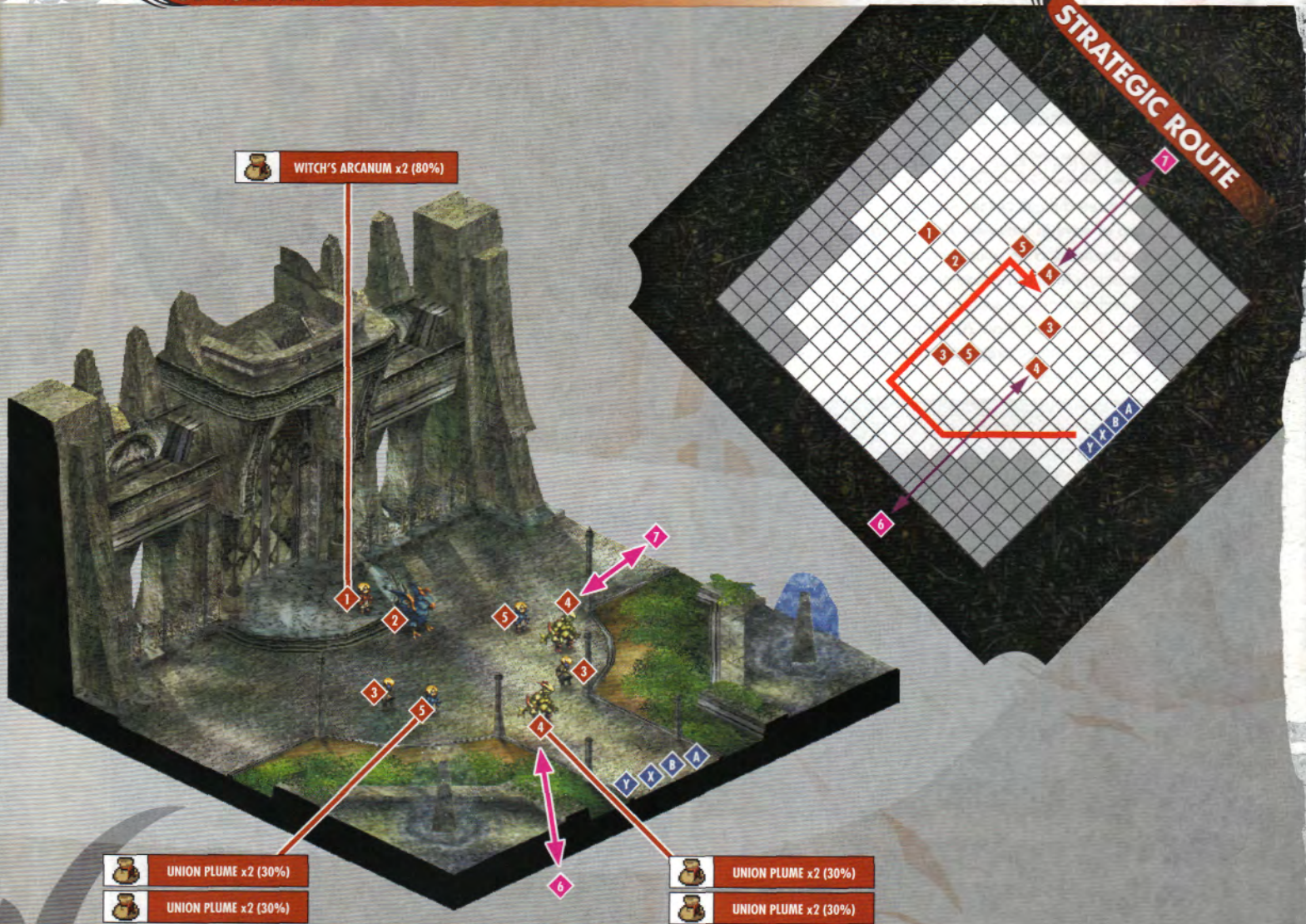
SPOILS OF SIN

RANK A (700+)	RANK B (699~525)	RANK C (524~350)
Kanesada x1	Golden Egg x2	Magic Bangle x1
Caduceus x1	The Art of Diminish Missile x1	Goddess Tincture x1
+Rank B & Rank C Items	+Rank C Items	

ENGAGEMENT DATA

Objective	Defeat the enemy leader.
Sin Sought	350

STAGE MAP



WITCH'S ARCANUM x2 (80%)

UNION PLUME x2 (30%)
 UNION PLUME x2 (30%)

UNION PLUME x2 (30%)
 UNION PLUME x2 (30%)

ENEMY DATA

1 ELITE ARTOLIAN SORCERER HP 5800

ATTACK / NONE DEFENSE / NONE EXPERIENCE / 6200 OTH / 4000

2 OPINICUS HP 6600

ATTACK / NONE DEFENSE / EXPERIENCE / 7100 OTH / 15,000

3 NOBLE VAMPIRE HP 6100

ATTACK / DEFENSE / EXPERIENCE / 7000 OTH / 11,000

4 LIZARD KNIGHT HP 5600

ATTACK / NONE DEFENSE / NONE EXPERIENCE / 7000 OTH / 8000

5 ADEPT VILLNOREAN SORCERER HP 4300

ATTACK NONE DEFENSE EXPERIENCE 6650 OTH 9500

6 REALMSTALKER (VALMUR LV45) HP 7271

ATTACK DEFENSE EXPERIENCE 7000 OTH 10,000

ITEM DROP CHAIN OF THE TORMENTED

7 REALMSTALKER (PHIONA LV48) HP 10,865

ATTACK DEFENSE EXPERIENCE 7800 OTH 6300

ITEM DROP CHAIN OF THE ROMANTIC

HUNKER DOWN

In spite of the route drawn on the illustration to the left, there is little chance you will get much further than the starting point for most of the battle. Use your first turn to cast support spells such as Guard Reinforce and Might Reinforce. Spread out slightly—with two or three spaces between characters—so that allies can be involved in multiple sieges.



In spite of your efforts, enemies charge the starting area. Stay there and defend against all invaders.

A nice way to counter the powerful Opinicus is by casting Sap Power on it. This makes your characters more likely to survive its attacks,

especially when it gets multiple turns per round thanks to surrounding enemies. Reducing its attack should also give you time to align characters in a siege formation around it.



A good formation is required to wipe out the Opinicus for sure.

BRING ON THE LEADER

The leader moves down only when the other enemies have dwindled to one or two. Since he's been casting Guard Reinforce and Reflect Sorcery on himself all battle long, catching him in a siege is important. Try to form at least a Trinity Fork to ensure taking him down in one go; otherwise, he'll knock out a character and reset your plans.



The elite sorcerer puts up a good fight, but the real enemy awaits inside!



Part
Tactics
ONE

Part
Units
TWO

Part
Walkthrough
THREE

Part
Scriptic Gate
FOUR

Part
Data
FIVE

STAGE 54: INNER WARD

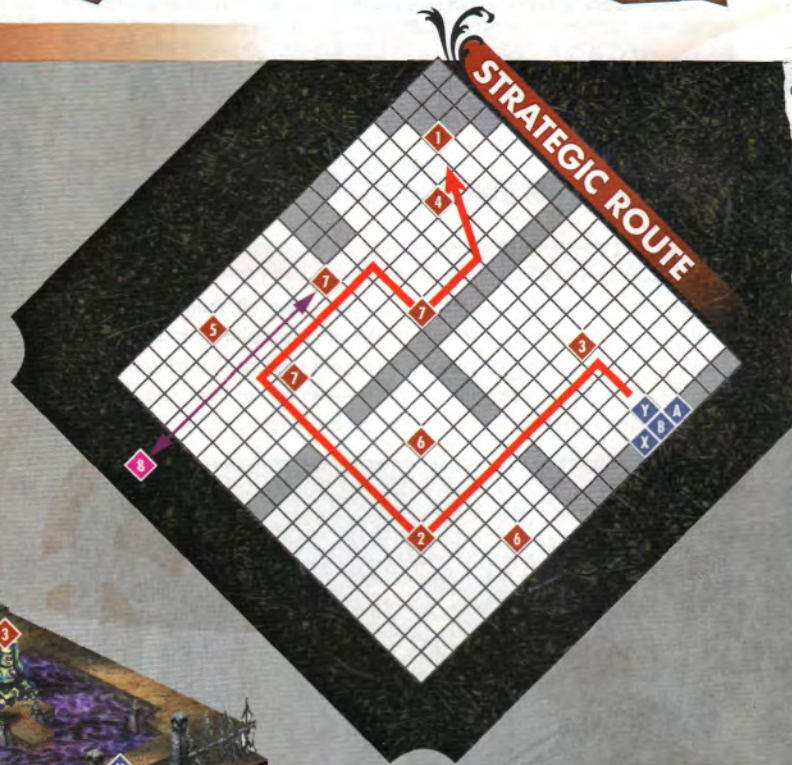
ENGAGEMENT DATA

Objective	Defeat Langrey.
Sin Sought	750

SPOILS OF SIN

RANK A (700+)	RANK B (699~525)	RANK C (524~350)
Arectaris x1	Expert's Experience x2	Goddess Tincture x2
Blue Gale x1	Sylph Robe x1	Noble Elixir x2
+Rank B & Rank C Items	+Rank C Items	

STAGE MAP



ENEMY DATA

1 LANGREY HP 12,560

ATTACK NONE DEFENSE EXPERIENCE 30,000 OTH 23,000

3 MITHRIL GOLEM HP 8300

ATTACK NONE DEFENSE NONE EXPERIENCE 10,000 OTH 7100

5 OPINICUS HP 6600

ATTACK NONE DEFENSE EXPERIENCE 7100 OTH 15,000

2 RED DRAGON HP 21,200

ATTACK DEFENSE EXPERIENCE 7100 OTH 18,000

4 SPECTRAL KNIGHT HP 7600

ATTACK NONE DEFENSE NONE EXPERIENCE 7000 OTH 6900

6 NOBLE VAMPIRE HP 6100

ATTACK DEFENSE EXPERIENCE 7000 OTH 11,000

7 ELITE ARTOLIAN SORCERER

HP 5800

ATTACK NONE DEFENSE NONE EXPERIENCE 6200 OTH 4000

8 REALMSTALKER (ANCEL LV40)

HP 7357

ATTACK DEFENSE EXPERIENCE 9000 OTH 6700

ITEM DROP

CHAIN OF THE OFFERING

ARRESTING LANGREY

Equip your characters with armor and equipment that defend against fire. Protect against poison and paralysis with the proper accoutrements, and change your spellcasters' attacks to Frigid Damsel.

CHAMBERS OF HORROR

Langrey's throne room is divided into several areas; each difficult to navigate, each occupied by a dangerous enemy. The first room features a resilient Mithril Golem hovering over a pool of poisonous fluid. Any character stopping in the fluid without a Poison Check (or Omnicheck) equipped becomes poisoned until cured. Navigate to the left around the edge of the pool, and allow the Mithril Golem to approach and attack on its turn. Characters protected against poison can then move into the water behind the golem to form a siege and strike it down.



The Mithril Golem floats over a pool of poison, moving to attack as you navigate around its chamber.

THE RED DRAGON'S GROUNDS

The second area features a Red Dragon and two vampires. Any character who stops on the shimmering blue floor takes damage at the end of his/her turn. The vampires move to attack as you approach their chamber entrance, so you really have no choice but to enter and engage them while standing on the damaging tiles. Take it on the chin and form proper sieges. The vampires tend to cluster, so you may be able to siege them both in a single round.



Take out the vampires quickly with sieges rather than focusing on curing poisoning, since they'll just inflict the status over again.

The Red Dragon moves into action when the party enters its domain. The dragon knows better than to leave its central platform, so you can retreat to recover AP and HP before taking it on, if necessary. The Red Dragon is susceptible to freezing, so use Frigid Damsel and hope for good results. Spend several rounds waiting to recover AP before pressing on.



A block of ice is much easier to carve up than a fire-breathing fiend.

THE WIND PIGEON

Another Opinicus waits in the next chamber, and moves to attack as you enter. One or more sorcerers may accompany it. Whatever toll the Opinicus inflicts on your characters, eliminate the sorcerers first.



The bird creature can be slain easily enough when alone, but not when a sorcerer is helping it kill two or more characters per round.

HALL OF THE DISGRACED

Wait extra rounds to recover AP before ascending the stairs. Approach the stairs from the side to reach the top in fewer moves. After taking the brunt of the sorcerers waiting there, arrange your characters to catch them both in two consecutive sieges, thus eliminating them both in one round.



The sorcerers congregated at the bottom of Langrey's room must be taken down in one go. Arrange your party similarly to actualize this in one round.



Form a Grand Cross around the resilient Spectral Knight to ensure scoring Sin during the overkill.

Clearing the area helps the party survive the attack of the Spectral Knight, who descends upon the party as soon as they appear at the bottom of the throne chamber.

LANGREY

When approaching Langrey, head straight up the middle. He soon descends from his dais on either one side or the other and attacks. Remaining in the center makes it easier to surround him and execute a siege in one round.



Avoid approaching the dais from one side. Whichever side you approach, Langrey descends the other side and attacks.



Langrey's dark and holy spells are extremely powerful!

Part ONE
Part TWO
Part THREE
Part FOUR
Part FIVE

CHAPTER 5 ROUTE B

Follow this route if the Destiny Plume was used to sacrifice one to two allies during Chapter 4 Route A, or zero allies in Chapter 3 Route B.

DRAMATIS PERSONAE

KRISTOFF

Crown prince of Artolia, but not its eldest prince. By the laws and customs of old, Kristoff, the first son of the king and queen regnant, is entitled to the throne. However, some contend there are grounds that substantiate the claim of the elder Langrey, first son of the king who was born out of wedlock. Regardless, Kristoff cares deeply for his elder half-brother.

While trying to calm the political furor raised in the wake of his father's death, Kristoff's passive demeanor has been a great detriment, placing him at the mercy of insistent and insidious advisors.



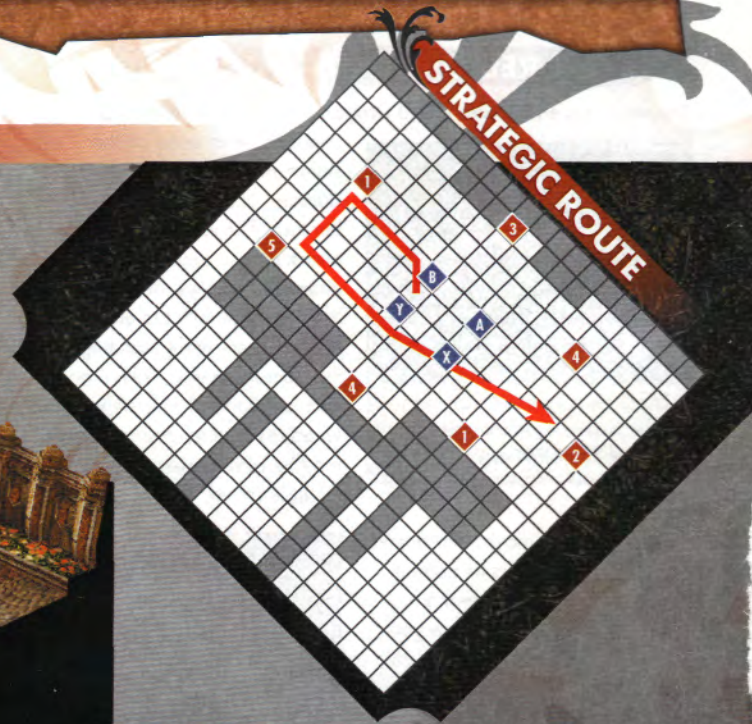
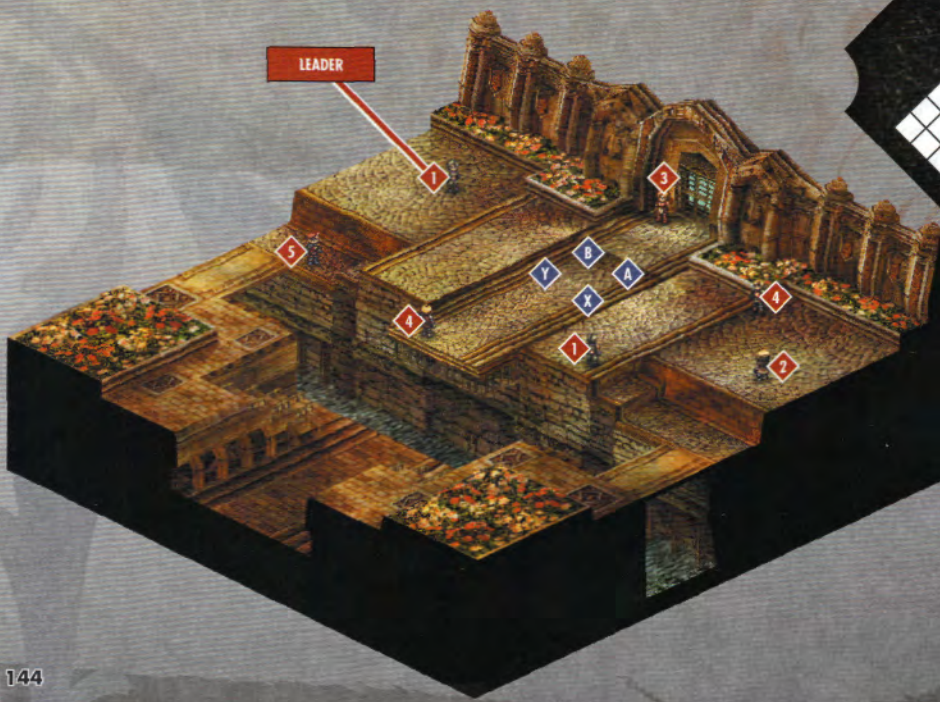
STAGE 55: CASTLE COURTYARD

SPOILS OF SIN


ENGAGEMENT DATA	
Objective	Destroy all opposition.
Sin Sought	300

RANK A (600+)	RANK B (599-450)	RANK C (449-300)
The Way of Mana Surge x2	Magic Boots x1	Fire Talisman x2
The Art of Knockout Blow x1	The Way of Encirclement x1	Nectar Potion x2
+Rank B & Rank C Items	+Rank C Items	—

STAGE MAP



1 QUEENPIN

HP	4800	
ATTACK	NONE	
DEFENSE	NONE	EXPERIENCE
OTH	3600	5800

2 ADEPT MERCENARY SORCERER

HP	4500	
ATTACK	NONE	
DEFENSE		EXPERIENCE
OTH	3200	5900

3 ELITE ARTOLIAN LANCER

HP	4200	
ATTACK	NONE	
DEFENSE	NONE	EXPERIENCE
OTH	3100	5300

4 ELITE ARTOLIAN SWORDSMAN

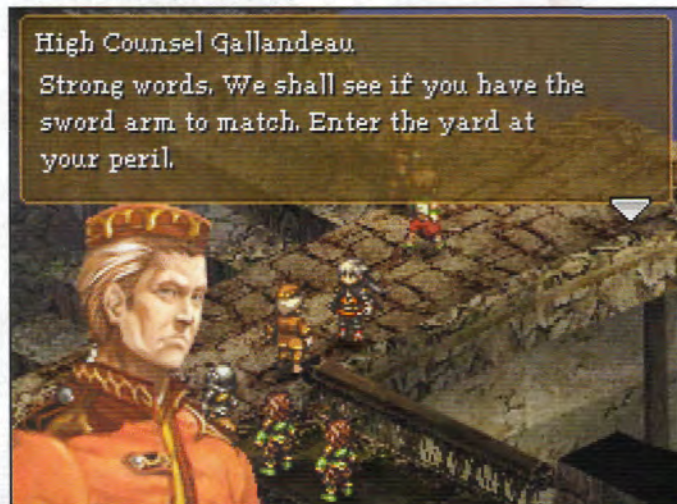
HP	3500	
ATTACK	NONE	
DEFENSE	NONE	EXPERIENCE
OTH	3150	5200

5 ELITE ARTOLIAN ARCHERESS

HP	2800	
ATTACK	NONE	
DEFENSE	NONE	EXPERIENCE
OTH	2900	5550

RIGHT OF PASSAGE

Kristoff devises a little test of worthiness for Wylfred and company. The objective is to defeat a mixed band of soldiers and thieves. The deployment screen appears immediately, so the only preparation possible is to change your spell-caster's attack to Frigid Damsel, to better deal with the Adept Mercenary Sorcerer.



Kristoff needs the help of the best mercenaries to aid in his bid for the throne.

KILLING COUNTERCLOCKWISE

Following the route outlined on the grid above, move the party toward the Queenpin at the top of the map. Use Dash to move as far from the center as possible, to avoid drawing all the enemies to your characters at once. In Round 2, destroy the Queenpin as well as the archeress who ascends the nearby stairs.



Use Dash to move as far out of the center as possible in the first round. Two enemies get first attack, but it's better than all at once!

Once the upper part of the map is clear, advance on the units that remain. Kristoff's test is a short and easy one.

STAGE 56: THE SYLVANGLADE

SPOILS OF SIN

RANK A (500+)	RANK B (499~375)	RANK C (374~250)
Valiant Helm x1	The Art of Crystal Call x1	Sacred Crystal x2
The Way of Aura Flux x1	The Art of Reduce Magic x1	Expert's Experience x1
+Rank B & Rank C Items	+Rank C Items	—

ENGAGEMENT DATA

Objective	Destroy all opposition.
Sin Sought	250

STAGE MAP



ENEMY DATA

1 GRIFFIN

HP	5300
ATTACK	NONE
DEFENSE	
OTH	12,000
EXPERIENCE	7000




2 MIMETIC FLOWER

HP	6100
ATTACK	NONE
DEFENSE	
OTH	8000
EXPERIENCE	6800

3 CARRION WOLF

HP	4500
ATTACK	NONE
DEFENSE	
OTH	2500
EXPERIENCE	6300

4	KOBOLD KING	
HP	4300	
ATTACK	NONE	
DEFENSE		EXPERIENCE
OTH	4100	5800

5	REALMSTALKER (NATALIA LV45)	
HP	9303	
ATTACK		
DEFENSE		EXPERIENCE
OTH	10,000	7000
ITEM DROP	CHAIN OF THE REBELLIOUS	

HARBINGER OF DESTRUCTION

Protect characters against poison and freezing with accoutrements. During the initial rounds, move the party upward to take out the Carrion Wolf perched on the rock. Then double-back, head up the right side of the map, and cross the bridge.



The lower enemies are spread out well enough that dispatching them is easy.

Move cautiously when approaching the upper bridge. The wolf, Mimetic Flower, and Griffin all activate and converge on characters who ascend the slope. Move as a party, not individuals. Even then, it's better to wait on the level below the upper bridge for the wolf and possibly the Mimetic Flower to each approach the party on their own.



The Griffin's ice breath attack may freeze unprotected characters. Cure them at the start of the next round to get them back in the battle.



Part Tactics **ONE**
Part Units **TWO**
Part Walkthrough **THREE**
Part Synthetic Gate **FOUR**
Part Data **FIVE**

STAGE 57: WINTERGARD

ENGAGEMENT DATA

Objective	Defeat the enemy leader
Sin Sought	350

SPOILS OF SIN

RANK A (700+)	RANK B (699~525)	RANK C (524~350)
Bronlavyn x1	The Way of Regeneration x1	Spirit Tincture x1
The Art of Crystal Call x1	Arondight x1	Golden Egg x1
+Rank B & Rank C Items	+Rank C Items	—

STAGE MAP



ENEMY DATA

1 ELITE ARTOLIAN ARCHER HP 5980

ATTACK / NONE DEFENSE / NONE EXPERIENCE / 6000 OTH / 3300

2 SOUL OF TEARS HP 6120

ATTACK / DEFENSE / EXPERIENCE / 6800 OTH / 7000

3 NOBLE VAMPIRE HP 6100

ATTACK / DEFENSE / EXPERIENCE / 7000 OTH / 11,000

4 LIZARD KNIGHT HP 5600

ATTACK / NONE DEFENSE / NONE EXPERIENCE / 7000 OTH / 8000

5 ADEPT VILLNOREAN SWORDSWOMAN HP 5400

ATTACK NONE DEFENSE NONE EXPERIENCE 6600 OTH 9000

6 ELITE ARTOLIAN SORCERESS HP 3600

ATTACK NONE DEFENSE NONE EXPERIENCE 5800 OTH 3200

7 REALMSTALKER (MIREILLE LV45) HP 8174

ATTACK DEFENSE EXPERIENCE 7000 OTH 10,000

ITEM DROP CHAIN OF THE INNOCENT

COLDEST NIGHT

Mobility is the biggest challenge in this battle, since characters can only move one to two spaces per turn. Make this battle fast by using Dash to cross distances. When AP wanes, skip a few rounds to recharge. To skip a turn, press (B) to cancel moving a character, press (X), and select "End Turn".



Characters can only move one or two spaces per turn in the snow. Use Dash to shorten your stage time.

Make the first round easier by basically remaining in place. Move your archers and spellcasters as needed to soften up the approaching Villnorean swordswomen. They'll move in and attack, allowing you to easily form around them and siege them to death.



In spite of the restrictions, you should be able to form at least one siege against the nearest enemies.

DIRECT ROUTE

To save time, it's best to ignore the sorceress to the north. Trek through the snow toward the right side of the map and enter the two-space opening in the wall. Keep the high Sin requirement in mind, and overkill all enemies between your heroes and the leader hiding behind the fortress wall to avoid Realmstalkers appearing in later stages.



Allow swordsmen and lancers to approach the door first, followed by ranged attackers.

Cast Guard Reinforce and Might Reinforce on characters in the rounds leading up to your breach of the leader's chamber. Upon reaching the doorway, he usually moves out to attack in partnership with his Lizard Knight bodyguard. Take out the lizard first, with extreme overkill, to pad your Sin score and hopefully obtain higher rank items.



The archer is nothing special. The wimp needs a bodyguard. Surround him in a formation if you like, but it's not a requirement for defeating him.

Part ONE

Part TWO

Part THREE

Part FOUR

Part FIVE

5	QUEENPIN	HP 4800
ATTACK	NONE	DEFENSE NONE
EXPERIENCE	5800	OTH 3600

6	ADEPT MERCENARY SORCERER	HP 4500
ATTACK	NONE	DEFENSE
EXPERIENCE	5900	OTH 3200

7	REALMSTALKER (REINHILDE LV45)	HP 8271
ATTACK	⚡	DEFENSE ⚡
EXPERIENCE	7000	OTH 10,000
ITEM DROP	CHAIN OF THE STEADFAST	

THE HONOR GUARD

Kristoff appears as an ally during this battle, but moves and acts independently. Attacking alone, he only does minor harm to enemies that come into range. If he is killed, the game does not end or change. Usually, he's not a problem, but use Dash to get away from him if you find him blocking your moves and throwing off formations.

Like the last battle, snowy terrain is a restrictive factor. Try to move across patches of stone on the ground if you need a movement boost. Otherwise, the strategy is very straightforward. Advance up the center of the valley, taking out enemies as you go. Avoid moving speedy characters like Wylfred, Natalia, Ushio or others too far out in front, or the mercenaries can surround and kill them.

Position your characters along the tall wall near the top right part of the map to prevent the enemies from surrounding them.



THE SERVANT IS THE MASTER

Roienbourg not only performs three powerful attacks per turn, but also executes a special attack each time. This wipes out even the strongest characters. Use Union Plumes to bring back the dead immediately and reengage him. His high HP and magically enhanced RDM require that you perform a minimum of four special attacks in one Soul Crush. Surround him in a formation to ensure this. Even an Axis Raid with two characters is better than taking him head on. Even that may not finish him off, but having a character behind him may stun him and prevent him from dispatching an ally. Revive characters in the next round if needed and go again without healing to finish him off.

Roienbourg is susceptible to freezing, so attack with Frigid Damsel in the hopes of stopping his counterattack during the enemy phase.

Part ONE Tactics
Part TWO Units
Part THREE Walkthrough
Part FOUR Scripted Gate
Part FIVE Data

STAGE 59: GATES OF AIDELRAVE

SPOILS OF SIN

RANK A (700+)	RANK B (699-525)	RANK C (524-350)
Empress Coronet x1	The Art of Counter Attack x1	Ether Greaves x1
Cloak of Britannia x1	The Way of Mana Surge x1	Noble Elixir x1
+Rank B & Rank C Items	+Rank C Items	—

ENGAGEMENT DATA

Objective	Defeat the enemy leader.
Sin Sought	350

STAGE MAP

LEADER

LIGHTNING WARD x2 (80%)

LIGHTNING TALISMAN x1 (20%)

WITCH'S ARCANUM x2 (50%)

SPIRIT TINCTURE x1 (100%)

SPIRIT TINCTURE x1 (100%) (IF REALMSTALKER IS PRESENT)

STRATEGIC ROUTE

ENEMY DATA

1 ADEPT VILLNOREAN SORCERER HP 4300

ATTACK NONE DEFENSE EXPERIENCE 6650 OTH 9500

3 IRON GOLEM HP 6400

ATTACK NONE DEFENSE NONE EXPERIENCE 6730 OTH 3000

2 GREATER DAEMON HP 8420

ATTACK DEFENSE EXPERIENCE 6300 OTH 5000

4 ELITE ARTOLIAN WARRIOR HP 6000

ATTACK NONE DEFENSE NONE EXPERIENCE 6300 OTH 3000

5 ADEPT VILLNOREAN SWORDSWOMAN HP 5400
 ATTACK NONE DEFENSE EXPERIENCE 6600 OTH 9000

6 ADEPT VILLNOREAN LANCER HP 5200
 ATTACK NONE DEFENSE EXPERIENCE 6350 OTH 8750

7 SKELETAL SOLDIER HP 4600
 ATTACK NONE DEFENSE NONE EXPERIENCE 5800 OTH 5800

8 REALMSTALKER (AUGUSTE LV45) HP 8990
 ATTACK DEFENSE EXPERIENCE 7000 OTH 10,000
 ITEM DROP CHAIN OF THE BENEVOLENT

PREPARE FOR THE LONG MARCH

War is upon the land! Prepare to fight four challenging battles in a row without being able to save or shop in between. Bring plenty of Union Plumes and Witch's Arcanums, and buy any spells that your casters don't already know.

BROTHERLY ASSAULT

Kristoff's assault on Langrey's fortress begins outside on the steps. During the first round, move your character down to the left. The closest enemies approach during the enemy phase, making them easier to isolate and take out.

Draw the closest enemies toward the side of the stairs to defeat them more easily.

Clear the bottom of the stairs quickly before the Iron Golem moves in. Otherwise, things become complicated. Capable of killing a character in a single turn, its effectiveness in combination with other enemies is absolutely devastating to your strategy. Think of this foe as a mini-boss. Position your units carefully around it and use a siege to help take it down.

Retreat if necessary to draw the Iron Golem into isolation. Then, surround it to gain the advantages of a siege.

Reaching the middle of the stairs, cut to the right to take out the swordswoman furthest away. Then proceed directly up to the leader.

Part ONE Tactics
 Part TWO Units
 Part THREE Walkthrough
 Part FOUR Scripted Gags
 Part FIVE Data

STAGE 60: BAILEY

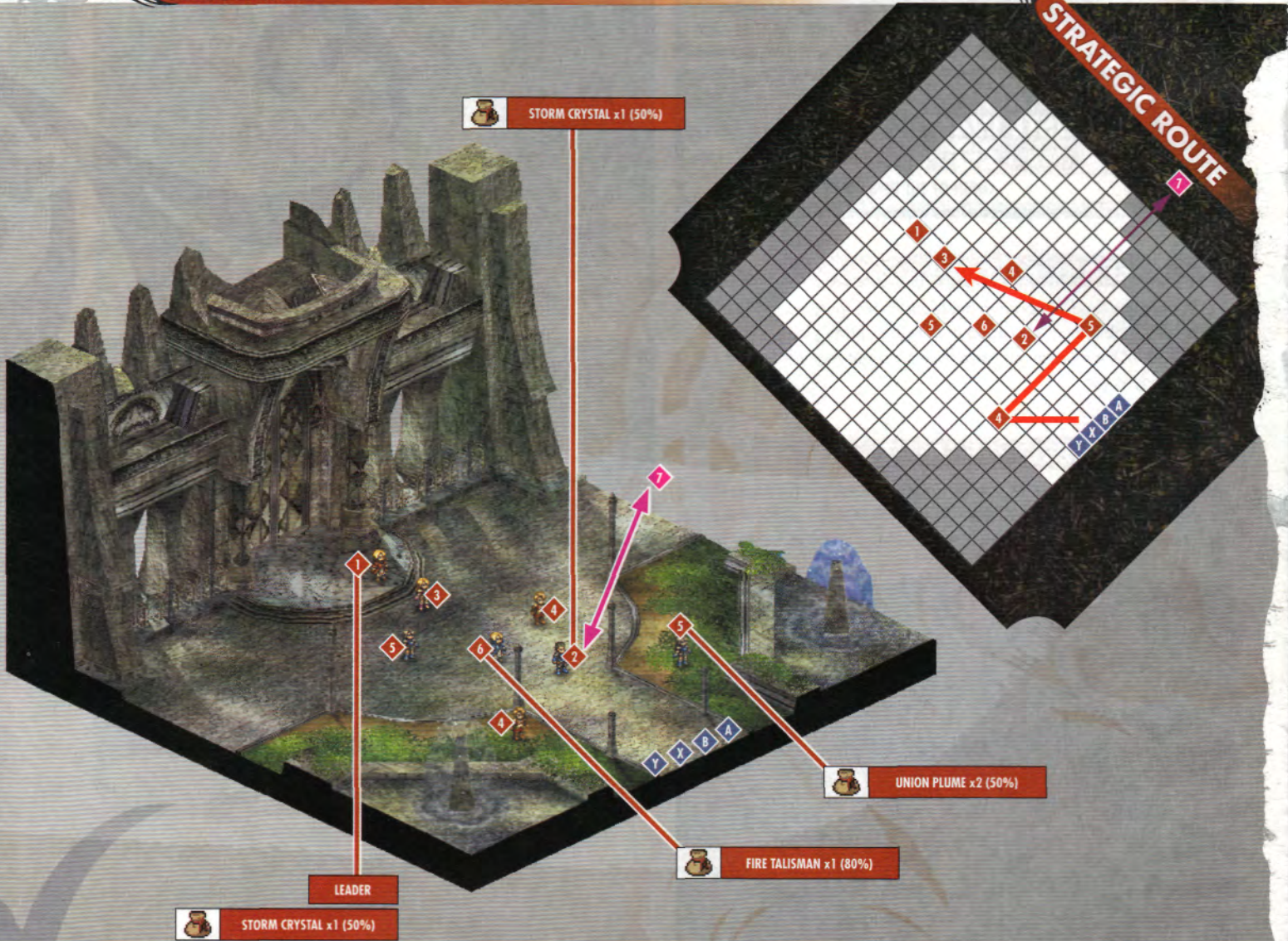
ENGAGEMENT DATA

Objective	Defeat the enemy leader.
Sin Sought	350

SPOILS OF SIN

RANK A (700+)	RANK B (699~525)	RANK C (524~350)
Starguards x1	Basilisk's Gaze x1	The Art of Diminish Missile x1
Demon Hands x1	Expert's Experience x1	Sacred Crystal x2
+Rank B & Rank C Items	Ambrosia x1	—
—	+Rank C Items	—

STAGE MAP



ENEMY DATA

1 ELITE ARTOLIAN SORCERER HP 5800 ATTACK NONE DEFENSE NONE EXPERIENCE 6200 OTH 4000	2 ELITE VILLNOREAN WARRIOR HP 6800 ATTACK NONE DEFENSE EXPLO EXPLO EXPERIENCE 7000 OTH 11,200
3 ELITE ARTOLIAN SWORDSWOMAN HP 6300 ATTACK NONE DEFENSE NONE EXPERIENCE 7300 OTH 3800	4 ELITE ARTOLIAN ARCHER HP 5980 ATTACK NONE DEFENSE NONE EXPERIENCE 6000 OTH 3300

5 ADEPT VILLNOREAN SWORDSWOMAN

HP 5400

ATTACK NONE DEFENSE 1 EXPERIENCE 6600 OTH 9000

6 ADEPT VILLNOREAN SORCERER

HP 4300

ATTACK NONE DEFENSE 1 EXPERIENCE 6650 OTH 9500

7 REALMSTALKER (MISCHKA LV45)

HP 9526

ATTACK 2 DEFENSE 2 EXPERIENCE 5900 OTH 8500

ITEM DROP CHAIN OF THE INNOCENT

STAND YOUR GROUND!

In this wide open courtyard, the enemies close in fast. In spite of the route shown on the map, there is little likelihood that you'll proceed past the starting point for several turns. Avoiding moving individual characters too far out to keep the enemies from surrounding them.



Move down and to the left into the corner during the first round, so enemies cannot gang up on the party quickly.



Spread your characters among the crowd so sieges may form naturally.

However, avoid clustering together. Spread your allies one to two spaces apart. This makes it easier to form multiple sieges on two or more enemies per turn.

WRATH OF THE LEADER

The leader is a sorcerer capable of special attacks. Approaching from the back, he draws near to the party at the end of Round 3. Even strong characters with good equipment may not survive his assaults. If other enemies are nearby, he works in concert with them to knock out multiple party members per turn. When the leader draws near, assess the situation. If there is more than one other enemy still active in the vicinity, you should take out the leader and end the battle. Otherwise, you may find yourself in a desperate struggle to resurrect two to three party members every turn rather than fighting.



The leader is a sorcerer capable of special attacks. While not hard to eliminate, he can end your game with help from his subordinates.



Part ONE

Part TWO

Part THREE

Part FOUR

Part FIVE

Part SIX

Part SEVEN

Part EIGHT

Part NINE

Part TEN

Part ELEVEN

Part TWELVE

STAGE 61: INNER WARD

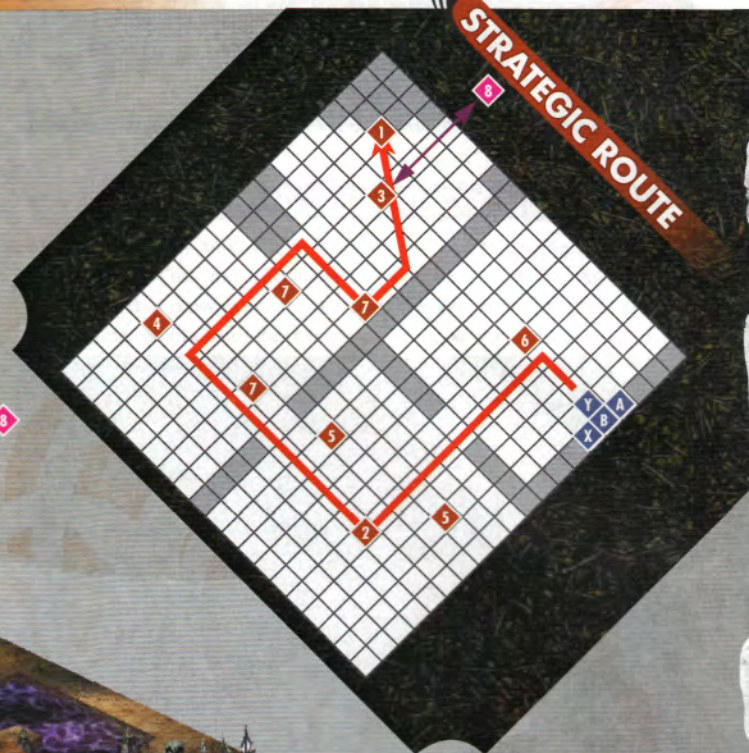
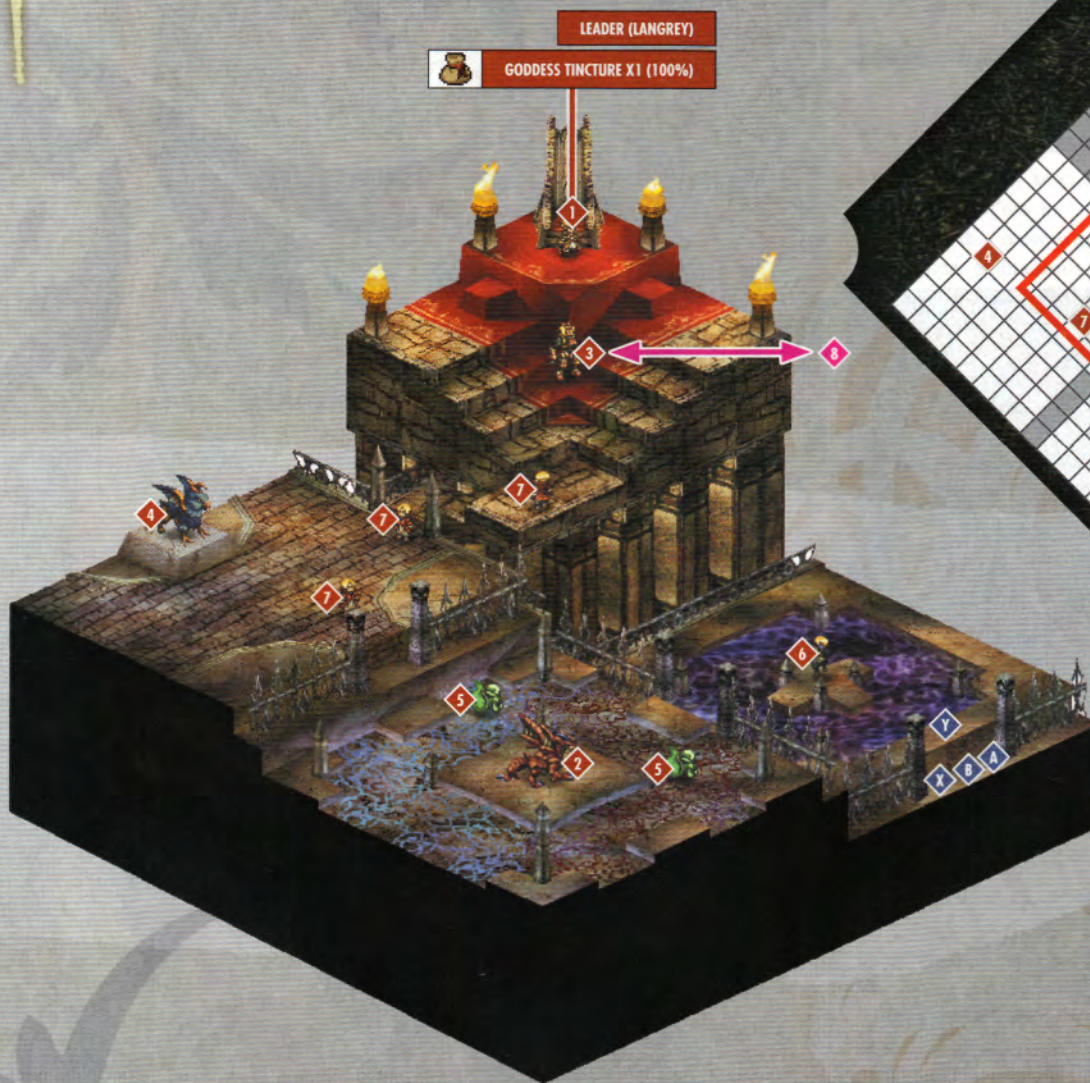
SPOILS OF SIN

RANK A (700+)	RANK B (699~525)	RANK C (524~350)
Arectaris x1	Caduceus x1	Noble Elixir x1
Blue Gale x1	Sylph Robe x1	Sage's Arcanum x2
+Rank B & Rank C Items	+Rank C Items	—

ENGAGEMENT DATA

Objective	Defeat Langrey.
Sin Sought	350

STAGE MAP



ENEMY DATA

1 LANGREY HP 12,560

ATTACK NONE DEFENSE EXPERIENCE 30,000 OTH 23,000

2 RED DRAGON HP 21,200

ATTACK DEFENSE EXPERIENCE 7100 OTH 18,000

3 SPECTRAL KNIGHT HP 7600

ATTACK NONE DEFENSE NONE EXPERIENCE 7000 OTH 6900

4 OPINICUS HP 6600

ATTACK NONE DEFENSE EXPERIENCE 7100 OTH 15,000

5 SOUL OF TEARS

HP 6120



ATTACK



DEFENSE



EXPERIENCE

6800

OTH 7000

6 NOBLE VAMPIRE

HP 6100



ATTACK

DEFENSE

EXPERIENCE

7100

OTH 11,000

7 ELITE ARTOLIAN SORCERER

HP 5800



ATTACK

NONE

DEFENSE

NONE

EXPERIENCE

6200

OTH 4000

8 REALMSTALKER (AUGUSTE LV45)

HP 8990



ATTACK



DEFENSE



EXPERIENCE

5900

OTH 8500

ITEM DROP

CHAIN OF THE BENEVOLENT

FAMILY FEUD

Before leaving the deployment screen, equip your characters with armor and equipment that defends against fire. Protect against poison and paralysis with the proper accoutrements, and change your spellcasters' attacks to Frigid Damsel.

CHAMBERS OF HORROR

Langrey's throne room is divided into several areas; each difficult to navigate, each occupied by a dangerous enemy. The first room features a Noble Vampire hovering over a pool of poisonous fluid. Any character stopping in the fluid without a Poison Check (or Omnicheck) equipped becomes poisoned until cured. Navigate to the left around the edge of the pool, even though the vampire gets to attack on its turn. Characters protected against poison can then move into the water around the vampire to form a siege and stake its heart.



The vampire floats over a pool of poison, moving to attack as you pass through its chamber.

DAMAGE HALL OF THE RED DRAGON

The second area features a Red Dragon mini-boss and two Soul of Tears. Any character stopping on the shimmering blue floor tiles takes damage at the end of his/her turn. Therefore, position the entire party on the brown tiles just inside the dragon's lair. The ghosts move in to attack, and you really have no choice but to stay on the tiles and take them head on, rather than in formation.



Allow the Soul of Tears enemies to approach and attack. Avoid stopping on the glowing tiles, or your characters suffer damage.

When the two ghosts are defeated, prepare to take on the red beast. Move everyone across the damaging tiles in one turn, with slow-moving characters using Dash to cross. Wylfred should use his Vali's Awakening skill to double his parameters and draw the dragon's attacks. Just be sure to heal him to full health with your next turn. Then, take the creature head on, formation or not. In all likelihood, the dragon survives your attack. He then gets to attack a character on your turn and his. Wylfred can survive the dragon's assault thanks to use of Vali's Awakening.



Assault the dragon upon reaching the platform. Regardless of whether or not you can arrange a formation, the monster requires two rounds to kill.

Part ONE
Stitches
Part TWO
Quills
Part THREE
Walkthrough
Part FOUR
Serpentine Gate
Part FIVE
Data



For your second attempt, carefully arrange a Grand Cross to ensure taking out the creature for certain. Scoring Sin on the dragon is difficult.

the monster, making this much easier. Spend several rounds waiting to recover AP before pressing on.

BLUE BIRD OF PREY

An Opinicus attacks in the next chamber. Its wind attacks are capable of paralyzing allies. However, one or more sorcerers capable of special attacks also reside here. Whatever toll the Opinicus inflicts on your characters, eliminate the sorcerers first.



The bird creature can be slain easily enough when alone, but not when sorcerers are helping it kill two or more of your characters per round.

THE MASTER'S CHAMBER

Wait extra rounds to recover AP before ascending the stairs. Approach the stairs from the side to reach the top in fewer moves. Take out the one sorcerer positioned at the top of the stairs along with any company he may have.



Sorcerers congregated at the bottom of Langrey's room have to be taken down quickly, or you must suffer their special attacks.

Prepare to take it down by carefully positioning your characters around it in Grand Cross formation. Even if this means positioning one character on a damaging tile, so be it. You must assault this monster with four special attacks in one turn just to have a slight chance of killing it. Hopefully, using Frigid Damsel freezes

Clearing the area helps the party survive the attack of the Spectral Knight, who descends upon the party as soon as they appear at the bottom of the throne chamber.



Form a siege of any type around the resilient Spectral Knight to ensure scoring Sin during the overkill.

THE SULLEN ONE

When approaching Langrey, head straight up the middle. Position one character near each stair. Langrey descends from his dais on one side or the other and attacks. Positioning most of your characters in the center makes surrounding him and executing a siege easier.



Avoid approaching the dais from one side. Whichever side you approach, Langrey descends the other side and attacks.

Langrey is an easier foe compared to the dragon, but the effort still requires four special attacks in a row to succeed. If he survives, he performs a special attack on your turn and his, taking out two characters. Revive them, reform the siege without healing, and knock him out for certain in the next round.



Langrey falls like a brick against a well-orchestrated siege.

STAGE 62: DUNGEON PATH

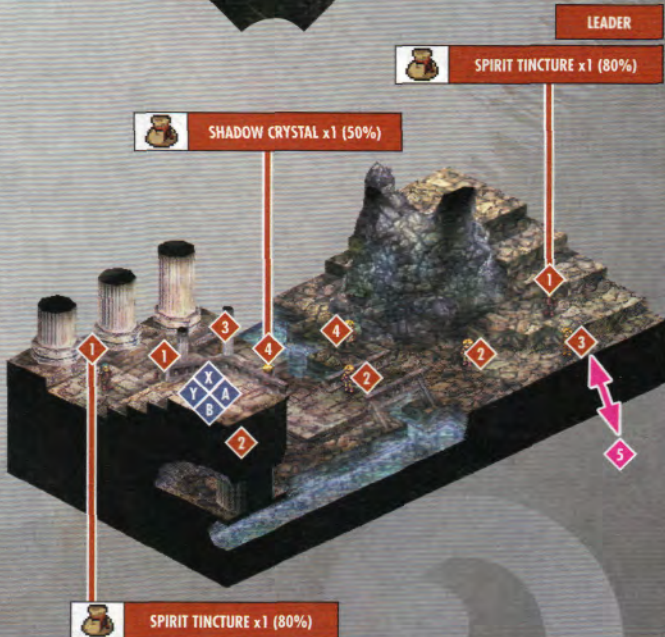
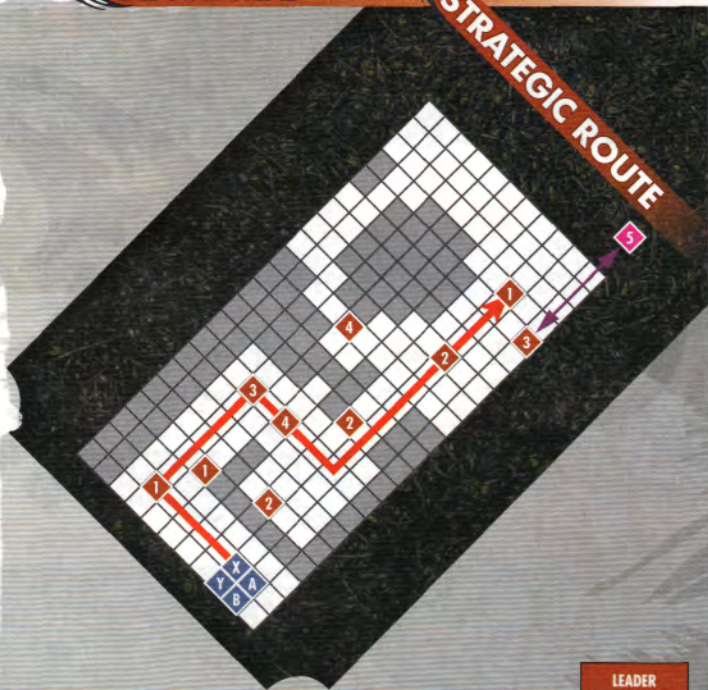
ENGAGEMENT DATA

Objective	Destroy all opposition.
Sin Sought	450

SPOILS OF SIN

RANK A (900+)	RANK B (899~675)	RANK C (674~450)
Osafune x1	Expert's Experience x2	Spirit Tincture x2
Imanotsurugi x1	Material Earring x1	Goddess Tincture x2
+Rank B & Rank C Items	+Rank C Items	—

STAGE MAP



1 ELITE VILNOREAN WARRIOR HP 6000

ATTACK NONE DEFENSE NONE EXPERIENCE 6300 OTH 3000

2 ELITE ARTOLIAN SWORDSWOMAN HP 6300

ATTACK NONE DEFENSE NONE EXPERIENCE 7300 OTH 3800

3 ELITE ARTOLIAN ARCHER HP 5980

ATTACK NONE DEFENSE NONE EXPERIENCE 6000 OTH 3300

4 ELITE ARTOLIAN SORCERER HP 5800

ATTACK NONE DEFENSE NONE EXPERIENCE 6200 OTH 4000

5 REALMSTALKER (REINHILDE LV45) HP 8271

ATTACK ⚡ DEFENSE ⚡ EXPERIENCE 7000 OTH 10,000

ITEM DROP CHAIN OF THE STEADFAST

STRAIGHT SHOT OUT

Not all the Artolians are informed of Langrey's imminent departure, leading to grave consequences. The party must fight their way out of the castle's subterranean dungeon ruins. This battle is as straightforward as it gets. Simply descend the stairs and cross the bridge, taking out all enemies in your path.



Block the end of the bridge, and annihilate approaching enemies. Continue forward only when one or two enemies remain.

Part ONE
Part TWO
Part THREE
Part FOUR
Part FIVE

ENEMY DATA

1	QUEENPIN	HP 4800					
ATTACK	NONE	DEFENSE	NONE	EXPERIENCE	5800	OTH	3600
2	ADEPT MERCENARY SORCERER	HP 4500					
ATTACK	NONE	DEFENSE		EXPERIENCE	5900	OTH	3200
3	ELITE ARTOLIAN LANCER	HP 4200					
ATTACK	NONE	DEFENSE	NONE	EXPERIENCE	5300	OTH	3100
4	ELITE ARTOLIAN SWORDSMAN	HP 3500					
ATTACK	NONE	DEFENSE	NONE	EXPERIENCE	5200	OTH	3150
5	ELITE ARTOLIAN ARCHERESS	HP 2800					
ATTACK	NONE	DEFENSE	NONE	EXPERIENCE	5550	OTH	2900

FORMAL SETTINGS

The party begins in Aidelrave. Purchase the best new equipment from the shop, ensuring that your main party members are all equipped with 3-hit weapons that allow special attacks. If you choose to adopt one of the new characters from the previous chapter into your main deployment, make sure to give them better equipment and teach them plenty of tactics and techniques. When finished preparing your main characters, choose the "Attend Castle" option on the Town menu.

Chancellor Cordius

Attend, combatants! By mandate of His Royal Highness Prince Langrey, henceforth shall the greatest warrior in all Artolia be crowned.



Langrey seeks to take the throne with Wylfred's aid.

PULL BACK AND REGROUP

On your first turn, move all your characters toward the bottom of the map and take out the archeress at position "5" as shown on the stage map on the left. Your top characters must use Dash in order to help out in her disposal.



Starting with Round 2, head to the left to obtain a hidden **Might Potion**, then fight your way up the side of the map toward the sorcerer positioned at number "2" on the map above. Exploit the sorcerer's weakness by casting Frigid Damsel spells against him. By the time he's finished off, the path to the Queenpin at position "1" should be clear. Engage her and complete the battle.



Part
Tactics
ONE

Part
Units
TWO

Part
Walkthrough
THREE

Part
Schematic Gate
FOUR

Part
Data
FIVE

STAGE 64: THE SYLVANGLADE

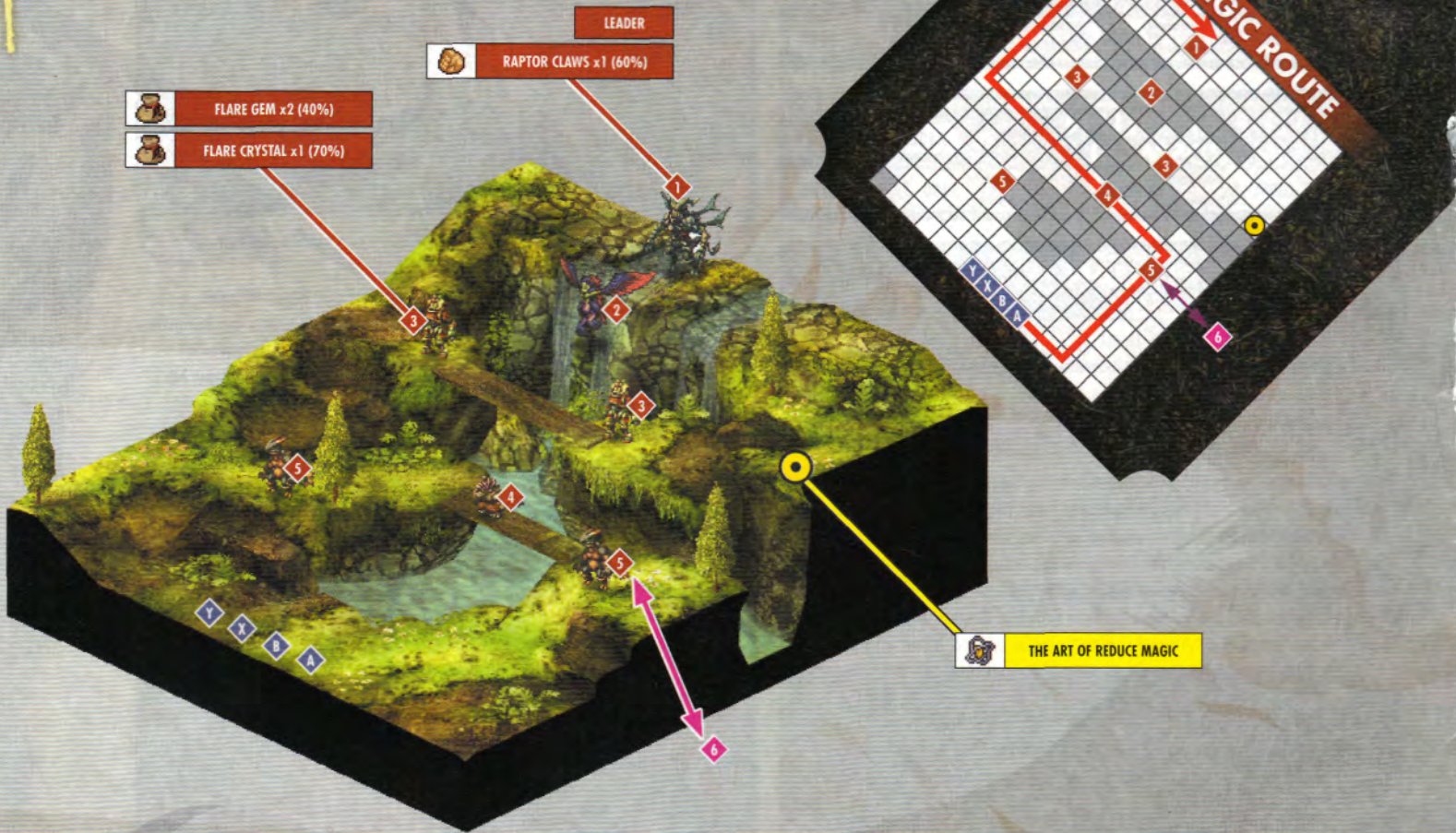
ENGAGEMENT DATA

Objective	Destroy all opposition.
Sin Sought	280

SPOILS OF SIN

RANK A (560+)	RANK B (559-420)	RANK C (419-280)
Valiant Helm x1	The Art of Crystal Call x1	Spirit Tincture x3
The Way of Aura Flux x1	Expert's Experience x2	Noble Elixir x2
+Rank B & Rank C Items	Power Bangle x1	—
—	+Rank C Items	—

STAGE MAP



ENEMY DATA

1 GREATER DAEMON HP 8420

ATTACK DEFENSE EXPERIENCE 6300 OTH 5000

3 SKELETAL SOLDIER HP 4600

ATTACK NONE DEFENSE NONE EXPERIENCE 5800 OTH 5500

5 KOBOLD KING HP 4300

ATTACK NONE DEFENSE EXPERIENCE 5800 OTH 4100

2 CELAENO HP 5500

ATTACK DEFENSE EXPERIENCE 6000 OTH 3800

4 LIZARD LORD HP 3900

ATTACK NONE DEFENSE NONE EXPERIENCE 5600 OTH 2500

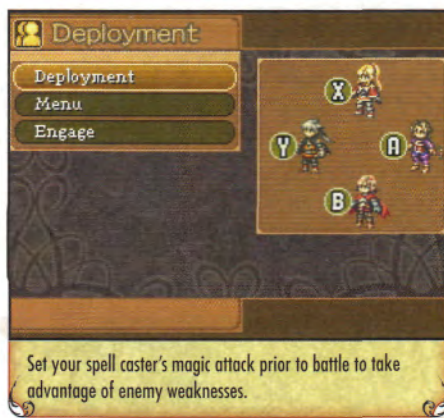
6 REALMSTALKER (DUWAIN LV41) HP 8230

ATTACK DEFENSE EXPERIENCE 7000 OTH 10,000

ITEM DROP CHAIN OF THE PENITENT

SET YOUR MAGIC TO HOLY

During deployment prior to the battle, make sure to set your spell-casters' attack to Sacred Javelin, to take advantage of the Greater Daemon's weakness.



BRIDGE BY BRIDGE



In the first round, move the party to the bottom right corner of the map (according to the default angle). Take out the Lizard Lords and Kobold King that approach in the first few rounds. This clears out the lower bridge.

Crossing the bridge draws the Celaeno into the battle. Let your archers and spell-casters stay behind to fend it off, while your melee units continue across the bridge and up the slope to the upper bridge, where it hovers. Then your team can attack together to take it out with overkill.



If you're interested in the hidden **Art of Reduce Magic** skill, cross the upper bridge to the right side of the map to acquire it. However, this adds several extra rounds to your battle. If you are not interested, proceed up the slope to engage the Greater Daemon. Upon reaching the leader, use Wylfred's Vali's Awakening skill to draw out the monster, and have other characters use Dash tactics to encircle it and attack from all sides.



Part
ONE
Tactics

Part
TWO
Units

Part
THREE
Walkthrough

Part
FOUR
Scriptic Gate

Part
FIVE
Data

STAGE 65: THE ARTOLIAN MOUNTAINS

SPOILS OF SIN

RANK A (600+)	RANK B (599~450)	RANK C (449~300)
Bronlavyn x1	The Way of Evanescence x1	Golden Egg x1
Ambrosia x2	The Way of Regeneration x1	Sacred Crystal x2
+Rank B & Rank C Items	+Rank C Items	—

ENGAGEMENT DATA

Objective	Destroy all opposition.
Sin Sought	300

STAGE MAP

STRATEGIC ROUTE

LEADER

MITHRIL CROWN x2 (20%)

MITHRIL CROWN x1 (60%)

THE WAY OF TRANSPOSITION x1 (100%)

THE ART OF GRAVE BLESSING

ENEMY DATA

<p>1 ELITE ARTOLIAN WARRIOR HP 6000</p> <p>ATTACK NONE DEFENSE NONE EXPERIENCE 6300 OTH 3000</p>	<p>2 ELITE ARTOLIAN ARCHER HP 5980</p> <p>ATTACK NONE DEFENSE NONE EXPERIENCE 6000 OTH 3300</p>
<p>3 ADEPT CRELL SWORDSWOMAN HP 5940</p> <p>ATTACK NONE DEFENSE EXPERIENCE 6100 OTH 3500</p>	<p>4 ADEPT CRELL LANCER HP 5340</p> <p>ATTACK NONE DEFENSE EXPERIENCE 6000 OTH 2900</p>
<p>5 ELITE ARTOLIAN SORCERESS HP 3600</p> <p>ATTACK NONE DEFENSE NONE EXPERIENCE 5800 OTH 3200</p>	<p>6 REALMSTALKER (LIESELOTTE LV45) HP 6879</p> <p>ATTACK DEFENSE EXPERIENCE 7000 OTH 10,000</p> <p>ITEM DROP CHAIN OF THE DEPRIVED</p>

ICY TREK

Return to Aidelrave and choose the "Attend Castle" option again to watch Langrey rally his troops. Afterward, exit Aidelrave and proceed to the new location on the World Map, "The Artolian Mountains." During deployment, change your spell-casters' attack to the Dark Savior spell to exploit the weakness of a majority of the enemies.



CUT THROUGH THE VALLEY

Like last time, going after the hidden item in the raised corner of the map should add several extra rounds to this battle. **The Art of Grave Blessing** is a commonly found skill in previous chapters. Although this guide shows a route that includes how to claim the item, you can ignore this and simply cut through the middle of the snowy valley, taking out all of the foes in shorter time.



Take out the elite sorceress close to the starting point in the first round. She's capable of special attacks, and can kill allies in a single turn. The rough terrain slows movement, so use Dash to place melee fighters beside her in their first turns.



Part ONE Tactics
Part TWO Units
Part THREE Walkthrough
Part FOUR Seraphic Gate
Part FIVE Data

STAGE 66: THE ARTOLIAN PASS

SPOILS OF SIN

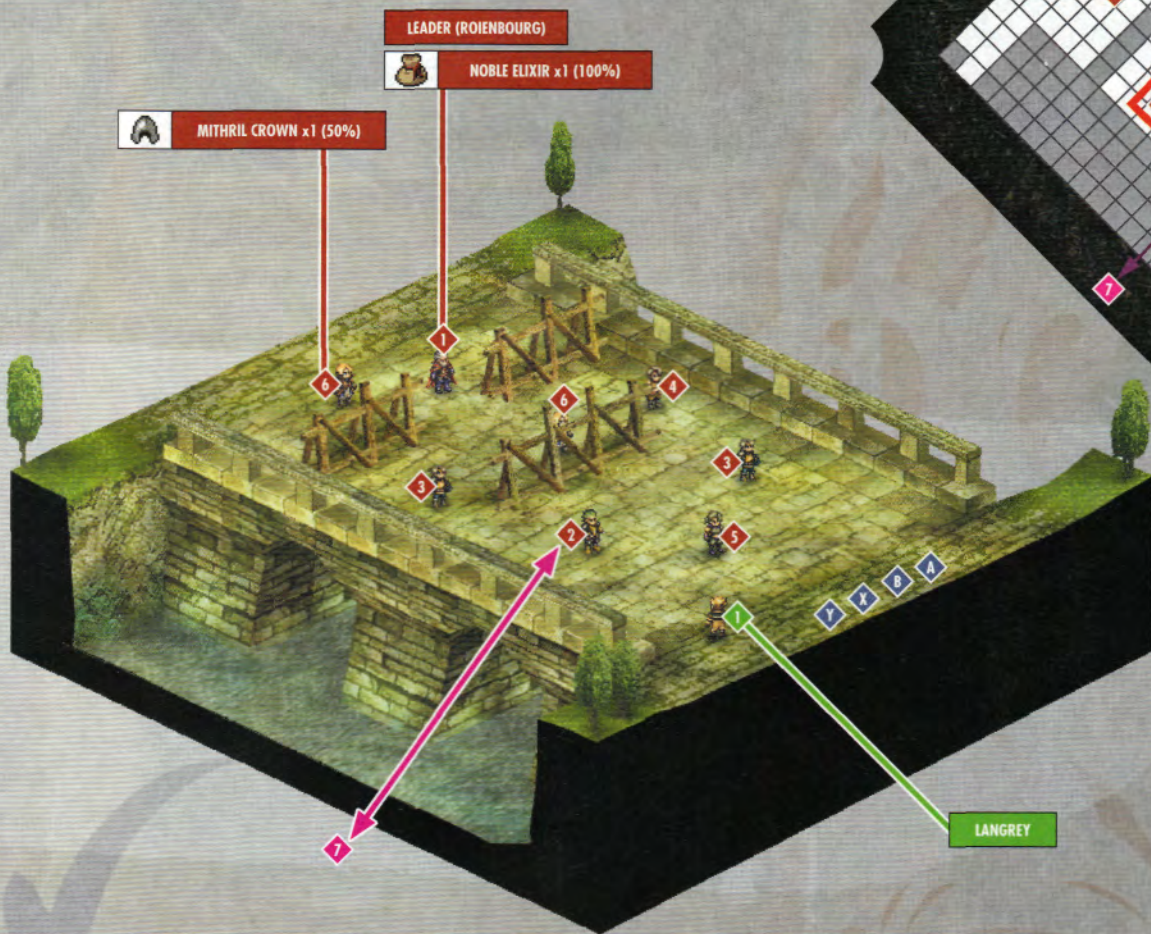
ENGAGEMENT DATA

Objective	Defeat Roienbourg.
Sin Sought	280

RANK A (560+)	RANK B (559~420)	RANK C (419~280)
Mirror Plate x1(*1)	The Art of Magic Mail x1	Omnichess x2
Starguards x1	The Art of Knockout Blow x1	Sage's Arcanum x2(*2)
+Rank B & Rank C Items	+Rank C Items	—

*1 Not given if Realmstalker appears.
 *2 Quantity increases to 4 if Realmstalker appears.

STAGE MAP



ENEMY DATA

1 ROIENBOURG HP 10,600

ATTACK NONE DEFENSE EXPERIENCE 7000 OTH 20,000

2 ELITE MERCENARY WARRIOR HP 6100

ATTACK NONE DEFENSE EXPERIENCE 5800 OTH 3500

3 ELITE MERCENARY SWORDSMAN HP 5800

ATTACK NONE DEFENSE EXPERIENCE 5700 OTH 3400

4 ELITE MERCENARY ARCHER HP 5500

ATTACK NONE DEFENSE EXPERIENCE 5500 OTH 3500

5 QUEENPIN HP 4800
 ATTACK NONE DEFENSE NONE EXPERIENCE 5800 OTH 3600

6 ADEPT MERCENARY SORCERER HP 4500
 ATTACK NONE DEFENSE EXPERIENCE 5900 OTH 3200

7 REALMSTALKER (USHIO LV43) HP 7415
 ATTACK DEFENSE EXPERIENCE 6600 OTH 11,000
 ITEM DROP CHAIN OF THE SWORN

THE OLD MAN'S LAST STAND

During deployment, change your spell-casters' attack to Frigid Damsel to give yourself an advantage in this battle. Advance up the field, defeating the minor enemies in your path. Stop outside the closest barricade in order to coax the enemies out of their positions at either side. After eliminating them, head around the barrier to take on Roienbourg and his sorcerers.



Take out as many of the closest soldiers as possible before the first enemy phase.



The forward barricade acts as a great buffer for your characters as well as the enemies.

Roienbourg may seem to demand immediate attention, what with his infinite number of spear attacks followed by a special attack every time. However, the key to defeating him is to focus on eliminating the sorcerers first. With the mages nearby, Roienbourg gets two or three attacks per enemy phase. When he's alone, he can only wipe out one character during the ally phase and one during the enemy phase. Use Union Plumes to bring fallen allies back, but don't worry about healing; Roienbourg just slays them again. Instead, surround Roienbourg in a Grand Cross formation and try to perform up to four special attacks in every character's turn. Use Frigid Damsel against him, since he's susceptible to freezing. If you can put him on ice, it's the biggest break you can get!



Roienbourg is susceptible to freezing, which could turn the tide in the battle.



Part ONE
 Tactics
 Part TWO
 Units
 Part THREE
 Walkthrough
 Part FOUR
 Scripted Gate
 Part FIVE
 Data

STAGE 67: CASTLE GATES

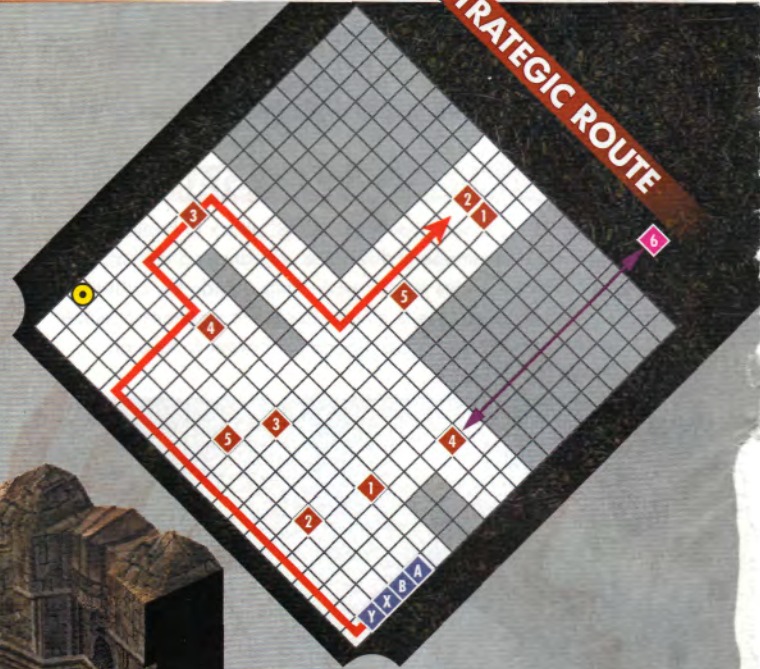
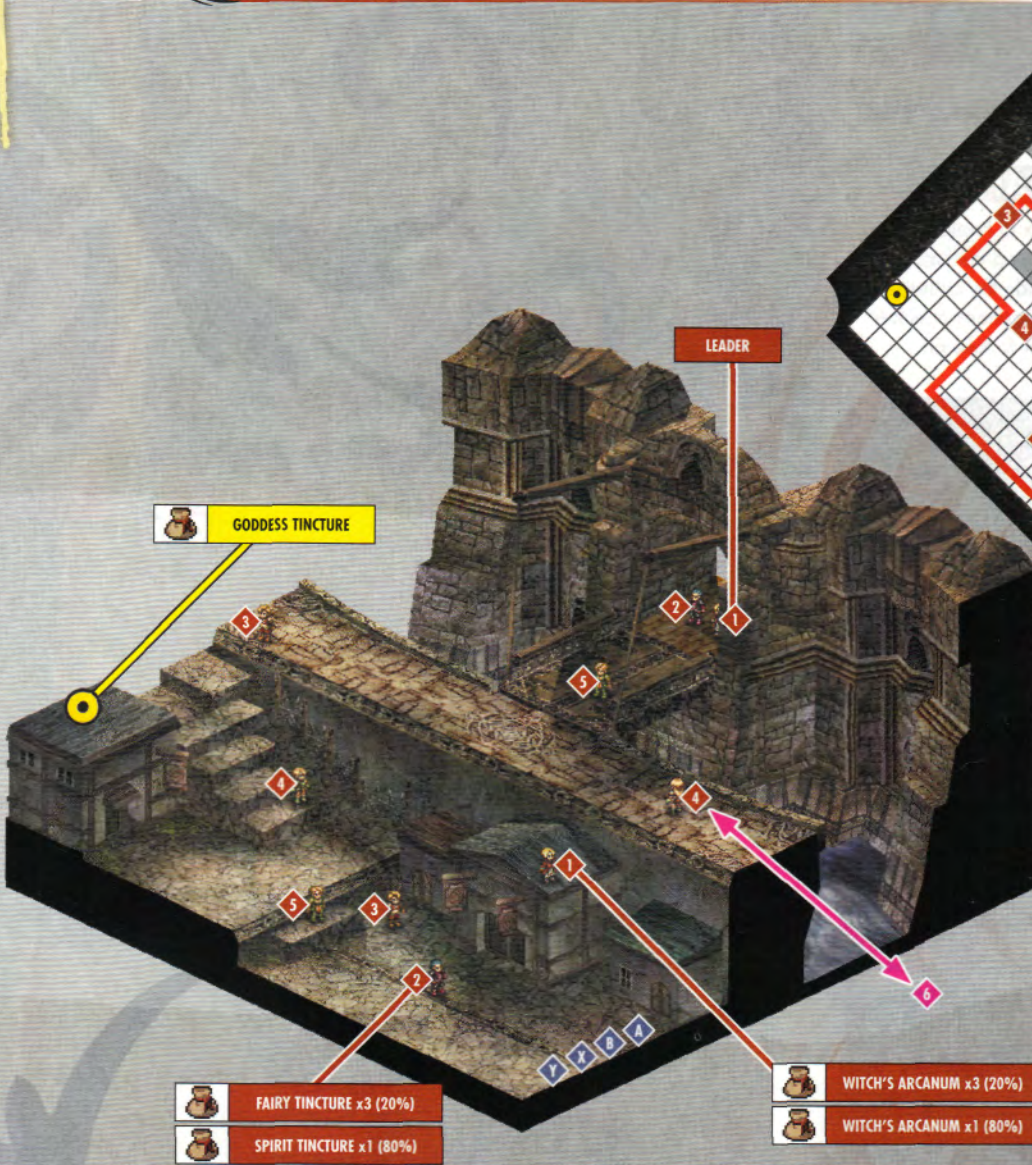
SPOILS OF SIN

RANK A (740+)	RANK B (739-555)	RANK C (554-370)
Empress Coronet x1	The Art of Counter Attack x1	Expert's Experience x2
Cloak of Britannia x1	The Way of Mana Surge x1	Ambrosia x1
+Rank B & Rank C Items	Ether Greaves x1	—
—	+Rank C Items	—

ENGAGEMENT DATA

Objective	Defeat the enemy leader.
Sin Sought	370

STAGE MAP



ENEMY DATA

1 ELITE ARTOLIAN SORCERER HP 5800

ATTACK NONE DEFENSE NONE EXPERIENCE 6200 OTH 4000

2 ELITE ARTOLIAN WARRIOR HP 6000

ATTACK NONE DEFENSE NONE EXPERIENCE 6300 OTH 3000

3 ELITE ARTOLIAN ARCHER HP 5980

ATTACK NONE DEFENSE NONE EXPERIENCE 6000 OTH 3300

4 ADEPT CRELL SWORDSWOMAN HP 5940

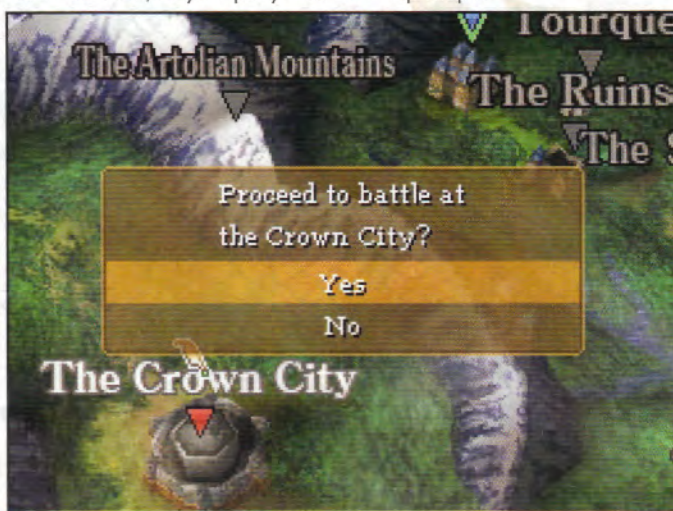
ATTACK NONE DEFENSE + DEFENSE EXPERIENCE 6100 OTH 3500

5 ADEPT CRELL LANCER HP 5340
 ATTACK NONE DEFENSE EXPERIENCE 6000 OTH 2900

6 REALMSTALKER (DARIUS LV45) HP 8174
 ATTACK DEFENSE EXPERIENCE 7000 OTH 10,000
 ITEM DROP CHAIN OF THE DUTIFUL

PREPARING FOR THE FINAL MARCH

The Crown City is your final destination on the World Map. Prior to entering the site, return to Aidelrave and stock up on plenty of Elixirs, Union Plumes, and Witch's Arcanums. Buy any skills or equipment that you may have been apprehensive about up until now. Set your spell-casters to attack with Dark Savior to exploit the majority of your enemies' weaknesses. The next three battles occur in sequence without a rest in between, so your party must be in top shape!



The Crown City is the capital seat of the Artolian empire.

PUT YOUR BACK AGAINST THE CORNER

In the first round, move your party to the bottom left corner of the map and allow the closest enemies to come forward. Be aware that enemies can climb down from the upper level using the rooftop where the



Avoid the rooftop where the sorcerer stands watch. He can attack from above and climb down to wreak havoc.

closest sorcerer is positioned, so avoid moving past that location. The sorcerer can cast spells from above without any retribution, making him extremely dangerous in combination with other Artolians during the opening rounds.

AVOID THE BUILDINGS

Giving the rooftop a wide berth, move along the left side of the map and up the stairs. Use Dash repeatedly to cross the long distance. Upon reaching the top, give your characters a few rounds to regain their AP. Collect the hidden **Goddess Tincture** on the upper left rooftop, then reform and move onto the upper level. Take the battle down the path and through the drawbridge, where the sorcerer leader awaits.



On the upper levels, move in a group and let the enemies come to you for easier individual disposal.

LET THE SIN ROLL IN

The amount of Sin sought in this battle is very high, so look for ways to surround enemies in Grand Cross formations during every round. Overkill these enemies with multiple special attacks for 100 Sin on every turn to ensure you achieve the required Sin before moving to attack the leader. Try like never before to achieve the A Rank in Sin for this battle, because the spoils are incredible!



STAGE 68: CASTLE COURTYARD

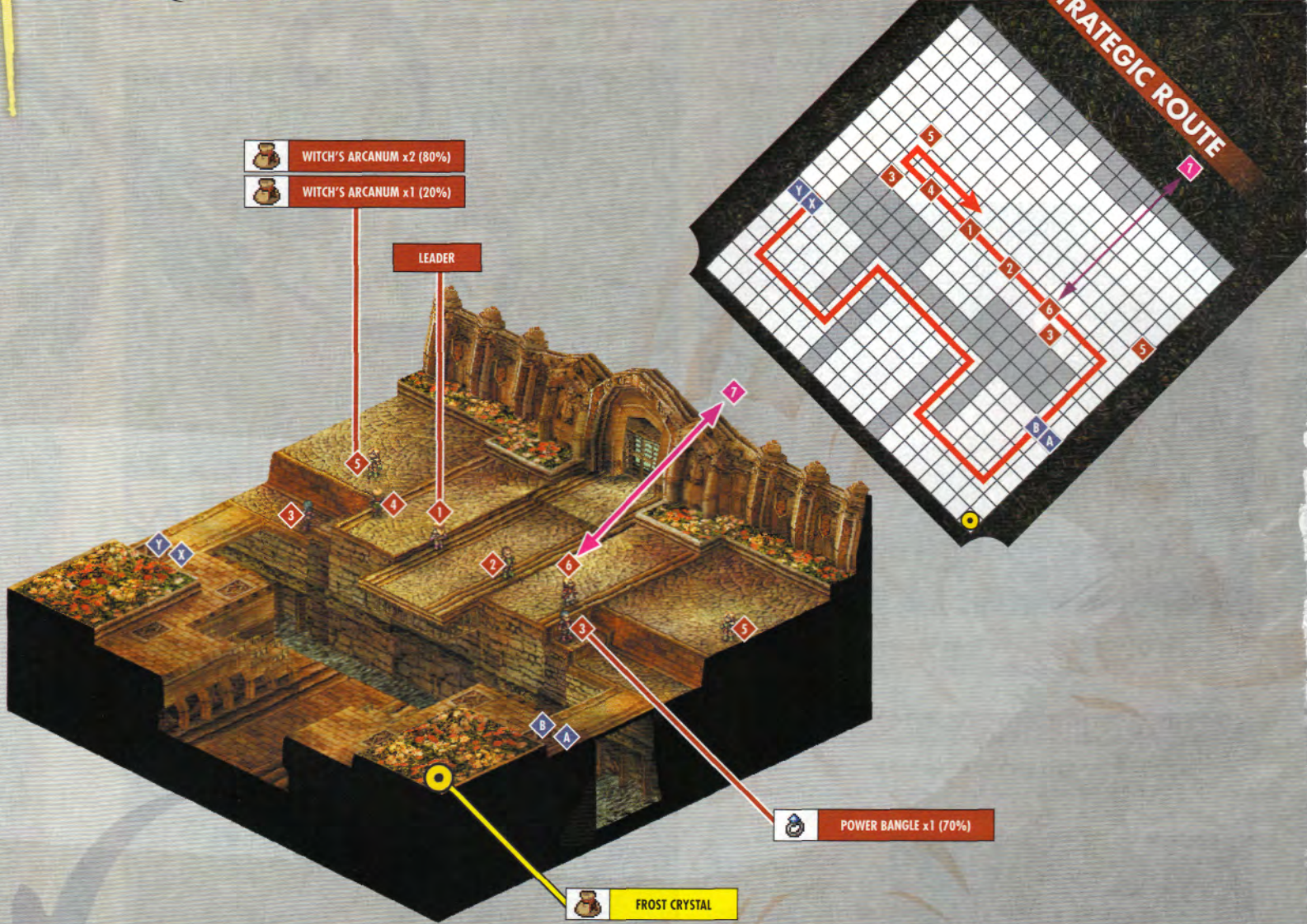
SPOILS OF SIN

ENGAGEMENT DATA

Objective	Defeat the enemy leader.
Sin Sought	300

RANK A (600+)	RANK B (599-450)	RANK C (449-300)
Helgi's Sword x1	Demon Hands x1	Caliburn x1
Basilisk's Gaze x1	The Art of Diminish Missile x1	Goddess Tincture x1
+Rank B & Rank C Items	+Rank C Items	—

STAGE MAP



ENEMY DATA

1 ELITE ARTOLIAN SWORDSWOMAN HP 6300

ATTACK NONE DEFENSE NONE EXPERIENCE 7300 OTH 3800

2 ELITE CRELL WARRIOR HP 6400

ATTACK NONE DEFENSE + EXPERIENCE 9000 OTH 4200

3 ELITE ARTOLIAN WARRIOR HP 6000

ATTACK NONE DEFENSE NONE EXPERIENCE 6300 OTH 3000

4 ELITE ARTOLIAN ARCHER HP 5980

ATTACK NONE DEFENSE NONE EXPERIENCE 6000 OTH 3300

5 ADEPT CRELL SWORDSWOMAN

HP 5940

ATTACK NONE DEFENSE EXPERIENCE 6100 OTH 3500

6 ELITE ARTOLIAN SORCERER

HP 5800

ATTACK NONE DEFENSE NONE EXPERIENCE 6200 OTH 4000

7 REALMSTALKER (LIESELOTTE LV45)

HP 6879

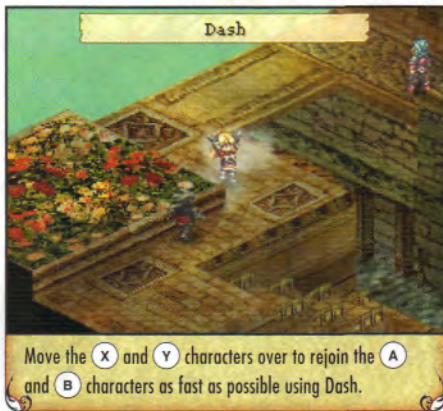
ATTACK DEFENSE EXPERIENCE 7000 OTH 10,000

ITEM DROP

CHAIN OF THE DEPRIVED

TOO WIDE A SEPARATION

The party begins spread apart in twos on opposite sides of the map. This is no sane way to approach any battle, so spend the first couple of rounds moving the (X) and (Y) slot characters to rejoin the (A) and (B) slot characters on the other side of the map. Meanwhile, move both characters on the right side away from the bridge, and collect the **Frost Crystal** hidden in the garden.



Move the (X) and (Y) characters over to rejoin the (A) and (B) characters as fast as possible using Dash.

Frost Crystal

Item discovered.

Meanwhile, pull back the A and B characters and locate the hidden **Frost Crystal** in the garden.

SNEAK UP BEHIND THE LEADER

Once the party is all together, the battle proper can begin. Move up the bridge and decimate the enemies in your way. Again, the Sin sought is very high, so look for ways to surround enemies in Grand Cross formations during every turn.



Put an archer on the high ground for ease in surrounding oncoming foes.

When approaching from this angle, the leader's back is turned and she remains unaware of the party's approach. If desired, you can follow the route illustrated above and sneak past her to attack the remaining enemies beyond her position. However, be warned that she will join in the fray, making subsequent enemy phases dangerous. If you want to avoid killing her until last, press Start to cancel during her attacks.



Move up on the leader gently, and she'll never get the chance to turn around!

Part
ONE
PracticesPart
TWO
PlansPart
THREE
WalkthroughPart
FOUR
Sraphic GatePart
FIVE
Data

STAGE 69: THRONE ROOM

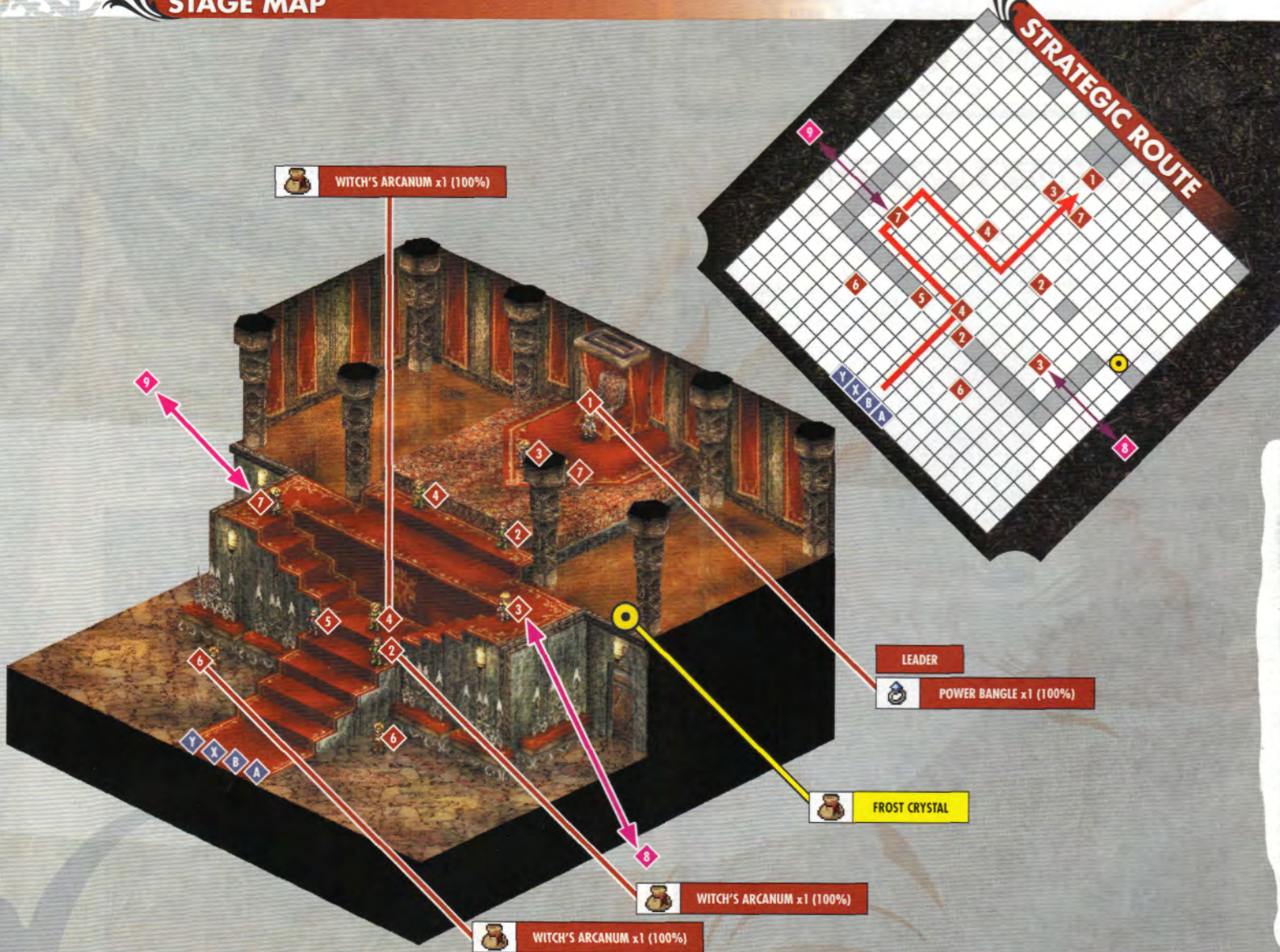
SPOILS OF SIN

RANK A (700+)	RANK B (699~525)	RANK C (524~350)
Arectaris x1	Imanotsurugi x1	Goddess Tincture x1
Blue Gale x1	Sylph Robe x1	Noble Elixir x1
Caduceus x1	+Rank C Items	—
+Rank B & Rank C Items	—	—

ENGAGEMENT DATA

Objective	Defeat Kristoff.
Sin Sought	350

STAGE MAP



ENEMY DATA

1 KRISTOFF HP 14,800

ATTACK NONE DEFENSE EXPERIENCE 52,000 OTH 23,000

2 ELITE CRELL WARRIOR HP 6400

ATTACK NONE DEFENSE EXPERIENCE 9000 OTH 4200

3 ELITE ARTOLIAN SWORDSWOMAN HP 6300

ATTACK NONE DEFENSE NONE EXPERIENCE 7300 OTH 3800

4 ELITE CRELL LANCER HP 6100

ATTACK NONE DEFENSE EXPERIENCE 9000 OTH 4100

5 ELITE ARTOLIAN WARRIOR HP 6000
 ATTACK NONE DEFENSE NONE EXPERIENCE 6300 OTH 3000

6 ELITE ARTOLIAN ARCHER HP 5980
 ATTACK NONE DEFENSE NONE EXPERIENCE 6000 OTH 3300

7 ELITE ARTOLIAN SORCERER HP 5800
 ATTACK NONE DEFENSE NONE EXPERIENCE 6200 OTH 4000

8 REALMSTALKER (USHIO LV43) HP 6045
 ATTACK DEFENSE EXPERIENCE 6600 OTH 11,000
 ITEM DROP CHAIN OF THE SWORN

9 REALMSTALKER (FAUXNEL LV45) HP 6879
 ATTACK DEFENSE EXPERIENCE 7000 OTH 10,000
 ITEM DROP CHAIN OF THE COVETOUS

STEPS IN STAGES

The best way to take the throne room stairs is in stages. Move the party to the side of the stairs in order to avoid the range of the archer on the opposite end. Vanquish the archer on one side, then move onto the stairs and begin taking out the other archer, as well as the guards blocking the landing.

Every enemy in this stage is difficult to overkill. Therefore, weaken each foe with a two or three character siege before bringing the entire group together for an overkill.

Above the landing, a swordswoman guards the right and a sorcerer blocks the left. Head for the sorcerer and take him out to make dealing with Kristoff easier. Use Dash to move characters up the stairs quickly. Your sorcerers and archers can attack from below while your melee fighters strike from the stair top.

Enlist multi-level attacks from the side and below to clear the area above the stairs.

THE CROWN PRINCE

Kristoff didn't become a slouch during his time on the throne. Capable of virtually infinite hits followed by a special attack every time, he can most certainly knock out one of your characters on each turn. Bring the slain unit back with a Union Plume, as opposed to magic. Be sure to take out the nearby sorcerer first, so Kristoff doesn't get more than one turn per enemy phase. Otherwise, the battle quickly slips out of your hands. Use Dash to put a character behind Kristoff, and utilize the Grand Cross formation on every turn.

First, take out the sorcerer near Kristoff to make this battle easier.

Kristoff needs to be surrounded on four sides in a Grand Cross siege. It's the only way to guarantee you can do four special attacks per turn and bring his HP down fast enough!

CHAPTER 6 ROUTE A

DRAMATIS PERSONAE



AILYTH

The loyal servant of Hel, Queen of Niflheim, Ailyth assumes the guise of a lady so as to move freely about Midgard. Her true form is in fact that of the ravenous demon-hound, Garm.



THE SAME OL'SHOP

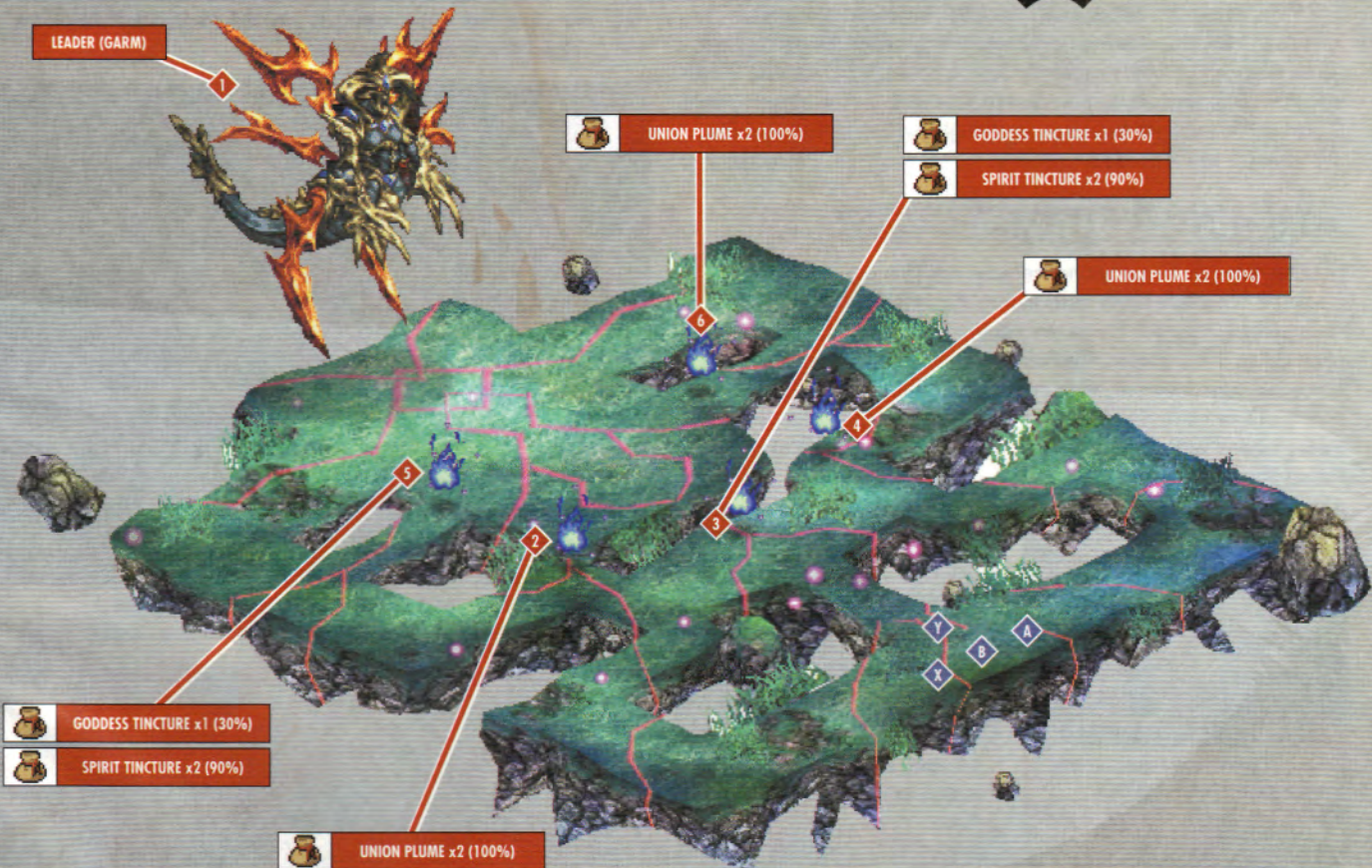
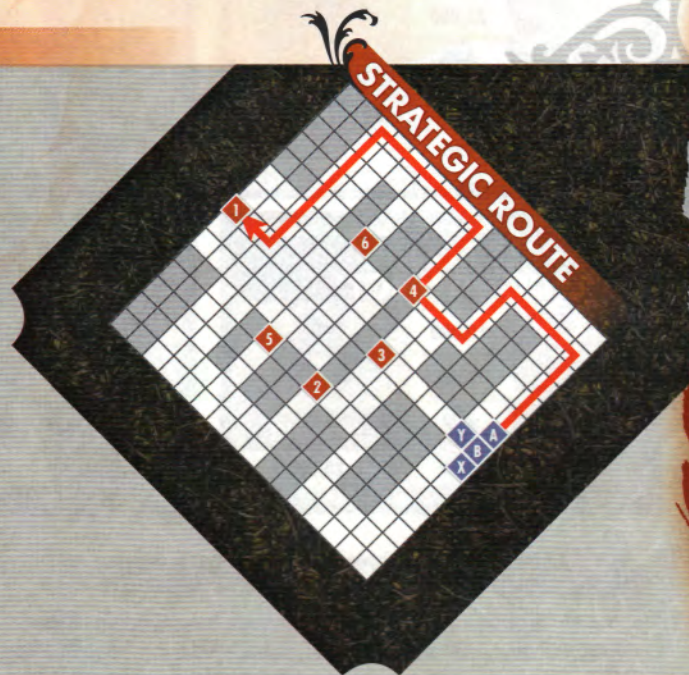
"Shop" is added to the deployment menu in Chapter 6, regardless of route. The inventory is the same as that of Chapter 5. Keep in mind (before deploying) that all items and skills from this game carry over into your next. Since the shop inventory won't be this good again until the next time you reach Chapter 5, stock extras of every codex, tactic, and technique you can afford. Also, purchase several dozen Union Plumes, Witch's Arcanums, and Elixirs to tide you over.

STAGE 70: THE DARK HORIZON

ENGAGEMENT DATA

Objective: Defeat Garm.

STAGE MAP



Part ONE Tactics
Part TWO Units
Part THREE Walkthrough
Part FOUR Scripted Gate
Part FIVE Data

ENEMY DATA

1 GARM


HP 75,800

ATTACK

DEFENSE

EXPERIENCE 100,000

OTH 100



2 PALE FLAME (FIRE)

HP 10,000

ATTACK NONE

DEFENSE

EXPERIENCE 20,000

OTH 100



3 PALE FLAME (ICE)


HP 10,000

ATTACK NONE

DEFENSE

EXPERIENCE 20,000

OTH 100



4 PALE FLAME (LIGHTNING)


HP 10,000

ATTACK NONE

DEFENSE

EXPERIENCE 20,000

OTH 100



5 PALE FLAME (EARTH)

HP 10,000

ATTACK NONE

DEFENSE

EXPERIENCE 20,000

OTH 100



6 PALE FLAME (DARK)

HP 10,000

ATTACK NONE

DEFENSE

EXPERIENCE 20,000

OTH 100



RESIST THE MAGIC

Prepare for this battle in the deployment screen by equipping all party members with Magic Mail (preferable), Reduce Magic (also preferable), and Resist Magic (if nothing else). The latter technique is available for sale in the shop, which is now an option added to the deployment menu. Diminish Missile is extremely useful against Garm as well. Ensure also that your spellcasters know Sacred Javelin, Sap Power, Sap Guard, Guard Reinforce, Spell Reinforce, and Might Reinforce. All tomes are available for sale if needed.

THE PALE FLAMES

Floating between the party and the massive Garm are five elemental creatures. Each Pale Flame casts magic of a different elemental type, so protect each of your characters against one element by equipping appropriate armor pieces. The Pale Flames can only move one to two spaces per turn. However, their attack range is four spaces, allowing them great range on the field. Each Pale Flame gets to attack three times and end with a special attack, maximizing the benefit of casting a Reflect Sorcery spell on an ally.



Therefore, the battle becomes a long struggle to wipe out the Pale Flames while attempting to reach Garm. Follow the route illustrated on the previous page quite exactly. This does not prevent all the Pale Flames from attacking the party, but at least they can't all attack at once. Help your allies survive by casting Guard Reinforce, Might Reinforce, and Spell Reinforce on them repeatedly.



GARM APPROACH

Again for emphasis, the route must be followed exactly. Move your cursor to Garm and press **A** to check its attack range. Garm can attack and kill a character standing in any space save for the row along the very edge. Avoid moving into the back portion of the stage until all Pale Flames are extinguished. When you do approach Garm, avoid stopping any characters within its range.



Position your characters outside Garm's attack range to keep them safe until you are prepared to charge.

Move the party up to the corner closest to Garm that is still outside its range. From there, three of your characters must be able to dash over to Garm. If AP is low, skip a turn or more until three of your characters have the 30 AP required. Then, move three characters over toward Garm, all dashing at the ends of their turns.



Move three—and ONLY three—characters over to attack Garm. Someone has to live to tell the tale!

The reason not to move all four is that this is not the true battle. The real condition to complete this stage is that your characters must attack Garm once, and one party member must survive. Therefore, leave one person out of Garm's attack range to ensure your game continues.



Garm's return attack is a warning to prepare carefully for the coming battle.

Anel

The Battle Maiden blessed me to stand with you, for old time's sake.



After your first stab at the creature, Anel returns to help continue the fight!

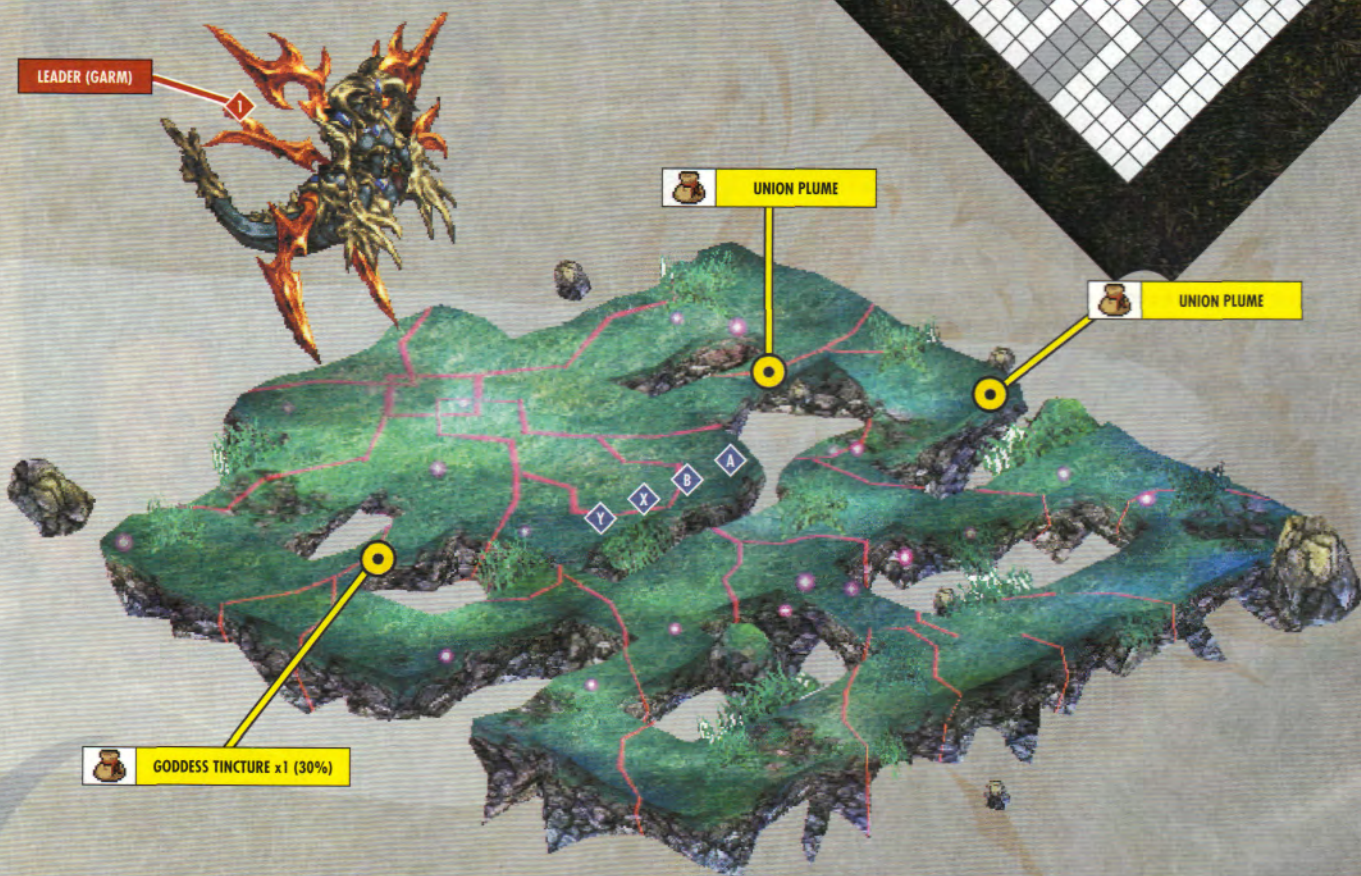
Part ONE Tactics
Part TWO Units
Part THREE Walkthrough
Part FOUR Scripted Gate
Part FIVE Data

STAGE 71: THE DARK HORIZON




ENGAGEMENT DATA

Objective Defeat Garm.

STAGE MAP



ENEMY DATA

1 GARM		
HP	75,800	
ATTACK		
DEFENSE		
OTH	100	EXPERIENCE
		100,000

FINAL PREPARATIONS

The battle against Garm requires a very specific strategy unlike any you've employed thus far. Carefully prepare your party in the deployment menu prior to engaging. Place Wylfred, Ancel, Lockswell, and Fauxnel in the party. If Fauxnel is below level 35, use Expert's Experience and Golden Eggs to whip him into shape. Teach him the Dash skill, as well as any combination of Diminish Missile, Magic Mail, Reduce Magic, and Resist Magic. Give him great equipment, and use a Sacred Javelin Codex on him. Make sure both of your sorcerers know Sap Guard, Sap Power, and Might Reinforce.

Skills
CP 25/43

Techniques		CP
1	Diminish Missile	10
2	Reduce Magic	15
3		
4		





Time to bolster Fauxnel as needed for the final battle.

ODD MAN OUT

As in the previous battle, leave one character outside of Garm's range so the game does not end after the boss's first attack. Cast Might Reinforce on both Wylfred and Ancel. The effect lasts five rounds, so there's no rush. Then, move Wylfred, Ancel, and Fauxnel down the field, without dashing. Garm attacks on its turn, severely damaging but not killing any characters.

Might Reinforce



Cast Might Reinforce on Wylfred and Ancel to ensure that enough damage is done during your first assault.

In the next round, move down-field again, and Dash at the end of each move. Place Wylfred and Ancel on either side of Garm, and Fauxnel directly in front to form a Trinity Fork siege. Attack the monster and use



special attacks. This assault should bring Garm's HP down by a third. This is ideal, since Garm is able to heal completely if its HP drops below half. Garm counters and attacks during its turn, wiping out all three characters.

Use your odd man out to revive all three characters. Recast Might Reinforce on them and skip at least one turn to allow AP to recharge. This time, move all four characters down the field without dashing. At the end of Fauxnel's and Lockswell's turns, cast Sap Guard and Sap Power on Garm. Now is the time for Wylfred to use Vali's Awakening. During the enemy phase, Garm attacks, but your characters should survive. In the next turn, move all four characters into a Trinity Fork formation, with Fauxnel and Lockswell stacked in front of the monster.

The Dark Horizon

Garm

HP 492167/75800

AP 87/100

EXP 0

ATK	964
MAG	1220
DEF	860
AND	322
RDM	270
RST	218



The Trinity Fork formation is essential to ensuring that you can take down two-thirds of Garm's health in one assault.

Attack with four consecutive Soul Crushes. This time, you must take Garm's HP from two-thirds to zero before the enemy phase. Between Sap Guard and the magic boosts to your characters, you should just be able to destroy Garm!



Overkill!

Garm is probably the reason you bought this strategy guide, so enjoy watching it die.

CHAPTER 6 ROUTE B

Follow this route if the Destiny Plume was used to sacrifice one ally during Chapter 5 Route A, or if coming from Chapter 5 Route B.

DRAMATIS PERSONAE



LENNETH

Valkyrie presiding over Midgard at present. Sent forth by Odin, the Battle Maiden scours the killing fields for fallen warrior souls upon whom to bestow eternal heavenly glory. The Chooser of the Slain is revered as a savior by some, reviled as a death goddess by others.



THYODOR

Betrayed by cowardice, Thyodor died bravely on the battlefield and was chosen einherjar by the valkyrie. Though honored, his family suffered great hardships in his absence. Having watched Wylfred's obsession with the valkyrie boil over, he cannot stand by and watch his son destroy himself. As einherjar, he must heed the Battle Maiden's call to arms.



STAGE 72: HOUSE OF THE FORSAKEN

ENGAGEMENT DATA

Objective Defeat the valkyrie.

STAGE MAP

The stage map shows a 3D isometric view of a stone ruin. A red path with numbered markers (1-6) indicates the strategic route. Yellow circles mark specific loot locations. Callouts provide details for these locations:

- 1:** LEADER (VALKYRIE)
- 2:** GODDESS TINCTURE x1 (30%)
- 3:** UNION PLUME x2 (100%)
- 4:** UNION PLUME
- 5:** UNION PLUME x2 (100%)
- 6:** GODDESS TINCTURE x1 (30%) and SPIRIT TINCTURE x2 (90%)
- 7:** SPIRIT TINCTURE
- 8:** UNION PLUME x2 (100%)

The strategic route grid is a diamond-shaped grid with a red path starting from the top-left and ending at the bottom-right. The path is marked with numbers 1 through 6. The grid also shows various loot icons and a blue area labeled 'Y X B A'.

ENEMY DATA

1 VALKYRIE

HP	60,000	
ATTACK		
DEFENSE		EXPERIENCE
OTH	200	

2 EINHERJAR WARRIOR

HP	9200	
ATTACK	NONE	
DEFENSE	NONE	EXPERIENCE
OTH	6300	

3 EINHERJAR LANCER

HP	9000	
ATTACK	NONE	
DEFENSE	NONE	EXPERIENCE
OTH	6500	

4	EINHERJAR SWORDSWOMAN	
HP	8800	
ATTACK	NONE	
DEFENSE	NONE	EXPERIENCE
OTH	6700	10,000

5	EINHERJAR ARCHER	
HP	8530	
ATTACK	NONE	
DEFENSE	NONE	EXPERIENCE
OTH	5000	10,000

6	EINHERJAR SORCERESS	
HP	8100	
ATTACK	NONE	
DEFENSE	NONE	EXPERIENCE
OTH	6150	10,000

SHIMMERING WINGS

Lenneth and her einherjar stand ready to repel Wylfred. Each of the einherjar is like a minor boss. The best strategy to defeat each on your way to the valkyrie is for every character to attack an einherjar individually on his/her move, until eventually the entire group attacks and eliminates it.



Position characters carefully around the tough einherjar, and take them down as you would a boss.

Unless you prefer to power up your characters with EXP gained from defeating the einherjar, move up the left side of the map and head toward the door near the valkyrie's position. As you kill the einherjar outside the ruins, she emerges and attacks. All you must do is attack her once as a group, and survive. The battle is interrupted by the arrival of an unexpected guest...



Position your characters outside the doorway of the ruins. The valkyrie emerges to attack, leaving her honor guard inside.




One assault on the valkyrie is all that's needed to press on.

Part ONE

Part TWO

Part THREE

Part FOUR

Part FIVE

CLEAR THE ROAD

Only a couple of sorceresses and archers stand between the party and Thyodor. Move to each einherjar, surround him/her with a formation, and start pummeling. When only one einherjar and Thyodor remain, stop in position and spend a few turns bolstering your party. Cast *Might Reinforce* on characters that don't hit as well, then skip another turn to allow your spellcaster's AP to recharge.



When ready, use an archer or spellcaster to attack the sorceress. This draws her toward the party, a few steps away from Thyodor. Move in and surround her on your turn. On Wylfred's turn, have him use *Vali's Awakening*. Take her out using four consecutive special attacks. She must die quickly, and magically bolstering your characters' ATK helps defeat her.



PATRICIDE

Thyodor moves in immediately afterward. Capable of 20-50 hits per attack plus a special attack, there is no doubt he will kill a character. The exception is Wylfred, if he used *Vali's Awakening*. Revive the dead character and cast *Might Reinforce* on the victim if possible. But don't waste time healing. To defeat Thyodor, it is mandatory that you surround him on all four sides in a *Grand Cross* formation to receive the necessary bonuses. Hit him with four special attacks.



Unfortunately, Thyodor doesn't go down even with *Might Reinforce* bolstering several characters. He kills a character at the end of your turn, and another during the enemy phase. Revive both characters and reform around him on all sides. Attack him again without healing to ensure that you get to attack him as a group twice more before the next enemy phase. This should ensure taking him down and finishing the game.



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Part Units TWO
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CHAPTER 6 ROUTE C

Follow this route if the Destiny Plume was used to sacrifice one or more allies during Chapter 5 Route B, or if coming from Chapter 5 Route C.

STAGE 74: HOUSE OF THE FORSAKEN

ENGAGEMENT DATA

Objective Defeat the valkyrie.

STAGE MAP



ENEMY DATA

1	VALKYRIE	HP 60,000
ATTACK	DEFENSE	EXPERIENCE 48,000 OTH 200

2	GWENDAL	HP 7724
ATTACK NONE	DEFENSE NONE	EXPERIENCE 8000 OTH 1000

3	MISCHKA	HP 7724					
ATTACK	NONE	DEFENSE	NONE	EXPERIENCE	8000	OTH	1000
5	AUGUSTE	HP 7398					
ATTACK	NONE	DEFENSE	NONE	EXPERIENCE	8000	OTH	1000
7	HEUGOE (S74)	HP 7030					
ATTACK	NONE	DEFENSE	NONE	EXPERIENCE	8000	OTH	1000
9	DARIUS (S74)	HP 6726					
ATTACK	NONE	DEFENSE	NONE	EXPERIENCE	8000	OTH	1000
11	USHIO	HP 6726					
ATTACK	NONE	DEFENSE	NONE	EXPERIENCE	8000	OTH	1000
13	CHERIPHA	HP 5983					
ATTACK	NONE	DEFENSE	NONE	EXPERIENCE	8000	OTH	1000
15	REINHILDE	HP 5983					
ATTACK	NONE	DEFENSE	NONE	EXPERIENCE	8000	OTH	1000
17	ROSEA	HP 5660					
ATTACK	NONE	DEFENSE	NONE	EXPERIENCE	8000	OTH	1000
19	FAUXNEL (S74)	HP 5660					
ATTACK	NONE	DEFENSE	NONE	EXPERIENCE	8000	OTH	1000

4	PHIONA	HP 7724					
ATTACK	NONE	DEFENSE	NONE	EXPERIENCE	8000	OTH	1000
6	EARNEST (S74)	HP 7030					
ATTACK	NONE	DEFENSE	NONE	EXPERIENCE	8000	OTH	1000
8	DUWAIN	HP 7030					
ATTACK	NONE	DEFENSE	NONE	EXPERIENCE	8000	OTH	1000
10	MIREILLE	HP 6726					
ATTACK	NONE	DEFENSE	NONE	EXPERIENCE	8000	OTH	1000
12	NATALIA (S74)	HP 6347					
ATTACK	NONE	DEFENSE	NONE	EXPERIENCE	8000	OTH	1000
14	VALMUR	HP 5983					
ATTACK	NONE	DEFENSE	NONE	EXPERIENCE	8000	OTH	1000
16	LOCKSWELL (S74)	HP 5660					
ATTACK	NONE	DEFENSE	NONE	EXPERIENCE	8000	OTH	1000
18	LIESELOTTE (S74)	HP 5660					
ATTACK	NONE	DEFENSE	NONE	EXPERIENCE	8000	OTH	1000

SAD REUNION



Taking out characters you've used the plume against is like rubbing salt on an old wound.

The valkyrie employs the two to four characters sacrificed to the Destiny Plume as einherjar bodyguards. Therefore, the degree of difficulty is set by your wanton use of the plume. If you managed to use the plume only twice, then the battle is very easy.

Simply head up the field to the ruins and enter. Surround the valkyrie and assault her in a siege formation. On her counter and her following turn, she hacks up two of your characters. Revive them with Union Plumes, move them back into position, and attack again without healing. Repeat until she is defeated.



Any additional enemies near the valkyrie can complicate the battle. Use a turn to take them out first, though it means suffering the valkyrie's wrath.



Lenneht's miraculous special attack takes out a character every chance she gets. Reform and take her down quickly!

ENDINGS AND SECOND PLAY

WARNING! GAME CLEAR SECRETS REVEALED!

Please take heed; this section contains spoiler material. Do not read any further until you have finished the game at least once.

THREE ENDINGS. NO WAIT, FOUR!

Valkyrie Profile: Covenant of the Plume has three main endings and one sub-ending. This section discusses the endings, as well as how viewing all three unlocks a bonus mode.

The sub-ending is available starting in Chapter 3. Simply use the Destiny Plume three times. The gods intervene to stop Wylfred's overuse of the plume, ending the game immediately. The developers refer to this as the "bad ending."

Ending A occurs when the party clears Chapter 6 Route A. This route requires the player to avoid using the plume (except on Ancel). The player must then defeat Garm, unquestionably the most difficult final boss. This ending is fairly impossible to achieve on your first play. It's best to clear the game by following Route B or Route C, or any combination of the two. Then, load your save game and play through Route A. The developers refer to this as the "best ending."

Ending B occurs when the party clears Chapter 6 Route B, and Ending C occurs when Chapter 6 Route C is cleared. Both these stages pit Wylfred against the valkyrie in the showdown he has sought all along, with mixed results.

ONCE MORE, WITH FEELING

When playing the game a second time, try following a different route. The story changes based on Wylfred's actions and associations with other characters. Further insights into the royal squabbling are detailed, and the player gets a whole new perspective—and outcome—regarding the events that unfold. Furthermore, the playable characters change in each route, adding variety to the replay.


SECOND PLAY

Upon clearing Chapter 6, the player gets to view the ending associated with the route taken. After the credits roll, additional scenes may occur. The game then asks if you would like to save. Accept, and load this save to play the entire game over again starting at the Prologue. The characters start at their base levels as before. However, all skills, magic, and items (except the Angel Slayer) carry over into the new game.

Thus, during Wylfred's first turn when replaying the Prologue, you can use the "Change arms." command to equip Wylfred with his best sword from your previous game, thereby allowing him to cut through enemies like butter. Equip him with the best armor available before STAGE02, making him nigh invulnerable to most of the early enemies. As new characters join the party, equip them with your better items to help blaze through the game.

UNLOCKING SERAPHIC GATE

"Seraphic Gate" is a bonus game wherein the player can deploy any character and fight through nineteen stages of randomly determined enemies. Complete the game three times and view all three main endings to unlock Seraphic Gate. The title screen changes to the black version, and Seraphic Gate is added to the options. More on Seraphic Gate is detailed in the next chapter.



Wylfred
Ancel? What are you doing here?
What in blazes is going on?

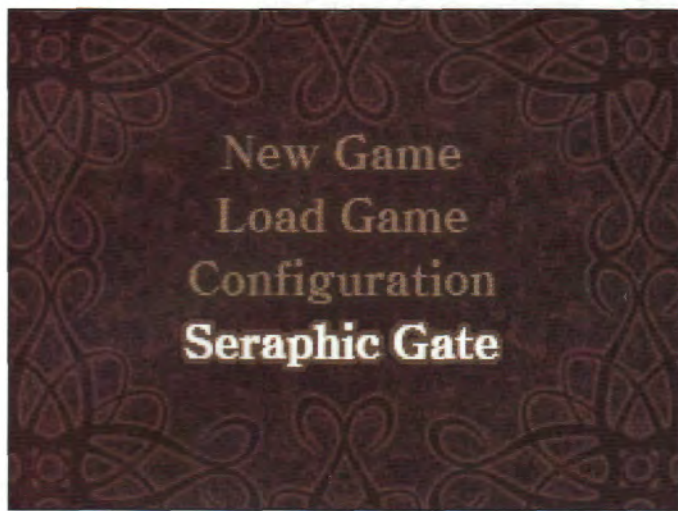
You never know who may show up in Seraphic Gate...

Part Four: Seraphic Gate

The Seraphic Gate is a cyclical challenge mode unlocked by completing the three versions of Chapter 6 and viewing all three main endings. Whether the player achieved this feat with a single game save or three does not matter. When

the title screen permanently changes from white to black, this indicates that Seraphic Gate mode is available. Choose the "Seraphic Gate" option on the start menu to begin a game.

Furthermore, the entire series of stages can be played ten times with new enemies each time, for a total of 190 stages. That's quite a few more than the main scenario! An entire series of Seraphic Gate stages is called a "Lap".



Seraphic Gate is an entire game unto itself. A Seraphic Gate save is a completely different game than the main scenario. Therefore, take care not to overwrite a main scenario save that you may later wish to load and continue playing.



In Seraphic Gate, all characters from the main scenario are already in the party from the start, providing plenty of deployment options. A fully-stocked shop is available from the outset in the Deployment screen. The Seraphic Gate is divided into ten levels with nine connecting stairway areas between, for a total of 19 stages.



At first, Seraphic Gate may seem surprisingly easy. However, the difficulty rises sharply past the middle of the first Lap. For this reason, it is recommended that you choose a party of four characters to use in every battle, develop them until level 6F, then choose the option on the deployment screen to restart Lap I from the beginning. This should give a steadily improving party the advantage needed to press onward.

Seraphic Gate features a bizarre and humorous story line. Much of the dialog is the developer's direct commentary on the game and the series. Characters from other *Valkyrie Profile* and *Star Ocean* games appear as bosses. Many of these characters join the party after they are defeated in battle.



In subsequent Tiers, these characters leave the party and challenge the heroes to another fight. The following table lists the Seraphic Gate bonus characters and the stages where they fight the party as bosses before joining:

SERAPHIC GATE RECRUITS	
STAGE	CHARACTER
SG03-01	Kristoff
SG05-01	Langrey
SG07-01	Roienbourg
SG09-01	Ailyth
SG11-01	Leneth
SG13-01	Hrist
SG15-01	Arngrim
SG17-01	Freja

SG01 TIER I (1F)



SG01-01

THE WAY OF DASHING x1 (100%)

UNION PLUME x2 (100%)

WARRIOR'S ARCANUM x1 (50%)

WARRIOR'S ARCANUM x2 (50%)

ENEMY LIST	
1	Gabriel Celeste
2	Dire Wolf

SG01-03

AMBROSIA x1 (50%)

UNION PLUME x1 (50%)

POISON CRYSTAL x1 (50%)

ENEMY LIST	
1	Gabriel Depressed
2	Noble Vampire

THE WAY OF EVANESCENCE x1 (50%)

SG01-02

FROST CRYSTAL

ICE TALISMAN x1 (70%)

SWORD OF SYLVANS x1 (70%)

APOTHECARY'S ARCANUM x2 (30%)

THE ART OF COUNTER ATTACK x1 (30%)

UNION PLUME x2 (70%)

ENEMY LIST	
1	Gabriel Possessed
2	Living Armor

DARK SAVIOR CODEX

SG01-04

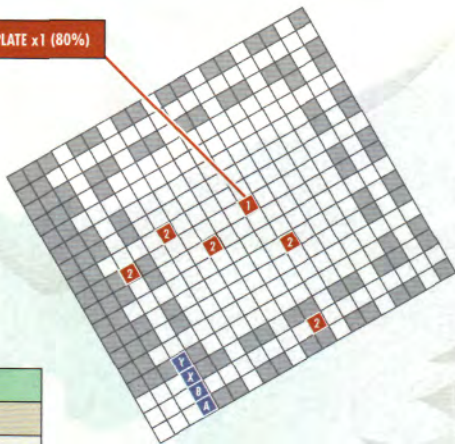
EARTH TALISMAN

SAFETY BOOTS x1 (50%)

ENEMY LIST	
1	Gabriel Suppressed
2	Aesir Annihilator

SG01-05

ICICLE PLATE x1 (80%)



ENEMY LIST

- | | |
|---|----------------------|
| 1 | Gabriel Underdressed |
| 2 | Poltergeist |

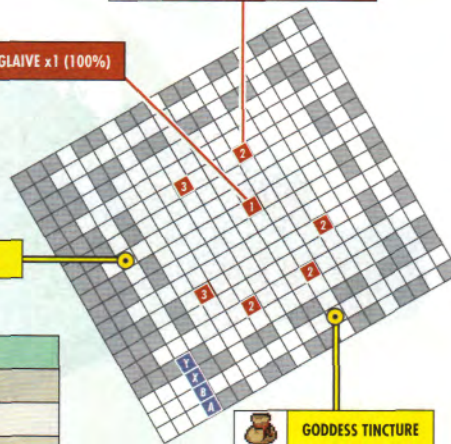
SG01-08

SACRED CRYSTAL x1 (50%)

NEFARIOUS GLAIVE x1 (100%)

UNION PLUME

GODDESS TINCTURE

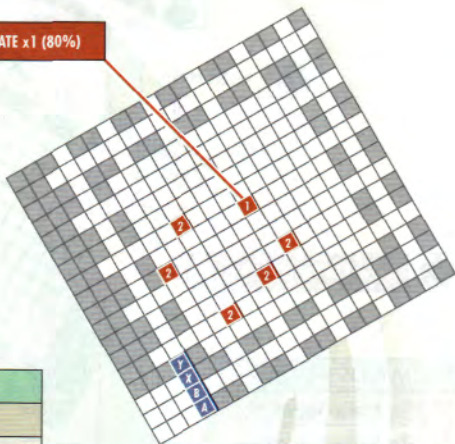


ENEMY LIST

- | | |
|---|---------------------|
| 1 | Gabriel Headdressed |
| 2 | Burnt-out Dragon |
| 3 | Balberith |

SG01-06

MIRROR PLATE x1 (80%)

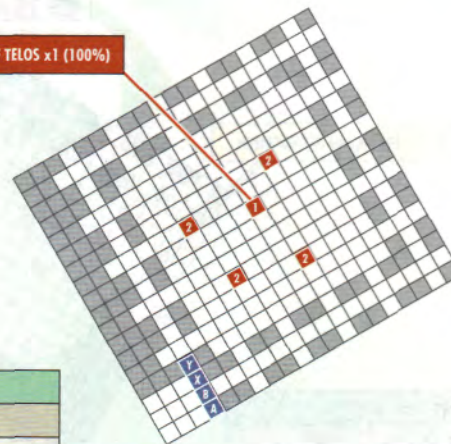


ENEMY LIST

- | | |
|---|-----------------------|
| 1 | Gabriel Obsessed |
| 2 | Kobold — Breaking Out |

SG01-09

HOLY WAND OF TELOS x1 (100%)



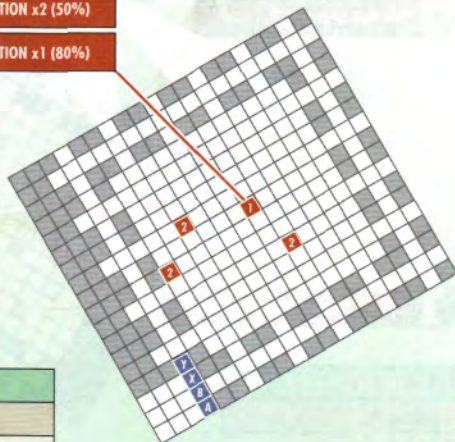
ENEMY LIST

- | | |
|---|-------------------|
| 1 | Gabriel Digressed |
| 2 | Aesir Annihilator |

SG01-07

NETAR POTION x2 (50%)

NETAR POTION x1 (80%)



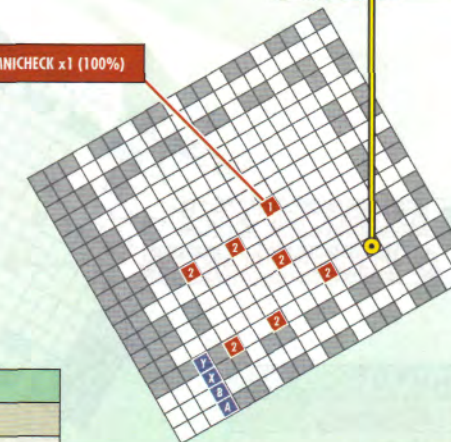
ENEMY LIST

- | | |
|---|-------------------|
| 1 | Gabriel Confessed |
| 2 | Unit 02 |

SG01-10

OMNICHECK x1 (100%)

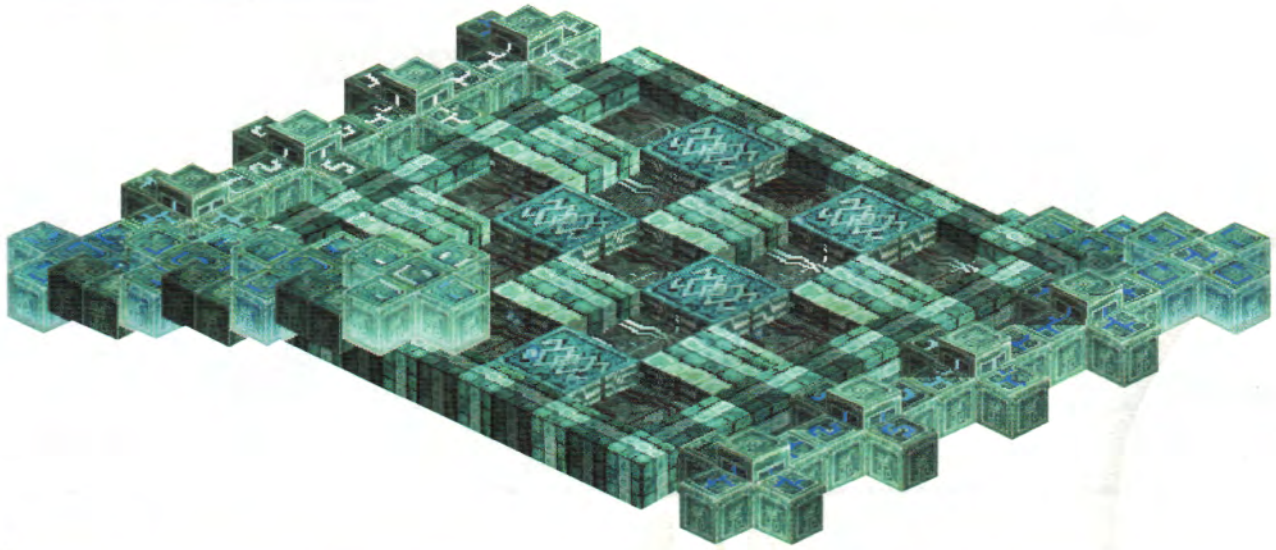
EARTH TALISMAN



ENEMY LIST

- | | |
|---|-----------------------|
| 1 | Gabriel Regressed |
| 2 | Iron Golem — Ultimate |

SG02 SERAPHIC BALLROOM (1F — 2F STAIRWAY)



SG02-01

NECTAR POTION x1 (50%)

THE WAY OF PROVOCATION

ENEMY LIST

1	Kobold
2	Dire Wolf

SG02-03

ELIXIR x1 (70%)

NECTAR POTION

THE ART OF VIRTUOSITY x1 (20%)

STORM CRYSTAL x1 (50%)

ENEMY LIST

1	Elite Artolian Sorcerer
2	Elite Artolian Swordsman
3	Kingpin

SG02-02

GUARD POTION

THE ART OF MEDITATION x1 (100%)

THE ART OF KILLER INSTINCT x1 (70%)

ENEMY LIST

1	Elder Vampire
2	Elder Bat

SG02-04

THE WAY OF DASHING x1 (80%)

THE WAY OF CONSECRATION x1 (80%)

THE WAY OF PROVOCATION x1 (80%)

POISON CRYSTAL

ENEMY LIST

1	Mandrake
2	Kobold — First Encounter

SG02-05

SAGE'S ARCANUM x1 (50%)

MIGHT POTION

THE ART OF BODY OF STEEL x1 (80%)

THE WAY OF DASHING x1 (80%)

ENEMY LIST	
1	Einherjar Warrior (Seraphic Gate)
2	Aesir Punisher
3	Aesir Executioner

SG02-08

STORM CRYSTAL x1 (50%)

ENEMY LIST	
1	Vagrant Swordsman
2	Vagrant Rogue

SG02-06

THE ART OF SURVIVAL x1 (80%)

THE ART OF VIRTUOSITY x1 (80%)

POISON CRYSTAL

ENEMY LIST	
1	Silverskin Fish
2	Dire Collie

SG02-09

ETHER GLOVES x1 (100%)

BLOODY KNUCKLES x1 (100%)

ENEMY LIST	
1	Frolicking Florist
2	Kobold — Reunited

SG02-07

THE ART OF MEDITATION x1 (80%)

THE ART OF RAZOR'S EDGE x1 (80%)

ENEMY LIST	
1	Tomato Juice Accepted
2	Hog-nosed Bat

SG02-10

THE WAY OF ENCIRCLEMENT x1 (5%)

ENEMY LIST	
1	Soul Aflame
2	Vagrant Brigand
3	Vagrant Rogue

SG03 TIER II (2F)



SG03-01

THE ART OF FIRST AID x1 (100%)
 LOTUS WAND
 MIGHT POTION x1 (50%)

ENEMY LIST

1	Kristoff (Seraphic Gate)
2	Novice Artolian Swordsman
3	Dire Wolf

SG03-03

SAGE'S ARCANUM x1 (80%)
 THE WAY OF REJUVENATION x1 (60%)
 THE ART OF SURVIVAL x1 (70%)

ENEMY LIST

1	Kristoff (Seraphic Gate)
2	Elite Crell Lancer
3	Elite Artolian Sorcerer

SG03-02

BEAST BLUDGEON x1 (50%)
 DRAGON SLAYER x1 (40%)
 THE WAY OF STALKING x1 (70%)

ENEMY LIST

1	Kristoff (Seraphic Gate)
2	Elite Artolian Sorceress
3	Adept Artolian Swordsman

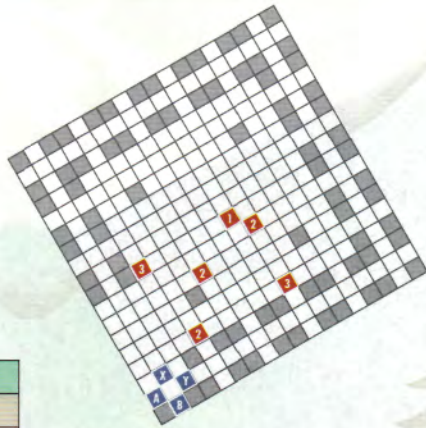
SG03-04

SAGE'S ARCANUM x1 (50%)
 POWER BANGLE x1 (50%)

ENEMY LIST

1	Kristoff (Seraphic Gate)
2	Vagrant Warrior
3	Vagrant Swordsman
4	Vagrant Archer

SG03-05



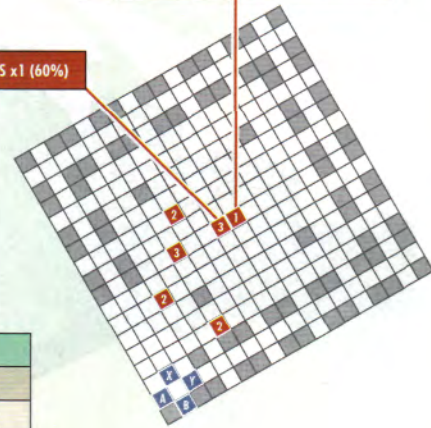
ENEMY LIST

- | | |
|---|------------------------------|
| 1 | Kristoff (Seraphic Gate) |
| 2 | Dire Beagle |
| 3 | Vagrant Sorceress (Laps 4-9) |

SG03-08

MASK OF THE DEAD KING x1 (100%)

MAGIC BOOTS x1 (60%)

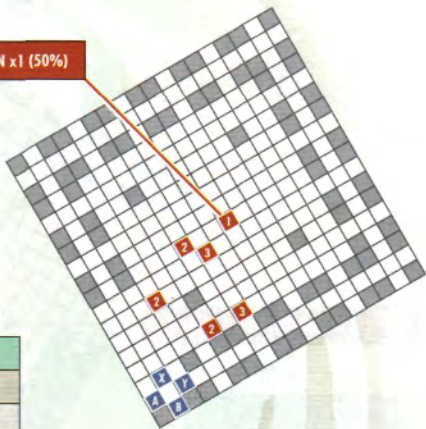


ENEMY LIST

- | | |
|---|--------------------------|
| 1 | Kristoff (Seraphic Gate) |
| 2 | Vagrant Lancer |
| 3 | Vagrant Sorcerer (Lap 8) |

SG03-06

GUARD POTIN x1 (50%)



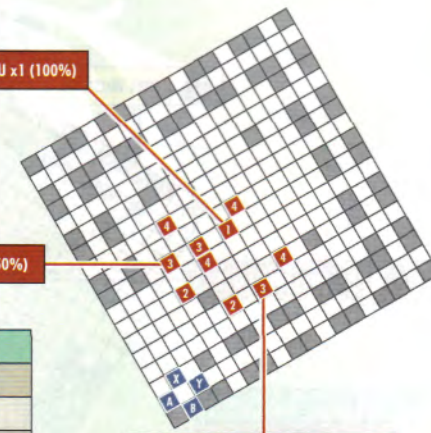
ENEMY LIST

- | | |
|---|------------------------------|
| 1 | Kristoff (Seraphic Gate) |
| 2 | Vagrant Lancer |
| 3 | Vagrant Sorceress (Laps 4-9) |

SG03-09

KOTETSU x1 (100%)

GODDESS TINCTURE x1 (50%)



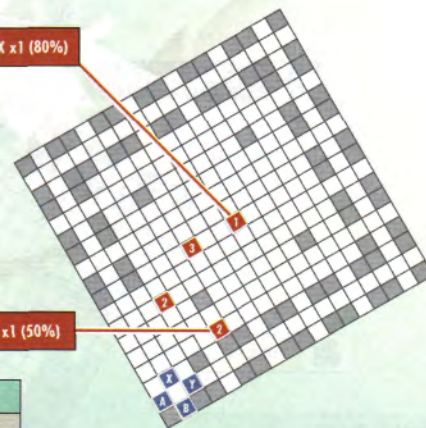
ENEMY LIST

- | | |
|---|--------------------------|
| 1 | Kristoff (Seraphic Gate) |
| 2 | Vagrant Warrior |
| 3 | Vagrant Swordsman |
| 4 | Vagrant Archer |

GODDESS TINCTURE x1 (50%)

SG03-07

DARK SAVIOR CODEX x1 (80%)



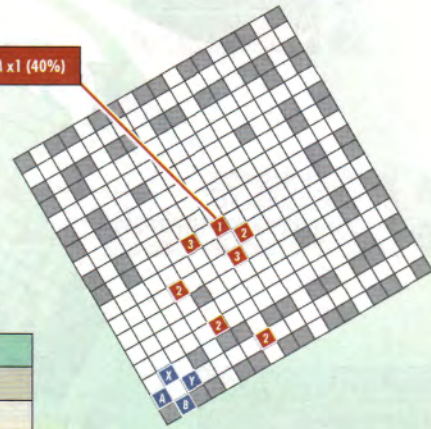
SAGE'S ARCANUM x1 (50%)

ENEMY LIST

- | | |
|---|------------------------------|
| 1 | Kristoff (Seraphic Gate) |
| 2 | Vagrant Swordsman |
| 3 | Vagrant Sorceress (Laps 4-9) |

SG03-10

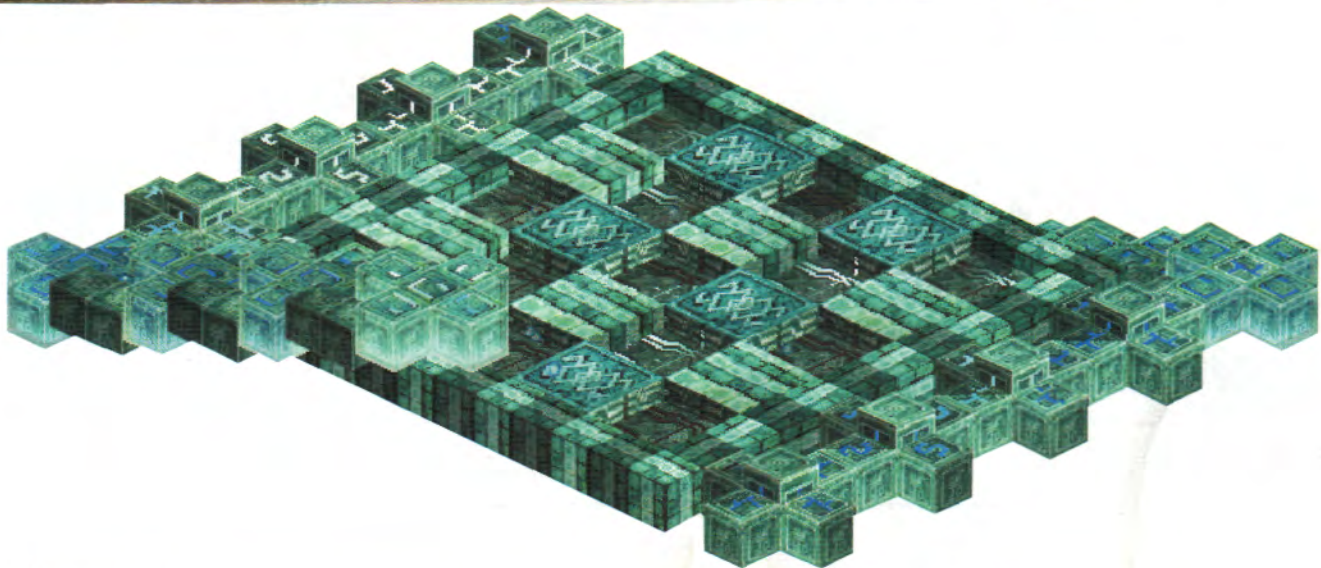
SAGE'S ARCANUM x1 (40%)



ENEMY LIST

- | | |
|---|--------------------------|
| 1 | Kristoff (Seraphic Gate) |
| 2 | Vagrant Warrior |
| 3 | Vagrant Archeress |

SG04 SERAPHIC BALLROOM (2F — 3F STAIRWAY)



SG04-01

FLARE CRYSTAL x1 (50%)

FIRE TALISMAN

UNION PLUME x1 (80%)

WARRIOR'S ARCANUM x1 (80%)

ENEMY LIST	
1	Novice Artolian Sorceress
2	Novice Artolian Archeress
3	Novice Artolian Swordsman

SG04-03

SACRED CRYSTAL

THE ART OF FLEET FEET x1 (60%)

THE ART OF SHIELD WALL x1 (60%)

ENEMY LIST	
1	Opinicus
2	Lizard Knight

SG04-02

FLARE CRYSTAL x2 (50%)

FLARE CRYSTAL x1 (30%)

MAGIC BANGLE x1 (80%)

THE WAY OF TRANSPOSITION x1 (100%)

MIGHT POTION

ENEMY LIST	
1	Red Dragon
2	Daemon

SG04-04

THE ART OF DEFIANCE x1 (80%)

MAGIC BANGLE x1 (80%)

ETHER GREAVES

THE ART OF VIRTUOSITY x1 (80%)

ENEMY LIST	
1	Ectoplasm
2	Lizard Seven

SG04-05

THE ART OF KILLER INSTINCT x1 (80%)

THE ART OF REDUCE MAGIC x1 (80%)

NECTAR POTION

THE WAY OF PROVOCATION x1 (80%)

ENEMY LIST	
1	Accepting Blood Donors
2	Kobold — A Love Story

SG04-08

UNION PLUME

ETHER GREAVES x1 (100%)

SAGE'S ARCANUM x1 (50%)

ENEMY LIST	
1	Griffin Executive Manager
2	Lizardman Leo

SG04-06

THE ART OF RESIST MAGIC x1 (80%)

THE ART OF CAUTION x1 (80%)

ENEMY LIST	
1	Vagrant Sorceress (Laps 4-9)
2	Vagrant Swordsman
3	Vagrant Archeress

SG04-09

ETHER GREAVES x1 (100%)

ENEMY LIST	
1	Wraith
2	Lizardman Tiger

SG04-07

THE WAY OF REGENERATION x1 (80%)

NECTAR POTION

THE ART OF FIRST AID x1 (80%)

ENEMY LIST	
1	Burnt Dragon
2	Apparition

SG04-10

THE WAY OF REJUVENATION x1 (5%)

ENEMY LIST	
1	Vagrant Archeress
2	Griffin CEO
3	Dire Rottweiler

Part ONE
Part TWO
Part THREE
Part FOUR
Part FIVE

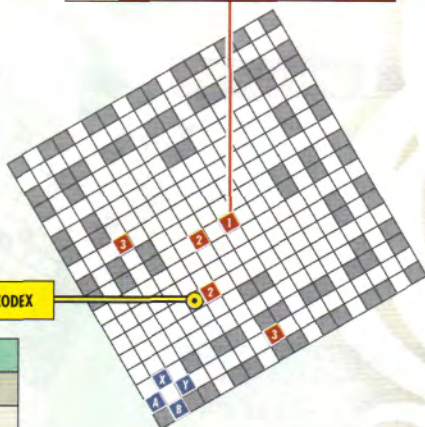
Seraphic Gate

SG05 TIER III (3F)



SG05-01

THE ART OF ENLIGHTENMENT x1 (100%)



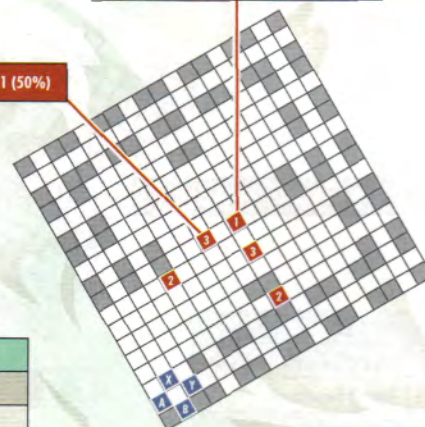
SACRED JAVELIN CODEX

ENEMY LIST	
1	Langrey (Seraphic Gate)
2	Novice Artolian Warrior
3	Novice Artolian Sorceress

SG05-03

THE ART OF GOLD RUSH x1 (70%)

MAGIC BANGLE x1 (50%)

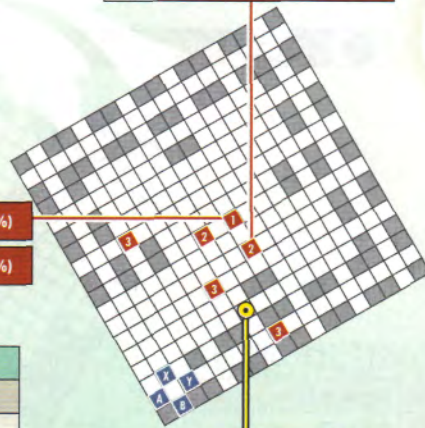


ENEMY LIST	
1	Langrey (Seraphic Gate)
2	Elite Villnoean Lancer
3	Elite Artolian Sorcerer

SG05-02

THE ART OF TRAINING x1 (70%)

SHADOW CRYSTAL x1 (80%)
 SHADOW CRYSTAL x2 (50%)



GRAND STING

ENEMY LIST	
1	Langrey (Seraphic Gate)
2	Adept Villnoean Lancer
3	Elite Artolian Archers

SG05-04

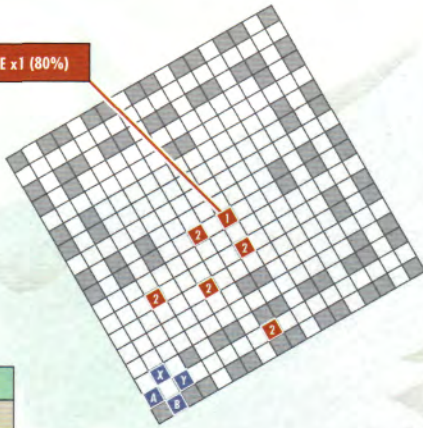
EXPERT'S EXPERIENCE x1 (50%)



ENEMY LIST	
1	Langrey (Seraphic Gate)
2	Prototype

SG05-05

WAND OF APOCALYPSE x1 (80%)

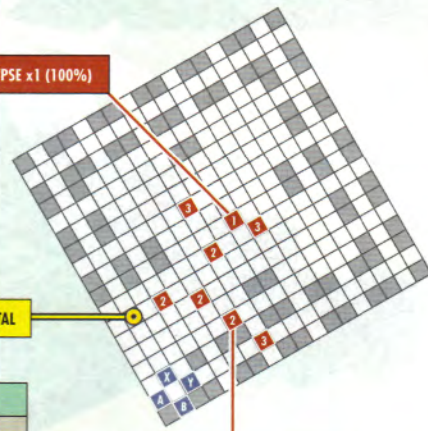


ENEMY LIST

1	Langrey (Seraphic Gate)
2	Vagrant Sorceress (Laps 4-9)

SG05-08

WAND OF APOCALYPSE x1 (100%)



SACRED CRYSTAL

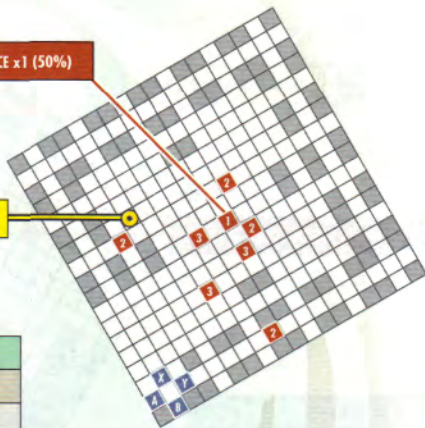
ENEMY LIST

1	Langrey (Seraphic Gate)
2	Vagrant Lancer
3	Vagrant Sorcerer (Lap 8)

STAR GUARDS x1 (100%)

SG05-06

EXPERT'S EXPERIENCE x1 (50%)



EARTH TALISMAN

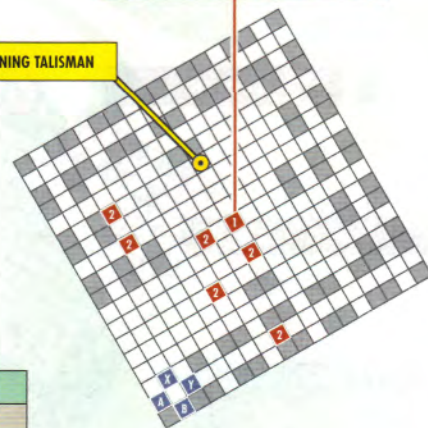
ENEMY LIST

1	Langrey (Seraphic Gate)
2	Vagrant Warrior
3	Vagrant Sorcerer

SG05-09

EXPERT'S EXPERIENCE x1 (50%)

LIGHTNING TALISMAN



ENEMY LIST

1	Langrey (Seraphic Gate)
2	Unit 04

SG05-07

SHADOW CRYSTAL x2 (50%)

SHADOW CRYSTAL x1 (80%)



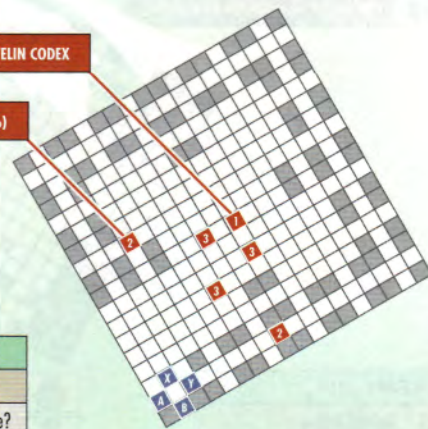
ENEMY LIST

1	Langrey (Seraphic Gate)
2	Vagrant Lancer
3	Vagrant Archeress
4	Vagrant Sorceress (Laps 4-9)

SG05-10

SACRED JAVELIN CODEX

MAGIC BOOTS x1 (5%)



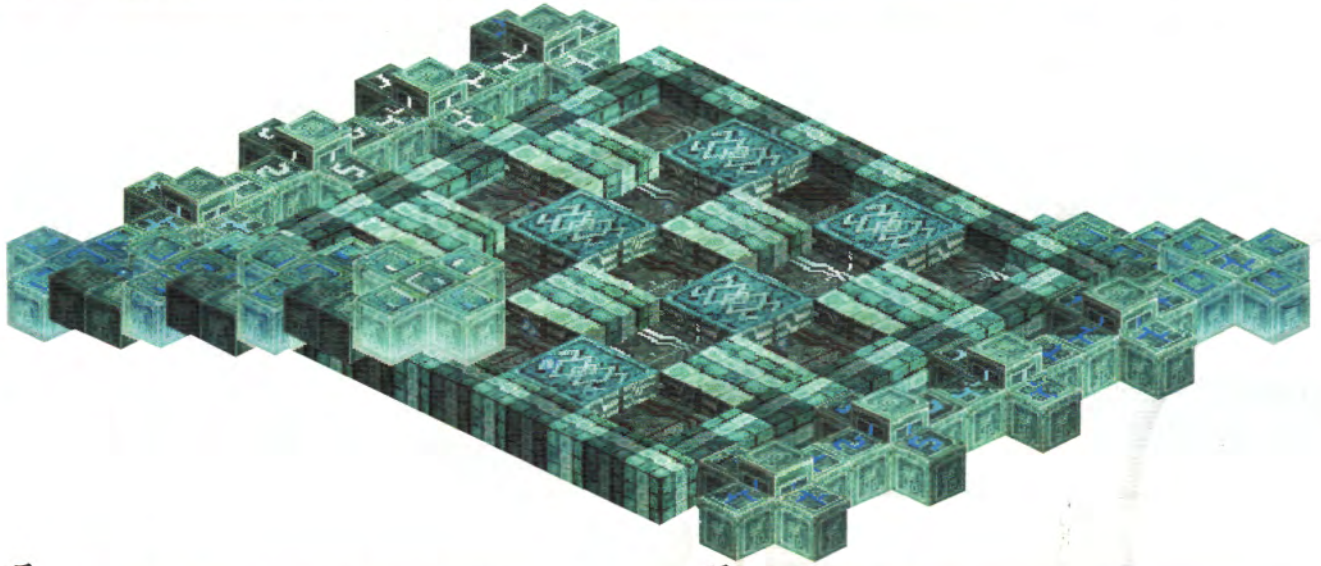
ENEMY LIST

1	Langrey (Seraphic Gate)
2	Invoker of the Glacial Blade?
3	Bloodmaster




Part ONE
Part TWO
Part THREE
Part FOUR
Part FIVE

Seraphic Gate

SG06 SERAPHIC BALLROOM (3F — 4F STAIRWAY)





SG06-01

 **THE ART OF BODY STEEL x1 (50%)**
 **STORM CRYSTAL x1 (50%)**
 **THE ART OF VIRTUOSITY**




ENEMY LIST	
1	Ghoul
2	Skullfish
3	Giant Bat

SG06-03

 **THE ART OF RAZOR'S EDGE**
 **DARK SAVIOR CODEX x1 (30%)**
 **THE ART OF VIRTUOSITY**





ENEMY LIST	
1	Spectral Knight
2	Soul of Tears

SG06-02

 **THE ART OF GRAVE BLESSING x1 (80%)**
 **FAIRY TINCTURE x1 (30%)**
 **APOTHECARY'S ARCANUM x1 (70%)**

ENEMY LIST	
1	Skeletal Soldier
2	Carrion Wolf

SG06-04

 **THE ART OF ENLIGHTENMENT x1 (80%)**
 **GUARD POTION**
 **THE WAY OF DASHING x1 (80%)**
 **MASK OF THE DEAD KING x1 (50%)**

ENEMY LIST	
1	Anemic Vampire
2	Dire Cat

SG06-05

THE ART OF RAZOR'S EDGE x1 (80%)

MIGHT POTION x1 (50%)

THE ART OF FIRST AID x1 (80%)

ENEMY LIST	
1	Vagrant Rogue
2	Harpyia
3	Alraune

SG06-08

STAR GUARDS x1 (50%)

ETHER GLOVES x1 (100%)

ENEMY LIST	
1	Unit 03
2	Specter

SG06-06

THE WAY OF ENCIRCLEMENT x1 (80%)

THE ART OF MEDITATION x1 (80%)

ENEMY LIST	
1	Carreau
2	Silverskin Fish
3	Mouse-tailed Bat

SG06-09

STAR GUARDS x1 (100%)

UNION PLUME

ENEMY LIST	
1	Beelzebub
2	Grade C Fish
3	Ghost Bat

SG06-07

THE ART OF FLEET FEET x1 (80%)

GUARD POTION

THE ART OF COUNTER ATTACK x1 (80%)

ENEMY LIST	
1	Grade D Fish
2	Dire Poodle

SG06-10

THE WAY OF CONSECRATION x1 (5%)

THE ART OF GOLD RUSH x1 (5%)

ENEMY LIST	
1	Draggin'
2	Kobold — Now and Forever

SG07 TIER IV (4F)



SG07-01

DARK SAVIOR CODEX x1 (80%)

GUARD POTION x1 (50%)

THE ART OF FISTS OF IRON x1 (100%)

ENEMY LIST	
1	Roienbourg (Seraphic Gate)
2	Novice Mercenary Sorceress
3	Novice Mercenary Archer

SG07-03

THE ART OF KILLER INSTINCT

EXPERT'S EXPERIENCE x1 (80%)

SAGE'S ARCANUM x1 (30%)

ENEMY LIST	
1	Roienbourg (Seraphic Gate)
2	Elite Mercenary Swordsman
3	Elite Mercenary Sorcerer

SG07-02

SPEAR OF LUGH

THE ART OF DEFIANCE

ENEMY LIST	
1	Roienbourg (Seraphic Gate)
2	Adept Mercenary Sorcerer
3	Elite Mercenary Lancer

SG07-04

FIRE TALISMAN

AMBROSIA x1 (80%)

ENEMY LIST	
1	Roienbourg (Seraphic Gate)
2	Vagrant Brigand
3	Vagrant Sorceress (Laps 4-9)

SG07-05

SPELL POTION

EXPERT'S EXPERIENCE x1 (50%)

GUARD POTION x1 (50%)

ENEMY LIST	
1	Roienbourg (Seraphic Gate)
2	Vagrant Lancer
3	Vagrant Archeress

SG07-08

MAGIC POTION x1 (50%)

DINOSAUR RAGE x1 (100%)

ENEMY LIST	
1	Roienbourg (Seraphic Gate)
2	Vagrant Lancer
3	Vagrant Swordsman
4	Vagrant Sorcerer (Eighth Lap)

SG07-06

GUARD POTION

EXPERT'S EXPERIENCE x1 (50%)

ENEMY LIST	
1	Roienbourg (Seraphic Gate)
2	Vagrant Brigand
3	Vagrant Swordsman
4	Vagrant Sorceress (Laps 4-9)

SG07-09

DINOSAUR RAGE x1 (100%)

ENEMY LIST	
1	Roienbourg (Seraphic Gate)
2	Vagrant Archer
3	Vagrant Sorceress (Laps 4-9)

SG07-07

SERAPHIC GARLAND

NOBLE ELIXIR x1 (50%)

ENEMY LIST	
1	Roienbourg (Seraphic Gate)
2	Vagrant Warrior
3	Vagrant Sorcerer (Seventh Lap)
4	Vagrant Archeress

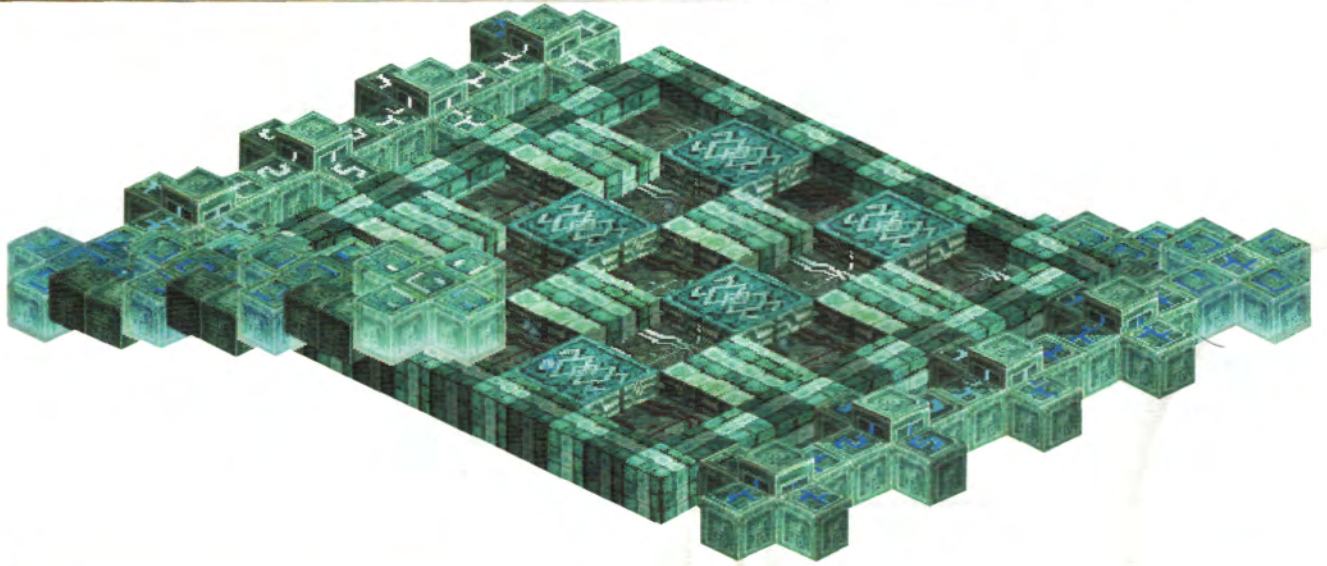
SG07-10

DARK SAVIOR x1 (5%)

NEFARIOUS GLAIVE x1 (40%)

ENEMY LIST	
1	Roienbourg (Seraphic Gate)
2	Vagrant Swordswoman
3	Vagrant Archeress
4	Vagrant Sorceress (Tenth Lap)

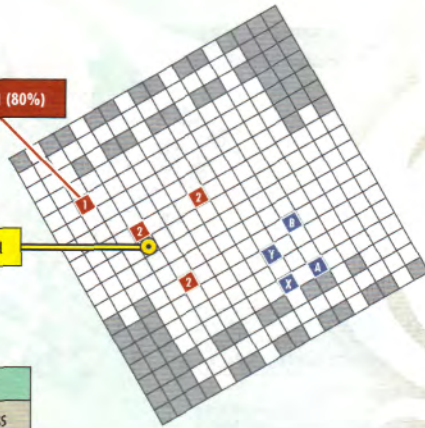
SG08 SERAPHIC BALLROOM (4F — 5F STAIRWAY)



SG08-01

THE WAY OF DASHING x1 (80%)

GOLD RUSH



ENEMY LIST	
1	Novice Mercenary Sorceress
2	Ghoul

SG08-03

GUARD POTION x1 (50%)

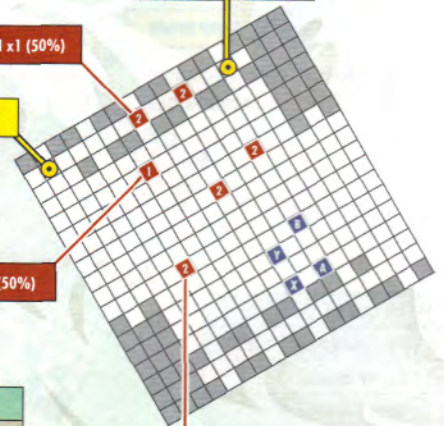
POISON CRYSTAL

SHADOW CRYSTAL x1 (50%)

SAFETY BOOTS

ENEMY LIST	
1	Flaming Dragon (Earth)
2	Kobold — First Encounter

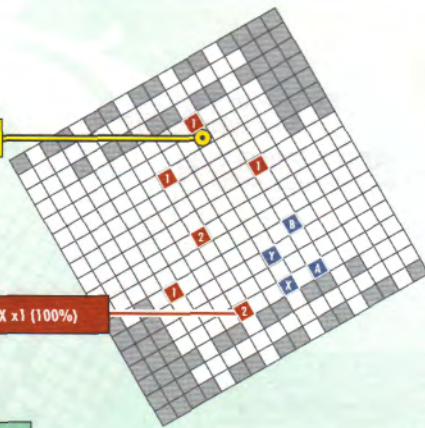
THE ART OF MEDITATION x1 (50%)



SG08-02

FLARE CRYSTAL

THE WAY OF AURA FLUX x1 (100%)



ENEMY LIST	
1	Iron Golem
2	Ironfish

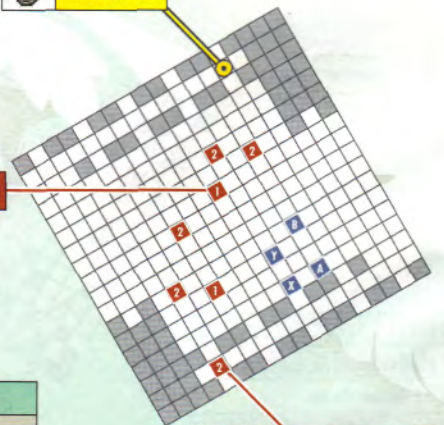
SG08-04

OMNICHECK

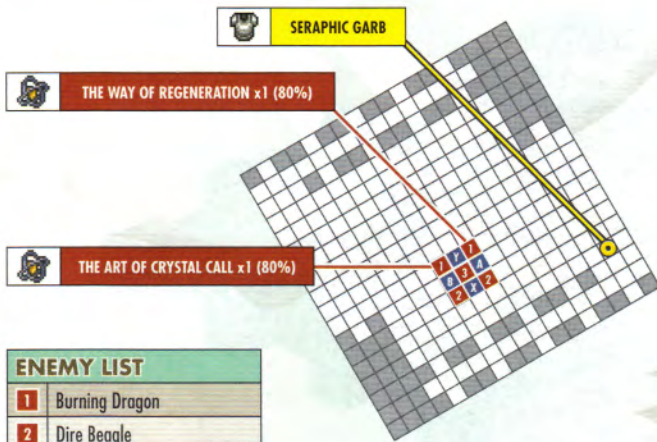
SAGE'S ARCANUM

ENEMY LIST	
1	Vagrant Swordsman
2	Vagrant Sorceress (Laps 4-9)

THE ART OF SHIELD WALL

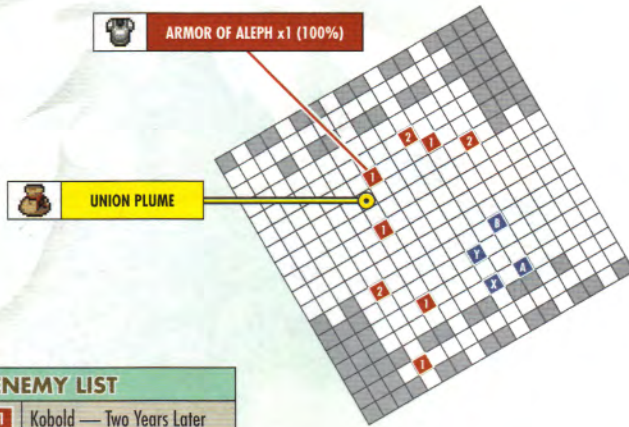


SG08-05



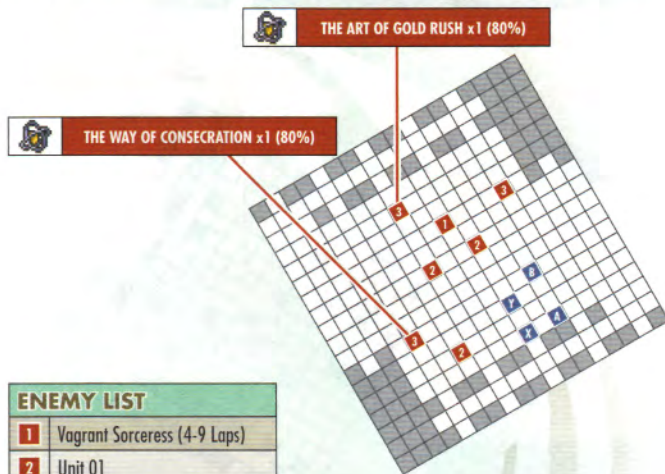
ENEMY LIST	
1	Burning Dragon
2	Dire Beagle
3	Flying Squirrel

SG08-08



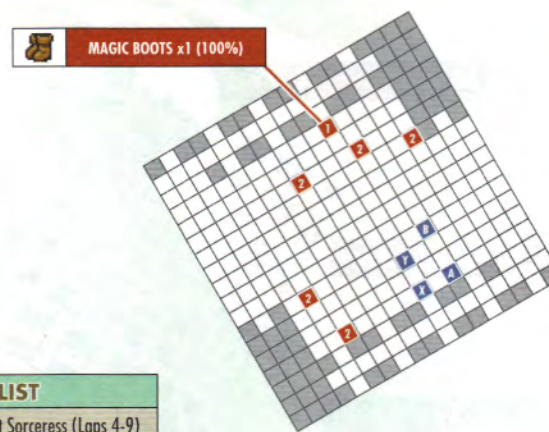
ENEMY LIST	
1	Kobold — Two Years Later
2	Dire Dalmatian

SG08-06



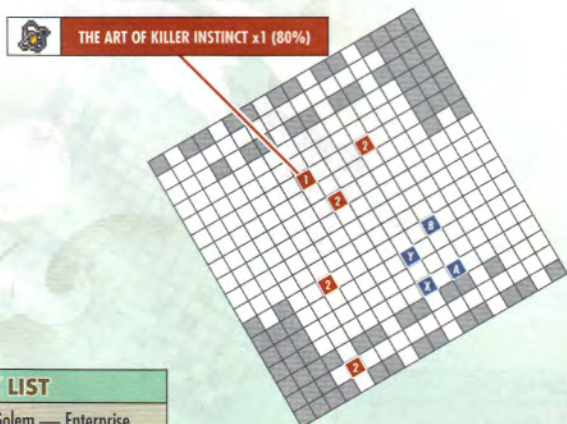
ENEMY LIST	
1	Vagrant Sorceress (4-9 Laps)
2	Unit 01
3	Iron Golem — Home Premium

SG08-09



ENEMY LIST	
1	Vagrant Sorceress (Laps 4-9)
2	Beelzebub

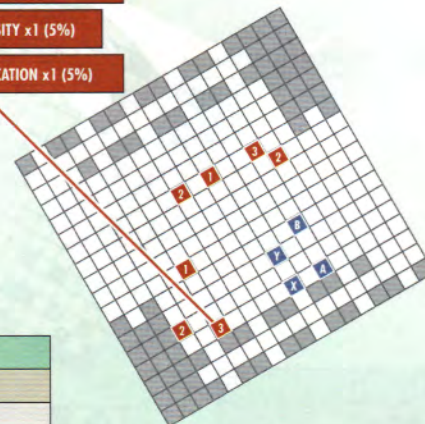
SG08-07



ENEMY LIST	
1	Iron Golem — Enterprise
2	Harpyer

SG08-10

- THE WAY OF REGENERATION x1 (5%)
- THE ART OF VIRTUOSITY x1 (5%)
- THE WAY OF PACIFICATION x1 (5%)



ENEMY LIST	
1	Vagrant Brigand
2	Ubume
3	Vagrant Rogue

SG09 TIER V (5F)



SG09-01

THE WAY OF CONSECRATION

THE WAY OF TRANSPOSITION x1 (100%)

UNION PLUM x1 (80%)

ENEMY LIST

1	Ailyth
2	Hamster

SG09-03

THE ART OF MAGIC MAIL

HELGI'S SWORD x1 (50%)

ENEMY LIST

1	Ailyth
2	Hamster

SG09-02

THE ART OF FISTS OF IRON

MITHRIL CROWN x1 (50%)

ENEMY LIST

1	Ailyth
2	Hamster

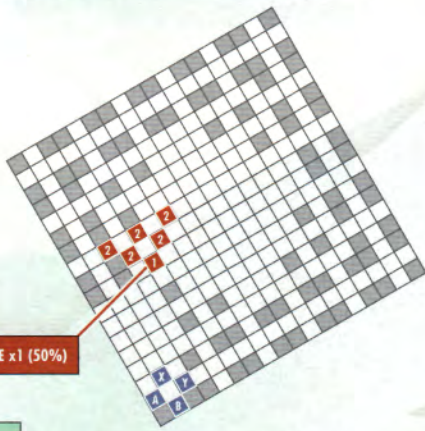
SG09-04

MOB CAP x1 (80%)

ENEMY LIST

1	Ailyth
2	Golden Hamster

SG09-05

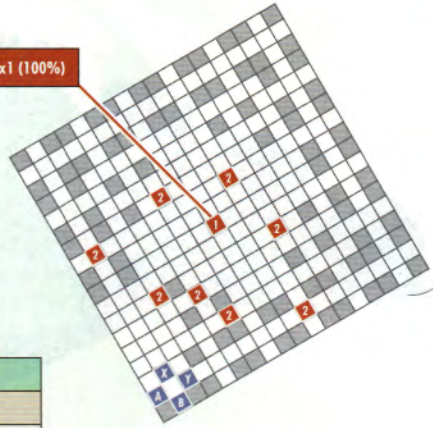


GODDESS TINCTURE x1 (50%)

ENEMY LIST	
1	Ailyth
2	Djungarian Hamster

SG09-08

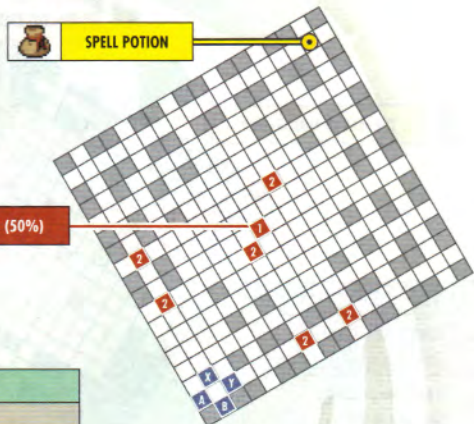
ROYAL HEL TEA SERVICE x1 (100%)



ENEMY LIST	
1	Ailyth
2	Black-bellied Hamster

SG09-06

SPELL POTION



AMBROSIA x1 (50%)

ENEMY LIST	
1	Ailyth
2	Campbell Hamster

SG09-09

SERAPHIC GARLAND x1 (1%)

STARGUARDS x1 (1%)

EHTER CROWN x1 (1%)

EMPRESS GARLAND x1 (1%)

ETERNAL GRAB x1 (1%)

MASK OF THE DEAD KING x1 (1%)

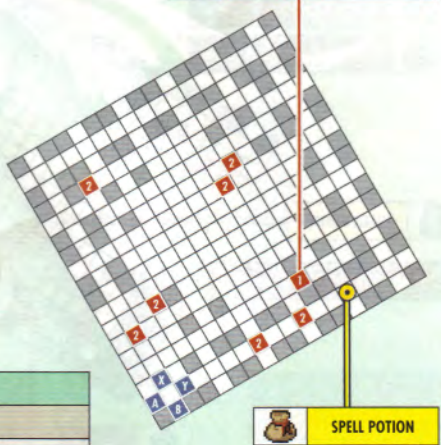
ARMOR OF ALEPH x1 (1%)

TYRFING x1 (100%)

ENEMY LIST	
1	Ailyth
2	Sand Rat

SG09-07

VICTORIAN DRESS x1 (80%)



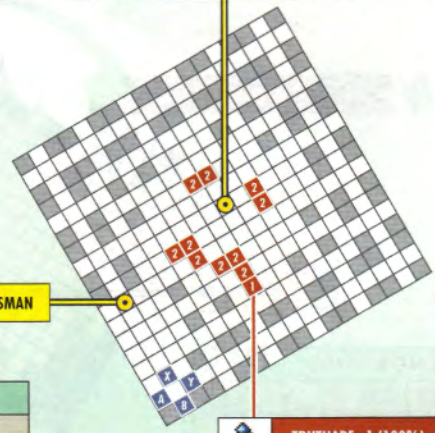
SPELL POTION

ENEMY LIST	
1	Ailyth
2	Roborovskii Hamster

SG09-10

THE ART OF DIMINISH MISSILE

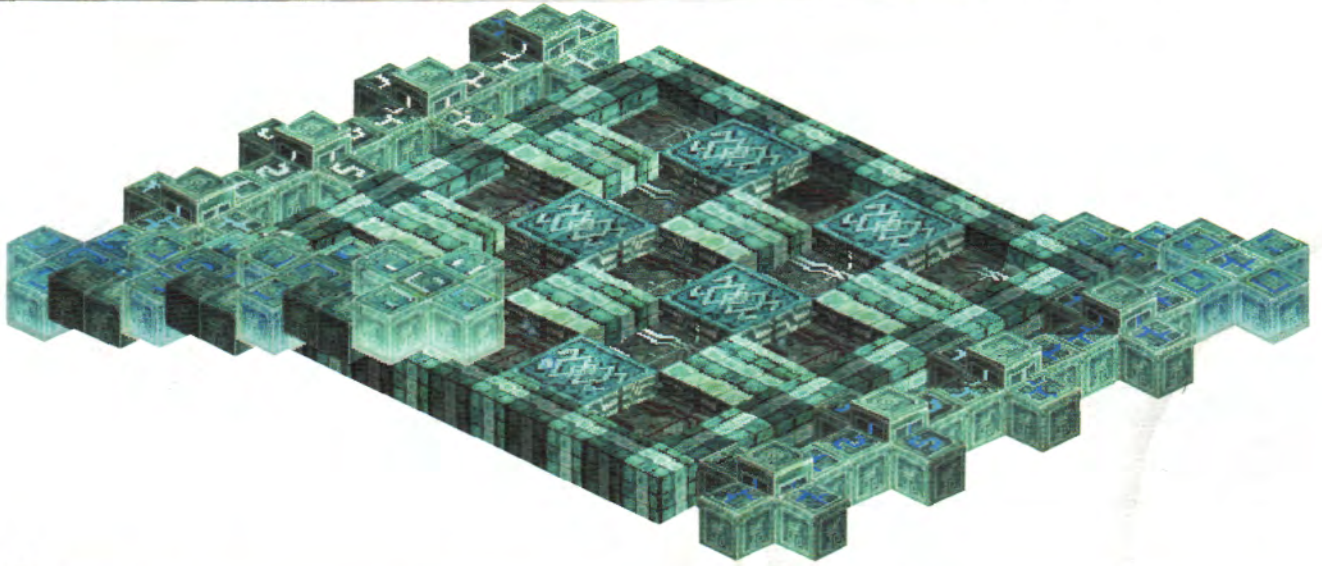
FIRE TALISMAN



TRUTHADE x1 (100%)

ENEMY LIST	
1	Ailyth
2	Hammy

SG10 SERAPHIC BALLROOM (5F — 6F STAIRWAY)



SG10-01

ICE TALISMAN

THE WAY OF REJUVENATION x1 (50%)

THE ART OF CRYSTAL CALL x1 (80%)

ENEMY LIST	
1	Lesser Aesir Warrior
2	Lesser Aesir Archeress

SG10-03

SACRED JAVELIN CODEX x1 (50%)

THE WAY OF EVANESCENCE

MIGHT POTION x1 (50%)

ENEMY LIST	
1	Greater Aesir Warrior (Seraphic Gate)
2	Greater Aesir Lancer (Seraphic Gate)
3	Greater Aesir Archer (Seraphic Gate)

SG10-02

THE WAY OF CONSECRATION x1 (80%)

THE WAY OF MANA SURGE x1 (60%)

SPELL POTION

ENEMY LIST	
1	Griffin
2	Soul of Tears
3	Celaeno

SG10-04

GODDESS TINCTURE x2 (50%)

GODDESS TINCTURE x1 (80%)

MIGHT POTION

THE ART OF RESIST MAGIC x1 (80%)

ENEMY LIST	
1	Harpy
2	Whitefish

THE WAY OF REJUVENATION x1 (80%)

SG10-05

EXPERT'S EXPERIENCE x1 (50%)

SPELL POTION

THE WAY OF PACIFICATION x1 (80%)

THE ART OF SHIELD WALL x1 (80%)

ENEMY LIST	
1	Return of Lizardman
2	Redfish
3	Poltergeist

SG10-08

SYLVAN BOW x1 (100%)

FROST CRYSTAL

GUARD POTION x1 (50%)

STARGUARDS x1 (100%)

ENEMY LIST	
1	Eiherjar Warrior (Seraphic Gate)
2	Aesir Executioner

SG10-06

THE ART OF COUNTER ATTACK x1 (80%)

SAGE'S ARCANUM x1 (50%)

THE ART OF FLEET FEET x1 (80%)

ENEMY LIST	
1	Eiherjar Warrior (Seraphic Gate)
2	Aesir Executioner

SG10-09

MIGHT POTION

UNION PLUME

ENEMY LIST	
1	Eiherjar Warrior (Seraphic Gate)
2	Aesir Executioner

SG10-07

PREVENT SORCERY CODEX x1 (80%)

MIGHT POTION x1 (50%)

ENEMY LIST	
1	Eiherjar Warrior (Seraphic Gate)
2	Aesir Executioner

SG10-10

KATSU-MATTER x1 (1%)

THE ART OF MEDITATION x1 (5%)

THE ART OF KILLER INSTINCT x1 (5%)

THE ART OF FIRST AID x1 (5%)

ENEMY LIST	
1	Mr. Kato
2	Katsu-Matter
3	Leaf Lady

Part ONE Tactics
Part TWO Units
Part THREE Walkthrough
Part FOUR Seraphic Gate
Part FIVE Data

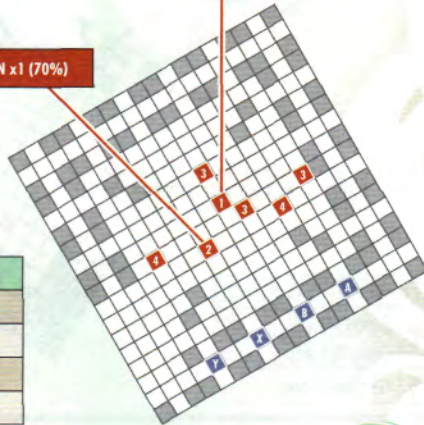
SG11 TIER VI (6F)



SG11-01

- APOTHECARY'S ARCANUM x1 (50%)
- WARRIOR'S ARCANUM x1 (50%)

THE WAY OF PACIFICATION x1 (70%)

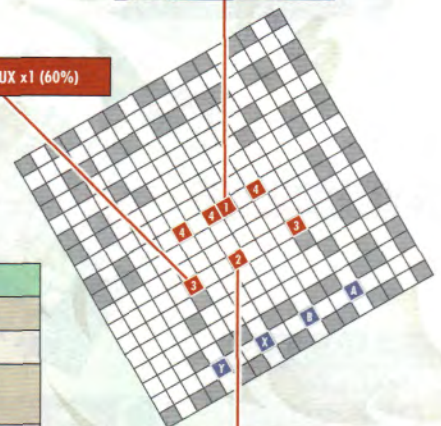


ENEMY LIST	
1	Valkyrie (Seraphic Gate)
2	Papa
3	Lesser Aesir Sorceress
4	Lesser Aesir Archeress

SG11-03

GOLDEN EGG x1 (70%)

THE WAY OF AURA FLUX x1 (60%)



ENEMY LIST	
1	Valkyrie (Seraphic Gate)
2	Father
3	Greater Aesir Archeress (Seraphic Gate)
4	Greater Aesir Sorceress (Seraphic Gate)

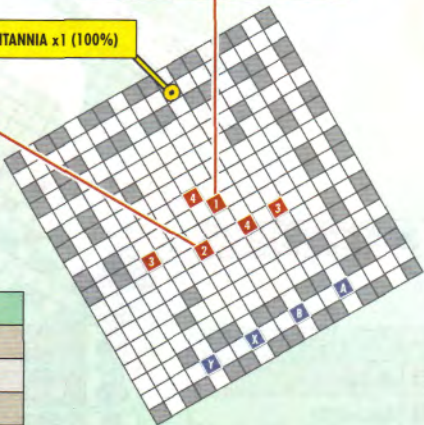
POWER BANGLE x1 (60%)

SG11-02

THE WAY OF MARTYR'S CRY

CLOAK OF BRITANNIA x1 (100%)

- GRAM x1 (50%)
- RUIN'S FATE x1 (50%)

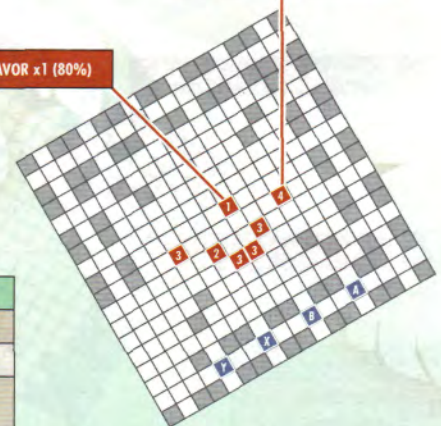


ENEMY LIST	
1	Valkyrie (Seraphic Gate)
2	Daddy
3	Major Aesir Archeress
4	Major Aesir Sorceress

SG11-04

STORM CRYSTAL x1 (50%)

VALKYRIE FAVOR x1 (80%)



ENEMY LIST	
1	Valkyrie (Seraphic Gate)
2	Father Dearest
3	Einherjar Warrior (Seraphic Gate)
4	Aesir Annihilator

SG11-05

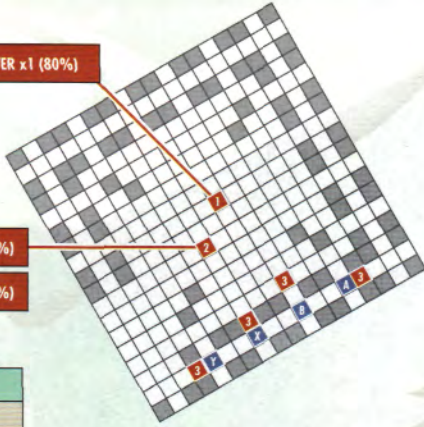
GLANCE REVIVER x1 (80%)

GOLDEN EGG x2 (50%)

GOLDEN EGG x1 (80%)

ENEMY LIST

- 1 Valkyrie (Seraphic Gate)
- 2 Sweet Father O' Mine
- 3 Aesir Annihilator



SG11-08

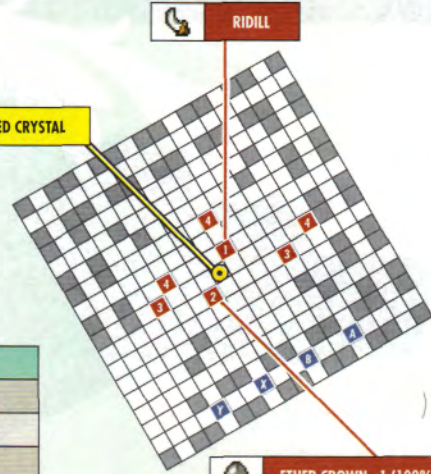
SACRED CRYSTAL

RIDILL

ETHER CROWN x1 (100%)

ENEMY LIST

- 1 Valkyrie (Seraphic Gate)
- 2 Big Papa
- 3 Aesir Executioner
- 4 Aesir Annihilator



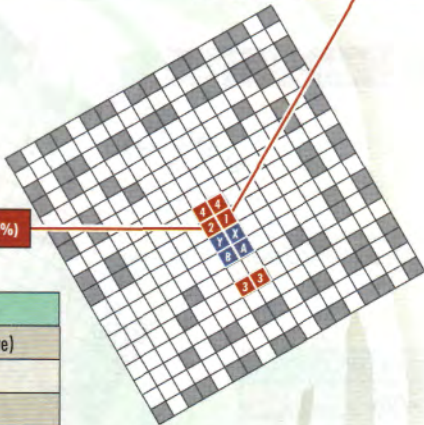
SG11-06

SERAPHIC GARLAND x1 (50%)

NOBLE ELIXIR x1 (50%)

ENEMY LIST

- 1 Valkyrie (Seraphic Gate)
- 2 Pops
- 3 Aesir Executioner
- 4 Aesir Annihilator



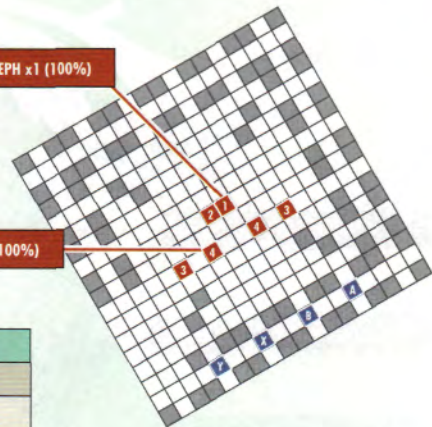
SG11-09

ARMOR OF ALEPH x1 (100%)

EMPRESS CORONET x1 (100%)

ENEMY LIST

- 1 Valkyrie (Seraphic Gate)
- 2 Come To Papa
- 3 Aesir Executioner
- 4 Aesir Annihilator

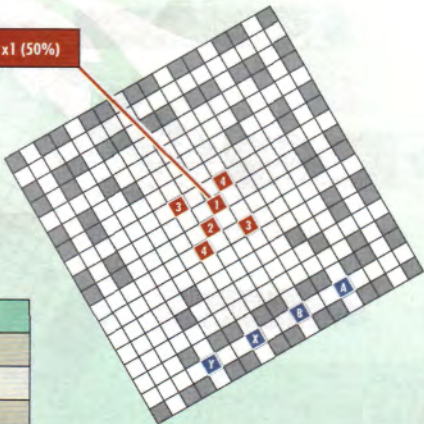


SG11-07

GODDESS TINCTURE x1 (50%)

ENEMY LIST

- 1 Valkyrie (Seraphic Gate)
- 2 Daddy-O
- 3 Aesir Executioner
- 4 Aesir Annihilator



SG11-10

tri-EMBLEM x1 (10%)

SERAPHIC GARLAND x1 (40%)

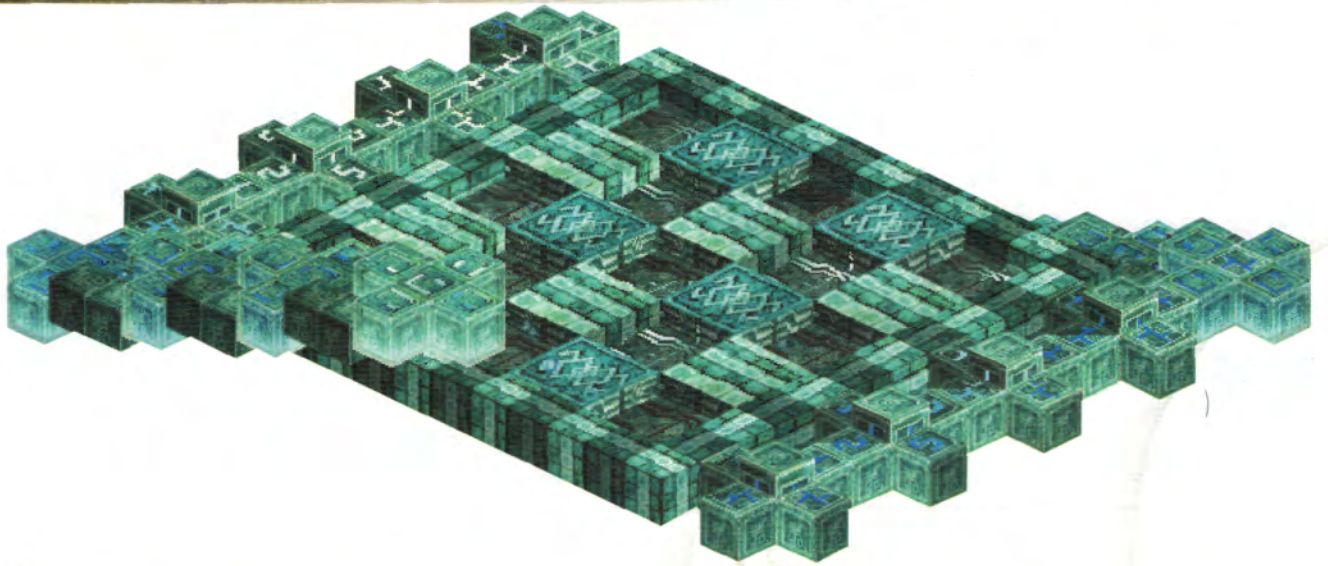
ENEMY LIST

- 1 Valkyrie (Seraphic Gate)
- 2 Who's Your Daddy
- 3 Aesir Executioner
- 4 Aesir Annihilator



Part ONE
Part TWO
Part THREE
Part FOUR
Part FIVE

SG12 SERAPHIC BALLROOM (6F — 7F STAIRWAY)



SG12-01

THE ART OF FIRST AID x1 (100%)
 WARRIOR'S ARCANUM x2 (70%)

ENEMY LIST	
1	Hellhound
2	Mandragora

SG12-03

SPELL POTION x1 (50%)
 THE ART OF CAUTION x1 (60%)
 SHADOW CRYSTAL
 THE ART OF REDUCE MAGIC x1 (60%)

ENEMY LIST	
1	Prototype
2	Anemic Vampire
3	Ectoplasm

SG12-02

WITCH'S ARCANUM
 THE ART OF CRYSTAL CALL x1 (80%)
 MURAMASA x1 (50%)

ENEMY LIST	
1	Greater Daemon
2	Noble Vampire

SG12-04

THE ART OF GOLD RUSH x1 (80%)
 THE ART OF CAUTION x1 (80%)
 THE ART OF BODY OF STEEL x1 (80%)
 GOLDEN EGG x1 (50%)
 THE ART OF FISTS OF IRON x1 (80%)

ENEMY LIST	
1	Uriel
2	Griffin Boss

SG12-05

OMNICHECK

THE ART OF FISTS OF IRON x1 (80%)

THE ART OF FISTS OF IRON x1 (50%)

THE ART OF ENLIGHTENMENT x1 (80%)

THE ART OF GRAVE BLESSING x1 (80%)

ENEMY LIST	
1	Vagrant Swordsman
2	Vagrant Brigand
3	Vagrant Archer
4	Vagrant Sorcerer (Laps 5-6)

SG12-08

SAGE'S ARCANUM x1 (50%)

ENEMY LIST	
1	Unit 03
2	No Ketchup, Please
3	Specter

SG12-06

FROST CRYSTAL

THE ART OF DEFIANCE x1 (80%)

THE WAY OF REJUVENATION x1 (80%)

ENEMY LIST	
1	Screaming Mimi
2	Phantom
3	Dire Collie

SG12-09

ICE TALISMAN

ENEMY LIST	
1	Harpyst
2	Dire Terrier

SG12-07

THE ART OF CRYSTAL CALL x1 (80%)

MAGIC BANGLE x1 (50%)

THE ART OF REDUCE MAGIC x1 (80%)

ENEMY LIST	
1	Gressil
2	Kobold — On the Run
3	Tomato Juice Accepted

SG12-10

THE ART OF FLEET FEET x1 (5%)

THE ART OF TRAINING x1 (5%)

THE ART OF DEFIANCE x1 (5%)

ENEMY LIST	
1	Bride of Satan
2	Grade B Fish
3	Dark Comet
4	Soul Aflame

SG13 TIER VII (7F)



SG13-01

FROSTBANE x1 (70%)

THE ART OF CAUTION x1 (100%)

THE ART OF DEFIANCE

ENEMY LIST

1	Hrist
2	Lesser Aesir Lancer
3	Lesser Aesir Sorceress

LIGHTNING EDGE x1 (50%)

SG13-03

BASILISK'S GAZE x1 (100%)

NOBLE ELIXIR

ENEMY LIST

1	Hrist
2	Greater Aesir Lancer (Seraphic Gate)
3	Greater Aesir Archeress (Seraphic Gate)
4	Greater Aesir Sorceress (Seraphic Gate)

THE ART OF DIMINISH MISSILE x1 (60%)

SG13-02

VAINSLAYER x1 (50%)

CALIBURN x1 (40%)

THE ART OF KNOCKOUT BLOW x1 (80%)

FROST CRYSTAL x1 (50%)

ENEMY LIST

1	Hrist
2	Major Aesir Lancer
3	Major Aesir Sorceress

THE WAY OF PROVOCATION

STARGUARDS x1 (50%)

SG13-04

FROST CRYSTAL

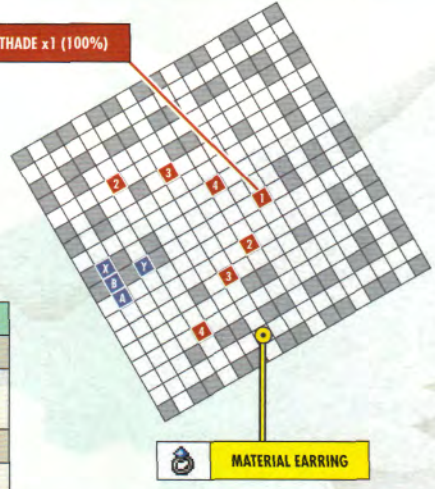
AMBROSIA x1 (50%)

ENEMY LIST

1	Hrist
2	Aesir Punisher
3	Aesir Executioner

SG13-05

TRUTHADE x1 (100%)

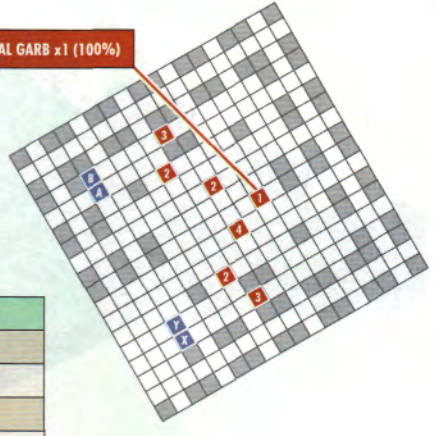


ENEMY LIST	
1	Hrist
2	Einherjar Warrior (Seraphic Gate)
3	Aesir Executioner
4	Aesir Annihilator

MATERIAL EARRING

SG13-08

ETERNAL GARB x1 (100%)



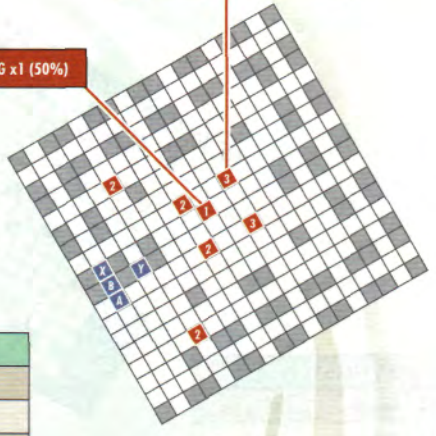
ENEMY LIST	
1	Hrist
2	Aesir Exterminator
3	Aesir Executioner
4	Aesir Annihilator

MATERIAL EARRING

SG13-06

SAGE'S ARCANUM x1 (50%)

GOLDEN EGG x1 (50%)



ENEMY LIST	
1	Hrist
2	Aesir Exterminator
3	Aesir Annihilator

MATERIAL EARRING

SG13-09

EXPERT'S EXPERIENCE x2 (50%)

EXPERT'S EXPERIENCE x1 (80%)



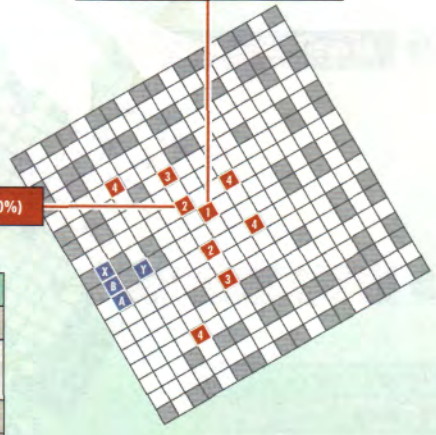
ENEMY LIST	
1	Hrist
2	Aesir Exterminator
3	Aesir Annihilator

MATERIAL EARRING

SG13-07

EMPRESS GARLAND x1 (50%)

SAGE'S ARCANUM x1 (50%)

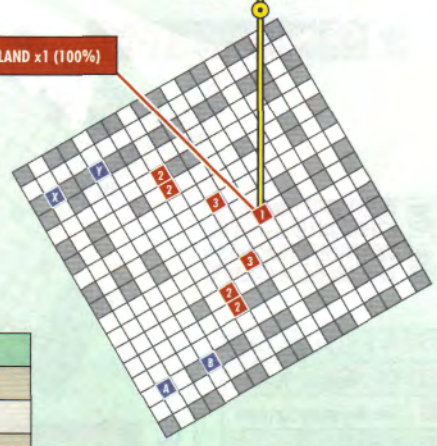


ENEMY LIST	
1	Hrist
2	Einherjar Warrior (Seraphic Gate)
3	Aesir Punisher
4	Aesir Exterminator

UNION PLUME

SG13-10

SERAPHIC GARLAND x1 (100%)



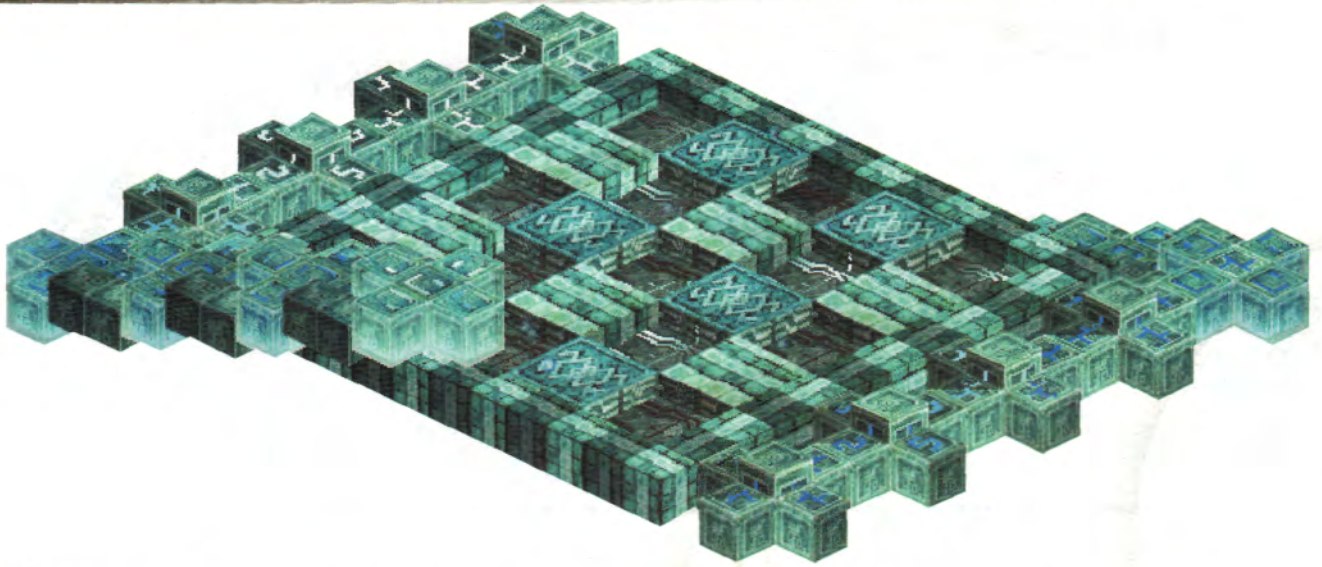
ENEMY LIST	
1	Hrist
2	Aesir Exterminator
3	Aesir Annihilator

MATERIAL EARRING

Part ONE
Part TWO
Part THREE
Part FOUR
Part FIVE

Seraphic Gate

SG14 SERAPHIC BALLROOM (7F — 8F STAIRWAY)



SG14-01

LIGHTNING TALISMAN

THE WAY OF ENCIRCLEMENT x1 (100%)

EARTH TALISMAN

THE ART OF SHIELD WALL x1 (80%)

ENEMY LIST	
1	Lizard Man
2	Fire Bat
3	Flying Fish

SG14-03

ENEMY LIST

1	George
2	Mandrake
3	Winged Rat

SG14-02

MATERIAL EARRING x1 (30%)

THE WAY OF PACIFICATION x1 (100%)

ETHER GREAVES x2 (20%)

ETHER GREAVES x1 (50%)

ICE TALISMAN

RAVENBRAND x1 (50%)

ENEMY LIST	
1	Elite Mercenary Warrior
2	Elite Mercenary Sorceress
3	Queenpin

SG14-04

BLUE GALE x1 (80%)

THE ART OF MISSILE DIMINISH x1 (80%)


THE WAY OF ENCIRCLEMENT x1 (80%)

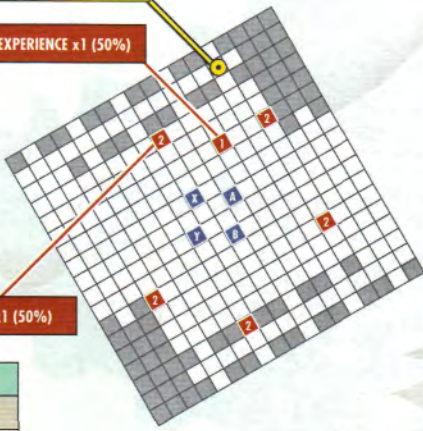
MITHRIL CROWN

ENEMY LIST	
1	George
2	Winged Rat

SG14-05

 MASK OF THE DEAD KING

 EXPERT'S EXPERIENCE x1 (50%)




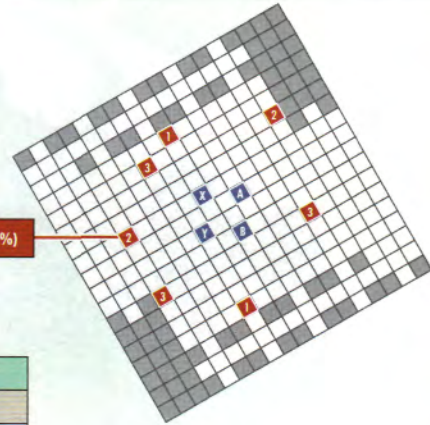
 THE ART OF MAGIC MAIL x1 (50%)

ENEMY LIST

1	Lostel
2	Ringo

SG14-08


 ETHER CROWN x1 (100%)



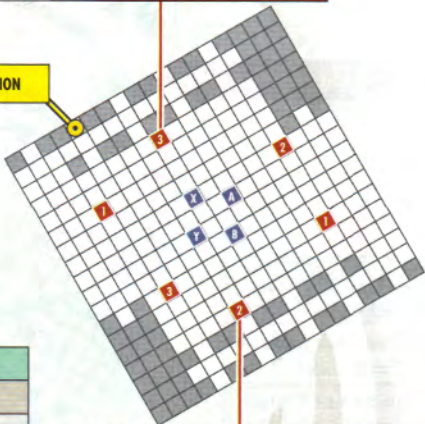
ENEMY LIST

1	Collector's Bug
2	Wood Woman
3	Fruit Bat

SG14-06


 THE ART OF MISSILE DIMINISH x1 (80%)

 SPELL POTION




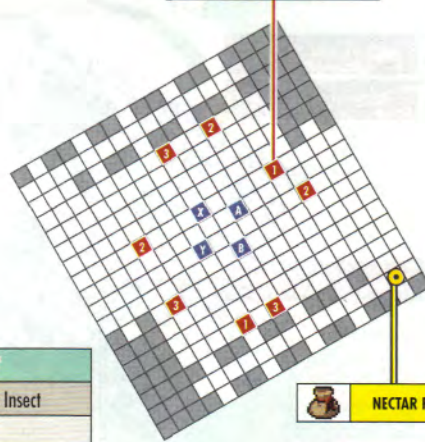
ENEMY LIST

1	Kobold — Breaking Out
2	Lizardman Ace
3	John

 THE WAY OF AURA FLUX x1 (80%)


SG14-09

 DÁINSLEIF x1 (100%)



ENEMY LIST

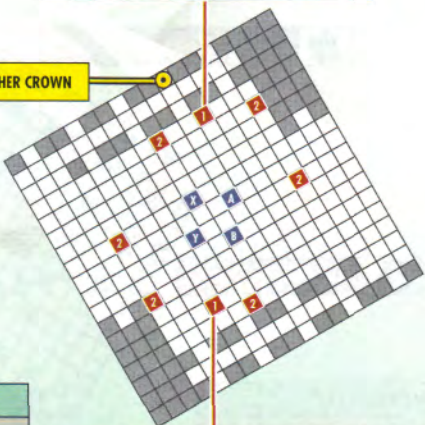
1	Connoisseur's Insect
2	Grade C Fish
3	Ghost Bat

 NECTAR POTION

SG14-07


 THE WAY OF MARTYR'S CRY x1 (100%)

 ETHER CROWN




ENEMY LIST

1	Vagrant Rogue
2	Vagrant Archeress


 THE ART OF TRAINING x1 (100%)

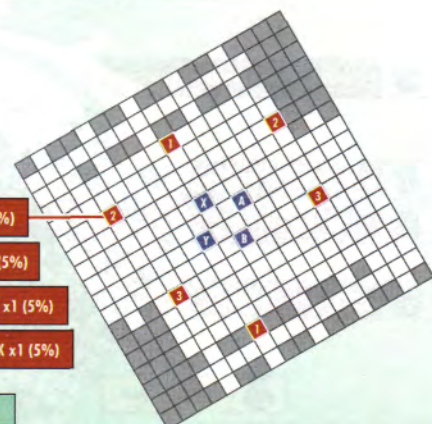
SG14-10

 THE ART OF SURVIVAL x1 (5%)

 THE ART OF MAGIC MAIL x1 (5%)

 THE ART OF KILLER INSTINCT x1 (5%)

 THE ART OF COUNTER ATTACK x1 (5%)



ENEMY LIST

1	Iron Golem — Ultimate
2	Lizardman Dyna
3	Vampire Bat

SG15 TIER VIII (8F)



SG15-01

ICICLE PLATE x1 (70%)

UNION PLUME x2 (50%)

UNION PLUME x1 (50%)

THE ART OF REDUCE MAGIC x1 (100%)

THE ART OF RAZOR'S EDGE

ENEMY LIST	
1	Arngrim
2	Lesser Aesir Sorceress

SG15-03

THE ART OF GRAVE BLESSING x1 (60%)

THE WAY OF STALKING x1 (60%)

ENEMY LIST	
1	Arngrim
2	Greater Aesir Swordsman (Seraphic Gate)
3	Greater Aesir Archeress (Seraphic Gate)
4	Greater Aesir Sorceress (Seraphic Gate)

SG15-02

ETHER HELMET x1 (50%)

THE ART OF ENLIGHTENMENT x1 (100%)

ETHER GREAVES x2 (20%)

ETHER GREAVES x1 (50%)

FROST CRYSTAL x1 (50%)

FIRE TALISMAN

THE ART OF RESIST MAGIC x1 (100%)

ENEMY LIST	
1	Arngrim
2	Major Aesir Sorceress

SG15-04

THE ART OF AURA FLUX x1 (80%)

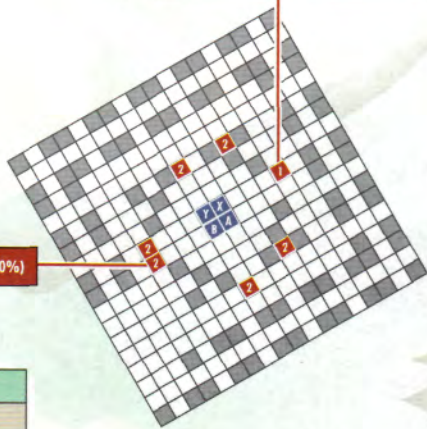
SPELL POTION x1 (50%)

ENEMY LIST	
1	Arngrim
2	Aesir Annihilator

SG15-05

EXPERT'S EXPERIENCE x1 (50%)

POISON CRYSTAL x1 (50%)



ENEMY LIST

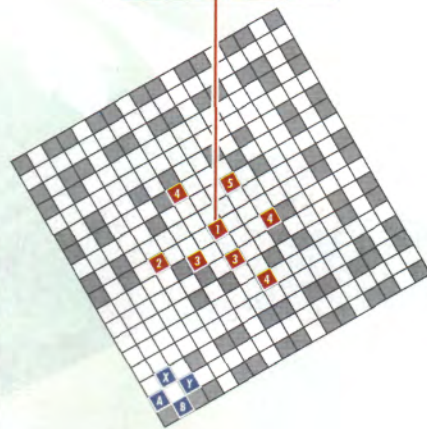
- 1 Arngrim
- 2 Aesir Annihilator

SG15-08

DAINSLEIF x1 (100%)

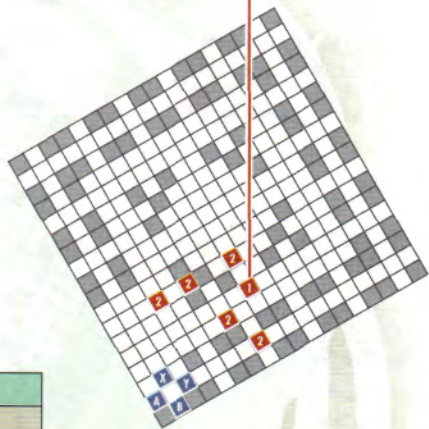
ENEMY LIST

- 1 Arngrim
- 2 Einherjar Warrior (Seraphic Gate)
- 3 Aesir Punisher
- 4 Aesir Executioner
- 5 Aesir Annihilator



SG15-06

MIGHT POTION x1 (50%)



ENEMY LIST

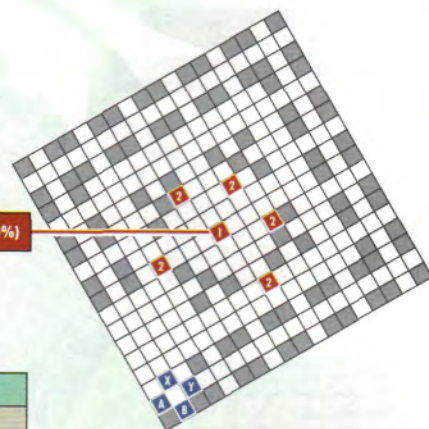
- 1 Arngrim
- 2 Aesir Annihilator

SG15-09

TYRFING x1 (100%)

ENEMY LIST

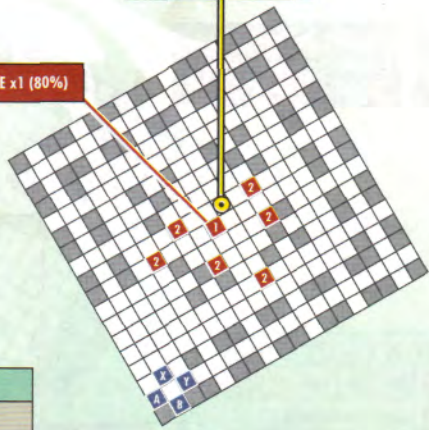
- 1 Arngrim
- 2 Aesir Annihilator



SG15-07

SACRED CRYSTAL

POWER BANGLE x1 (80%)



ENEMY LIST

- 1 Arngrim
- 2 Aesir Annihilator

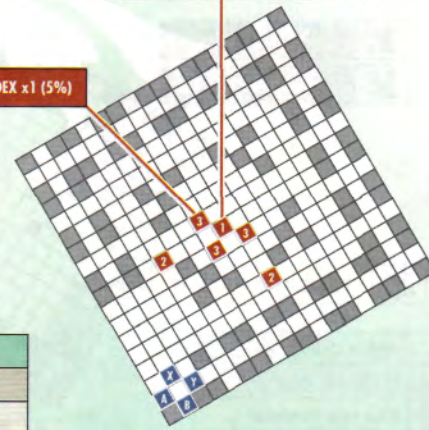
SG15-10

EXPERT'S EXPERIENCE x1 (40%)

PREVENT SORCERY CODEX x1 (5%)

ENEMY LIST

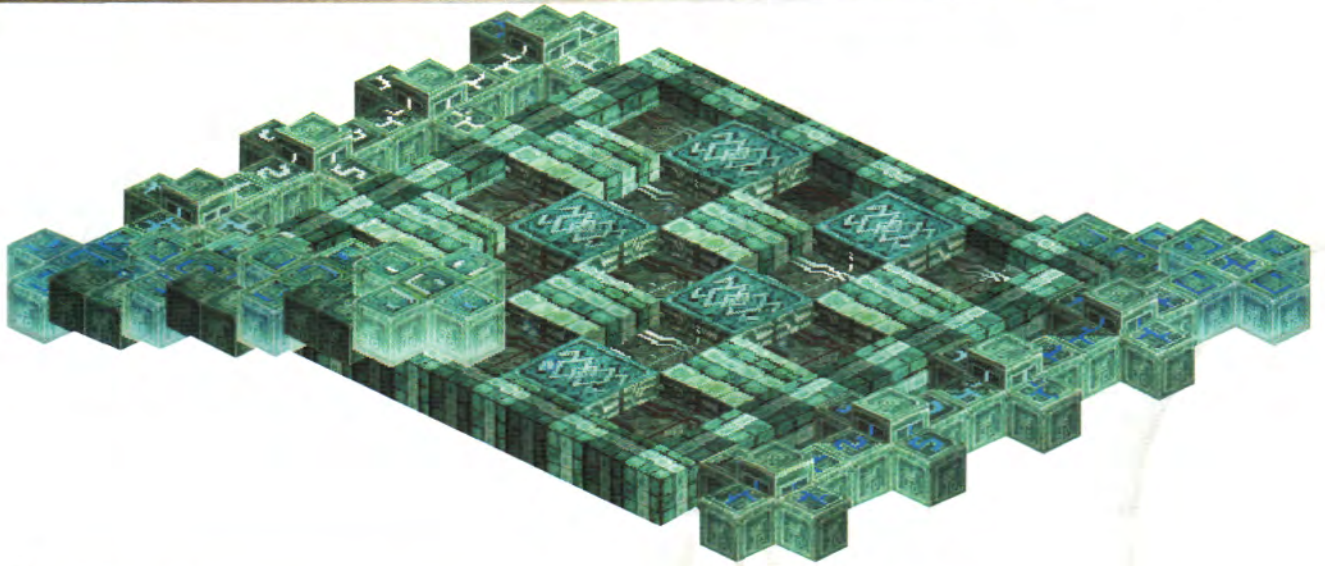
- 1 Arngrim
- 2 Aesir Punisher
- 3 Aesir Annihilator



Part ONE
Part TWO
Part THREE
Part FOUR
Part FIVE

Seraphic Gate

SG16 SERAPHIC BALLROOM (8F — 9F STAIRWAY)



SG16-01

GRÁSIDA x1 (40%)
 HOLY HALBERD x1 (60%)

RAIJODOU x1 (90%)

EXPERT'S EXPERIENCE x2 (50%)
 EXPERT'S EXPERIENCE x1 (40%)

THE ART OF RESIST MAGIC x1 (100%)

ENEMY LIST
1 Vidar (First Lap)
2 Lesser Aesir Lancer
3 Lesser Aesir Archeress

SG16-03

THE WAY OF TRANSPOSITION x1 (50%)

EXPERT'S EXPERIENCE x2 (30%)
 EXPERT'S EXPERIENCE x1 (50%)

PREVENT SORCERY CODEX x1 (70%)

THE ART OF KNOCKOUT BLOW x1 (80%)

LIGHTNING TALISMAN

ENEMY LIST
1 Thor (Third Lap)
2 Greater Aesir Lancer (Seraphic Gate)
3 Greater Aesir Archeress (Seraphic Gate)

SG16-02

STORM CRYSTAL x1 (50%)

BLUE GALE x1 (40%)
 OTHINIUS' BOW x1 (50%)

THE ART OF DIMINISH MISSILE

BRONLLAVYN

ENEMY LIST
1 Ull (Second Lap)
2 Major Aesir Swordsman
3 Major Aesir Sorceress

SG16-04

THE ART OF KNOCKOUT BLOW x1 (80%)

EXPERT'S EXPERIENCE x2 (50%)
 EXPERT'S EXPERIENCE x1 (80%)

THE WAY OF PACIFICATION x1 (80%)

ENEMY LIST
1 Tyr (Fourth Lap)
2 Aesir Exterminator
3 Aesir Annihilator

SG16-05

THE WAY OF MANA SURGE x1 (80%)

THE WAY OF MARTYR'S CRY x1 (80%)

ENEMY LIST

1	Griffin Manager
2	Unit 00

LIGHTNING TALISMAN

SG16-08

SLYVAN BOW x1 (100%)

ENEMY LIST

1	Unit 03
2	Aesir Exterminator
3	Aesir Executioner

SG16-06

THE WAY OF MANA SURGE x1 (80%)

THE ART OF KNOCKOUT BLOW x1 (80%)

ENEMY LIST

1	Burn Dragon Burn
2	Aesir Exterminator
3	Aesir Executioner

WARRIOR'S ARCANUM

SG16-09

SAGE'S ARCANUM x1 (50%)

ENEMY LIST

1	Aesir Exterminator
2	Aesir Punisher
3	Aesir Executioner

SG16-07

THE WAY OF STALKING x1 (80%)

EMPRESS GARLAND

THE WAY OF EVANESCENCE x1 (80%)

ENEMY LIST

1	Harpyr
2	Kobold — On the Run

SG16-10

EARTH TALISMAN

THE ART OF GRAVE BLESSING x1 (5%)

THE ART OF RESIST MAGIC x1 (5%)

THE ART OF CRYSTAL CALL x1 (5%)

THE ART OF KNOCKOUT BLOW x1 (5%)

ENEMY LIST

1	Aesir Exterminator
2	Aesir Punisher
3	Aesir Executioner

Part ONE
Part TWO
Part THREE
Part FOUR
Part FIVE

Part
Sceptic Gate
FOUR

Part
Data
FIVE

SG17 TIER IX (9F)



SG17-01

SAGE'S ARCANUM x1 (100%)

FIRE TALISMAN

THE ART OF FLEET FEET x1 (100%)

ENEMY LIST

1	Freya (Seraphic Gate)
2	Lesser Aesir Swordsman
3	Lesser Aesir Sorceress

SACRED CRYSTAL x1 (50%)

ICE TALISMAN x1 (100%)

SG17-03

THE ART OF COUNTER ATTACK x1 (30%)

LIGHTNING CRYSTAL x1 (50%)

WITCH'S ARCANUM

ENEMY LIST

1	Freya (Seraphic Gate)
2	Greater Aesir Sorceress (Seraphic Gate)

SG17-02

GODDESS TINCTURE x1 (50%)

GOLDEN EGG x2 (50%)

THE WAY OF ENCIRCLEMENT x1 (50%)

ENEMY LIST

1	Freya (Seraphic Gate)
2	Major Aesir Swordsman
3	Major Aesir Archeress
4	Major Aesir Sorceress

THE ART OF BODY OF STEEL x1 (80%)

SG17-04

SERAPHIC GARB x1 (80%)

THE WAY OF EVANESCENCE x1 (80%)

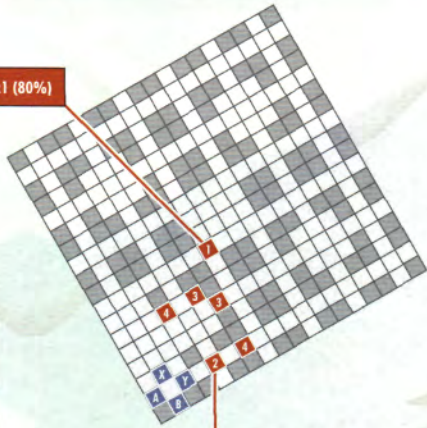
ENEMY LIST

1	Freya (Seraphic Gate)
2	Aesir Punisher
3	Aesir Executioner

SAGE'S ARCANUM x1 (50%)

SG17-05

ETHER GLACIER x1 (80%)

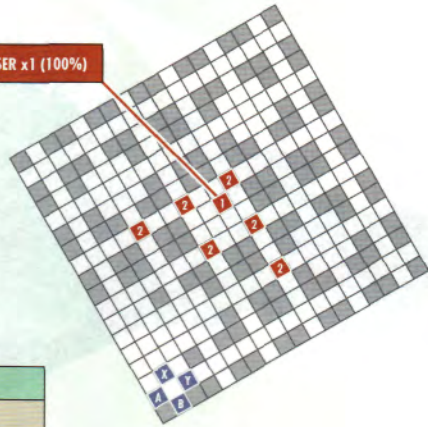


NOBLE ELIXIR x2 (80%)

ENEMY LIST	
1	Freya (Seraphic Gate)
2	Eir (Fifth Lap)
3	Einherjar Warrior (Seraphic Gate)
4	Aesir Executioner

SG17-08

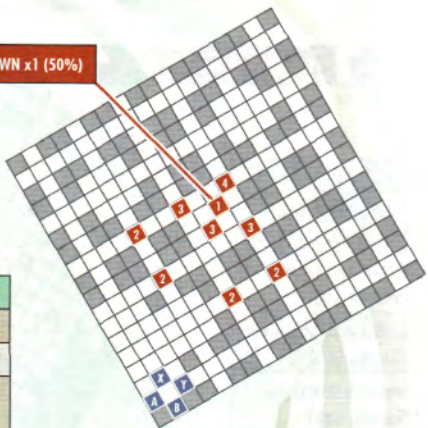
ETHER LASER x1 (100%)



ENEMY LIST	
1	Freya (Seraphic Gate)
2	Aesir Annihilator

SG17-06

ETHER CROWN x1 (50%)

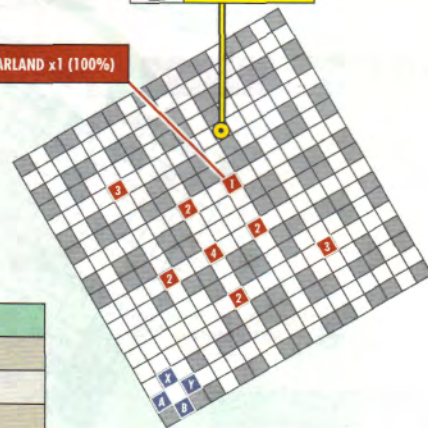


ENEMY LIST	
1	Freya (Seraphic Gate)
2	Aesir Punisher
3	Einherjar Warrior (Seraphic Gate)
4	Aesir Annihilator

SG17-09

EMPERESS GARLAND x1 (100%)

UNION PLUME

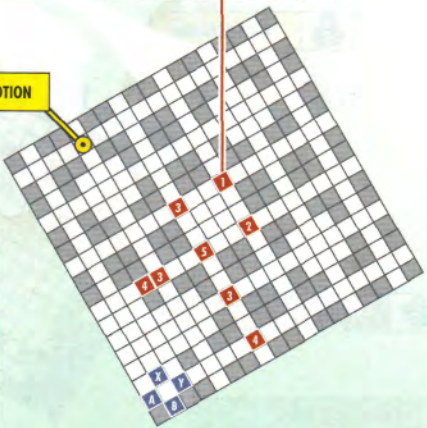


ENEMY LIST	
1	Freya (Seraphic Gate)
2	Aesir Punisher
3	Aesir Executioner
4	Aesir Annihilator

SG17-07

OMNICHECK x1 (10%)

NECTAR POTION

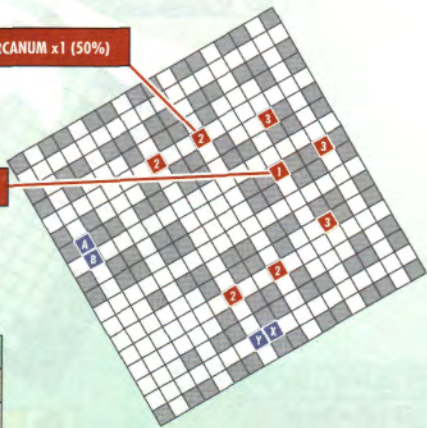


ENEMY LIST	
1	Freya (Seraphic Gate)
2	Einherjar Warrior (Seraphic Gate)
3	Aesir Punisher
4	Aesir Executioner
5	Aesir Annihilator

SG17-10

SAGE'S ARCANUM x1 (50%)

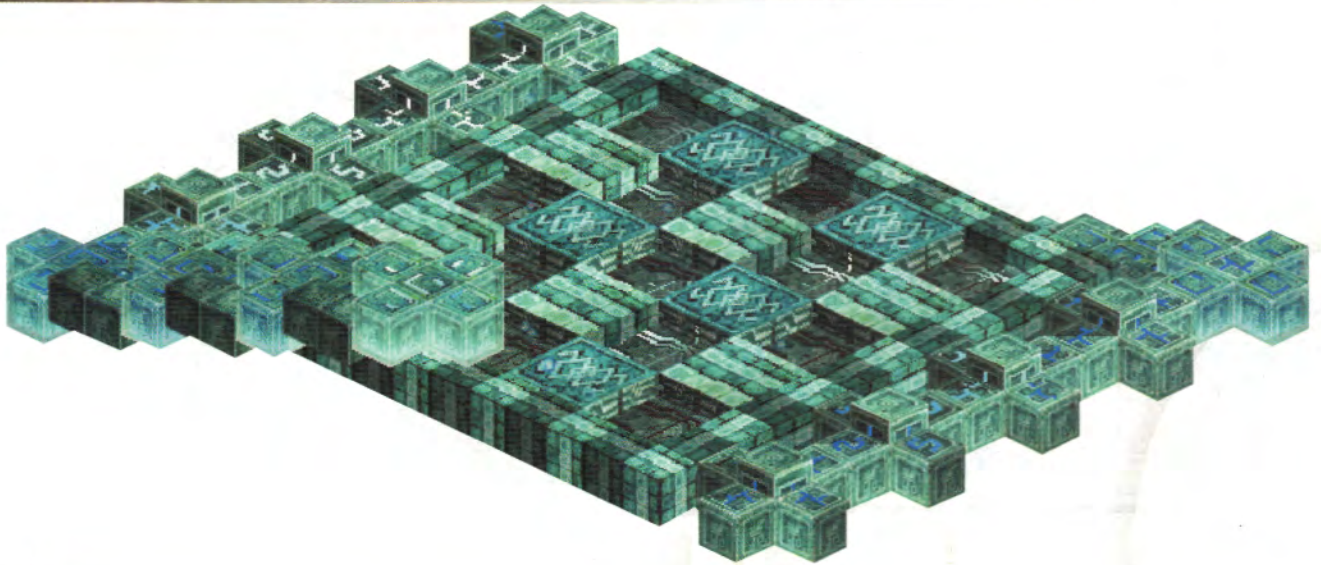
EMPERESS GARLAND x1 (40%)



ENEMY LIST	
1	Freya (Seraphic Gate)
2	Aesir Punisher
3	Aesir Annihilator

Part ONE
Part TWO
Part THREE
Part FOUR
Part FIVE

SG18 SERAPHIC BALLROOM (9F — 10F STAIRWAY)



SG18-01

HOLY ROD x1 (70%)

THE WAY OF REGENERATION x1 (100%)

POWER BANGLE

PREVENT SORCERY CODEX x1 (50%)

ENEMY LIST

1	Lesser Aesir Sorceress
2	Lesser Aesir Swordsman

SG18-03

THE WAY OF MARTYR'S CRY x1 (70%)

THE ART OF TRAINING x1 (50%)

ENEMY LIST

1	Greater Aesir Warrior (Seraphic Gate)
2	Greater Aesir Lancer (Seraphic Gate)
3	Greater Aesir Swordsman (Seraphic Gate)
4	Greater Aesir Archeress (Seraphic Gate)
5	Greater Aesir Sorceress (Seraphic Gate)

SG18-02

DEMON HANDS x1 (50%)

THE WAY OF REGENERATION

ENEMY LIST

1	White Dragon
2	Greater Daemon

SG18-04

SAGE'S ARCANUM

THE WAY OF STALKING x1 (80%)

ENEMY LIST

1	Iron Golem — Standard
---	-----------------------

SG18-05

THE ART OF TRAINING x1 (80%)

THE WAY OF TRANSPOSITION x1 (80%)

ENEMY LIST

1	Aesir Annihilator
2	Iron Golem — Home Basic
3	Accepting Blood Donors

SG18-08

UNION PLUME x1 (50%)

UNION PLUME x1 (50%)

UNION PLUME x1 (50%)

SACRED CRYSTAL x1 (100%)

ENEMY LIST

1	Einherjar Warrior (Seraphic Gate)
2	Aesir Exterminator
3	Aesir Punisher
4	Aesir Executioner
5	Aesir Annihilator

SG18-06

THE ART OF MAGIC MAIL x1 (80%)

GODDESS TINCTURE x1 (50%)

ENEMY LIST

1	Aesir Annihilator
2	Griffin Senior Manager

SG18-09

ENEMY LIST

1	Aesir Punisher
2	Burnt-to-a-crisp Dragon
3	Aesir Executioner

SG18-07

WAND OF APOCALYPSE x1 (100%)

LÆVATEINN x1 (100%)

ETERNAL GARB x1 (100%)

THE WAY OF TRANSPOSITION x1 (80%)

SOOTHSAYER BOW x1 (100%)

THE ART OF GRAVE BLESSING x1 (80%)

ENEMY LIST

1	Lizardman Taro
2	Paul

SG18-10

THE ART OF SHIELD WALL x1 (5%)

THE ART OF RAZOR'S EDGE x1 (5%)

THE ART OF CAUTION x1 (5%)

UNION PLUME x1 (80%)

NOBLE ELIXIR x2 (50%)

NOBLE ELIXIR x1 (80%)

ENEMY LIST

1	Vidar (Tenth Lap)
2	Thor (Tenth Lap)
3	Tyr (Tenth Lap)
4	Ull (Tenth Lap)
5	Eir (Tenth Lap)

Part ONE
Part TWO
Part THREE
Part FOUR
Part FIVE

Part Seraphic Gate

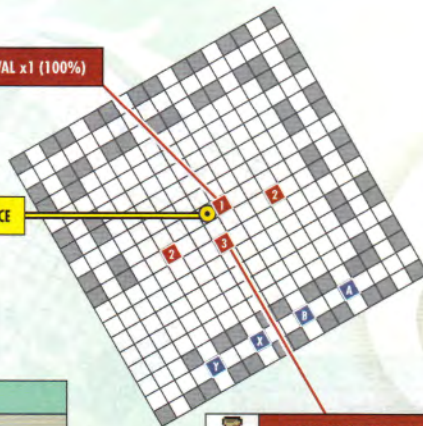
SG19 TIER X (10F)



SG19-01

THE ART OF SURVIVAL x1 (100%)

EXPERT'S EXPERIENCE



ENEMY LIST	
1	Ethereal Queen
2	Living Armor
3	Lesser Vampire

SHADOW CRYSTAL x2 (50%)

SHADOW CRYSTAL x1 (100%)

SG19-03

EXPERT'S EXPERIENCE x2 (50%)

EXPERT'S EXPERIENCE x1 (50%)

THE ART OF MANA SURGE x1 (80%)



ENEMY LIST	
1	Ethereal Queen
2	Griffin Supervisor
3	Prototype
4	Iron Golem — Economy

THE WAY OF KNOCKOUT BLOW x1 (80%)

SG19-02

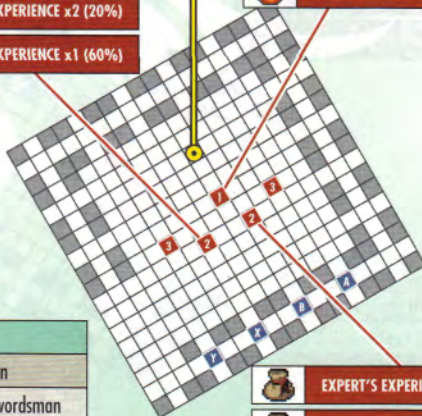
THE ART OF SURVIVAL x1 (100%)

EXPERT'S EXPERIENCE x2 (20%)

EXPERT'S EXPERIENCE x1 (60%)

MIRROR PLATE x1 (50%)

SACRED JAVELIN CODEX x1 (50%)



ENEMY LIST	
1	Ethereal Queen
2	Major Aesir Swordsman
3	Major Aesir Lancer

EXPERT'S EXPERIENCE x2 (20%)

EXPERT'S EXPERIENCE x1 (60%)

SG19-04

EXPERT'S EXPERIENCE x2 (50%)

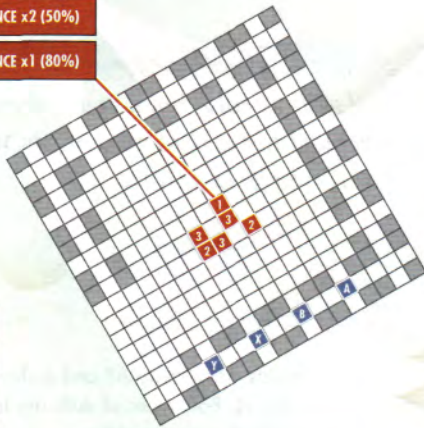
EXPERT'S EXPERIENCE x1 (80%)



ENEMY LIST	
1	Ethereal Queen
2	Flaming Dragon (Fire)

SG19-05

- EXPERT'S EXPERIENCE x2 (50%)
- EXPERT'S EXPERIENCE x1 (80%)

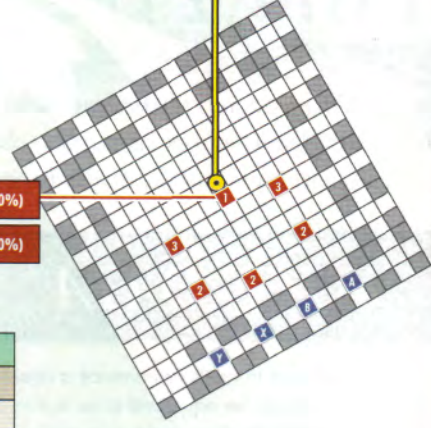


ENEMY LIST	
1	Ethereal Queen
2	Einherjar Warrior (Seraphic Gate)
3	Vagrant Brigand

SG19-08

ICE TALISMAN

- EXPERT'S EXPERIENCE x2 (50%)
- EXPERT'S EXPERIENCE x1 (80%)

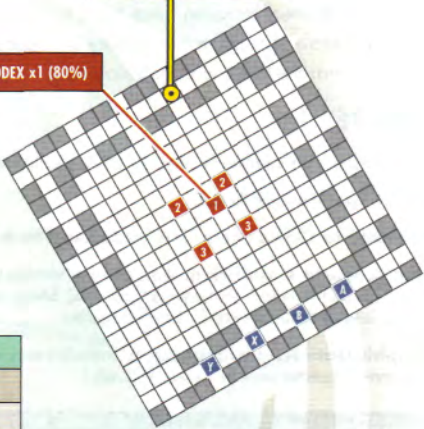


ENEMY LIST	
1	Ethereal Queen
2	Iron Golem — Business
3	Griffin Executive Manager

SG19-06

NOBLE ELIXIR

- SACRED JAVELIN CODEX x1 (80%)

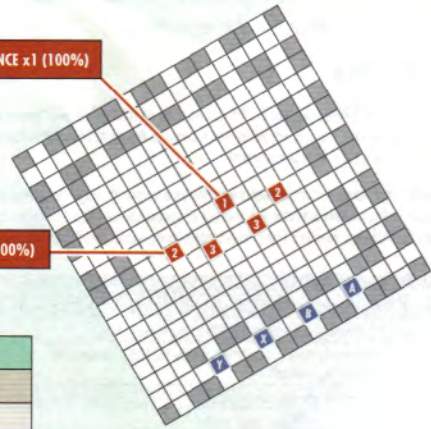


ENEMY LIST	
1	Ethereal Queen
2	All Blood Types Accepted
3	Harpyish

SG19-09

- EXPERT'S EXPERIENCE x1 (100%)

- ETERNAL GARB x1 (100%)

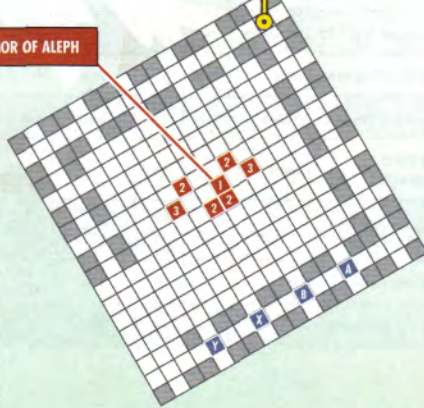


ENEMY LIST	
1	Ethereal Queen
2	Vampire Lord
3	Unit 04

SG19-07

GODDESS TINCTURE

- ARMOR OF ALEPH



ENEMY LIST	
1	Ethereal Queen
2	Einherjar Warrior (Seraphic Gate)
3	Griffin General Manager

SG19-10

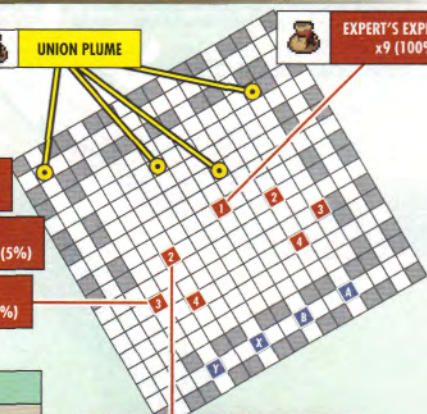
UNION PLUME

- EXPERT'S EXPERIENCE x9 (100%)

- THE WAY OF AURA FLUX x1 (5%)
- THE WAY OF TRANSPOSITION x1 (5%)
- THE WAY OF EVANESCENCE x1 (5%)

ENEMY LIST	
1	Ethereal Queen
2	Griffin CEO
3	Bloodmaster
4	Iron Golem — Ultimate

- THE WAY OF STALKING x1 (5%)
- THE WAY OF MANA SURGE x1 (5%)
- THE WAY OF MARTYR'S CRY x1 (5%)



ONE
TWO
THREE
Part
FOUR
Seraphic Gate
FIVE

Part Five: Data

This chapter contains reference tables that list all available items, skills, and spells, as well as how to acquire them. Many items are available in the shop, but they may also be hidden in stages, plundered from enemies, or received by scoring Sin. Whatever item or skill you wish to obtain, this chapter has it all. All data is presented in alphabetical order for easier reference.

SKILL DATA

Skills can be used in battle to enhance a character's abilities. Skills divide into two types: Tactics that require AP and a character's turn to use, and Techniques that can be equipped to be active all the time (provided the character has enough CP). Both types of skills are learned from tomes that can be bought in the shop, hidden in stages, plundered from enemies, or received by scoring high amounts of Sin.

TACTICS

Tactics can be used during combat to boost a character's abilities for several rounds, perform a special task, or affect enemy behavior. The character must have enough AP to use the Tactic. If not, he or she must wait a few rounds for AP to recharge.

TABLE KEY

Range of Use: Certain Tactics can be used on a target several spaces away. The character can use the skill on a target that is a number of spaces away equal to the number in this column. For instance, the Encircle Tactic can be used on an enemy two spaces away.

Effect of Use: Certain Tactics useable on a target at range sometimes affect surrounding targets as well. The number in this column indicates the number of spaces surrounding the target that may also suffer the effects of the Tactic. For instance, Martyr's Cry affects targets three spaces away from the character in all directions.

NAME	DESCRIPTION	RANGE OF USE	EFFECT RANGE	AP	ROUNDS EFFECTIVE
Aura Flux	Extends targeting range of spells by two spaces.	—	—	40	2
Consecrate	Randomly cures status ailments that do not restrict movement at beginning of round.	—	—	40	5
Dash	Extends movement three spaces.	—	—	30	—
Encircle	Positions unit behind target enemy.	2	0	40	—
Evanesce	Deters all enemies within three spaces from attacking unit.	0	3	30	1
Mana Surge	Expands area magic effect radius by one space.	—	—	60	2
Martyr's Cry	Compels all enemies within three spaces to attack unit.	0	3	30	1
Pacify	Deters target enemy from attacking unit.	4	0	10	1
Provoke	Compels target enemy to attack unit.	4	0	10	1
Regenerate	Restores 5% of max. HP at beginning of round.	—	—	50	5
Rejuvenate	Increases max. HP by 20%.	—	—	20	5
Stalk	Prevents enemies from targeting unit. Forfeit by acting or being hit by ranged magic.	—	—	50	3
Transpose	Exchanges current position with target enemy's.	3	0	40	—

TACTIC TOME AVAILABILITY

Tactics are learned by using tome items to teach the skill to a character. The table below shows the availability of Tactic tomes both in the shop and as a treasure to be won or obtained during a stage.

TABLE KEY

Price: The price in 0th to purchase the tome in the shop. No price listed means the item is not sold.

Sell: Sale value of the tome in the shop.

Restricted to Class: If a class is listed, only characters of that class may use the tome to learn the Tactic.

Main Scenario Acquisition: Stages in the game where the tome is available. Circumstances of acquisition include **H** (Hidden), **P** (Plunder), **S** (Spoils of Sin). **Shop** indicates that the item can only be purchased, listing the chapters of availability for your convenience.

Seraphic Gate Acquisition: Stages in Seraphic Gate mode where the item is available. Circumstances of acquisition include **H** (Hidden), **P** (Plunder).

TOME NAME	TACTIC	PRICE	SELL	RESTRICTED TO CLASS	MAIN SCENARIO ACQUISITION	SERAPHIC GATE ACQUISITION
The Way of Aura Flux	Aura Flux	—	1000	Sorcerer	S: S37, S41, S46, S49, S56, S64	P: SG08-02, SG11-03, SG15-04, SG14-06, SG19-10
The Way of Consecration	Consecrate	1000	500	None	Shop: C4-C6	H: SG09-01 P: SG10-02, SG02-04, SG08-06, SG06-10
The Way of Dashing	Dash	800	400	None	Shop: C2-C6	P: SG01-01, SG08-01, SG06-04, SG02-05
The Way of Encirclement	Encircle	—	600	None	S: S22, S27, S32, S48, S55, S63	P: SG14-01, SG17-02, SG14-04, SG06-06, SG02-10
The Way of Evanesence	Evanesce	—	750	None	S: S08, S12, S16, S50, S65	H: SG10-03 P: SG01-03, SG17-04, SG16-07, SG19-10
The Way of Mana Surge	Mana Surge	—	1000	Sorcerer	S: S52, S55, S59, S63, S67	P: SG10-02, SG19-03, SG16-05, SG16-06, SG19-10
The Way of Martyr's Cry	Martyr's Cry	—	750	None	S: S09, S13, S17, S22, S27, S32	H: SG11-02 P: SG18-03, SG16-05, SG14-07, SG19-10
The Way of Pacification	Pacify	1000	500	None	Shop: C1-C6	P: SG11-01, SG14-02, SG16-04, SG10-05, SG08-10
The Way of Provocation	Provoke	1000	500	None	Shop: C1-C6	H: SG02-01, SG13-02 P: SG02-04, SG04-05
The Way of Regeneration	Regenerate	—	500	None	S: S18, S25, S28, S37, S41, S46, S50, S57, S65	H: SG18-02 P: SG18-01, SG08-05, SG04-07, SG08-10
The Way of Rejuvenation	Rejuvenate	—	500	None	H: S07, S10, S11, S15, S21, S23 P: S06, S29, S47 S: S42	P: SG10-01, SG03-03, SG10-04, SG12-06, SG04-10
The Way of Stalking	Stalk	—	750	None	S: S20, S26, S29, S42, S47	P: SG03-02, SG15-03, SG18-04, SG16-07, SG19-10
The Way of Transposition	Transpose	—	750	None	P: S49, S57, S65 S: S18, S25, S28	P: SG09-01, SG04-02, SG16-03, SG18-05, SG18-07, SG19-10

TECHNIQUES

Techniques sometimes provide automatic assistance in combat. Technique tomes appear in the shop and the party inventory as "The Art of Defiance," "The Art of Survival," et cetera. These items can be used on characters to teach them a Technique. Techniques can be equipped prior to battle via the Technique screen on the Allocation menu. The character must have the required CP to equip a Technique. For instance, to equip both the First Aid and Defiance Techniques, the character must have 25 CP. Any less, and he or she cannot equip both.

TABLE KEY

Effective Chance: The chance out of 100 that a Technique will be effective during an attack.

CP: The available CP required to equip the skill.

Restricted Class: The classes listed in this column cannot learn the Technique. "All but Warrior," etc., means that no class except warriors may use the associated Technique tome.

Price: The price in Oth to purchase the tome in the shop. No price listed means the item is not sold.

Sell: Sale value of the tome in the shop.

Main Scenario Acquisition: Stages in the game where the tome is available. Circumstances of acquisition include H (Hidden), P (Plunder), S (Spoils of Sin). "Shop" indicates that the item can only be purchased, and lists the chapters of availability.

Seraphic Gate Acquisition: Stages in Seraphic Gate mode where the tome is available. Circumstances of acquisition include H (Hidden), P (Plunder).

NAME	DESCRIPTION	EFFECTIVE CHANCE	CP	RESTRICTED CLASS	PRICE	SELL	MAIN SCENARIO ACQUISITION	SERAPHIC GATE ACQUISITION
Body of Steel	Increases RDM in battle. (50%)	30%	10	None	800	400	Shop: C2-C6 P: S23, S30 S: S21	P: SG06-01, SG17-02, SG12-04, SG02-05
Caution	Increases allies' blocking rate in sieges (Guard +20%), but reduces lancers' ATK (-20%).	100%	10	All but lancer	—	500	—	P: SG13-01, SG12-03, SG12-04, SG04-06, SG18-10
Counter Attack	Enables timed attacks immediately after dodging enemy attacks.	100%	15	Archer, sorcerer	—	750	S: S36, S40, S47, S52, S59, S67	P: SG01-02, SG17-03, SG10-06, SG06-07, SG14-10
Crystal Call	Increases number of Magic Crystals released by one's attack. (+20%)	60%	15	Sorcerer	—	1000	S: S27, S32, S49, S51, S56, S57, S63, S64	P: SG10-01, SG12-02, SG08-05, SG12-07, SG16-10
Defiance	Halves damage received from enemies, but reduces evasion, blocking rate, and immunity.	100%	10	None	1000	500	Shop: C4-C6	H: SG13-01, SG07-02 P: SG04-04, SG12-06, SG12-10
Diminish Missile	Halves damage received from projectiles.	100%	10	None	—	600	S: S22, S27, S32, S36, S40, S47, S53, S60, S68	H: SG16-02, SG09-10 P: SG13-03, SG14-04, SG14-06
Enlightenment	Increases MAG in battle. (20%)	30%	10	All but sorcerer	800	400	Shop: C2-C6	P: SG05-01, SG15-02, SG06-04, SG12-05
First Aid	Randomly restores half of HP lost from enemy attack.	30%	15	None	—	500	H: S29 P: S08, S12, S16, S44 S: S04, S05, S33, S38	P: SG03-01, SG12-01, SG06-05, SG04-07, SG10-10
Fists of Iron	Increases ATK in battle. (20%)	30%	10	Sorcerer	1000	500	Shop: C5-C6	H: SG09-02 P: SG07-01, SG12-04, SG12-05
Fleet Feet	Increases allies' HIT and AVD in sieges (+20%), but reduces archers' blocking rate (-20%).	100%	10	All but archer	—	500	—	P: SG17-01, SG04-03, SG10-06, SG06-07, SG12-10
Gold Rush	Increases gold acquired from sieges (+30%), but reduces experience gained (EXP -10%).	100%	10	All but rogue	—	500	—	H: SG08-01 P: SG05-03, SG12-04, SG08-06, SG06-10
Grave Blessing	Increases all traits in proportion to the number of allies fallen. (ATK MAG HIT AVD RDM RST x10%)	100%	10	None	—	500	H: S43, S49, S57, S65 P: S09, S13, S17, S34, S38	P: SG06-02, SG15-03, SG12-05, SG18-07, SG16-10
Killer Instinct	Increases allies' critical attack rate in sieges (+20%), but reduces pugilists' ATK (-20%).	100%	10	All but pugilist	—	500	—	H: 07-03 P: SG02-02, SG04-05, SG08-07, SG10-10, SG14-10
Knockout Blow	Adds fazing effect to normal attacks. (100% chance of fazing)	100%	20	Archer, sorcerer	—	1500	S: S22, S48, S55, S66	P: SG13-02, SG19-03, SG16-04, SG16-06, SG16-10
Magic Mail	Blocks enemy attack magic.	50%	15	None	—	600	S: S37, S41, S46, S51, S58, S66	H: SG19-02, SG09-03 P: SG14-05, SG18-06, SG14-10
Meditation	Increases allies' MAG and RST in sieges (+20%), but reduces sorcerers' RDM (-20%).	100%	10	All but sorcerer	—	500	—	P: SG02-02, SG08-03, SG06-06, SG02-07, SG10-10
Razor's Edge	Increases allies' ATK in sieges (+20%), but reduces swordsmen's RDM (-20%).	100%	10	All but swordsman	—	500	—	H: SG15-01, SG06-03 P: SG06-05, SG02-07, SG18-10
Reduce Magic	Halves magic damage received.	100%	15	None	—	600	H: S45, S64 P: S22, S26, S32, S44, S48 S: S33, S38, S56	P: SG15-01, SG12-03, SG04-05, SG12-07
Resist Magic	Increases RST in battle. (50%)	30%	10	None	1000	500	Shop: C3-C6	P: SG16-01, SG15-02, SG10-04, SG04-06, SG16-10
Shield Wall	Increases allies' RDM in sieges (+20%), but reduces warriors' ATK (-20%).	100%	10	All but warrior	—	500	—	P: SG14-01, SG04-03, SG08-04, SG10-05, SG18-10
Survival	Prevents HP from falling below 1 if at least 10% of max. HP remains before attack.	100%	15	None	1500	750	Shop: C5-C6	P: SG19-01, SG03-03, SG02-04, SG02-06, SG14-10
Training	Increases experience gained (+20%), but reduces traits overall (ATK MAG HIT ADV RDM RST -20%).	100%	15	None	—	1000	S: S21, S26, S29, S37, S42, S47	P: SG05-02, SG18-03, SG18-05, SG14-07, SG12-10
Virtuosity	Increases allies' Technique use in sieges (Effective Chance +20%), but reduces samurai blocking rate (Guard -20%).	100%	10	All but samurai	—	500	—	H: SG06-01 P: SG02-03, SG04-04, SG02-06, SG08-10

PLUME SKILLS

Wylfred learns Plume skills each time the Destiny Plume is used to sacrifice an ally. The skill learned appears in Wylfred's Tactics menu, and can be used during battle provided he has the required AP.

PLUME SKILL	DESCRIPTION	AP	ROUNDS EFFECTIVE	SACRIFICE
Andvari's Bequest	Curses all enemies.	80	*	Fauxnel
Angrboda's Allure	Poisons all enemies.	50	*	Reinhilde
Avalanche of the Jatun	Freezes all non-leader, non-human enemies.	80	*	Mischka
Bald's Pact	Negates damage to self and inflicts double on enemy. Cannot be compounded.	80	2	Darius
Biflindi's Shield	Halves ATK of all enemies.	80	3	Heugoe
Eir's Mercy	Restores all allies' HP by 80% of max. HP at beginning of round.	80	3	Rosea
Fafnir's Heart	Instantly revives any fallen allies. Cannot be compounded.	80	3	Phiona
Fury of the Aesir	Negates all physical damage against allies. Cannot be compounded.	80	3	Auguste
Gleipnir's Bonds	Paralyzes all non-leader enemies.	80	*	Cheripha
Hervor's Blessings	Halves all enemies' RDM.	80	3	Natalia
Hoard of the Dvergjar	Yields more purple and shining gems for allies.	80	3	Earnest
Had's Smiting	Renders all allies' normal attacks critical.	80	3	Ushio
Hoenir's Arc	Expands attack range by two panels for all allies.	80	3	Valmur
Inspiration of the Alfir	Eliminates AP costs for all allies.	100	2	Duwin
Kvasir's Mead	Negates all magic damage against allies. Cannot be compounded.	80	3	Lieselotte
Ratataskr's Scandal	Damages all but self and leaders by half of their max. HP. Cannot reduce HP below 1.	100	—	Mireille
Vali's Awakening	Doubles all traits and draws enemy attacks.	80	2	Ancel
Veigr's Warcry	Adds sudden death effect to all allies' attacks.	80	3	Gwendal
Vidar's Hush	Silences all enemies.	80	*	Lockswell

*Effect lasts as long as the associated status.

MAGIC ACQUISITION

The following table shows during which chapters spell codices can be obtained from the shop during the main scenario. Most codices are available in the Seraphic Gate shop, except those that are not available or can only be obtained from a stage.

CODEX NAME	SPELL DESCRIPTION	PRICE	SELL	MAIN SCENARIO ACQUISITION	SERAPHIC GATE ACQUISITION
Dark Savior Codex	(Spellbook) AP cost: 80 Conjures blades of shadow to skewer the enemy. Randomly silences enemy.	4000	2000	Shop: C5-C6	H: SG01-02 P: SG07-01, SG06-03, SG03-07, SG07-10
Fire Storm Codex	(Spellbook) AP cost: 60 Conjures an eruption of rising heat that blasts the enemy skyward.	1500	750	Shop: C3-C6	Shop
Frigid Damsel Codex	(Spellbook) AP cost: 60 Conjures glacial shards to crush the enemy. Randomly freezes enemy.	1500	750	Shop: C2-C6	Shop
Guard Reinforce Codex	(Spellbook) AP cost: 30 Increases RDM and RST of target. Further casting does not compound effect.	1000	500	Shop: C2-C6	Shop
Heal Codex	(Spellbook) AP cost: 40 Restores 80% of max. HP to target.	1000	500	Shop: C2-C6	Shop
Invoke Feather Codex	(Spellbook) AP cost: 50 Restores fallen target to 30% of max. HP.	1500	750	Shop: C3-C6	Shop
Lightning Bolt Codex	(Spellbook) AP cost: 70 Conjures thunder from overhead to launch the enemy backward. Randomly paralyzes enemy.	1800	900	Shop: C3-C6	Shop
Might Reinforce Codex	(Spellbook) AP cost: 30 Increases ATK of target. Further casting does not compound effect.	1000	500	Shop: C3-C6	Shop
Normalize Codex	(Spellbook) AP cost: 40 Cures all status ailments of target, except for fallen status.	1000	500	Shop: C4-C6	Shop
Poison Blow Codex	(Spellbook) AP cost: 70 Conjures toxic mist to snare the enemy from underfoot. Randomly poisons enemy.	2200	1100	Shop: C4-C6	Shop
Prevent Sorcery Codex	(Spellbook) AP cost: 30 Silences one enemy.	2000	1000	Shop: C5-C6	P: SG18-01, SG16-03, SG10-07, SG15-10
Reflect Sorcery Codex	(Spellbook) AP cost: 60 Reflects attack spells aimed at target once.	4000	2000	Shop: C5-C6	—
Sacred Javelin Codex	(Spellbook) AP cost: 80 Conjures spears of light to smite the enemy from above. Randomly stuns enemy.	3000	1500	Shop: C4-C6	H: SG05-01 P: SG19-02, SG10-03, SG19-06, SG05-10
Sap Guard Codex	(Spellbook) AP cost: 30 Reduces RDM and RST of one enemy. Further casting does not compound effect.	1000	500	Shop: C4-C6	Shop
Sap Power Codex	(Spellbook) AP cost: 30 Reduces ATK of one enemy. Further casting does not compound effect.	1000	500	Shop: C4-C6	Shop
Spell Reinforce Codex	(Spellbook) AP cost: 30 Increases MAG of target. Further casting does not compound effect.	1000	500	Shop: C3-C6	Shop
Suspend Motion Codex	(Spellbook) AP cost: 50 Stuns one enemy.	2000	1000	Shop: C4-C6	Shop

ARMAMENTS DATA

Weapons can be equipped via the Allocation menu to improve character attack abilities. The following tables list all weapons in alphabetical order, divided by category.

TABLE KEY

- Equipment Effects:** Displays the bonus or penalty that the equipment confers to an attribute.
- Guard Break:** The ability of the weapon to penetrate an enemy's guard.
- #Attacks:** The number of attacks the weapon allows the character.
- Special Attack:** The weapon enables the character's Special Attack.
- Element:** Adds a percentage of additional damage to an attack if the enemy is weak or susceptible to the element, reduced by the target's RDM, RST, Guard, and other factors.

KATANA

ITEM NAME	DESCRIPTION	ATK	MAG	HIT	GUARD BREAK	#ATTACKS	SPECIAL ATTACK	ELEMENT	CONDITION	CLASS	SPECIAL	PRICE	SELL	MAIN SCENARIO ACQUISITION	SERAPHIC GATE ACQUISITION
Katana	Blade that bears the seeds of warfare, its sheath capable of slicing steel in	140	0	0	0	3	Yes	Fire	90%	Samurai	—	4000	3000	S: S53	Shop
Katana	Greatest blade ever forged by mortal hands. Its ether perfection lies on the divine.	7000	0	20	10	3	Yes	—	—	Samurai	—	—	10000	—	P: SG03-09

- Condition:** A percentage chance of inflicting the specified status condition with an attack.
- Class:** Classes capable of equipping the weapon.
- Special:** Any special damage inflicted by the weapon.
- Price:** The purchase price of the weapon in the shop.
- Sell:** The sale value of the weapon in a shop.

- Main Scenario Acquisition:** Stages and methods in the game to obtain the item. Circumstances of acquisition include **D** (Default equipment of a character), **H** (Hidden), **P** (Plunder), **S** (Spoils of Sin). **Shop** indicates that the item can be purchased, and lists the chapters of availability.

- Seraphic Gate Acquisition:** Stages in Seraphic Gate mode where the tome is available. Circumstances of acquisition include **D** (Default equipment of a character), **H** (Hidden), **P** (Plunder) or the **Shop**, which is available from the start through the end.

SWORDS

NAME	DESCRIPTION	ATK	MAG	HIT	GUARD BREAK	#ATTACKS	SPECIAL ATTACK	ELEMENT	CONDITION	CLASS	SPECIAL	PRICE	SELL	MAIN SCENARIO ACQUISITION	SERAPHIC GATE ACQUISITION
Angel Slayer	"Sins on thy soul, and fire in thy breast. By these may mortal hands lay gods to rest."	250	0	0	10	3	Yes	—	—	Wylfred	—	—	—	Event: S72, S74	—
Angel Slayer™	Weapon drenched in the ichor of the divine, before which the mightiest gods are mortal.	7800	150	50	15	3	Yes	—	—	Swordsman, Warrior, Rogue, Samurai, Lancer, Pugilist	—	—	—	—	Clear Seraphic Gate ten times.
Aronlight	Sword known to capture many a lady's heart. Increases damage to females.	150	0	0	0	3	Yes	—	—	Swordsman	200% damage to females.	32000	16000	S: S57	Shop
Beast Bludgeon	Weapon feared by all that crawls and slithers. Increases damage to beasts.	60	0	0	3	3	Yes	—	—	Swordsman	150% damage to animal classes, 2 stage increase in chance of critical.	—	4250	H: S40 S: S33	P: SG03-02
Broad Sword	Blade wide enough to slice through the breadth of a man. Standard issue for Artolian footmen.	75	0	0	3	1	Yes	—	—	Swordsman	—	2000	1000	D: Mireille	Shop
Dainsleif	Blasphemed blade from whose cut gods have fallen. Its true nature is far from heretical.	5000	20	20	10	3	Yes	—	—	Swordsman	—	—	10000	—	P: SG15-08, SG14-09



SWORDS CONTINUED

NAME	DESCRIPTION	ATK	MAG	HIT	GUARD BREAK	#ATTACKS	SPECIAL ATTACK	ELEMENT	CONDITION	CLASS	SPECIAL	PRICE	SELL	MAIN SCENARIO ACQUISITION	SERAPHIC GATE ACQUISITION
Damascus Sword	Blade of an arcane steel, ground and polished for an edge that remains ever-whetted.	70	0	5	0	3	Yes	—	—	Swordsman	—	9000	4500	Shop: C5-C6	Shop
Estoc	Pointed longsword of northern origin. Tapered to pierce beneath plate and split rings of mail.	95	0	10	5	2	Yes	—	—	Swordsman	—	4200	2100	Shop: C4-C6	Shop
Falchion	Rotund blade that merges the swiftness of the sword with the power of the axe.	50	5	0	0	2	Yes	—	—	Swordsman	—	3000	1500	S: S08, S12	Shop
Flame Pollasch	Backsword suited equally to stabbing as to striking. Leaves embers in its wake.	70	0	0	0	2	Yes	🔥 20%	—	Swordsman	—	4000	2000	S: S08, S12, S16	Shop
Frostbane	Sword of a steel colder than ice, with an edge to hew the frozen air.	60	5	0	0	3	Yes	❄️ 20%	—	Swordsman	—	—	2250	S: S20, S26, S29	P: SG13-01
Glance Reviver	Sacred glaive capable of birthing worlds entire. Its pure might can be lent to destructive ends.	500	0	0	10	3	Yes	—	—	Swordsman	—	—	50	—	P: SG11-05
Gram	A sword like no other. Its sheer destructiveness threatens to damn any who dare hold it.	107	5	0	10	3	Yes	💜 10%	—	Swordsman	—	—	4000	S: S46	P: SG11-02
Helgi's Sword	Blood-spattered blade dear to the hero Helgi, dire to his foes. Randomly curses enemy.	200	0	0	5	3	Yes	💜 50%	🌀 30%	Swordsman	—	—	32500	S: S68	P: SG09-03
Lævateinn	Sable blade counted among the Four Treasures, believed buried in the belly of a wyrm.	2200	30	30	0	3	Yes	—	—	Swordsman	Increases damage by percent of character's lost HP.	—	10000	—	P: SG18-07
Lightning Edge	Blade forged of heavenly wrath, from which flashing bolts are wont to leap forth.	90	0	0	0	2	No	⚡ 20%	—	Swordsman	—	—	2250	P: S24, S31	P: SG13-01
Long Sword	Common sword of common steel.	10	0	0	0	2	No	—	—	Swordsman	—	200	100	D: Wyllfred, Shop: P-C2	D: Wyllfred, Mireille
Moonfalc	Crescent blade striking an otherworldly complexion, the shade of celestial stone.	155	10	0	5	3	Yes	🌙 30%	—	Swordsman	—	32000	16000	S: S50	Shop
Rapier	Slender thrusting blade designed to dance nimbly in its wielder's hand.	30	0	5	3	2	No	—	—	Swordsman	—	2000	1000	D: Darius Shop: C2-C6	Shop
Ruin's Fate	Glaive bound helplessly to a destiny of sorrow. Its dim gleam bespeaks grim tales.	100	0	0	5	3	Yes	💜 50%	—	Swordsman	—	—	3500	S: S36	P: SG11-02
Sinclair Saber	Straight blade mounted by a unique hilt of curved quillons protecting its grip.	40	0	5	3	3	No	—	—	Swordsman	—	3000	1500	Shop: C3-C6	D: Lenneth, Hrist Shop
Sword of Silvas	Long blade wrought of a mysterious metal of platinum sheen. Randomly paralyzes enemy.	80	0	0	5	3	Yes	🛡️ 10%	⚡ 10%	Swordsman	—	—	2750	S: S41	P: SG01-02
Valkyrie Favor	Shimmering essence of divinity bestowed upon they to whom the Battle Maiden is beholden.	450	0	0	10	3	Yes	—	—	Swordsman	—	—	50	—	P: SG11-04
Viking Sword	Preferred weapon of pillagers and plunderers. Makes up in bulk what it lacks in beauty.	20	0	0	0	2	Yes	—	—	Swordsman	—	1200	600	Shop: C1-C6 P: S04	Shop



BROADSWORDS

ITEM NAME	DESCRIPTION	ATK	MAG	HIT	GUARD BREAK	#ATTACKS	SPECIAL ATTACK	ELEMENT	CONDITION	CLASS	SPECIAL	PRICE	SELL	MAIN SCENARIO ACQUISITION	SERAPHIC GATE ACQUISITION
Arcletaris	Namesake of the lord of souls, and emblem of his reign. Property of Odin.	150	10	0	0	3	Yes	💜 50%	—	Warrior	—	100000	50000	S: S54, S61, S69	Shop
Bastard Sword	Sword suitable to grip by one hand or two.	15	0	0	0	3	Yes	—	—	Warrior	—	250	125	D: Ancel, Gwendal Shop: P	D: Ancel, Gwendal, Mischka, Phiona, Kristoff, Arngrim
Caliburn	Mythic glaive bestowed upon the knight who was to be king, mandating his rule thenceforth.	100	5	5	0	3	Yes	—	—	Warrior	—	—	35000	S: S52, S58, S68	P: SG13-02
Claymore	Keen-edged sword of a heft requiring two hands.	65	0	5	0	2	No	—	—	Warrior	—	3500	1750	Shop: C3-C6	Shop
Dragon Slayer	Prodigious blade time and again proven the bane of wyrms. Increases damage to dragons.	115	0	0	0	2	Yes	—	—	Warrior	150% damage to dragons, 2 stage increase in chance of critical.	—	4000	P: S33, S43	P: SG03-02
Elemental Edge	Heavy blade blessed by the spirits of nature, and inscribed with a meek benediction.	165	0	0	0	1	Yes	🌿 50%	—	Warrior	—	3000	1500	P: S08, S12	Shop
Featherbrand	Sword unfathomably light for its size, leading some to believe it is forged of mystical metal.	63	0	0	0	3	Yes	—	—	Warrior	—	10000	5000	Shop: C5-C6	Shop
Grand Sting	Fulgurant blade whose chance blue ripples give one the impression it somehow breathes.	80	0	0	3	2	No	⚡ 30%	—	Warrior	—	—	2500	S: S25	H: SG05-02
Hrunting	Virtually infallible sword of legend that ultimately failed in its duty.	50	0	5	0	3	No	—	—	Warrior	—	4800	2400	D: Phiona Shop: C4-C6	Shop
Kindling Sword	Volatile sword bursting to cover its prey in searing flames and scathing wounds.	90	0	0	0	2	Yes	🔥 30%	—	Warrior	—	5000	2500	S: S28	Shop
Nefarious Glaive	Blade infamous for the ill deeds to which its seductive power inspires men. Randomly fatal.	5000	0	0	0	2	Yes	👁️ 30%	—	Warrior	10% chance of instant death.	—	12500	—	P: SG01-08, SG07-10
Skrep	Much sought-after heirloom possessing an edge even the sands of time cannot dull.	40	0	0	0	3	Yes	—	—	Warrior	—	4500	2250	S: S20, S26, S29	Shop
Two-Handed Sword	Greatsword long as a man is tall, powerful as his swing is great.	20	0	0	0	2	No	—	—	Warrior	—	2500	1250	D: Mischka Shop: C2-C6	Shop
Tyrifing	Bringer of glory and ruin. The blade demands a bloodprice each time it is unsheathed.	7500	0	0	15	3	Yes	—	—	Warrior	—	—	15000	—	P: SG09-09, SG15-09
Vainlayer	Sword plucked from the black of the abyss that rips away flesh and vanity with alacrity.	95	0	0	0	3	Yes	💜 50%	—	Warrior	—	—	5000	S: S46	P: SG13-02

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KNIVES

ITEM NAME	DESCRIPTION	ATK	MAG	HIT	GUARD BREAK	#ATTACKS	SPECIAL ATTACK	ELEMENT	CONDITION	CLASS	SPECIAL	PRICE	SELL	MAIN SCENARIO ACQUISITION	SERAPHIC GATE ACQUISITION
Azoth Blade	Consecrated dagger used in alchemists' rites that shares its name with the panacea.	120	5	0	3	2	Yes	⚡ 10%	—	Rogue	—	3000	1500	P: S19, S24, S31	Shop
Bronlavyn	Short, broad dagger so cold its mere touch could freeze a flowing stream, allowing men to cross.	95	0	0	0	3	Yes	❄️ 50%	—	Rogue	—	—	5000	S: S57, S65	P: SG16-02
Carrwennan	Little white-hilted dagger that guarded the life of the legendary king of knights.	140	0	0	3	2	Yes	⚔️ 10%	—	Rogue	—	8900	4450	Shop: C5-C6	Shop
Dagger	Dual-edged knife designed for stabbing.	30	0	0	0	3	No	—	—	Rogue	—	—	125	D: Natalia	D: Natalia
Imanotsurugi *2	Short sword of the Yamato that promises an honorable end. Randomly fatal.	120	0	0	5	3	Yes	—	—	Rogue	10% chance of instant death.	70000	35000	S: S62, S69	Shop
Main-Gauche	Sinister straight blade held in one's shield-hand. Excellent for parrying.	55	0	0	0	3	No	—	—	Rogue	—	2800	1400	Shop: C3-C6	Shop
Mithril Knife	Magical metal blade that shreds copper as though it were cloth.	65	0	0	0	3	No	—	—	Rogue	—	4000	2000	Shop: C4-C6	Shop
Ravenbrand *1	Knife that strikes fear into the hearts of the winged. Increases damage to avians.	75	0	0	0	3	Yes	—	—	Rogue	150% damage to avians, 2 stage increase in chance of critical.	—	2500	H: S44 P: S39	P: SG14-02
Ridill	Blade bloodied by a wyrm's heart and filled with its insatiable desire to crush defenses.	7000	0	0	5	3	Yes	—	—	Rogue	—	—	15000	—	P: SG11-08



KATANA

ITEM NAME	DESCRIPTION	ATK	MAG	HIT	GUARD BREAK	#ATTACKS	SPECIAL ATTACK	ELEMENT	CONDITION	CLASS	SPECIAL	PRICE	SELL	MAIN SCENARIO ACQUISITION	SERAPHIC GATE ACQUISITION
Kanesada	Relic that lines the annals of warfare, its blade capable of slicing thin air.	140	0	0	0	3	Yes	🔥 30%	—	Samurai	—	60000	30000	S: S53	Shop
Kotetsu	Greatest blade ever forged by mortal hands. Its utter perfection borders on the divine.	7000	0	20	10	3	Yes	—	—	Samurai	—	—	10000	—	P: SG03-09
Muramasa	Accursed masterpiece of a madman. Sorrow visits all it crosses. Randomly curses enemy.	90	0	10	5	3	Yes	—	☠️ 10%	Samurai	—	—	3000	P: S36	P: SG12-02
Nodochi	Lengthy sword the Yamato use to slaughter merfolk. Increases damage to scaled creatures.	42	0	0	0	3	No	—	—	Samurai	150% damage to fish and lizards, 2 stage increase in chance of critical.	1600	800	D: Ushio	Shop
Osafune	Reddish-bronze sword of considerable renown.	120	0	0	0	3	Yes	👑 30%	—	Samurai	—	55000	27500	S: S62	Shop
Seven-Pronged Sword	One-of-a-kind antiquity from which sharp steel branches burgeon.	75	20	0	0	3	No	—	—	Samurai	—	11000	5500	Shop: C5-C6	Shop
Uchiyatana	Yamato longsword forged to be drawn fluently from its sheath.	17	0	0	0	2	No	—	—	Samurai	—	—	75	—	D: Ushio
Wodoo	Traditional blade with which most Yamato swordsmen are familiar.	105	0	0	0	2	Yes	—	—	Samurai	—	4000	2000	Shop: C4-C6	Shop



LANCE

ITEM NAME	DESCRIPTION	ATK	MAG	HIT	GUARD BLOCK	#ATTACKS	SPECIAL ATTACK	ELEMENT	CONDITION	CLASS	SPECIAL	PRICE	SELL	MAIN SCENARIO ACQUISITION	SERAPHIC GATE ACQUISITION
Basilisk's Gaze	Polearm with the eye of the little serpent king. Property of Odin. Randomly petrifies enemy.	120	0	0	3	3	Yes	—	👁️ 10%	Lancer	—	—	35000	S: S60, S68	P: SG13-03
Dinosaur's Rage	Lance resembling the fang of a reptilian beast of yore. Increases damage to scaled creatures.	6000	0	0	3	3	Yes	—	—	Lancer	150% damage to fish and lizards, 2 stage increase in chance of critical.	—	12500	—	P: SG07-08, SG07-09
Grásida	Spear forged from the fragments of a once glorious sword shattered for fear of its might.	105	0	0	3	2	Yes	👁️ 50%	—	Lancer	—	—	3100	S: S20	P: SG16-01
Halberd	Versatile polearm featuring a mounted spike, an axe head, and a rear hook for good measure.	25	0	0	0	2	Yes	—	—	Lancer	—	2000	1000	D: Heugoe Shop: C2-C6	D: Heugoe, Duwain
Holy Halberd	Polearm that carries the smiting blessings of the gods.	55	0	0	3	3	Yes	⚔️ 10%	—	Lancer	—	—	3000	S: S26, S29	P: SG16-01
Lance	Long, sharp conic weapon intended primarily for jousting.	17	0	0	0	3	Yes	—	—	Lancer	—	2000	1000	D: Earnest	D: Earnest, Raienbourg, Shop
Langspear	Per its name, a thrusting weapon tall and slender.	58	0	0	0	3	Yes	—	—	Lancer	—	11000	5500	Shop: C5-C6	Shop
Mistilteinn	Bough of mistletoe that impaled a god, imbuing it with sacred strength. Property of Odin.	70	10	0	10	3	Yes	⚔️ 30%	—	Lancer	—	15000	7500	S: S41	Shop
Partisan	Wide blade affixed to a long shaft, balanced toward the tip for heaving.	70	0	0	0	2	Yes	—	—	Lancer	—	3200	1600	D: Duwain Shop: C3-C6	Shop
Spear of Lugh	Weapon aglow with the pale phosphorescence of the blue heavens from which it strikes.	85	0	0	0	3	Yes	⚡ 10%	—	Lancer	—	—	4500	S: S46	P: SG07-02
Warhammer	Maul built to send a pulverizing shock through the most rigid of armors.	46	0	0	0	3	No	—	—	Lancer	—	4300	2150	Shop: C4-C6	Shop



BOW

ITEM NAME	DESCRIPTION	ATK	MAG	HIT	GUARD BREAK	#ATTACKS	SPECIAL ATTACK	ELEMENT	CONDITION	CLASS	SPECIAL	PRICE	SELL	MAIN SCENARIO ACQUISITION	SERAPHIC GATE ACQUISITION
Arbalest	Large and lethal variant of the crossbow meant solely for skilled hands.	102	0	0	5	2	Yes	—	—	Archer	—	4000	2000	D: Reinhilde Shop: C4-C6	Shop
Blue Gale	Bow that sets windswept arrows to sail through the air at blistering speeds.	140	0	0	0	3	Yes	—	—	Archer	—	—	25000	S: S54, S61, S69	P: SG16-02, SG14-04
Composite Longbow	Bow whose limbs comprise a melange of metals to enhance elasticity and tensile strength.	65	0	0	0	3	No	—	—	Archer	—	3900	1950	D: Valmur Shop: C4-C6	Shop
Crescent Bow	Bow whose moonstone arrows draw arcs of light as they wax and wane in the sky.	52	0	5	0	3	Yes	🌙 20%	—	Archer	—	4000	2000	S: S09, S10, S15	Shop

ITEM NAME	DESCRIPTION	ATK	MAG	HIT	GUARD BREAK	#ATTACKS	SPECIAL ATTACK	ELEMENT	CONDITION	CLASS	SPECIAL	PRICE	SELL	MAIN SCENARIO ACQUISITION	SERAPHIC GATE ACQUISITION
Crossbow	Bow mounted upon a stock that offers maximal force at minimal effort.	15	0	0	3	2	No	—	—	Archer	—	220	110	D: Cheripha Shop: C1	D: Cheripha, Valmur, Reinhilde
Dawnsong	Bow from which rise shining arrows to smite foes while its string hums merrily along.	75	0	0	0	3	Yes	50%	—	Archer	—	12000	6000	S: S42	Shop
Manuballista	Relative of the crossbow designed to launch heavier bolts at high velocities.	42	0	5	3	2	No	—	—	Archer	—	1800	900	Shop: C2-C6	Shop
Othinus' Bow	Bow whose arrows split in mid-flight to riddle their mark. Property of Odin. Increases hits.	80	0	0	0	2	Yes	—	—	Archer	Hits twice.	—	4500	S: S47	P: SG16-02
Raijoudou	Spirit bow that cleanses the wicked and profane. Increases damage to impure beings.	70	0	10	5	3	Yes	—	—	Archer	150% damage to undead, 2 stage increase in chance of critical.	—	4500	S: S32	P: SG16-01
Rapid Crossbow	Stock-set bow with an inbuilt mechanism for reloading quarrels.	48	0	0	0	3	No	—	—	Archer	—	3000	1500	Shop: C3-C6	Shop
Soothsayer Bow	Ominous weapon that fulfills a prophecy of death for its target.	2000	0	0	3	2	Yes	—	—	Archer	—	—	6000	—	P: SG18-07
Stoutbow	Composite shortbow reinforced by every agent imaginable.	58	0	0	0	3	Yes	—	—	Archer	—	8500	4250	Shop: C5-C6	Shop
Sylvan Bow	Lustrous bow counted among the Four Treasures. Key to the Spirit World's stability.	5000	0	0	10	3	Yes	—	—	Archer	—	—	17500	—	P: SG10-08, SG16-08

 ROD

ITEM NAME	DESCRIPTION	MAG	HIT	RST	GUARD BREAK	#ATTACKS	SPECIAL ATTACK	ELEMENT	CONDITION	CLASS	SPECIAL	PRICE	SELL	MAIN SCENARIO ACQUISITION	SERAPHIC GATE ACQUISITION
Alchemy Wand	Virge engraved with the likeness of a faerie.	210	0	0	0	1	Yes	—	—	Sorcerer	—	5000	2500	P: S29	Shop
Caduceus	Wand mantled in two serpents entwined, representing the merging of body and soul.	950	0	40	0	1	Yes	—	—	Sorcerer	—	55000	27500	S: S53, S61, S69	Shop
Crystal Wand	Virge atop which sits a prism, sparkling iridescently.	35	0	0	0	1	No	—	—	Sorcerer	—	1500	750	Shop: C2-C6	Shop
Deluge Scepter	Staff marked by a crest depicting crashing waves, one long unseen in Artolian heraldry.	220	0	10	0	1	Yes	—	—	Sorcerer	—	4300	2150	Shop: C4-C6	Shop
Ether Scepter	Staff imbued with the concentrated essence of ether in order to withstand intense sorcery.	330	0	30	0	1	Yes	—	—	Sorcerer	—	13000	6500	Shop: C5-C6	Shop
Holy Rod	Hallowed staff graced by a heavenly jewel that resonates with the bearer's divinity.	320	0	20	0	1	Yes	—	—	Sorcerer	—	—	3000	S: S32	P: SG18-01
Holy Wand of Telos	Repository of limitless wisdom that channels magic from the realms of gods.	4000	0	80	0	1	Yes	—	—	Sorcerer	—	—	10000	—	P: SG05-08, SG01-09
Infinity Rod	Sigil of eternity whose patient sagacity deepens with each passing moment.	130	0	0	0	1	Yes	—	—	Sorcerer	—	2000	1000	S: S08, S12, S16	Shop
Lotus Wand	Enchanted ceremonial rod blanketed by floral imagery.	120	0	0	0	1	No	—	—	Sorcerer	—	2900	1450	Shop: C3-C6	H: SG03-01
Ruby Mace	Scepter crowned by a scarlet gemstone that pulses luminously.	15	0	0	0	1	No	—	—	Sorcerer	—	—	125	D: Lockswell	D: Lockswell, Rosea, Lieselotte, Fauxnel, Reinhilde
Yafive Crosier	Sacrosanct altar staff that delivers the oaths and orisons of men to the ears of the gods.	140	0	0	0	1	Yes	—	—	Sorcerer	—	3500	1750	D: Rosea, Lieselotte, Fauxnel	Shop
Wand of Apocalypse	Foreboding ophidian staff that profoundly peers into the bottomless depths of knowledge.	2500	0	40	0	1	No	—	—	Sorcerer	—	—	40000	—	P: SG05-05, SG18-07

 KNUCKLES

ITEM NAME	DESCRIPTION	ATK	MAG	HIT	GUARD BREAK	#ATTACKS	SPECIAL ATTACK	ELEMENT	CONDITION	CLASS	SPECIAL	PRICE	SELL	MAIN SCENARIO ACQUISITION	SERAPHIC GATE ACQUISITION
Bloody Knuckles	Cherished weapons of the Lord of the Undead with an insatiable thirst for life all their own.	7000	0	10	15	3	Yes	—	—	Pugilist	—	—	14000	—	P: SG02-09
Brawl Knuckles	Standard sparring arm of pugilists, capable of mutilation in well-trained hands.	30	0	0	0	3	No	—	—	Pugilist	—	8500	4250	Shop: C5-C6	Shop
Demon Hands	Weapon of a Yamato pugilist who never gripped a blade, and never suffered a defeat.	100	0	5	10	3	Yes	—	—	Pugilist	—	—	15000	S: S60, S68	P: SG18-02
Finger Spikes	Rings that project keen-edged nails into their prey.	20	0	0	0	2	Yes	—	—	Pugilist	—	150	75	—	Shop
Iron Claws	Gauntlets from which metal prongs jut forth.	5	0	0	0	2	No	—	—	Pugilist	—	—	400	—	D: Auguste
Knuckles	Bridged rings worn over the fingers for devastating fist strikes.	15	0	0	0	3	No	—	—	Pugilist	—	300	150	D: Auguste	Shop
Raptor Claws	Talons that protrude from the hand deep into prey. Increases damage to magical beasts.	120	0	5	0	2	Yes	—	—	Pugilist	150% damage to animal classes, 2 stage increase in chance of critical.	12000	6000	P: S56, S64	Shop

 INVISIBLE WEAPONS

ITEM NAME	DESCRIPTION	ATK	MAG	HIT	GUARD BREAK	#ATTACKS	SPECIAL ATTACK	ELEMENT	CONDITION	CLASS	SPECIAL	PRICE	SELL	MAIN SCENARIO ACQUISITION	SERAPHIC GATE ACQUISITION
Ether Glacier	Invisible weapon forged by the Goddess of Creation, its form apparent only to her.	75	0	20	5	3	Yes	—	—	Freya	—	—	10000	—	D: Freya P: SG17-05
Ether Laser	Weapon allowing Freya to manipulate sublime quantities of ether. Only she knows its nature.	7000	0	20	10	3	Yes	—	—	Freya	—	—	12500	—	P: SG17-08
Feather Duster	Implement for removing unsightly dander and debris. Inflicts unfathomable suffering.	150	0	30	10	3	Yes	20%	—	Ailyth	—	—	40000	—	D: Ailyth
Royal Hel Tea Service	Tea set purveyed by Mistress Hel herself. Its ivory cups and ebony pot encourage civility.	7000	0	15	5	3	Yes	20%	—	Ailyth	RST +50	—	5000	—	P: SG09-08

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EQUIPMENT DATA

Equipment items can be donned by characters in the Allocation menu to improve their defenses against both physical and magical attacks. Many armor pieces also bear added resistance to elements or status conditions.

TABLE KEY



ARMOR

ITEM NAME	DESCRIPTION	AVD	RDM	RST	1	2	3	4	PRICE	SELL	5	6
					ELEMENT RESIST	RESIST CONDITION	CLASS				MAIN SCENARIO ACQUISITION	SERAPHIC GATE ACQUISITION
Anointed Cloak	Garment made pure by consecrated water, and stitched with a benediction.	10	110	5	—	—	Rogue, Sorcerer, Archer, Sorcerer, Pugilist	3500	1750	D: Valmor, Augoste, Fenorel, Shop: C4-C6	Shop	

1 Equipment Effects: Displays the bonus or penalty that the equipment confers to an attribute.

2 Element Resist: Added elemental resistance of an equipment piece, and the percentage of damage reduced.

3 Resist Condition: Added chance to negate the effects of a status condition.

4 Class: The class of characters capable of equipping the piece.

5 Main Scenario Acquisition: Stages and methods in the game to obtain the item. Circumstances of acquisition include **D** (Default equipment of a character), **H** (Hidden), **P** (Plunder), **S** (Spoils of Sin). **Shop** indicates that the item can be purchased, and lists the chapters of availability.

6 Seraphic Gate Acquisition: Stages in Seraphic Gate mode where the tome is available. Circumstances of acquisition include **D** (Default equipment of a character), **H** (Hidden), **P** (Plunder) or the **Shop**, which is available from the start through the end.



HELMET

ITEM NAME	DESCRIPTION	MAG	RDM	RST	ELEMENT RESIST	RESIST CONDITION	CLASS	PRICE	SELL	MAIN SCENARIO ACQUISITION	SERAPHIC GATE ACQUISITION
Anointed Crown	Circular band made pure by consecrated water.	10	35	5	—	20%	Sorcerer, Pugilist, Valmur	3500	1750	Shop: C3-C6	Shop
Crown	Laurel circlet sewn with hopes and prayers.	5	20	15	—	—	Sorcerer, Pugilist, Valmur	1800	900	Shop: C3-C6	Shop
Duel Helm	Crowning piece to a steel suit of armor, inlaid with a relief depicting the God of War.	0	30	5	—	—	Swordsman, Warrior, Lancer	2300	1150	D: Phiona Shop: C4-C6	Shop
Empress Coronet	Bejeweled crown of she that would be queen, conferring the right to dub knights and nobles.	10	70	15	—	—	All females	20000	10000	S: S52, S59, S67	Shop P: SG11-09
Empress Garland	Exquisite wreath entitling Freya to rule in the All-father's absence.	20	120	10	—	—	All females	—	40000	—	H: SG16-07 P: SG13-07, SG09-09, SG17-09, SG17-10
Ether Crown	Diadem cast by the hands of gods, and coated with ether to assure it never rends.	20	100	10	—	—	Sorcerer, Pugilist, Valmur	—	7500	—	H: SG14-07 P: SG17-06, SG11-08, SG14-08, SG09-09
Ether Helm	Helmet cast by the hands of gods, and coated with ether to assure it never rends.	15	35	10	—	—	Swordsman, Warrior, Lancer	—	3500	P: S45	P: SG15-02
Iron Helm	Austere headgear devoid of ornamentation.	0	25	0	—	—	Swordsman, Warrior, Lancer	1800	900	Shop: C3-C6	Shop
Mask of the Dead King	Visage held to be that donned by the mad pharaoh Akhetamen. Property of Odin.	15	110	10	—	—	Swordsman, Warrior, Lancer	—	10000	—	H: SG14-05 P: SG04-04, SG03-08, SG09-09
Mithril Crown	Headband composed of a magical metal that absorbs shock by nature.	0	50	20	—	—	Sorcerer, Pugilist, Valmur	—	4000	P: S57, S58, S65, S66	H: SG14-04 P: SG09-02
Mithril Helm	Headgear of a magical metal mightier than steel, yet surprisingly lighter.	5	42	10	—	—	Swordsman, Warrior, Lancer	6000	3000	S: S25, S28	Shop
Mithril Tiara	Delicate crown of magical metal that sparkles with encrusted jewels.	5	35	10	—	—	All females	3000	1500	Shop: C5-C6	Shop
Mob Cap	Exquisite caul ornamented by a frill to keep a maid's hair as tidy as her home.	0	300	20	—	—	Ailyth	—	2500	—	P: SG09-04
Olive Crown	Headband bearing the etched sprigs of a drupe thought to ward off curses.	10	30	5	—	20%	Sorcerer, Pugilist, Valmur	2200	1100	D: Fauxnel Shop: C4-C6	Shop
Rune Crown	Enchanted headband into which is carved the icon of enlightenment.	20	30	30	—	—	Sorcerer, Pugilist, Valmur	5000	2500	S: S09, S13, S17	Shop
Rune Helm	Full-length helmet bedecked with protective glyphs.	10	25	20	—	30%	Swordsman, Warrior, Lancer	5000	2500	S: S06, S10, S15	Shop
Sallet	Visored helm that leaves the region from the nose to the jaw exposed.	0	10	5	—	—	Swordsman, Warrior, Lancer	700	350	Shop: C1-C6	Shop
Seraphic Garland	Wreath adorned by angelic wings, evoking the majesty befitting a Battle Maiden.	10	90	0	50%	—	Lenneht, Hrist	—	15000	—	H: SG07-07 P: SG11-06, SG09-09, SG11-10, SG13-10
Silver Helm	Burnished headgear reinforced by means of its material's affinity for ether.	5	35	0	—	—	Swordsman, Warrior, Lancer	3500	1750	Shop: C5-C6	Shop
Silver Tiara	Intricate circlet reinforced by means of its material's affinity for ether.	5	30	10	—	—	All females	1800	900	Shop: C4-C6	Shop
Supreme Crown	Sum of superlative materials, unsurpassed craftsmanship, and splendiferous magic.	10	40	20	—	—	Sorcerer, Pugilist, Valmur	7000	3500	H: S19, S24, S31	Shop
Tiara	Ordinary circlet tastefully designed to transcend birth and standing.	0	20	10	—	—	All females	1500	750	Shop: C3-C6	Shop
Tiara of the Holy Empress	Circlet that sat atop a saintly woman's head. Its holiness is vulnerable to dark power.	5	60	5	50%	-20%	All females	—	5000	S: S36, S38	—
Valiant Helm	Exemplary full-length helmet representing the sum of technical knowledge.	10	60	5	—	—	Swordsman, Warrior, Lancer	10000	5000	S: S49, S56, S64	Shop

ARMOR

ITEM NAME	DESCRIPTION	AVD	RDM	RST	ELEMENT RESIST	RESIST CONDITION	CLASS	PRICE	SELL	MAIN SCENARIO ACQUISITION	SERAPHIC GATE ACQUISITION
Anointed Cloak	Garment made pure by consecrated water, and stitched with a benediction.	10	110	5	—	—	Rogue, Samurai, Archer, Sorcerer, Pugilist	3500	1750	D: Valmur, Auguste, Fouxnel, Shop: C4-C6	Shop
Apron Dress	Prim garment always kept clean and pressed, with a hemline down at the ankles.	0	40	0	—	—	Ailyth	—	250	—	D: Ailyth
Armor of Aeph	Plate rendered able to fully suppress the power of earth by necromancy. Property of Odin.	50	5000	0	🌋 100%	—	Swordsman, Warrior, Lancer	—	30000	—	P: SG19-07, SG08-08, SG09-09, SG11-09
Chainmail	Mesh of miniature metal rings to mitigate slashing attacks but retain flexibility.	0	30	0	—	—	Swordsman, Warrior, Lancer	2200	1100	D: Darius, Gwendal, Earnest, Mirelle, Mischka, Heugoe, Duwain, Shop: C1-C6	Shop
Cloak	Cloth cape customary on distant journeys.	0	25	0	—	—	Rogue, Samurai, Archer, Sorcerer, Pugilist	200	100	D: Cheripha, Lockswell Shop: C1	D: Cheripha, Lockswell, Natalia, Rosea, Lieselotte, Valmur, Reinhilde, Auguste, Fouxnel, Langrey, Shop
Cloak of Britannia	Vestment bearing the name of a beloved shieldmaiden. Property of Odin.	10	300	20	🛡️ 90%	—	Rogue, Archeress, Sorceress, Freya	—	10000	S: S52, S59, S67	P: SG11-02
Cuirass	Iron chest armor that deflects blows with its convex curvature.	5	50	0	—	—	Swordsman, Warrior, Lancer	3100	1550	Shop: C3-C6	Shop
Dragon Armor	Plate clad in daunting wyrm scales. Impenetrable to blades, unfazed by bludgeons.	-5	150	10	—	—	Swordsman, Warrior, Lancer	22000	11000	H: S44	Shop
Duel Armor	Chestplate of a steel suit of armor. Engraved is the name of the God of War.	5	80	0	—	—	Swordsman, Warrior, Lancer	4200	2100	D: Phiona Shop: C4-C6	Shop
Elfin Taffeta	Sheer robe spun of silk, dyed under the rainbow, and woven by the álfar.	25	200	10	🌈 20% ⚡ -20%	—	Rogue, Samurai, Archer, Sorcerer, Pugilist	10000	5000	S: S40, S47	Shop
Eternal Garb	Immaculate raiment whose inscribed runes defend its wearer from any and all dangers.	20	4000	10	—	—	Rogue, Samurai, Archer, Sorcerer, Pugilist, Freya	—	25000	—	P: SG18-0,7 SG13-08, SG09-09, SG19-09
Flame Armor	Plate born from the blazing heart of the forge, and inherently resistant to fire.	10	100	20	🔥 50% 🌊 -20%	—	Swordsman, Warrior, Lancer	6000	3000	Shop: C5-C6	Shop
Ice Plate	Armor cast in the frigid core of the glacier, and inherently resistant to ice.	15	120	5	🧊 50% 🔥 -20%	—	Swordsman, Warrior, Lancer	—	3750	S: S29	P: SG15-01 SG01-05
Kinagashi	Informal half-coat of the Yamato.	15	65	0	—	—	Samurai	1500	750	D: Ushio	D: Ushio, Shop
Leather Armor	Jerkin tailored from tanned hides that is treated to be tough, yet smooth.	5	15	0	—	—	Swordsman, Warrior, Lancer	300	150	D: Wylfred, Ancel Shop: P-C1	D: Wylfred, Ancel, Darius, Gwendal, Earnest, Mirelle, Mischka, Heugoe, Duwain, Phiona, Kristoff, Roienbourg, Shop
Mirage Robe	Garment that blurs its surroundings with an illusory haze. Property of Odin.	40	120	15	👁️ 90%	—	Rogue, Samurai, Archer, Sorcerer, Pugilist	6000	3000	S: S21	Shop
Mirror Plate	Armor of reality-reversing light, albeit a shadow of its former glory. Property of Odin.	20	250	10	🪞 50% 🌪️ -20%	—	Swordsman, Warrior, Lancer	—	15000	S: S51, S58, S66	P: SG19-02, SG01-06
Noble Cloak	Cape denoting rank and prestige, embellished by captivating embroidery for courtly affairs.	10	60	35	—	—	Rogue, Samurai, Archer, Sorcerer, Pugilist	2800	1400	D: Rosea, Lieselotte Shop: C3-C6	Shop
Seraphic Garb	Providential armor that radiates a sky of blue, evoking majesty befitting a Battle Maiden.	10	400	10	—	—	Lenneth, Hrist	—	20000	—	H: SG08-05 P: SG17-04
Silver Cloak	Garment laced with argent threads, reinforced by means of the material's affinity for ether.	5	35	15	—	—	Rogue, Samurai, Archer, Sorcerer, Pugilist	2000	1000	D: Natalia, Shop: C2-C6 P: S15	Shop
Silver Mail	Elaborate masterpiece reinforced by means of its material's affinity for ether.	20	50	5	—	—	Swordsman, Warrior, Lancer	3500	1750	P: S08, S12, S16	Shop
Supreme Garb	Raiment spangled with precious stones glazed to a crystalline sheen.	15	130	20	—	—	Rogue, Samurai, Archer, Sorcerer, Pugilist	6000	3000	Shop: C5-C6	Shop
Sylph Robe	Garment blessed by the spirits of the wood to thwart the hand of darkness.	10	350	10	🌲 90%	—	Sorcerer (male only)	30000	15000	S: S54, S61, S69	Shop
Velour Dress	Lavish, plush gown fashionable among women of the peerage.	10	120	0	—	—	Rogue, Archeress, Sorceress, Mirelle, Phiona	4500	2250	D: Reinhilde	Shop
Victorian Dress	Self-repairing raiment of luxurious brocade. Sews itself back together after metamorphoses.	-10	3500	10	—	—	Ailyth	—	500	—	P: SG09-07

GAUNTLETS

ITEM NAME	DESCRIPTION	HIT	AVD	RDM	RST	GUARD RATIO	ELEMENT RESIST	CLASS	PRICE	SELL	MAIN SCENARIO ACQUISITION	SERAPHIC GATE ACQUISITION
Duel Guards	Gauntlets from a steel suit of armor. They carry the mark of the God of War.	0	0	35	0	10	—	Swordsman, Warrior, Samurai, Lancer Swordsman, Warrior, Samurai, Lancer	3500	1750	Shop: C5-C6	Shop
Ether Gloves	Gloves sewn by the hands of gods, and coated with ether to assure they never rend.	5	0	30	10	25	—	Rogue, Archer, Sorcerer, Ailyth	10000	5000	S: S37, S41, S46	Shop P: SG06-08, SG02-09
Extreme Armguards	Gauntlets formed in the flickering flame that are most at home in heat. Property of Odin.	5	0	40	5	15	🔥 50%	Swordsman, Warrior, Samurai, Lancer	7000	3500	S: S40, S47	Shop
Gauntlets	Hand-guards that cover the forearms as well.	0	0	15	0	5	—	Swordsman, Warrior, Samurai, Lancer	700	350	D: Gwendal, Heugoe, Duwain, Ushio Shop: C3-C6	D: Gwendal, Heugoe, Duwain, Shop
Gloves	Ordinary apparel worn to comfort and protect the hands.	2	0	5	0	0	—	Rogue, Archer, Sorcerer, Ailyth	800	400	Shop: C2-C6	Shop
Holy Gauntlets	Hallowed hand-guards that emit a faint glow amid darkness.	5	0	25	10	20	🌟 20%	Swordsman, Warrior, Samurai, Lancer	4000	2000	P: S41, S45, S46	Shop
Leather Gloves	Handwear tailored from tanned hides that is treated to be tough, yet smooth.	0	0	10	0	10	—	Rogue, Archer, Sorcerer, Ailyth	1100	550	Shop: C3-C6	Shop
Magic Gloves	Enchanted handwear capable of averting the impact of collisions.	0	0	20	15	10	—	Rogue, Archer, Sorcerer, Ailyth	4000	2000	D: Valmur, Reinhilde Shop: C4-C6	Shop
Metal Buckles	Steel wrist-guards that shield the cuff all the way to the elbow.	0	0	25	0	0	—	Swordsman, Warrior, Samurai, Lancer	1200	600	Shop: C4-C6	Shop
Royal Gloves	Bequest of a valiant warrior princess whose mere presence could turn the tide of battle.	0	0	7	0	15	—	Rogue, Archer, Sorcerer, Ailyth	3000	1500	P: S07, S12	Shop
Starguards	Ethereal gauntlets that shine with the glory of the heavens. Property of Odin.	5	0	70	10	25	—	Swordsman, Warrior, Samurai, Lancer	—	6000	S: S51, S60, S66	P: SG13-02, SG05-08, SG06-08, SG10-08, SG06-09, SG09-09
Valor Gauntlets	Royal reward for gallantry in battle. They exhibit marvelous attention to detail.	5	0	13	0	10	—	Swordsman, Warrior, Samurai, Lancer	800	400	P: S21, S23, S30	Shop
Wind Gloves	Workers of the wind's will that whirl their wearer about.	5	5	25	0	15	🌀 20%	Rogue, Archer, Sorcerer, Ailyth	5000	2500	Shop: C5-C6	Shop

Part ONE
Part TWO
Part THREE
Part FOUR
Part FIVE
Data

GREAVES

ITEM NAME	DESCRIPTION	AVD	RDM	RST	ELEMENT RESIST	RESIST CONDITION	CLASS	PRICE	SELL	MAIN SCENARIO ACQUISITION	SERAPHIC GATE ACQUISITION
Duel Greaves	Leggings from a steel suit of armor. Emblazoned thereon is the rune for the God of War.	10	30	0	—	—	Swordsman, Warrior, Samurai, Lancer	3000	1500	D: Phiona Shop: C4-C6	Shop
Elfin Boots	Footwear that facilitates the fleet flitting of the álfar.	30	20	10	—	—	Rogue, Archer, Sorcerer, Pugilist, Ailyth	2000	1000	D: Valmur, Reinhilde, Auguste Shop: C4-C6	Shop
Ether Greaves	Leggings cast by the hands of gods, and coated with ether to assure they never rend.	40	50	10	—	—	Swordsman, Warrior, Samurai, Lancer	—	4500	S: S52, S59, S67	H: SG04-04 P: SG14-02, SG04-08
Leather Boots	Shoes tailored from tanned hides treated to be tough, yet smooth.	3	10	0	⚡ 10%	🔥 10%	Rogue, Archer, Sorcerer, Pugilist, Ailyth	1300	650	D: Rosea, Lieselotte Shop: C3-C6	Shop
Magic Boots	Shoes under a spell that lessens their load whilst maintaining their might.	30	30	10	—	—	Rogue, Archer, Sorcerer, Pugilist, Ailyth	—	3750	S: S48, S55, S63	F: SG15-02, SG03-08, SG08-09, SG05-10
Metal Greaves	Cumbersome leggings that extend above the knee, but well worth their weight in defense.	0	25	0	—	—	Swordsman, Warrior, Samurai, Lancer	2500	1250	P: S22, S26, S32	Shop
Red Boots	Shoes that doomed a girl to dance until she dropped, if one believes in fairy tales.	10	25	0	—	—	Rogue, Archer, Sorcerer, Pugilist, Ailyth	3500	1750	Shop: C5-C6	Shop
Safety Boots	Knockabout footwear trusted to brave the worst of conditions. Negates terrain restrictions.	10	5	5	—	(terrain restrictions notwithstanding)	All	—	2500	H: S35, S39 P: S21, S23, S28, S30, S44	H: SG08-03 P: SG01-04, SG04-09
Silver Greaves	Burnished footwear reinforced by means of its material's affinity for ether.	0	15	5	—	—	Swordsman, Warrior, Samurai, Lancer	1500	750	Shop: C3-C6	Shop
Suede Boots	Snug footwear fashioned from the brushed undersides of beast pelts.	0	5	0	—	—	All	1000	500	D: Cheripha, Lockswell, Darius, Natalia Shop: C2-C6 P: S04	D: Cheripha, Lockswell, Natalia, Reinhilde, Auguste, Shop
Valor Greaves	Leggings awarded to the courageous. They exhibit marvelous attention to detail.	20	40	0	—	—	Swordsman, Warrior, Samurai, Lancer	5500	2750	Shop: C5-C6	Shop
Work Boots	Rugged footwear built to endure the rigors of arduous labor.	15	22	5	—	—	Rogue, Archer, Sorcerer, Pugilist, Ailyth	3500	1750	P: S41 S46	Shop

ACCOUTREMENTS

ITEM NAME	DESCRIPTION	HP	ATK	MAG	HIT	AVD	RDM	RST	RESIST CONDITION	CLASS	PRICE	SELL	MAIN SCENARIO ACQUISITION	SERAPHIC GATE ACQUISITION
Curse Check	Amulet granting immunity to curses.	—	—	—	—	—	—	—	🗡️ 100%	All	2500	1250	Shop: C3-C6	Shop
Freeze Check	Amulet granting immunity to freezing.	—	—	—	—	—	—	—	❄️ 100%	All	2000	1000	Shop: C2-C6	Shop
Katsu-Matter	Lightless substance of origin unknown that defies all law and reason. It conjures effects both desirable and not.	—	90%	-90%	-90%	-90%	-90%	-90%	—	All	—	5	—	P: SG10-10
Magic Bangle	Bracelet of sorcerers that enhances MAG.	—	—	20%	—	—	—	—	—	Sorcerers only	—	5000	S: S08, S12, S16, S53	P: SG04-02, SG05-03, SG04-04, SG12-07
Material Earring	Feminine charm that increases maximum HP.	10%	—	—	—	—	—	—	—	Females only	—	35000	S: S48, S62	H: SG13-05, SG13-09 P: SG14-02
Omnichuck	Amulet granting immunity to all ailments.	—	—	—	—	—	—	—	All: 100%	All	—	2500	S: S51, S66	H: SG08-04, SG12-05 P: SG17-07, SG01-10
Paralyze Check	Amulet granting immunity to paralysis.	—	—	—	—	—	—	—	🌀 100%	All	2500	1250	Shop: C5-C6	Shop
Poison Check	Amulet granting immunity to poison.	—	—	—	—	—	—	—	🦟 100%	All	2000	1000	Shop: C1-C6	Shop
Power Bangle	Sword-wielder's bracelet that enhances ATK.	—	20%	—	—	—	—	—	—	All but sorcerers	—	5000	P: S68, S69 S: S49, S58, S64	H: SG18-01 P: SG11-03, SG03-04, SG15-07
Shackle of Sin *2	Manacle to remind Wylfred of his crimes and bind him to his duty. Increases sin wrought.	—	—	—	—	—	—	—	—	Wylfred	—	10000	S: S47	—
Silence Check	Amulet granting immunity to silence.	—	—	—	—	—	—	—	🗣️ 100%	All	2500	1250	Shop: C4-C6	Shop
Stone Check	Amulet granting immunity to petrification.	—	—	—	—	—	—	—	🗿 100%	All	2500	1250	Shop: C4-C6	Shop
Treasure Hunter *1	Brigand's ring able to detect the location of hidden treasures.	—	—	—	—	—	—	—	—	All	5000	2500	P: S09, S17 S: S13, S17	Shop
Tri-Emblem	Crest of three interlocking triangles.	—	30%	30%	30%	30%	30%	30%	—	All	—	50	—	P: SG11-10
Truthade *3	Know thyself.	—	—	—	—	—	—	—	—	All	—	50	—	P: SG13-05, SG09-10

- *1: Hidden item locations shine on the map.
- *2: Sin point acquisition +20%. Wylfred exclusive.
- *3: View additional character profiles.

ITEM DATA

Items covered in this section include provisions for use in combat, parameter-raising items for use in the Menu, and Valuables that are nothing more than keepsakes gained from certain achievements.

TABLE KEY

PROVISIONS

ITEM NAME	DESCRIPTION	AP	RANGE	EFFECT RANGE	ROUNDS EFFECTIVE	PRICE	SELL	1 MAIN SCENARIO ACQUISITION	2 SERAPHIC GATE ACQUISITION
Cockatrice Egg	Brood of a bird incubated by a reptile. Cures petrification.	10	4	Effect A	—	150	75	Shop: C3-C6	Shop

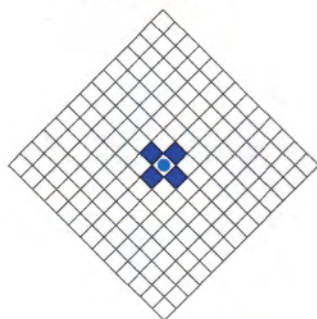
1 Main Scenario Acquisition: Stages and methods in the game to obtain the item. Circumstances of acquisition include **D** (Default equipment of a character), **H** (Hidden), **P** (Plunder), **S** (Spoils of Sin). **Shop** indicates that the item can be purchased, and lists the chapters of availability.

2 Seraphic Gate Acquisition: Stages in Seraphic Gate mode where the tome is available. Circumstances of acquisition include **D** (Default equipment of a character), **H** (Hidden), **P** (Plunder) or the **Shop**, which is available from the start through the end.

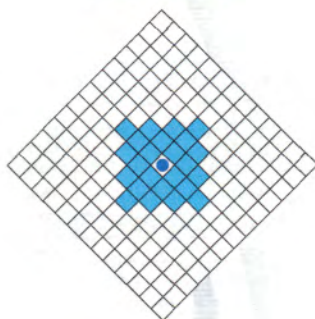
PROVISIONS

Provisions are variety-effect items for use in combat on the user or a target within range. Certain items can affect multiple characters or enemies within range around the target. The Range column in the table below indicates how far away the item can be targeted, and Effect Range indicates the area of effect. For instance, a Fire Talisman can be used to protect an ally 4 spaces away. The target and all allies within a four-space radius receive the benefit.

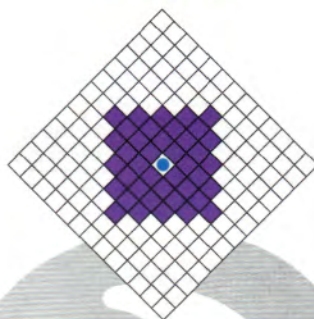
RANGE 1



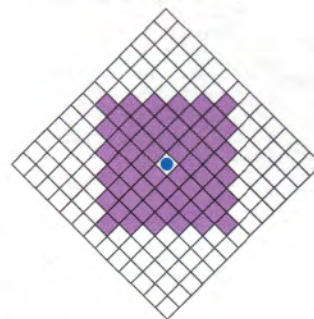
RANGE 3



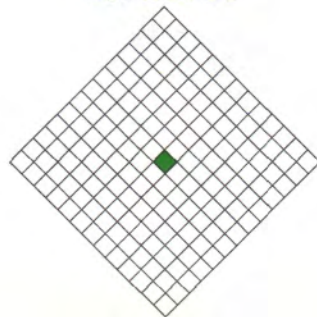
RANGE 4



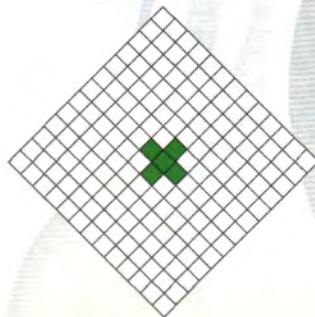
RANGE 5



EFFECT A



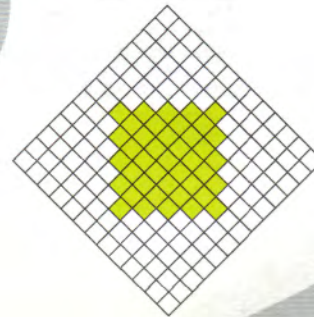
EFFECT B



EFFECT C



EFFECT D



ITEM NAME	DESCRIPTION	AP	RANGE	EFFECT RANGE	ROUNDS EFFECTIVE	PRICE	SELL	MAIN SCENARIO ACQUISITION	SERAPHIC GATE ACQUISITION
Apothecary's Arcanum	Elixir formulated by a chemist. Restores 1500 HP to one ally.	30	4	Effect A	—	600	300	Shop: C3-C6	Shop P: SG11-01
Bragi's Song	Verse purportedly penned by the God of Skalds himself. Cures silence.	10	4	Effect A	—	150	75	Shop: C2-C6	Shop
Cockatrice Egg	Brood of a bird incubated by a reptile. Cures petrification.	10	4	Effect A	—	150	75	Shop: C3-C6	Shop
Dwarf Tincture	Remedy brewed by the diminutive tribe of the mountains. Restores 300 HP to nearby allies.	30	5	Effect C	—	1500	750	Shop: C2-C6	Shop
Earth Talisman	Stone-shattering amulet that increases resistance to earth for all allies in range. (20%)	40	4	Effect D	3	—	750	S: S20, S28, S42	H: SG14-01, SG01-04, SG05-06, SG01-10
Earth Ward	Stone-blocking trinket that increases the target's resistance to earth. (20%)	20	4	Effect A	3	700	350	Shop: C3-C6	Shop
Elixir	Purificatory agent that cures all ailments of the living.	30	4	Effect A	—	2000	1000	Shop: C5-C6 S: S05	Shop P: SG02-03
Fairy Tincture	Remedy mixed by a mischievous, yet friendly folk. Restores 1500 HP to nearby allies.	50	5	Effect C	—	2500	1250	Shop: C3-C6	Shop P: SG06-02
Fire Talisman	Flare-extinguishing amulet that increases resistance to fire for all allies in range. (20%)	40	4	Effect D	3	—	750	P: S60 S: S06, S28, S33, S55	H: SG04-01 SG17-01 SG15-02 SG07-04
Fire Ward	Flare-repellant trinket that increases the target's resistance to fire. (20%)	20	4	Effect A	3	700	350	Shop: C3-C6	Shop

PROVISIONS CONTINUED

ITEM NAME	DESCRIPTION	AP	RANGE	EFFECT RANGE	ROUNDS EFFECTIVE	PRICE	SELL	MAIN SCENARIO ACQUISITION	SERAPHIC GATE ACQUISITION
Flare Crystal	Precious stone unleashing a ranged fire-element attack. (Fire Storm, MAG 350)	50	3	Effect B	—	—	1000	P: S09, S35, S64 S: S09, S13, S17	H: SG08-02, SG12-06 P: SG04-01, SG04-02
Flare Gem	Jewel that administers a fire-element attack. (Single target, Fire Storm, MAG 350)	20	3	Effect A	—	1200	600	Shop: C2-C6 P: S09, S64 S: S04	Shop
Frost Crystal	Precious stone unleashing a ranged ice-element attack. Randomly freezes enemy. (Frigid Damsel, MAG 350)	50	3	Effect B	—	—	1000	H: S28, S68, S69 S: S42	H: SG01-02, SG13-04 P: SG13-02, SG15-02
Frost Gem	Jewel that administers an ice-element attack. Randomly freezes enemy. (Single target, Frigid Damsel, MAG 350)	20	3	Effect A	—	1500	750	Shop: C3-C6	Shop
Goddess Tincture	Remedy created by a revered deity. Restores all HP to nearby allies.	90	5	Effect C	—	—	10000	P: S61 S: S53	H: SG19-07 P: SG17-02
Guard Potion	Potable that heightens the senses, increasing the target's RDM and RST. (20%)	20	4	Effect A	3	—	50	H: S30 S: S06, S10, S15, S48, S63	H: SG02-02, SG06-04 P: SG07-01, SG08-03
Holy Water	Aqueous fluid sanctified by prayer. Cures curses.	10	4	Effect A	—	150	75	Shop: C3-C6	Shop
Honeysuckle Dew	Distillation of the moisture that drips from electrum blooms at dawn. Cures Poison.	10	4	Effect A	—	150	75	Shop: C1-C6	Shop
Ice Talisman	Frost-melting amulet that increases resistance to ice for all allies in range. (20%)	40	4	Effect D	3	—	750	H: S44	H: SG10-01, SG14-02 P: SG17-01, SG01-02
Ice Ward	Frost-bating trinket that increases the target's resistance to ice. (20%)	20	4	Effect A	3	700	350	Shop: C4-C6 P: S16	Shop
Lightning Talisman	Storm-quelling amulet that increases resistance to lightning for all allies in range. (20%)	40	4	Effect D	3	—	750	H: S45 P: S59	H: SG14-01, SG16-03, SG16-05, SG05-09
Lightning Ward	Storm-evading trinket that increases the target's resistance to lightning. (20%)	20	4	Effect A	3	700	350	Shop: C4-C6 P: S13, S59	Shop
Might Potion	Potable that erases all fears and inhibitions, increasing the target's ATK. (20%)	20	4	Effect A	3	—	50	P: S15 S: S05	H: SG04-02 P: SG03-01
Nectar Potion	Potable that bolsters immunity, rendering all allies in range invulnerable to ailments.	20	4	Effect D	3	—	50	H: S20 S: S27, S48, S55, S63	H: SG02-03 P: SG02-01
Noble Elixir	Purificatory agent that cures all ailments of the living, and restores 99% of max. HP.	70	4	Effect A	—	—	5000	H: S74 P: S66 S: S33, S38, S49	H: SG13-03, SG19-06 P: SG17-05, SG11-06
Pearl Grass	Herb adorned with milky, opalescent cloves. Cures paralysis.	10	4	Effect A	—	150	75	Shop: C3-C6	Shop
Poison Crystal	Precious stone unleashing a ranged earth-element attack. Randomly poisons enemy.	50	3	Effect B	—	—	1000	S: S50 S58	H: SG08-03, SG02-04 P: SG01-03, SG15-05
Poison Gem	Jewel that administers an earth-element attack. Randomly poisons enemy. (Single target, Poison Blow, MAG 350)	20	3	Effect A	—	1500	750	Shop: C2-C6	Shop
Prime Elixir	Purificatory agent that cures all ailments of the living, and restores 50% of max. HP.	50	4	Effect A	—	—	5000	P: S42 S: S09, S13, S17, S20, S26	Shop
Sacred Crystal	Precious stone unleashing a ranged holy-element attack. Randomly stuns enemy. (Sacred Javelin, MAG 350)	50	3	Effect B	—	—	1250	S: S18, S22, S32, S56, S60, S65	H: SG04-03, SG15-07 P: SG17-01, SG01-08
Sacred Gem	Jewel that administers a holy-element attack. Randomly stuns enemy. (Single target, Sacred Javelin, MAG 350)	20	3	Effect A	—	1800	900	Shop: C3-C6	Shop
Sage's Arcanum	Elixir conceived by a wise elder. Restores all HP to one ally.	60	4	Effect A	—	—	1000	S: S33, S38	H: SG18-04 P: SG17-01
Shadow Crystal	Precious stone unleashing a ranged dark-element attack. Randomly silences enemy. (Dark Savior, MAG 350)	50	3	Effect B	—	—	1250	P: S62 S: S18, S27, S63	H: SG12-03 P: SG19-01, SG05-02, SG08-03
Shadow Gem	Jewel that administers a dark-element attack. Randomly silences enemy. (Single Target, Dark Savior, MAG 350)	20	3	Effect A	—	1800	900	Shop: C5-C6	Shop
Spell Potion	Potable that soothes the soul and mind, increasing the target's MAG. (20%)	20	4	Effect A	3	—	50	H: S20 S: S08	H: SG10-02 P: SG12-03
Spirit Tincture	Remedy blended by the elemental forces themselves. Restores 3000 HP to nearby allies.	70	5	Effect C	—	10000	5000	H: S47 S: S49	Shop
Storm Crystal	Precious stone unleashing a ranged lightning-element attack. Randomly paralyzes enemy. (Lightning Bolt, MAG 350)	50	3	Effect B	—	—	1000	H: S32 P: S60 S: S25	P: SG06-01, SG16-02, SG02-03, SG17-03
Storm Gem	Jewel that administers a lightning-element attack. Randomly paralyzes enemy. (Single target, Lightning Bolt, MAG 350)	20	3	Effect A	—	1500	750	Shop: C4-C6	Shop
Thaw Water	Melted snow run down the mountainside. Cures freezing.	10	4	Effect A	—	150	75	Shop: C2-C6	Shop
Union Plume	Catalyst of divine miracles that restores the fallen to fighting condition.	30	4	Effect A	—	1200	600	Shop: P: C6 H: S71 P: S01 S: S05	Shop H: SG01-08 P: SG01-01, SG04-01
Warrior's Arcanum	Elixir passed among fighting men. Restores 300 HP to one ally.	20	4	Effect A	—	200	100	Shop: P: C6	Shop P: SG01-01
Witch's Arcanum	Elixir concocted by a coven. Restores 3000 HP to one ally.	50	4	Effect A	—	1200	600	Shop: C4-C6	Shop H: SG12-02

PARAMETER MENU ITEMS

ITEM NAME	DESCRIPTION	FUNCTION	SELL	MAIN SCENARIO ACQUISITION	SERAPHIC GATE ACQUISITION
Ambrosia	Sustenance of the gods that brims with vitality, causing max. HP to runneth over by 100 points. Property of Odin.	+100 HP for one ally.	50	S: S04, S05, S16, S22, S27, S50, S60, S65, S67	P: SG01-03, SG07-04, SG13-04, SG09-06
Expert's Experience	Encapsulated wisdom of the ancients that broadens one's experience by 30,000 points.	+30,000 EXP for one ally.	50	P: S13 S: S13, S17, S28, S32, S37, S42, S50, S52, S54, S56, S60, S62, S64, S67	H: SG19-01 P: SG16-01, SG19-02, SG07-03, SG16-03, SG19-03, SG05-04, SG16-04, SG19-04, SG07-05, SG10-05, SG14-05, SG15-05, SG19-05, SG05-06, SG07-06, SG19-08, SG05-09, SG13-09, SG19-09, SG15-10, SG19-10
Golden Egg	Gilded gift of a golden goose, hatching a random increase of one to nine points for all traits.	+1-9 ATK MAG HIT AVD RDM RST	50	S: S05, S09, S27, S53, S57, S65	P: SG17-02, SG11-03, SG12-04, SG11-05, SG13-06

VALUABLES

For logical organization, this list is sorted according to the order they appear in the Valuables menu.

ITEM NAME	DESCRIPTION	ACQUISITION METHOD
The Destiny Plume	Feather wrought fatal by the covenant with Lady Hel, promising revenge upon The Valkyrie when stained black with sin.	Obtained via story events in S01.
Mourning Sword	Keepsake wielded by Wylfred's erstwhile father, Thyodor.	Possessed from the start.
Missive to Langrey	Summons Margrave Roienbourg has addressed to Prince Langrey, calling for peace.	Obtained via story events in Chapter 5 Route A.
Missive to Kristoff	Summons Margrave Roienbourg has addressed to Prince Kristoff, calling for peace.	Obtained via story events in Chapter 5 Route A.
Chain of the Avenger	Links of a tether bound to Niflheim, whence Lady Hel manipulates her pawns. Token of vanquishing Wylfred's shadow.	Defeat Realmstalker Wylfred: S08, S09, S12, S16, S17
Chain of the Offering	Links of a tether bound to Niflheim, whence Lady Hel manipulates her pawns. Token of vanquishing Ancel's shadow.	Defeat Realmstalker Ancel: S09, S13, S17, S54
Chain of the Free	Links of a tether bound to Niflheim, whence Lady Hel manipulates her pawns. Token of vanquishing Cheripha's shadow.	Defeat Realmstalker Cheripha: S27
Chain of the Protector	Links of a tether bound to Niflheim, whence Lady Hel manipulates her pawns. Token of vanquishing Lockswell's shadow.	Defeat Realmstalker Lockswell: S26, S27, S29
Chain of the Dutiful	Links of a tether bound to Niflheim, whence Lady Hel manipulates her pawns. Token of vanquishing Darius's shadow.	Defeat Realmstalker Darius: S67
Chain of the Ornerly	Links of a tether bound to Niflheim, whence Lady Hel manipulates her pawns. Token of vanquishing Gwendol's shadow.	Defeat Realmstalker Gwendol: S36, S51
Chain of the Virtuous	Links of a tether bound to Niflheim, whence Lady Hel manipulates her pawns. Token of vanquishing Earnest's shadow.	Defeat Realmstalker Earnest: S47, S52
Chain of the Rebellious	Links of a tether bound to Niflheim, whence Lady Hel manipulates her pawns. Token of vanquishing Natalia's shadow.	Defeat Realmstalker Natalia: S40, S56
Chain of the Innocent	Links of a tether bound to Niflheim, whence Lady Hel manipulates her pawns. Token of vanquishing Mireille's shadow.	Defeat Realmstalker Mireille: S41, S57
Chain of the Apathetic	Links of a tether bound to Niflheim, whence Lady Hel manipulates her pawns. Token of vanquishing Mischka's shadow.	Defeat Realmstalker Mischka: S42, S60
Chain of the Solemn	Links of a tether bound to Niflheim, whence Lady Hel manipulates her pawns. Token of vanquishing Heugoe's shadow.	Defeat Realmstalker Heugoe: S21, S52
Chain of the Penitent	Links of a tether bound to Niflheim, whence Lady Hel manipulates her pawns. Token of vanquishing Duwain's shadow.	Defeat Realmstalker Duwain: S37, S64
Chain of the Pious	Links of a tether bound to Niflheim, whence Lady Hel manipulates her pawns. Token of vanquishing Rosa's shadow.	Defeat Realmstalker Rosa: S37, S50
Chain of the Deprived	Links of a tether bound to Niflheim, whence Lady Hel manipulates her pawns. Token of vanquishing Lieselotte's shadow.	Defeat Realmstalker Lieselotte: S65, S68
Chain of the Sworn	Links of a tether bound to Niflheim, whence Lady Hel manipulates her pawns. Token of vanquishing Ushio's shadow.	Defeat Realmstalker Ushio: S66, S69
Chain of the Tormented	Links of a tether bound to Niflheim, whence Lady Hel manipulates her pawns. Token of vanquishing Valmur's shadow.	Defeat Realmstalker Valmur: S49, S53
Chain of the Romantic	Links of a tether bound to Niflheim, whence Lady Hel manipulates her pawns. Token of vanquishing Phiona's shadow.	Defeat Realmstalker Phiona: S22, S53
Chain of the Steadfast	Links of a tether bound to Niflheim, whence Lady Hel manipulates her pawns. Token of vanquishing Reinhilde's shadow.	Defeat Realmstalker Reinhilde: S20, S58, S62
Chain of the Benevolent	Links of a tether bound to Niflheim, whence Lady Hel manipulates her pawns. Token of vanquishing Auguste's shadow.	Defeat Realmstalker Auguste: S21, S59, S61
Chain of the Covetous	Links of a tether bound to Niflheim, whence Lady Hel manipulates her pawns. Token of vanquishing Fauxnel's shadow.	Defeat Realmstalker Fauxnel: S32, S69
The First Revelation	"To conquer this dungeon is no small feat, but you'll find only disappointment if you seek a treat."	Clear all Seraphic Gate tiers one time.
The Second Revelation	"Again, I repeat, no treat lies in store, has not the story yielded the sword of yore?"	Clear all Seraphic Gate tiers two times.
The Third Revelation	"Of course, it is of the Angel Slayer I speak, though the one Hel offers does appear a tad weak."	Clear all Seraphic Gate tiers three times.
The Fourth Revelation	"Lenneth is looking quite hard to resist, more than I can say for her sister Hrist."	Clear all Seraphic Gate tiers four times.
The Fifth Revelation	"By your valkyrie hunting I am truly impressed, but perhaps you'd prefer a Dragon to Quest?"	Clear all Seraphic Gate tiers five times.
The Sixth Revelation	"Mind your D's and Q's and don't dillydally, and perhaps you may find a Fantastic Finale."	Clear all Seraphic Gate tiers six times.
The Seventh Revelation	"Poor Lenneth, I am afraid you'll have to wait, your beloved necromancer is yet unborn at this date."	Clear all Seraphic Gate tiers seven times.
The Eighth Revelation	"Avert your eyes, and hold your breath, for I am none other than...none other than..."	Clear all Seraphic Gate tiers eight times.
The Ninth Revelation	"Silent are souls not amid birth and death, but nothing can quiet the great Leza... Why won't you let me say it?"	Clear all Seraphic Gate tiers nine times.
The Tenth Revelation	"Congratulations and a prize for this, your tenth trial, still I must ask: Was it all worthwhile?"	Clear all Seraphic Gate tiers ten times.

Part ONE Graphics
Part TWO Stats
Part THREE Walkthrough
Part FOUR Seraphic Gate
Part FIVE Data

ENEMY DATA

This section contains data for every enemy encountered in both the main scenario and Seraphic Gate mode, presented in alphabetical order. Here you'll find the strengths and weaknesses of every foe, as determined by the following criteria:

KEY TO ENEMY TABLES

1 Class: The class of the creature. Determines movement and attack patterns. Classes are detailed in **Chapter One: Tactics**.

2 Move Type: Enemies capable of flying can move over chasms, water, or change level without restriction. Walking enemies are restricted by terrain and terrain barriers.

3 Move Distance: The number of spaces the enemy can move per turn, in any direction.

4 Attack Range: The number of spaces in distance at which the enemy can attack its target.

5 #Attacks: The number of times the enemy gets to strike, per attack or retaliation.

6 Evasion Power: A letter grade representing the enemy's general evasiveness during an attack. The grades correspond to **S** being extremely evasive, **A** being very evasive, and so forth, down to **E** being not very evasive.

7 Basic Guard: The percentage chance of the enemy guarding against (completely deflecting) an attack.

ALRAUNE

1 Class	Mandradora	6 Evasion Power	E	11 Attack Element	None
2 Move Type	Walk	7 Basic Guard	5%	12 Defense Element	20
3 Move Distance	1-4	8 Guard Stop	10%	13 Weak vs. Element	10
4 Attack Range	1-3	9 Resist Faze	0		
5 #Attacks	3	10 Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
14	75	56	13185	2052	1345	1714	1422	2525	1800	3000 400

8 Guard Stop: The percentage chance of the enemy's attack penetrating a character's guard. The higher the number, the harder it is to prevent this enemy from damaging the character.

9 Resist Faze: The enemy's basic chance to resist being knocked down in combat. If an enemy is successfully lifted off its feet and dropped, they will always be knocked flat. If the attacker strikes from the side, the chance is +30% of fazing (-30% to the enemy's resistance). If the attacker strikes from behind, the chance is +100%.

10 Resist Death: When the enemy is attacked with a weapon or spell that promotes instant death, this percentage is subtracted from the attacker's chance to inflict instant death.

11 Attack Element: Additional elemental damage that the enemy can inflict with its attacks, with the number shown being the percentage of the base damage added to the total. The character can reduce this damage by equipping armor with identical elemental defense.

12 Defense Element: The enemy's ability to reduce elemental types of damage shown in percentage value. The number shown is a percentage value by which damage sustained is reduced.

13 Weak vs. Element: Elemental attributes that the enemy suffers greater damage from, with the number being the percentage value that the enemy suffers in addition to the base damage.

14 Appearance: A list of stages where the enemy appears, along with their full parameters. Stages listed with a single "S," as in "S74," represent stages of the main scenario. Stages listed with "SG" represent stages and laps within Seraphic Gate mode. Thus "SG01-01" refers to the first stage of Seraphic Gate in the first lap.

15 Status Condition Resistance: The numbers below the status condition icons represent the enemy's base percentage chance to resist impairments, with higher numbers indicating greater resistance. An "X" indicates imperviousness to the condition.

ACCEPTING BLOOD DONORS

Class	Vampire	Evasion Power	E	Attack Element	20
Move Type	Fly	Basic Guard	5%	Defense Element	20
Move Distance	4	Guard Stop	10%	Weak vs. Element	30
Attack Range	1-2	Resist Faze	0		
#Attacks	2	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG04-05, SG18-05	56	13973	1690	1322	1946	1333	1877	2160	4000	800

ADEPT ARTOLIAN LANCER

Class	Lancer	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	3%	Defense Element	None
Move Distance	3	Guard Stop	20%	Weak vs. Element	None
Attack Range	1-2	Resist Faze	0		
#Attacks	2	Resist Death	10%		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S08	16	920	162	82	128	54	123	87	2100	850

ADEPT ARTOLIAN ARCHER

Class	Archer	Evasion Power	D	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	3	Guard Stop	15%	Weak vs. Element	None
Attack Range	2-4	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S27	20	2300	262	112	179	92	104	66	3500	3150

ADEPT ARTOLIAN SORCERER

Class	Sorcerer	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	3%	Defense Element	None
Move Distance	3	Guard Stop	0	Weak vs. Element	None
Attack Range	1-3	Resist Faze	0		
#Attacks	1	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S27	25	2500	160	228	362	145	200	280	4750	6150

ADEPT ARTOLIAN ARCHERESS

Class	Archeress	Evasion Power	D	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	3	Guard Stop	15%	Weak vs. Element	None
Attack Range	2-4	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S13	17	1600	165	97	155	90	98	25	2500	2000

ADEPT ARTOLIAN SORCERESS

Class	Sorceress	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	3	Guard Stop	0	Weak vs. Element	None
Attack Range	1-3	Resist Faze	0		
#Attacks	1	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S13	17	1400	155	222	162	145	100	140	2500	2100

ADEPT ARTOLIAN SWORDSMAN

Class	Swordsman	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	2%	Defense Element	None
Move Distance	4	Guard Stop	10%	Weak vs. Element	None
Attack Range	1	Resist Faze	0		
#Attacks	2	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S13	18	1850	202	102	142	102	100	25	2550	2200

ADEPT ARTOLIAN SWORDSWOMAN

Class	Swordswoman	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	4	Guard Stop	10%	Weak vs. Element	None
Attack Range	1	Resist Faze	0		
#Attacks	2	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S27, S603-02	25	2700	365	137	191	367	208	107	4700	6000

ADEPT ARTOLIAN WARRIOR

Class	Warrior	Evasion Power	D	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	3	Guard Stop	20%	Weak vs. Element	None
Attack Range	1	Resist Faze	0		
#Attacks	2	Resist Death	30%		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S27	20	2500	350	68	113	68	182	50	3450	2200

ADEPT CRELL LANCER

Class	Lancer	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	3%	Defense Element	10
Move Distance	3	Guard Stop	20%	Weak vs. Element	25
Attack Range	1-2	Resist Faze	0		
#Attacks	2	Resist Death	10%		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S51, S65, S67	32	5340	550	172	276	138	261	201	6000	2900

ADEPT CRELL SORCERER

Class	Sorcerer	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	10
Move Distance	3	Guard Stop	0	Weak vs. Element	25
Attack Range	1-3	Resist Faze	0		
#Attacks	1	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S51	33	5740	160	888	162	145	202	200	6650	9500

ADEPT CRELL SWORDSWOMAN

Class	Swordswoman	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	10
Move Distance	4	Guard Stop	10%	Weak vs. Element	25
Attack Range	1	Resist Faze	0		
#Attacks	2	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S51, S65, S67, S68	33	5940	700	177	267	177	272	87	6100	3500

ADEPT MERCENARY ARCHER

Class	Archer	Evasion Power	D	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	10
Move Distance	3	Guard Stop	15%	Weak vs. Element	10
Attack Range	2-4	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S36, S38, S41, S46	25	3300	416	137	219	200	145	81	4500	2000

ADEPT MERCENARY ARCHERESS

Class	Archeress	Evasion Power	D	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	10
Move Distance	3	Guard Stop	15%	Weak vs. Element	10
Attack Range	2-4	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S42, S47	27	4000	436	147	235	120	120	114	5200	2300

ADEPT MERCENARY LANCER

Class	Lancer	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	3%	Defense Element	10
Move Distance	3	Guard Stop	20%	Weak vs. Element	25
Attack Range	1-2	Resist Faze	0		
#Attacks	2	Resist Death	10%		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S09, S12, S13, S17	16	1300	200	82	128	98	138	95	2000	1100

ADEPT MERCENARY SORCERER

Class	Sorcerer	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	3%	Defense Element	10
Move Distance	3	Guard Stop	0	Weak vs. Element	10
Attack Range	1-3	Resist Faze	0		
#Attacks	1	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S55, S58, S63, S66, S607-02	32	4500	160	966	389	145	301	512	5900	3200

ADEPT MERCENARY SORCERESS

Class	Sorceress	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	3%	Defense Element	10
Move Distance	3	Guard Stop	0	Weak vs. Element	10
Attack Range	1-3	Resist Faze	0		
#Attacks	1	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S16, S17, S38	22	1600	160	288	412	145	116	168	3700	4500


ADEPT MERCENARY SWORDSMAN

Class	Swordsman	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	10
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1	Resist Faze	0		
#Attacks	2	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S36, S38, S41, S46, S47	26	3400	462	142	140	448	166	95	4700	2100

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Data




ADEPT MERCENARY WARRIOR

0 0 0 0 0 0 30

Class	Warrior	Evasion Power	D	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	10
Move Distance	3	Guard Stop	20%	Weak vs. Element	20
Attack Range	1	Resist Faze	0		
#Attacks	2	Resist Death	30%		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S38	24	3000	400	80	133	80	200	76	4500	5100




ADEPT VILLNOREAN LANCER

0 0 0 0 0 0 30

Class	Lancer	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	3%	Defense Element	10
Move Distance	3	Guard Stop	20%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	2	Resist Death	10%		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S52, S59, SG05-02	32	5200	969	172	276	138	286	161	6350	8750




ADEPT VILLNOREAN SORCERER

0 0 0 0 0 10 50

Class	Sorcerer	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	10
Move Distance	3	Guard Stop	0	Weak vs. Element	10
Attack Range	1-3	Resist Faze	0		
#Attacks	1	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S52, S53, S59, S60	33	4300	160	928	389	145	308	500	6650	9500




ADEPT VILLNOREAN SWORDSWOMAN

0 0 0 0 0 0 30

Class	Swordswoman	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	10
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1	Resist Faze	0		
#Attacks	2	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S52, S57, S59, S60	33	5400	717	177	247	629	295	239	6600	9000



AELLO

0 0 20 0 0 0 20

Class	Aello	Evasion Power	D	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	20
Move Distance	4	Guard Stop	10%	Weak vs. Element	25
Attack Range	2-3	Resist Faze	0		
#Attacks	1	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S06, S07, S11, S14, S24	10	1250	265	80	102	305	75	38	1800	1000




AESIR ANNIHILATOR

0 0 0 0 0 0 0

Class	Sorceress	Evasion Power	E	Attack Element	10
Move Type	Walk	Basic Guard	5%	Defense Element	25
Move Distance	3	Guard Stop	0	Weak vs. Element	25
Attack Range	1-3	Resist Faze	0		
#Attacks	1	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG01-04, SG11-04, SG15-04, SG16-04	46	7222	1335	1305	1395	1107	1248	1842	2000	800
SG11-05, SG13-05, SG15-05, SG18-05	57	12345	1495	1462	1823	1448	1326	2150	3500	800
SG11-06, SG13-06, SG15-06, SG17-06, SG18-06	64	17368	1202	1175	1396	1108	1382	1752	4000	800
SG11-07, SG15-07, SG17-07	71	24435	1736	2017	1814	1439	1402	2056	4200	800
SG11-08, SG13-08, SG15-08, SG17-08, SG18-08	76	31182	3105	3855	3480	2830	2284	2321	4500	800
SG01-09, SG11-09, SG13-09, SG15-09, SG17-09	78	34378	5465	5721	6165	5022	4029	4122	4500	800
SG11-10, SG13-10, SG15-10, SG17-10	89	58791	5148	8279	5650	4639	3726	3817	4500	800




AESIR EXECUTIONER

0 0 0 0 0 0 0

Class	Archeress	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	10
Move Distance	3	Guard Stop	10%	Weak vs. Element	None
Attack Range	2-4	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG13-04, SG17-04	51	9739	1473	1041	1551	1245	1980	1650	5000	720
SG02-05, SG13-05, SG17-05	56	12426	1531	1082	1882	1512	1560	1690	4500	720
SG10-06, SG11-06, SG16-06	64	18355	1415	1157	1654	1328	1690	1972	4200	720
SG10-07, SG11-07, SG17-07	70	24594	1936	1509	2249	2006	1314	1615	3500	720
SG10-08, SG11-08, SG13-08, SG15-08, SG16-08, SG18-08	75	31386	4063	2348	3107	2028	2696	2335	4200	720
SG10-09, SG11-09, SG16-09, SG17-09, SG18-09	81	42057	7140	4622	7122	3965	4388	3679	5500	720
SG11-10, SG16-10	88	59173	8159	4482	7394	3819	4286	3807	4000	720



AESIR EXTERMINATOR

0 0 0 0 0 0 0

Class	Lancer	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	3%	Defense Element	10
Move Distance	3	Guard Stop	10%	Weak vs. Element	None
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG16-04	52	12018	1773	1071	1599	1169	1548	1494	5000	800
SG13-06, SG16-06	65	22652	2234	1350	2238	1356	2054	1987	4500	800
SG13-07	70	28908	2306	1392	2079	1560	1742	1682	4000	800
SG13-08, SG16-08, SG18-08	76	38736	4292	2388	3668	2060	3176	1965	4000	800
SG13-09, SG06-09	83	54502	8565	4765	7350	4079	5947	3108	5000	800
SG13-10, SG16-10	90	76686	8834	4095	6339	3484	4950	2726	3500	800



AESIR PUNISHER

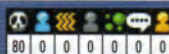


Class	Swordsman	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	10 → 10
Move Distance	4	Guard Stop	10%	Weak vs. Element	None
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG13-04, SG17-04	50	10430	1515	1011	1563	1011	1800	1602	4000	600
SG02-05	55	13308	1577	1051	1896	1226	1745	1535	4000	600
SG17-06	67	23892	1636	1093	1876	1214	1728	1828	4800	600
SG13-07, SG17-07	73	32014	2198	1466	2267	1866	1340	1548	4500	600
SG15-08, SG18-08	76	37058	4666	2388	3340	2388	2848	2375	3800	600
SG16-09, SG17-09, SG18-09	84	54745	8693	4836	6765	4836	5387	3850	5000	600
SG15-10, SG16-10, SG17-10	90	73361	8031	4336	5892	4212	5029	3355	4000	600



ANEMIC VAMPIRE

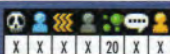


Class	Vampire	Evasion Power	E	Attack Element	20
Move Type	Fly	Basic Guard	5%	Defense Element	20
Move Distance	4	Guard Stop	10%	Weak vs. Element	30
Attack Range	1-2	Resist Faze	0		
#Attacks	2	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG12-03	42	7785	1180	895	1139	614	692	838	5000	320
SG06-04	48	9434	1407	1101	1389	1059	1656	1806	6000	800



AILYTH



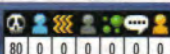
Class	Hound of Hel	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	50
Move Distance	4	Guard Stop	0	Weak vs. Element	30
Attack Range	1-2	Resist Faze	X		
#Attacks	3*	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG09-01	16	695	180	92	153	72	302	291	3000	3000
SG09-02	35	8843	730	743	775	633	656	656	2000	14000
SG09-03	45	14552	1411	1433	1488	1246	585	1455	8500	2000
SG09-04	51	23040	1615	1983	2445	1959	1521	1650	15000	800
SG09-05	58	25924	1861	2284	4825	2822	2190	2641	35000	800
SG09-06	65	36472	1966	2495	3586	2873	2231	2855	28000	800
SG09-07	71	48870	2058	2840	3876	3266	2536	2909	22000	800
SG09-08	77	82741	4789	4184	5173	3117	3150	2884	20000	800
SG09-09	83	243873	6843	5808	7336	4350	4479	4050	20000	800
SG09-10	90	131730	7134	5887	7594	4157	3575	4154	20000	800

*In SG09-01, the number of attacks is 2.



ALL BLOOD TYPES ACCEPTED

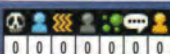


Class	Vampire	Evasion Power	E	Attack Element	20
Move Type	Fly	Basic Guard	5%	Defense Element	20
Move Distance	4	Guard Stop	10%	Weak vs. Element	30
Attack Range	1-2	Resist Faze	0		
#Attacks	2	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG19-06	67	23892	1858	1453	2038	1394	1942	2516	4500	800



ALRAUNE



Class	Mandradora	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	20
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG06-05	56	13185	2052	1345	1714	1422	2525	1800	3000	400



APPARITION

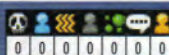


Class	Ghost	Evasion Power	E	Attack Element	20
Move Type	Fly	Basic Guard	5%	Defense Element	10 20
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG04-07	68	21109	2376	1848	1992	1532	2032	2137	4000	320



ARMOR BEETLE

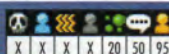


Class	Beetle	Evasion Power	E	Attack Element	10
Move Type	Fly	Basic Guard	5%	Defense Element	10
Move Distance	3	Guard Stop	10%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	2	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S25, S29, S43	22	3300	330	164	124	106	145	20	2800	3600



ARNGRIM



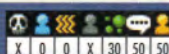
Class	Warrior	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	30
Move Distance	3	Guard Stop	0	Weak vs. Element	30
Attack Range	1	Resist Faze	99%		
#Attacks	3*	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG15-01	23	4156	438	111	347	242	386	205	3150	500
SG15-02	39	17002	949	584	614	522	621	508	3000	18000
SG15-03	45	22849	1574	1348	1510	778	915	1012	7000	1800
SG15-04	53	36368	2215	1603	1809	1545	1797	1374	8000	720
SG15-05	60	40928	2552	1847	3571	2225	2587	1978	18000	720
SG15-06	67	57584	2927	2048	3183	2719	2724	2444	30000	720
SG15-07	73	65588	3310	2308	3618	3090	3194	2565	18000	720
SG15-08	79	121699	6434	3317	3595	2473	4239	2728	25000	720
SG15-09	85	269277	9215	4522	4708	3393	6050	3808	25000	720
SG15-10	96	317475	9627	4500	7150	3400	5109	4158	20000	720

*In SG15-01, the number of attacks is 2.



AUGUSTE



Class	Pugilist	Evasion Power	D	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	5	Guard Stop	10%	Weak vs. Element	None
Attack Range	1 (non-diagonal)	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S74	41	7398	678	149	499	345	342	146	8000	1000

ONE
TWO
THREE
FOUR
FIVE

Part
Data

BALBERITH

Class	Ghoul	Evasion Power	E	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	20
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG01-08	72	36744	4016	2220	2220	1640	2660	1768	3200	800

BRIDE OF SATAN

Class	Ghoul	Evasion Power	E	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	20
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG12-10	89	84204	8891	3755	3949	3094	5160	3206	4200	800

BATTLE BEETLE

Class	Beetle	Evasion Power	E	Attack Element	10
Move Type	Fly	Basic Guard	5%	Defense Element	20
Move Distance	3	Guard Stop	10%	Weak vs. Element	25
Attack Range	1-2	Resist Faze	0		
#Attacks	1	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S11, S25, S29, S43	16	1200	210	127	97	79	120	52	2250	800

BRIGAND

Class	Rogue	Evasion Power	D	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	20
Move Distance	5	Guard Stop	10%	Weak vs. Element	None
Attack Range	1 (non-diagonal)	Resist Faze	0		
#Attacks	2	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S36, S41, S42, S46, S47	27	3600	465	147	236	356	175	143	5000	2600

BEELEZUB

Class	Ghoul	Evasion Power	E	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	20
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG06-09, SG08-09	80	54283	8429	4308	4422	3215	5550	3558	5000	800

BURN DRAGON BURN

Class	Dragon	Evasion Power	E	Attack Element	10
Move Type	Walk	Basic Guard	5%	Defense Element	10
Move Distance	3	Guard Stop	10%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG16-06	66	26134	2835	2423	2684	2238	2698	2449	4000	800

BIG POPPA

Class	Warrior	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	30%	Defense Element	30
Move Distance	4	Guard Stop	15%	Weak vs. Element	30
Attack Range	1	Resist Faze	99%		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG11-08	77	46894	7188	3775	3839	2807	4742	3078	10000	600

BURNING DRAGON

Class	Dragon	Evasion Power	E	Attack Element	30
Move Type	Walk	Basic Guard	5%	Defense Element	30
Move Distance	3	Guard Stop	10%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG08-05	57	16850	2580	1999	2327	1940	2662	1994	4000	800

BLACK-BELLIED HAMSTER

Class	Hamster	Evasion Power	S	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	100
Move Distance	4	Guard Stop	10%	Weak vs. Element	100
Attack Range	1-2	Resist Faze	20%		100
#Attacks	2	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG09-08	75	35294	3575	4355	9999	3215	2620	2635	1000	10

BURNT DRAGON

Class	Dragon	Evasion Power	E	Attack Element	30
Move Type	Walk	Basic Guard	5%	Defense Element	30
Move Distance	3	Guard Stop	10%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG04-07	68	28812	3150	2693	2684	2238	2314	2101	5000	800

BLOODMASTER


Class	Vampire	Evasion Power	E	Attack Element	20
Move Type	Fly	Basic Guard	5%	Defense Element	20
Move Distance	4	Guard Stop	10%	Weak vs. Element	30
Attack Range	1-2	Resist Faze	0		
#Attacks	2	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG05-10, SG19-10	87	63373	9079	5050	7065	5050	4823	4022	4500	800

BURNT-OUT DRAGON

Class	Dragon	Evasion Power	E	Attack Element	30
Move Type	Walk	Basic Guard	5%	Defense Element	30
Move Distance	3	Guard Stop	10%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG01-08	73	36769	3800	2244	2556	1812	2612	1644	3500	800




BURNT-TO-A-CRISP DRAGON

0 0 0 0 0 X 0 0

Class	Dragon	Evasion Power	E	Attack Element	10
Move Type	Walk	Basic Guard	5%	Defense Element	10
Move Distance	3	Guard Stop	10%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG18-09	85	66025	8624	4522	5422	3750	5647	3450	5000	800




COLLECTOR'S BUG

0 0 0 0 0 0 0 0

Class	Beetle	Evasion Power	E	Attack Element	20
Move Type	Fly	Basic Guard	5%	Defense Element	20
Move Distance	3	Guard Stop	10%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG14-08	76	34969	5216	2985	4585	4215	2740	2785	4000	320




CAMPBELL HAMSTER

X X X X X X X X

Class	Hamster	Evasion Power	S	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	100 100
Move Distance	4	Guard Stop	10%	Weak vs. Element	100 100
Attack Range	1-2	Resist Faze	20%		
#Attacks	2	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG09-06	65	21672	3253	3060	9999	2244	2819	9999	3000	10




COME TO PAPA

X 80 X X X 50 0 99

Class	Warrior	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	30%	Defense Element	30
Move Distance	4	Guard Stop	15%	Weak vs. Element	30
Attack Range	1	Resist Faze	99%		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG11-09	83	262838	8900	4436	4593	3322	5119	3708	22000	600




CARREAU

0 0 0 0 0 0 0 0

Class	Ghoul	Evasion Power	E	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	20
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG06-06	62	22561	2592	2243	2316	2000	2029	1812	3500	800




CONNOISSEUR'S INSECT

0 0 0 0 0 0 0 0

Class	Beetle	Evasion Power	E	Attack Element	20
Move Type	Fly	Basic Guard	5%	Defense Element	20
Move Distance	3	Guard Stop	10%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG14-09	82	46858	7765	4693	7236	6708	4258	4408	5000	320




CARRION WOLF

0 0 0 0 0 0 0 30

Class	Wolf	Evasion Power	C	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	20
Move Distance	4	Guard Stop	20%	Weak vs. Element	25
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S37, S42, S47, S50, S56, SG06-02	31	4500	500	286	403	377	180	175	6300	2500




CUTPURSE

0 0 0 0 0 0 0 0

Class	Rogue	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	5	Guard Stop	10%	Weak vs. Element	None
Attack Range	1 (non-diagonal)	Resist Faze	0		
#Attacks	1	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S12, S15, S16	11	600	145	67	108	388	90	108	1300	800




CELAENO

0 0 50 0 0 0 0 50

Class	Aello	Evasion Power	D	Attack Element	30
Move Type	Fly	Basic Guard	5%	Defense Element	20
Move Distance	4	Guard Stop	10%	Weak vs. Element	25
Attack Range	2-3	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S48, S50, S64, SG10-02	33	5500	582	413	291	353	271	318	6000	3800




DADDY

X 80 X X X 50 0 99

Class	Warrior	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	30%	Defense Element	30
Move Distance	4	Guard Stop	15%	Weak vs. Element	30
Attack Range	1	Resist Faze	99%		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG11-02	36	8934	760	435	419	342	430	359	1000	3200




CHERIPHA

X 0 0 0 X 30 50 50

Class	Archeress	Evasion Power	S	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	3	Guard Stop	10%	Weak vs. Element	None
Attack Range	2-4	Resist Faze	20%		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S74	41	5983	618	247	395	200	339	194	8000	1000



DADDY-O

X 80 X X X 50 0 99

Class	Warrior	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	30%	Defense Element	30
Move Distance	4	Guard Stop	15%	Weak vs. Element	30
Attack Range	1	Resist Faze	99%		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG11-07	72	47767	2890	2604	2497	2015	2456	2265	1500	600

Part ONE
Part TWO
Part THREE
Part FOUR
Part FIVE

Part FIVE
Data

DAEMON

Class	Ghoul	Evasion Power	D	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	20
Move Distance	4	Guard Stop	10%	Weak vs. Element	20
Attack Range	1	Resist Faze	0		
#Attacks	2	Resist Death	30%		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S22, S26, S32, S34, SG04-02	27	4980	370	124	188	135	160	260	5300	5000

DIRE COLLIE

Class	Wolf	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	10
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG02-06, SG12-06	59	16174	1402	1012	1330	1012	1565	1148	2200	320

DARIUS (MAIN SCENARIO)

Class	Swordsman	Evasion Power	B	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	100
Move Distance	4	Guard Stop	10%	Weak vs. Element	None
Attack Range	1	Resist Faze	20%		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S12	18	2180	178	97	135	97	160	120	3500	5000

DIRE DALMATIAN

Class	Wolf	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	10
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG08-08	75	35294	4220	2348	3284	2348	2800	1868	3800	320

DARIUS (S74)

Class	Swordsman	Evasion Power	B	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	4	Guard Stop	10%	Weak vs. Element	None
Attack Range	1	Resist Faze	20%		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S74	41	6726	666	247	345	247	322	195	8000	1000

DIRE POODLE

Class	Wolf	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	10
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG06-07	69	26340	2336	1427	1994	1517	1956	1809	4000	320

DARK COMET

Class	Beetle	Evasion Power	E	Attack Element	20
Move Type	Fly	Basic Guard	5%	Defense Element	20
Move Distance	3	Guard Stop	10%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG12-10	89	65931	8565	4847	7500	5255	3726	4580	4000	320

DIRE ROTTWEILER

Class	Wolf	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	10
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1	Resist Faze	0		
#Attacks	2	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG04-10	85	57482	8518	4738	6628	4738	4686	3773	4000	320

DIRE BEAGLE

Class	Wolf	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	10
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG03-05, SG08-05	54	12675	1495	1012	1490	1131	1851	1205	5500	320

DIRE TERRIER

Class	Wolf	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	10
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG12-09	81	47293	8308	4622	6465	4622	4825	3679	4200	320

DIRE CAT

Class	Wolf	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	10
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG06-04	48	9461	1557	1052	1329	1011	1956	1206	5000	320

DIRE WOLF

Class	Wolf	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	0	Defense Element	10
Move Distance	4	Guard Stop	5%	Weak vs. Element	10
Attack Range	1	Resist Faze	0		
#Attacks	1	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S01 S02, SG01-01, SG02-01, SG03-01	4	200	35	64	50	60	15	10	100	100

DJUNGARIAN HAMSTER

X X X X X X X X

Class	Hamster	Evasion Power	S	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	100 100
Move Distance	4	Guard Stop	10%	Weak vs. Element	100 100
Attack Range	1-2	Resist Faze	20%		
#Attacks	2	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG09-05	60	16982	3317	3120	9999	2402	3702	9999	4000	10

ECTOPLASM

0 0 0 X 0 0 0

Class	Ghost	Evasion Power	E	Attack Element	20
Move Type	Fly	Basic Guard	5%	Defense Element	10 20
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG12-03	42	5943	1145	734	802	614	562	916	3000	200
SG04-04	47	7222	1485	1155	1245	957	1248	1542	4000	320

DRAGGIN'

0 0 0 0 0 0 0

Class	Dragon	Evasion Power	E	Attack Element	30
Move Type	Walk	Basic Guard	5%	Defense Element	30
Move Distance	3	Guard Stop	10%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG06-10	87	72792	8786	4608	5565	3836	5000	3536	5000	800

EINHERJAR ARCHER

0 0 0 50 0 0 0 20

Class	Archer	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	3	Guard Stop	10%	Weak vs. Element	None
Attack Range	2-4	Resist Faze	20%		
#Attacks	3	Resist Death	50%		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S72, S73	36	8530	761	197	277	195	530	678	10000	5000

DRAGON

0 0 0 X 0 0 0 50

Class	Dragon	Evasion Power	E	Attack Element	10
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	3	Guard Stop	10%	Weak vs. Element	50
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S21, S23, S33, S35, S43	23	5280	244	336	200	185	198	191	4000	5500

EINHERJAR LANCER

0 0 0 50 0 0 0 20

Class	Lancer	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	3	Guard Stop	10%	Weak vs. Element	None
Attack Range	1-2	Resist Faze	20%		
#Attacks	3	Resist Death	50%		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S72	39	9000	787	227	325	219	499	585	10000	6500

DUWAIN

X 0 0 X 30 50 50

Class	Lancer	Evasion Power	C	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	3	Guard Stop	20%	Weak vs. Element	None
Attack Range	1-2	Resist Faze	20%		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S74	41	7030	655	247	396	198	341	146	8000	1000

EINHERJAR SORCERESS

0 0 0 50 0 0 0 20

Class	Sorceress	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	3	Guard Stop	0	Weak vs. Element	None
Attack Range	1-3	Resist Faze	20%		
#Attacks	1	Resist Death	50%		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S72, S73	37	8100	458	1200	840	792	510	978	10000	6150

EARNST (MAIN SCENARIO)

20 50 50 X 20 0 X

Class	Lancer	Evasion Power	C	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	50
Move Distance	3	Guard Stop	10%	Weak vs. Element	None
Attack Range	1-2	Resist Faze	20%		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S17	21	4052	205	117	188	94	167	108	3000	5000

EINHERJAR SWORDSWOMAN

0 0 0 50 0 0 0 20

Class	Swordswoman	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	4	Guard Stop	10%	Weak vs. Element	None
Attack Range	1	Resist Faze	20%		
#Attacks	3	Resist Death	50%		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S72	40	8800	725	237	331	237	452	462	10000	6700

EARNST (S74)

X 0 0 X 30 50 50

Class	Lancer	Evasion Power	C	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	3	Guard Stop	20%	Weak vs. Element	None
Attack Range	1-2	Resist Faze	20%		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S74	41	7030	655	247	396	198	341	146	8000	1000

EINHERJAR WARRIOR

0 0 0 50 0 0 0 20

Class	Warrior	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	3	Guard Stop	10%	Weak vs. Element	None
Attack Range	1	Resist Faze	20%		
#Attacks	3	Resist Death	50%		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S72	38	9200	795	205	291	205	486	365	10000	6300

EINHERJAR WARRIOR (SERAPHIC GATE)

0 0 0 0 0 0 0 0

Class	Warrior	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	10
Move Distance	3	Guard Stop	10%	Weak vs. Element	None
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG11-04	50	11978	1905	1031	1233	981	2280	1122	3000	480
SG02-05, SG13-05, SG17-05, SG19-05	55	15284	1982	1207	1495	1106	1817	1337	4000	480
SG10-06, SG17-06	64	23705	2858	1247	2056	1136	2400	1778	4000	480
SG10-07, SG13-07, SG17-07, SG19-07	72	35019	2325	1538	2282	1510	1812	1384	4000	480
SG10-08, SG15-08, SG18-08	74	38607	4460	1684	2604	1684	3064	1905	4000	480
SG10-09	80	51734	8822	3265	5079	3265	6072	2979	5000	480

ELITE ARTOLIAN ARCHERESS

0 20 0 0 0 0 0 60

Class	Archeress	Evasion Power	C	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	3	Guard Stop	20%	Weak vs. Element	None
Attack Range	2-4	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S55, S63, SG05-02	28	2800	553	152	243	202	254	168	5550	2900

EIR (5TH LAP)

X 50 90 70 50 30 X

Class	Sorceress	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	10%	Defense Element	70
Move Distance	3	Guard Stop	0	Weak vs. Element	20
Attack Range	1-3	Resist Faze	X		
#Attacks	1	Resist Death	90%		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG17-05	57	20487	1128	1732	1067	1072	1088	1600	5000	3000

ELITE ARTOLIAN LANCER

0 20 0 0 0 0 0 50

Class	Lancer	Evasion Power	D	Attack Element	None
Move Type	Walk	Basic Guard	3%	Defense Element	None
Move Distance	3	Guard Stop	30%	Weak vs. Element	None
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	30%		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S55, S63	29	4200	572	157	252	126	201	123	5300	3100

EIR (10TH LAP)

X 90 90 X 50 80 95

Class	Sorceress	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	10%	Defense Element	70
Move Distance	3	Guard Stop	0	Weak vs. Element	None
Attack Range	1-3	Resist Faze	95%		
#Attacks	1	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG18-10	91	164816	6131	8185	7158	5727	3712	5238	4600	440

ELITE ARTOLIAN SORCERER

0 20 0 0 0 0 20 70

Class	Sorcerer	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	3	Guard Stop	0	Weak vs. Element	None
Attack Range	1-3	Resist Faze	0		
#Attacks	1	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S53, S54, S60, S61, S62, S67, S68, S69, SG02-03, SG03-03, SG05-03	37	5800	251	998	382	235	292	468	6200	4000

ELDER BAT

0 0 0 0 0 0 0 60

Class	Bat	Evasion Power	D	Attack Element	10
Move Type	Fly	Basic Guard	5%	Defense Element	20
Move Distance	4	Guard Stop	10%	Weak vs. Element	20
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S34, S45, SG02-02	27	4100	392	289	405	422	150	105	5240	1900

ELITE ARTOLIAN SORCERESS

0 20 0 0 0 0 20 70

Class	Sorceress	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	3	Guard Stop	0	Weak vs. Element	None
Attack Range	1-3	Resist Faze	0		
#Attacks	1	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S57, S65, SG03-02	30	3600	251	756	375	235	271	421	5800	3200

ELDER VAMPIRE

20 30 0 0 0 0 0 60

Class	Vampire	Evasion Power	E	Attack Element	10
Move Type	Fly	Basic Guard	5%	Defense Element	25
Move Distance	4	Guard Stop	10%	Weak vs. Element	20
Attack Range	1-2	Resist Faze	0		
#Attacks	2	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S36, S41, S46, SG02-02	29	3800	600	782	304	562	220	365	5800	4000

ELITE ARTOLIAN SWORDSMAN

0 20 0 0 0 0 0 50

Class	Swordsmen	Evasion Power	D	Attack Element	None
Move Type	Walk	Basic Guard	2%	Defense Element	None
Move Distance	4	Guard Stop	10%	Weak vs. Element	None
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S55, S63	29	3500	581	157	179	157	221	153	5200	3150

ELITE ARTOLIAN ARCHER

0 20 0 0 0 0 0 60

Class	Archer	Evasion Power	C	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	3	Guard Stop	20%	Weak vs. Element	None
Attack Range	2-4	Resist Faze	0		
#Attacks	3	Resist Death	0		


APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S51, S57, S60, S62, S65, S67, S68, S69	35	5980	789	187	339	262	283	173	6000	3300

ELITE ARTOLIAN SWORDSWOMAN

0 20 0 0 0 0 0 50

Class	Swordswoman	Evasion Power	D	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	4	Guard Stop	10%	Weak vs. Element	None
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S60, S62, S68, S69, SG02-03	37	6300	812	207	289	207	280	230	7300	3800




ELITE ARTOLIAN WARRIOR

0 20 0 0 0 0 0 50

Class	Warrior	Evasion Power	C	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	3	Guard Stop	30%	Weak vs. Element	None
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	50%		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S51, S52, S59, S62, S65, S67, S68, S69	35	6000	859	113	208	163	348	249	6300	3000




ELITE MERCENARY SORCERESS

0 20 0 0 10 0 20 70

Class	Sorceress	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	20
Move Distance	3	Guard Stop	0	Weak vs. Element	20
Attack Range	1-3	Resist Faze	0		
#Attacks	1	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG14-02	37	5000	251	356	252	235	125	124	6800	10300




ELITE CRELL LANCER

0 20 0 0 0 0 0 50

Class	Lancer	Evasion Power	D	Attack Element	None
Move Type	Walk	Basic Guard	3%	Defense Element	20
Move Distance	3	Guard Stop	30%	Weak vs. Element	20
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	30%		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S69, SG03-03	37	6100	769	207	293	203	328	221	9000	4100




ELITE MERCENARY SWORDSMAN

0 20 0 0 0 0 0 50

Class	Swordsman	Evasion Power	D	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	20
Move Distance	4	Guard Stop	10%	Weak vs. Element	20
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S58, S66	35	5800	802	187	202	187	268	235	5700	3400




ELITE CRELL WARRIOR

0 20 0 0 0 0 0 50

Class	Warrior	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	20
Move Distance	3	Guard Stop	30%	Weak vs. Element	20
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	50%		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S68, S69	37	6400	838	199	188	199	289	159	9000	4200

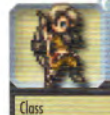


ELITE MERCENARY SWORDSWOMAN

0 20 0 0 0 0 0 50

Class	Swordswoman	Evasion Power	D	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	20
Move Distance	4	Guard Stop	10%	Weak vs. Element	20
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG07-003	37	6100	371	207	289	207	244	163	7300	11250




ELITE MERCENARY ARCHER

0 20 0 0 0 0 0 60

Class	Archer	Evasion Power	C	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	20
Move Distance	3	Guard Stop	20%	Weak vs. Element	20
Attack Range	2-4	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S58, S66	35	5500	789	187	299	152	279	246	5500	3500




ELITE MERCENARY WARRIOR

0 20 0 0 0 0 0 50

Class	Warrior	Evasion Power	C	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	20
Move Distance	3	Guard Stop	30%	Weak vs. Element	20
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	50%		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S58, S66, SG14-02	34	6100	824	110	183	110	321	217	5800	3500




ELITE MERCENARY LANCER

0 20 0 0 0 0 0 50

Class	Lancer	Evasion Power	D	Attack Element	None
Move Type	Walk	Basic Guard	3%	Defense Element	20
Move Distance	3	Guard Stop	30%	Weak vs. Element	20
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	30%		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S42, SG07-02	29	3600	394	255	281	221	208	200	5750	8100




ELITE VILLNOEAN LANCER

0 20 0 0 0 0 0 50

Class	Lancer	Evasion Power	D	Attack Element	None
Move Type	Walk	Basic Guard	3%	Defense Element	20
Move Distance	3	Guard Stop	30%	Weak vs. Element	20
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	30%		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG05-03	37	6100	371	207	293	203	248	165	7300	11180




ELITE MERCENARY SORCERER

0 20 0 0 0 0 20 70

Class	Sorcerer	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	20
Move Distance	3	Guard Stop	0	Weak vs. Element	20
Attack Range	1-3	Resist Faze	0		
#Attacks	1	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG07-03	37	5000	251	356	252	235	125	114	7250	12000



ELITE VILLNOEAN WARRIOR

0 20 0 0 0 0 0 50

Class	Warrior	Evasion Power	C	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	20
Move Distance	3	Guard Stop	30%	Weak vs. Element	20
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	50%		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S60	37	6800	874	199	281	199	358	229	7000	11200

Part ONE
Part TWO
Part THREE
Part FOUR
Part FIVE

Part FIVE
Data

ETHEREAL QUEEN										
Class	Ethereal Queen	Evasion Power	E	Attack Element	None					
Move Type	Fly	Basic Guard	5%	Defense Element	50 30					
Move Distance	3	Guard Stop	10%	Weak vs. Element	50 30					
Attack Range	1-3	Resist Faze	X							
#Attacks	3*	Resist Death	X							
APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG19-01	28	4796	268	378	344	307	217	257	1000	5000
SG19-02	40	23135	843	980	867	772	714	700	6000	1000
SG19-03	48	27583	1066	1624	1695	1477	1377	1191	12000	1000
SG19-04	55	39197	2088	2368	2523	2181	2040	1747	20000	400
SG19-05	62	42536	2405	2727	3130	3140	2398	2795	25000	400
SG19-06	69	66492	2857	3238	3516	3038	2622	3073	35000	400
SG19-07	74	84852	3207	3684	3918	3344	2824	3234	25000	400
SG19-08	80	237900	5234	6647	5940	4847	3867	3980	30000	400
SG19-09	87	453326	7125	9359	8242	6759	4543	4765	35000	400
SG19-10	99	920000	9150	9848	9755	4906	5700	6059	20000	400

*In SG19-01, the number of attacks is 2.

FATHER										
Class	Warrior	Evasion Power	E	Attack Element	None					
Move Type	Walk	Basic Guard	30%	Defense Element	30					
Move Distance	4	Guard Stop	15%	Weak vs. Element	30					
Attack Range	1	Resist Faze	99%							
#Attacks	3	Resist Death	X							
APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG11-03	43	13934	980	694	666	577	668	586	6000	600

FATHER DEAREST										
Class	Warrior	Evasion Power	E	Attack Element	None					
Move Type	Walk	Basic Guard	30%	Defense Element	30					
Move Distance	4	Guard Stop	15%	Weak vs. Element	30					
Attack Range	1	Resist Faze	99%							
#Attacks	3	Resist Death	X							
APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG11-04	51	19794	1713	1544	1481	1358	1457	1343	12000	600

FAUXNEL (MAIN SCENARIO)										
Class	Sorcerer	Evasion Power	E	Attack Element	None					
Move Type	Walk	Basic Guard	5%	Defense Element	50					
Move Distance	3	Guard Stop	0	Weak vs. Element	None					
Attack Range	1-3	Resist Faze	50%							
#Attacks	1	Resist Death	X							
APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S37	31	6500	170	812	231	201	356	389	12000	10000

FAUXNEL (S74)										
Class	Sorcerer	Evasion Power	E	Attack Element	None					
Move Type	Walk	Basic Guard	5%	Defense Element	None					
Move Distance	3	Guard Stop	0	Weak vs. Element	None					
Attack Range	1-3	Resist Faze	20%							
#Attacks	1	Resist Death	X							
APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S74	41	5660	250	861	343	297	232	243	8000	1000

FIRE BAT										
Class	Bat	Evasion Power	D	Attack Element	10					
Move Type	Fly	Basic Guard	5%	Defense Element	10					
Move Distance	4	Guard Stop	10%	Weak vs. Element	10					
Attack Range	1-2	Resist Faze	0							
#Attacks	2	Resist Death	0							
APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S18, S28, S29, SG14-01	18	1700	217	223	80	200	78	85	2000	2500

FLAMING DRAGON (EARTH)										
Class	Dragon	Evasion Power	E	Attack Element	10					
Move Type	Walk	Basic Guard	5%	Defense Element	10					
Move Distance	3	Guard Stop	10%	Weak vs. Element	10					
Attack Range	1-2	Resist Faze	0							
#Attacks	3	Resist Death	0							
APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG08-03	43	10515	1480	888	576	651	1050	728	1000	480

FLAMING DRAGON (FIRE)										
Class	Dragon	Evasion Power	E	Attack Element	30					
Move Type	Walk	Basic Guard	5%	Defense Element	30					
Move Distance	3	Guard Stop	10%	Weak vs. Element	10					
Attack Range	1-2	Resist Faze	0							
#Attacks	3	Resist Death	0							
APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG19-04	53	13864	2250	1923	1917	1599	2694	2046	6000	800

FLYING FISH										
Class	Fish	Evasion Power	E	Attack Element	None					
Move Type	Fly	Basic Guard	5%	Defense Element	10					
Move Distance	4	Guard Stop	20%	Weak vs. Element	25					
Attack Range	1-2	Resist Faze	0							
#Attacks	2	Resist Death	0							
APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S19, S24, SG14-01	19	1300	286	356	252	235	186	125	2900	2000

FLYING SQUIRREL										
Class	Bat	Evasion Power	E	Attack Element	10					
Move Type	Fly	Basic Guard	5%	Defense Element	10					
Move Distance	4	Guard Stop	10%	Weak vs. Element	10					
Attack Range	1-2	Resist Faze	0							
#Attacks	3	Resist Death	0							
APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG08-05	56	12426	2275	1051	1823	4281	1188	6410	3500	400

FREYA (MAIN SCENARIO)										
Class	Giver of Life	Evasion Power	A	Attack Element	0					
Move Type	Fly	Basic Guard	5%	Defense Element	30					
Move Distance	5	Guard Stop	10%	Weak vs. Element	None					
Attack Range	1-2	Resist Faze	X							
#Attacks	3	Resist Death	X							
APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
Freya Ending	45	999999	9999	6504	689	589	9999	9999	10000	100

FREYA (SERAPHIC GATE)

Class	Giver of Life	Evasion Power	E	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	50 50
Move Distance	5	Guard Stop	10%	Weak vs. Element	None
Attack Range	1-2	Resist Faze	X		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG17-01	26	4400	459	354	304	270	189	301	3000	5000
SG17-02	39	18811	1086	934	777	743	448	660	5000	5000
SG17-03	46	21582	1577	1425	1505	1437	644	766	12000	2500
SG17-04	54	31688	2068	1915	2232	2130	1839	1342	15000	1000
SG17-05	61	35662	2234	2068	2649	2066	2214	2014	18000	1000
SG17-06	68	50172	2617	2898	2834	2464	2477	2485	30000	1000
SG17-07	74	67228	2977	3258	3264	3060	2678	2505	22000	1000
SG17-08	80	135041	7904	4181	6026	4500	5013	2923	25000	1000
SG17-09	86	260356	8968	4929	7315	7072	5740	3493	30000	1000
SG17-10	98	234924	9770	4619	8685	4212	4795	3934	20000	1000

GABRIEL DEPRESSED

Class	Gabriel Celeste	Evasion Power	E	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	50 50
Move Distance	3	Guard Stop	10%	Weak vs. Element	40
Attack Range	1-3	Resist Faze	80%		
#Attacks	1	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG01-03	40	15391	818	703	708	763	664	651	6000	6000

FROlicking FLORIST

Class	Mandragora	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	20
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG02-09	78	38552	7308	4408	6779	6250	4029	4122	4000	400

GABRIEL DIGRESSED

Class	Gabriel Celeste	Evasion Power	E	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	50 50
Move Distance	3	Guard Stop	10%	Weak vs. Element	40
Attack Range	1-3	Resist Faze	80%		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG01-09	80	137900	4572	6724	6350	5465	3622	4220	15000	15000

FRUIT BAT

Class	Bat	Evasion Power	E	Attack Element	10
Move Type	Fly	Basic Guard	5%	Defense Element	10
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG14-08	77	34602	5300	3035	4665	2615	3200	2415	3000	400

GABRIEL HEADDRESSSED

Class	Gabriel Celeste	Evasion Power	E	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	50 50
Move Distance	3	Guard Stop	10%	Weak vs. Element	40
Attack Range	1-3	Resist Faze	80%		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG01-08	75	69698	2360	4212	3276	2820	1868	2332	12000	12000

GABRIEL CELESTE

Class	Gabriel Celeste	Evasion Power	E	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	50 50
Move Distance	3	Guard Stop	10%	Weak vs. Element	40
Attack Range	1-3	Resist Faze	80%		
#Attacks	1	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG01-01	3	453	40	63	49	45	27	33	1500	600

GABRIEL OBSESSED

Class	Gabriel Celeste	Evasion Power	E	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	50 50
Move Distance	3	Guard Stop	10%	Weak vs. Element	40
Attack Range	1-3	Resist Faze	80%		
#Attacks	1	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG01-06	62	39385	1463	1968	1921	2255	1656	1705	12000	12000

GABRIEL CONFESSED

Class	Gabriel Celeste	Evasion Power	E	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	50 50
Move Distance	3	Guard Stop	10%	Weak vs. Element	40
Attack Range	1-3	Resist Faze	80%		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG01-07	69	44328	1710	2018	2336	2546	1696	1799	20000	20000

GABRIEL POSSESSED

Class	Gabriel Celeste	Evasion Power	E	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	50 50
Move Distance	3	Guard Stop	10%	Weak vs. Element	40
Attack Range	1-3	Resist Faze	80%		
#Attacks	1	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG01-02	27	5375	233	305	269	251	236	296	1000	1000

GABRIEL REGRESSED

Class	Gabriel Celeste	Evasion Power	E	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	50 50
Move Distance	3	Guard Stop	10%	Weak vs. Element	40
Attack Range	1-3	Resist Faze	80%		
#Attacks	1	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG01-10	87	183326	4734	8460	6580	4995	3754	4687	200000	200000

GABRIEL SUPPRESSED

X 90 80 X X X 95

Class	Gabriel Celeste	Evasion Power	E	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	50 50 50
Move Distance	3	Guard Stop	10%	Weak vs. Element	40
Attack Range	1-3	Resist Faze	80%		
#Attacks	1	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG01-04	47	18958	1025	1298	1581	1707	1329	1358	10000	10000

GHOST BAT

0 0 0 0 0 0 0 0

Class	Bat	Evasion Power	E	Attack Element	10
Move Type	Fly	Basic Guard	5%	Defense Element	10
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG06-09, SG14-09	79	38148	7422	4479	6893	3850	4715	3565	4000	400

GABRIEL UNDERDRESSED

X 90 80 X X X 95

Class	Gabriel Celeste	Evasion Power	E	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	50 50 50
Move Distance	3	Guard Stop	10%	Weak vs. Element	40
Attack Range	1-3	Resist Faze	80%		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG01-05	55	27998	1156	1558	1783	1844	1436	1531	10000	30000

GHOUL

0 0 0 0 0 0 0 0

Class	Ghoul	Evasion Power	E	Attack Element	None
Move Type	Fly	Basic Guard	3%	Defense Element	10
Move Distance	4	Guard Stop	5%	Weak vs. Element	10
Attack Range	1	Resist Faze	0		
#Attacks	1	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S01, S03, S14, SG06-01, SG08-01	10	700	55	40	60	40	75	150	755	500

GARDEN GIRL

0 0 0 0 0 0 0 0

Class	Mandradora	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	20
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG16-07	72	28771	2658	1292	1901	1580	1902	2384	4500	400

GIANT BAT

0 0 0 0 0 0 0 20

Class	Bat	Evasion Power	E	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	None
Move Distance	4	Guard Stop	10%	Weak vs. Element	None
Attack Range	1-2	Resist Faze	0		
#Attacks	1	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S06, SG06-01	9	550	145	45	75	102	85	55	400	650

GARM

X X X X X X X X

Class	Garm	Evasion Power	E	Attack Element	50
Move Type	Fly	Basic Guard	5%	Defense Element	50
Move Distance	1	Guard Stop	30%	Weak vs. Element	30
Attack Range	1-6	Resist Faze	99%		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S70, S71	45	75800	964	1224	588	422	318	418	100000	100

GOLDEN HAMSTER

X X X X X X X X

Class	Hamster	Evasion Power	S	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	100 100 100
Move Distance	4	Guard Stop	10%	Weak vs. Element	100 100 100
Attack Range	1-2	Resist Faze	20%		
#Attacks	2	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG09-04	55	13308	3189	3000	9999	1980	3108	9450	5000	10

GEORGE

0 0 0 0 0 0 0 0

Class	Beetle	Evasion Power	E	Attack Element	20
Move Type	Fly	Basic Guard	5%	Defense Element	20
Move Distance	3	Guard Stop	10%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG14-03	43	7997	926	534	778	630	868	1054	5000	400
SG14-04	51	10333	1923	1191	1701	1479	2088	1842	4000	320

GRADE B FISH

0 0 0 0 0 0 0 0

Class	Fish	Evasion Power	E	Attack Element	20
Move Type	Fly	Basic Guard	5%	Defense Element	20
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG12-10	88	96431	8719	3157	4944	3157	5064	2907	4000	200

GHOST

0 0 0 X 0 0 20

Class	Ghost	Evasion Power	E	Attack Element	10
Move Type	Fly	Basic Guard	5%	Defense Element	20
Move Distance	4	Guard Stop	10%	Weak vs. Element	25
Attack Range	1-2	Resist Faze	0		
#Attacks	1	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S07, S11, S14, S39	14	800	195	185	162	145	140	146	2000	750

GRADE C FISH

0 0 0 0 0 0 0 0

Class	Fish	Evasion Power	E	Attack Element	20
Move Type	Fly	Basic Guard	5%	Defense Element	20
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG06-09, SG14-09	78	46925	8536	3179	4936	3179	5480	2893	4500	200

GRADE D FISH

Class	Fish	Evasion Power	E	Attack Element	20
Move Type	Fly	Basic Guard	5%	Defense Element	20
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG06-07	68	28812	2228	1418	1985	1418	1212	2520	3800	200

GREATER AESIR SWORDSMAN (SERAPHIC GATE)

Class	Swordsman	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	10
Move Distance	4	Guard Stop	10%	Weak vs. Element	None
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG15-03, SG18-03	43	8515	956	561	704	461	575	713	3000	600

GREATER AESIR LANCER (MAIN SCENARIO)

Class	Lancer	Evasion Power	E	Attack Element	10
Move Type	Walk	Basic Guard	5%	Defense Element	25
Move Distance	3	Guard Stop	10%	Weak vs. Element	25
Attack Range	1-2	Resist Faze	50%		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
Freya Ending	45	8543	516	287	460	230	397	170	2000	500

GREATER AESIR WARRIOR (MAIN SCENARIO)

Class	Warrior	Evasion Power	E	Attack Element	10
Move Type	Walk	Basic Guard	5%	Defense Element	25
Move Distance	3	Guard Stop	10%	Weak vs. Element	25
Attack Range	1	Resist Faze	50%		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
Freya Ending	45	9387	622	173	288	173	397	170	2000	500

GREATER AESIR LANCER (SERAPHIC GATE)

Class	Lancer	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	3%	Defense Element	10
Move Distance	3	Guard Stop	10%	Weak vs. Element	None
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG10-03, SG13-03, SG16-03, SG18-03	43	9750	878	508	1062	447	965	583	4000	800

GREATER AESIR WARRIOR (SERAPHIC GATE)

Class	Warrior	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	10
Move Distance	3	Guard Stop	10%	Weak vs. Element	None
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG10-03, SG18-03	43	9015	1392	450	630	450	414	382	2000	480

GREATER AESIR SORCERESS (MAIN SCENARIO)

Class	Sorceress	Evasion Power	E	Attack Element	10
Move Type	Walk	Basic Guard	5%	Defense Element	25
Move Distance	3	Guard Stop	0	Weak vs. Element	25
Attack Range	1-3	Resist Faze	50%		
#Attacks	1	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
Freya Ending	45	6879	290	1013	399	345	227	483	2000	500

GREATER DAEMON

Class	Ghoul	Evasion Power	D	Attack Element	10
Move Type	Fly	Basic Guard	5%	Defense Element	30
Move Distance	4	Guard Stop	20%	Weak vs. Element	20
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
552, 559, 564, SG12-02, SG18-02	34	8420	740	222	152	232	288	382	6300	5000

GREATER AESIR SORCERESS (SERAPHIC GATE)

Class	Sorceress	Evasion Power	E	Attack Element	10
Move Type	Walk	Basic Guard	5%	Defense Element	25
Move Distance	3	Guard Stop	0	Weak vs. Element	25
Attack Range	1-3	Resist Faze	0		
#Attacks	1	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG11-03, SG13-03, SG15-03, SG17-03, SG18-03	43	6840	632	946	686	557	420	869	3000	800

GRESSIL

Class	Ghoul	Evasion Power	E	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	20
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG12-07	71	34995	3035	2337	2172	1875	2036	2384	4500	800

GREATER AESIR SWORDSMAN (MAIN SCENARIO)

Class	Swordsman	Evasion Power	E	Attack Element	10
Move Type	Walk	Basic Guard	5%	Defense Element	25
Move Distance	4	Guard Stop	10%	Weak vs. Element	25
Attack Range	1	Resist Faze	50%		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
Freya Ending	45	8174	615	287	401	287	340	227	2000	500

GRIFFIN

Class	Griffin	Evasion Power	D	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	20
Move Distance	4	Guard Stop	20%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	2	Resist Death	30%		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
556, SG10-02	34	5300	768	375	330	248	240	290	7000	12000

GRIFFIN BOSS 0 0 0 0 0 0 0 0

Class	Griffin	Evasion Power	D	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	30
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG12-04	50	11978	1680	1749	1707	1425	2562	2418	4000	800

GRIFFIN SUPERVISOR 0 0 0 0 0 0 0 0

Class	Griffin	Evasion Power	D	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	30
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG19-03	45	9387	1025	1091	853	875	615	1240	6000	1000

GRIFFIN CEO 0 0 0 0 0 0 0 0

Class	Griffin	Evasion Power	D	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	30
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG04-10, SG19-10	86	69326	9234	6154	7103	3675	4338	4314	4500	800

GWENDAL X 0 0 X 30 50 50

Class	Warrior	Evasion Power	B	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	3	Guard Stop	15%	Weak vs. Element	None
Attack Range	1	Resist Faze	20%		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG19-03	41	7724	686	149	248	149	341	146	8000	1000

GRIFFIN EXECUTIVE MANAGER 0 0 0 0 0 0 0 0

Class	Griffin	Evasion Power	D	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	30
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG04-08, SG19-08	74	38607	4460	3615	4025	3075	3075	2475	4000	800

HAMMY X X X X X X X X

Class	Hamster	Evasion Power	S	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	100 100
Move Distance	4	Guard Stop	10%	Defense Element	100 100
Attack Range	1-2	Resist Faze	20%	Weak vs. Element	100 100
#Attacks	2	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG09-10	93	84924	5906	5000	9999	4400	3342	7875	100	10

GRIFFIN GENERAL MANAGER 0 0 0 0 0 0 0 0

Class	Griffin	Evasion Power	D	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	30
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG19-07	72	35019	3720	2624	2561	5138	4562	2418	4500	800

HAMSTER X X X X X X X X

Class	Hamster	Evasion Power	S	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	100 100
Move Distance	4	Guard Stop	10%	Defense Element	100 100
Attack Range	1-2	Resist Faze	20%	Weak vs. Element	100 100
#Attacks	2	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG09-01, SG09-02, SG09-03	1	100000	1063	1000	7000	660	518	1575	10000	1

GRIFFIN MANAGER 0 0 0 0 0 0 0 0

Class	Griffin	Evasion Power	D	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	30
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG16-05	60	19504	1747	1819	2072	1730	2640	2620	3500	800

HARPY 0 0 0 0 0 0 0 0

Class	Aello	Evasion Power	D	Attack Element	30
Move Type	Fly	Basic Guard	5%	Defense Element	20
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	2-3	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG10-04	49	9373	1977	1131	1605	1533	1392	1422	4000	520

GRIFFIN SENIOR MANAGER 0 0 0 0 0 0 0 0


Class	Griffin	Evasion Power	D	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	30
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG18-06	66	26134	2016	2099	2276	1900	2413	2144	3000	800

HARPYER 0 0 0 0 0 0 0 0

Class	Aello	Evasion Power	D	Attack Element	30
Move Type	Fly	Basic Guard	5%	Defense Element	20
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	2-3	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG08-07, SG16-07	69	24855	2424	1301	1847	1763	968	2180	3500	520




HARPYEST

0 0 0 0 0 0 0 0

Class	Aello	Evasion Power	D	Attack Element	⚡ 30
Move Type	Fly	Basic Guard	5%	Defense Element	⚡ 20
Move Distance	4	Guard Stop	10%	Weak vs. Element	⚡ 10
Attack Range	2-3	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG12-09	82	46858	8052	4693	7236	6708	4258	4408	4500	520




HOG-NOSED BAT

0 0 0 0 0 0 0 0

Class	Bat	Evasion Power	E	Attack Element	⚡ 10
Move Type	Fly	Basic Guard	5%	Defense Element	⚡ 10
Move Distance	4	Guard Stop	10%	Weak vs. Element	⚡ 10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG02-07	67	21246	1930	1365	2030	1649	1228	1556	3000	400




HARPYIA

0 0 0 0 0 0 0 0

Class	Aello	Evasion Power	D	Attack Element	⚡ 30
Move Type	Fly	Basic Guard	5%	Defense Element	⚡ 20
Move Distance	4	Guard Stop	10%	Weak vs. Element	⚡ 10
Attack Range	2-3	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG06-05	56	13185	2215	1267	2097	2002	1788	1660	3200	520




HRIST

X 90 90 X 50 X X

Class	Chooser of the Slain	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	⚡ 50
Move Distance	4	Guard Stop	0	Weak vs. Element	⚡ 40
Attack Range	1	Resist Faze	X		
#Attacks	3*	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG13-01	22	3300	452	170	237	171	347	311	2650	500
SG13-02	38	14357	857	570	582	489	500	467	3000	20000
SG13-03	45	19387	1378	867	959	813	788	688	8000	2200
SG13-04	52	33010	1740	1758	2091	1785	1653	1401	20000	880
SG13-05	60	39008	2380	2405	3789	2244	2827	2662	22000	880
SG13-06	66	52268	2882	2911	3307	2792	2787	2985	35000	880
SG13-07	72	70038	3043	3313	3880	3766	2258	3053	20000	880
SG13-08	78	106925	5356	4239	4784	3639	3684	2928	22000	880
SG13-09	85	266025	8075	5950	6850	5179	5336	4165	30000	880
SG13-10	94	292900	9651	6947	8809	3975	4262	4916	20000	880




HARPYISH

0 0 0 0 0 0 0 0

Class	Aello	Evasion Power	D	Attack Element	⚡ 30
Move Type	Fly	Basic Guard	5%	Defense Element	⚡ 20
Move Distance	4	Guard Stop	10%	Weak vs. Element	⚡ 10
Attack Range	2-3	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG19-06	65	20450	2491	1426	2248	2146	1558	1892	4000	520

*In the first round of each battle, the number of attacks is 2.




HELLHOUND

0 0 0 0 0 20 0 0

Class	Wolf	Evasion Power	D	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	⚡ 10
Move Distance	4	Guard Stop	10%	Weak vs. Element	⚡ 25
Attack Range	1	Resist Faze	0		
#Attacks	2	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S18, S28, SG12-01	19	2300	250	226	201	298	65	42	2250	2000




INVOKER OF THE GLACIAL BLADE?

0 0 0 0 0 0 0 0

Class	Living Armor	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	30%	Defense Element	None
Move Distance	5	Guard Stop	30%	Weak vs. Element	None
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG05-10	86	69326	9034	3287	5140	3287	5049	3020	4000	600




HEUGOE (MAIN SCENARIO)

20 50 50 X 20 0 X

Class	Lancer	Evasion Power	C	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	⚡ 50 ⚡ 50
Move Distance	3	Guard Stop	10%	Weak vs. Element	None
Attack Range	1-2	Resist Faze	20%		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S13	21	3600	198	117	188	94	176	78	2800	5000




IRON GOLEM

0 0 0 X 0 0 50

Class	Golem	Evasion Power	E	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	None
Move Distance	3	Guard Stop	10%	Weak vs. Element	None
Attack Range	1-2	Resist Faze	0		
#Attacks	2	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S37, S42, S47, S52, S59, SG08-02	33	6400	686	87	135	96	265	185	6730	3000




HEUGOE (S74)

20 50 50 X 20 0 X

Class	Lancer	Evasion Power	C	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	3	Guard Stop	20%	Weak vs. Element	None
Attack Range	1-2	Resist Faze	20%		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S74	41	7030	655	247	396	198	341	146	8000	1000



IRON GOLEM - BUSINESS

0 0 0 X 0 0 0

Class	Golem	Evasion Power	E	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	None
Move Distance	3	Guard Stop	10%	Weak vs. Element	None
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG19-08	77	38910	5780	3135	4445	4275	3675	2174	4500	600

Part ONE
Part TWO
Part THREE
Part FOUR
Part FIVE

Part FIVE
Data

IRON GOLEM - ECONOMY

Class	Golem	Evasion Power	E	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	None
Move Distance	3	Guard Stop	10%	Weak vs. Element	None
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG19-03	45	8174	1232	880	1126	758	1449	906	6000	800

IRONFISH

Class	Fish	Evasion Power	E	Attack Element	20
Move Type	Fly	Basic Guard	5%	Defense Element	25
Move Distance	4	Guard Stop	30%	Weak vs. Element	20
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S34, SG08-02	26	4000	544	538	379	355	210	250	5020	5000

IRON GOLEM - ENTERPRISE

Class	Golem	Evasion Power	E	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	None
Move Distance	3	Guard Stop	10%	Weak vs. Element	None
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG08-07	70	27657	2555	1695	2303	1425	4776	1426	4000	600

JOHN

Class	Beetle	Evasion Power	E	Attack Element	20
Move Type	Fly	Basic Guard	5%	Defense Element	20
Move Distance	3	Guard Stop	10%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG14-06	65	20450	2423	1501	2382	2070	2339	2451	4500	320

IRON GOLEM - HOME BASIC

Class	Golem	Evasion Power	E	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	None
Move Distance	3	Guard Stop	10%	Weak vs. Element	None
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG18-05	60	16982	2287	1519	2408	1490	3350	1995	3900	600

KATSU-MATTER

Class	Swordsman	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	0	Defense Element	None
Move Distance	4	Guard Stop	0	Weak vs. Element	None
Attack Range	1	Resist Faze	50%		
#Attacks	3	Resist Death	50%		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG10-10	88	69868	1307	727	1017	727	868	579	2000	5

IRON GOLEM - HOME PREMIUM

Class	Golem	Evasion Power	E	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	None
Move Distance	3	Guard Stop	10%	Weak vs. Element	None
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG08-06	63	19658	1715	1139	1720	1064	1949	1516	4200	600

KINGPIN

Class	Rogue	Evasion Power	D	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	5	Guard Stop	10%	Weak vs. Element	None
Attack Range	1 (non-diagonal)	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG02-03	35	5500	299	187	300	400	147	183	6900	13000

IRON GOLEM - STANDARD

Class	Golem	Evasion Power	E	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	None
Move Distance	3	Guard Stop	10%	Weak vs. Element	None
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG18-04	52	11498	2043	1356	1842	1140	2610	1710	6000	600

KOBOLD

Class	Kobold	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	0%	Defense Element	10
Move Distance	4	Guard Stop	5%	Weak vs. Element	10
Attack Range	1	Resist Faze	0		
#Attacks	1	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S01, S02, S23, S30, SG02-01	5	280	40	50	50	64	25	38	200	150

IRON GOLEM - ULTIMATE

Class	Golem	Evasion Power	E	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	None
Move Distance	3	Guard Stop	10%	Weak vs. Element	None
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG01-10, SG14-10, SG19-10	84	54745	9083	4225	6213	4800	4760	2982	5000	600

KOBOLD - A LOVE STORY

Class	Kobold	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	0%	Defense Element	10
Move Distance	4	Guard Stop	5%	Weak vs. Element	10
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG04-05	55	15284	2035	1123	1476	1014	1020	1408	5000	400

KOBOLD - BREAKING OUT

0 0 0 0 0 0 0 0

Class	Kobold	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	0%	Defense Element	10
Move Distance	4	Guard Stop	5%	Weak vs. Element	10
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG01-06, SG14-06	60	19504	1679	1092	1160	1069	1142	1511	2000	400

KOBOLD KING

0 20 0 0 0 0 0 40

Class	Kobold	Evasion Power	D	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	20
Move Distance	4	Guard Stop	20%	Weak vs. Element	10
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S49, S56, S64	32	4300	520	294	202	254	262	162	5800	4100

KOBOLD - FIRST ENCOUNTER

0 0 0 0 0 0 0 0

Class	Kobold	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	0%	Defense Element	10
Move Distance	4	Guard Stop	5%	Weak vs. Element	10
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG08-03	41	7724	1251	541	656	641	479	1113	800	400
SG02-04	44	8940	1695	923	1053	951	1476	1206	5000	400

KOBOLD KNIGHT

0 0 0 0 0 0 0 20

Class	Kobold	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	20
Move Distance	4	Guard Stop	10%	Weak vs. Element	20
Attack Range	1	Resist Faze	0		
#Attacks	2	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S23, S30, S35, S44, S49	21	1800	270	216	140	187	180	65	3300	3500

KOBOLD - NOW AND FOREVER

0 0 0 0 0 0 0 0

Class	Kobold	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	0%	Defense Element	10
Move Distance	4	Guard Stop	5%	Weak vs. Element	10
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG06-10	86	69326	9034	3287	5318	2900	4916	3020	4000	400

KRISTOFF (MAIN SCENARIO)

X 0 X X X 45 0 X

Class	Warrior	Evasion Power	B	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	50 50
Move Distance	3	Guard Stop	10%	Weak vs. Element	None
Attack Range	1	Resist Faze	50%		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S51	38	12300	761	131	298	131	346	362	8000	20000
S69	41	14800	932	149	248	149	406	389	52000	23000

KOBOLD - ON THE RUN

0 0 0 0 0 0 0 0

Class	Kobold	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	0%	Defense Element	10
Move Distance	4	Guard Stop	5%	Weak vs. Element	10
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG12-07, SG16-07	71	33352	2120	1078	3567	3905	1152	1406	2500	400

KRISTOFF (SERAPHIC GATE)

X 30 90 X 0 0 0 X

Class	Warrior	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	50
Move Distance	3	Guard Stop	0	Weak vs. Element	None
Attack Range	1	Resist Faze	99%		
#Attacks	3*	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG03-01	9	454	167	44	63	44	111	61	1000	1000
SG03-02	33	7757	707	357	345	276	337	594	1000	8000
SG03-03	43	22724	1311	586	568	464	556	941	3000	500
SG03-04	48	27163	1750	1153	1317	1059	1587	1245	11000	200
SG03-05	56	32096	2016	1328	1672	1526	2084	1893	20000	200
SG03-06	63	45154	2592	1825	2125	1709	2381	2235	15000	200
SG03-07	69	45378	2740	2057	2674	2072	2456	2398	20000	200
SG03-08	75	60537	6600	2865	3295	2325	4159	2820	25000	200
SG03-09	81	144320	7929	4350	5136	3579	5650	3279	20000	200
SG03-10	88	226431	8334	4340	5260	3620	4559	3340	20000	200

*In SG03-01, the number of attacks is 2.

KOBOLD - REUNITED

0 0 0 0 0 0 0 0

Class	Kobold	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	0%	Defense Element	10
Move Distance	4	Guard Stop	5%	Weak vs. Element	10
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG02-09	78	46925	8536	3179	4936	3179	4327	2893	4500	400

KRISTOFF (SERAPHIC GATE)

X 30 90 X 0 0 0 X

Class	Warrior	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	50
Move Distance	3	Guard Stop	0	Weak vs. Element	None
Attack Range	1	Resist Faze	99%		
#Attacks	3*	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG03-01	9	454	167	44	63	44	111	61	1000	1000
SG03-02	33	7757	707	357	345	276	337	594	1000	8000
SG03-03	43	22724	1311	586	568	464	556	941	3000	500
SG03-04	48	27163	1750	1153	1317	1059	1587	1245	11000	200
SG03-05	56	32096	2016	1328	1672	1526	2084	1893	20000	200
SG03-06	63	45154	2592	1825	2125	1709	2381	2235	15000	200
SG03-07	69	45378	2740	2057	2674	2072	2456	2398	20000	200
SG03-08	75	60537	6600	2865	3295	2325	4159	2820	25000	200
SG03-09	81	144320	7929	4350	5136	3579	5650	3279	20000	200
SG03-10	88	226431	8334	4340	5260	3620	4559	3340	20000	200

*In SG03-01, the number of attacks is 2.

KOBOLD - TWO YEARS LATER

0 0 0 0 0 0 0 0

Class	Kobold	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	0%	Defense Element	10
Move Distance	4	Guard Stop	5%	Weak vs. Element	10
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG08-08	75	40537	5160	1708	3005	1643	2889	1548	4000	400

LANGREY (MAIN SCENARIO)

X 70 X X X 45 X X

Class	Sorcerer	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	50 50
Move Distance	3	Guard Stop	0	Weak vs. Element	None
Attack Range	1-3	Resist Faze	50%		
#Attacks	1	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S54, S61	45	12560	290	1200	399	345	406	481	30000	23000

Part ONE
Part TWO
Part THREE
Part FOUR
Part FIVE

Part FIVE
Data

LANGREY (SERAPHIC GATE)

X X 70 X 50 90 95

Class	Sorcerer	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	50
Move Distance	3	Guard Stop	0	Weak vs. Element	None
Attack Range	1-3	Resist Faze	X		
#Attacks	1	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG05-01	13	633	110	257	131	151	121	143	1000	1000
SG05-02	34	8889	350	691	449	370	305	628	1000	12000
SG05-03	44	18943	713	1365	1057	850	506	794	2000	1000
SG05-04	49	29260	1075	1838	1665	1329	1377	1412	10000	400
SG05-05	57	33332	1316	2250	2013	1547	1620	1680	20000	400
SG05-06	63	41353	1393	2201	2198	1753	1817	2353	20000	400
SG05-07	70	58180	1548	2746	3330	2658	1754	2406	20000	400
SG05-08	76	61182	3334	5950	4628	3984	2795	4236	30000	400
SG05-09	82	161784	4715	6936	6550	5636	3736	4354	20000	400
SG05-10	89	208791	4867	9000	6767	5820	3994	4820	22000	400

LEAF LADY

0 0 0 0 0 0 0

Class	Mandragera	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	20
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG10-10	88	62792	9243	4945	7649	5175	4155	4669	25000	400

LESSER AESIR ARCHERESS

0 0 0 0 0 0 0

Class	Archeress	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	10
Move Distance	3	Guard Stop	10%	Weak vs. Element	None
Attack Range	2-4	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG10-01, SG11-01, SG16-01	16	1600	155	97	155	80	98	121	900	400

LESSER AESIR LANCER

0 0 0 0 0 0 0

Class	Lancer	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	3%	Defense Element	10
Move Distance	3	Guard Stop	10%	Weak vs. Element	None
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG13-01, SG16-01	18	2500	222	123	192	81	188	387	1000	120

LESSER AESIR SORCERESS

0 0 0 0 0 0 0

Class	Sorceress	Evasion Power	E	Attack Element	10
Move Type	Walk	Basic Guard	5%	Defense Element	25
Move Distance	3	Guard Stop	0	Weak vs. Element	25
Attack Range	1-3	Resist Faze	0		
#Attacks	1	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG11-01, SG13-01, SG15-01, SG17-01, SG18-01	17	2000	251	356	252	235	125	114	700	320

LESSER AESIR SWORDSMAN

0 0 0 0 0 0 0

Class	Swordsman	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	10
Move Distance	4	Guard Stop	10%	Weak vs. Element	None
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG17-01, SG18-01	22	3100	400	142	198	142	138	231	800	400

LESSER AESIR WARRIOR

0 0 0 0 0 0 0

Class	Warrior	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	10
Move Distance	3	Guard Stop	10%	Weak vs. Element	None
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG10-01	15	1000	222	68	113	68	152	60	650	320

LESSER VAMPIRE

10 30 0 0 0 0 0 40

Class	Vampire	Evasion Power	E	Attack Element	10
Move Type	Fly	Basic Guard	3%	Defense Element	25
Move Distance	4	Guard Stop	10%	Weak vs. Element	20
Attack Range	1-2	Resist Faze	0		
#Attacks	2	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S20, S39, S40, SG19-01	23	2850	312	435	165	248	151	232	3900	3500

LIESELOTTE (MAIN SCENARIO)

X 50 50 X 20 50 X

Class	Sorceress	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	50
Move Distance	3	Guard Stop	0	Weak vs. Element	None
Attack Range	1-3	Resist Faze	20%		
#Attacks	1	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S22, S26, S32	25	3980	244	385	167	164	252	246	1700	25000

LIESELOTTE (S74)

X 0 0 X 30 50 50

Class	Sorceress	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	3	Guard Stop	0	Weak vs. Element	None
Attack Range	1-3	Resist Faze	20%		
#Attacks	1	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S74	41	5660	250	961	343	297	232	243	8000	1000

LIVING ARMOR

0 0 0 0 X 30 0

Class	Living Armor	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	30%	Defense Element	None
Move Distance	5	Guard Stop	30%	Weak vs. Element	None
Attack Range	1	Resist Faze	0		
#Attacks	1	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S22, S26, S32, S36, S40, S41, S46, SG19-01, SG01-02	25	3800	686	121	142	200	196	137	4800	4200

LIZARD KNIGHT

0 0 0 0 50 0 60

Class	Lizard Man	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	15%	Defense Element	None
Move Distance	5	Guard Stop	30%	Weak vs. Element	None
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
553, 557, SG04-03	35	5600	796	400	193	468	348	336	7000	8000

LIZARDMAN LEO

0 0 0 0 20 0 0

Class	Lizard Man	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	15%	Defense Element	None
Move Distance	5	Guard Stop	30%	Weak vs. Element	None
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG04-08	73	36769	5475	2075	3205	2075	3760	1875	3500	600

LIZARD LORD

0 0 0 0 20 0 40

Class	Lizard Man	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	15%	Defense Element	None
Move Distance	5	Guard Stop	30%	Weak vs. Element	None
Attack Range	1	Resist Faze	0		
#Attacks	2	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
545, 548, 564	28	3900	565	223	96	191	260	276	5600	2500

LIZARDMAN TARO

0 0 0 0 20 0 0

Class	Lizard Man	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	15%	Defense Element	None
Move Distance	5	Guard Stop	30%	Weak vs. Element	None
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG18-07	72	35019	3450	1554	2286	1554	1704	1217	4000	600

LIZARD MAN

0 0 0 0 20 0 20

Class	Lizard Man	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	15%	Defense Element	None
Move Distance	5	Guard Stop	30%	Weak vs. Element	None
Attack Range	1	Resist Faze	0		
#Attacks	2	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S18, S21, S28, S31, SG14-01	20	2680	400	176	131	150	126	25	3600	3000

LIZARDMAN TIGER

0 0 0 0 20 0 0

Class	Lizard Man	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	15%	Defense Element	None
Move Distance	5	Guard Stop	30%	Weak vs. Element	None
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG04-09	80	51734	8822	3265	5079	3265	5313	2979	4800	600

LIZARD SEVEN

0 0 0 0 20 0 0

Class	Lizard Man	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	15%	Defense Element	None
Move Distance	5	Guard Stop	30%	Weak vs. Element	None
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG04-04	47	10348	1875	1271	1143	1162	1128	1014	4000	600

LOCKSWELL

X 0 0 0 X 0 0 X

Class	Sorcerer	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	3	Guard Stop	0	Weak vs. Element	None
Attack Range	1-3	Resist Faze	0		
#Attacks	1	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG5	9	550	65	102	84	75	90	56	1000	7000

LIZARDMAN ACE

0 0 0 0 20 0 0

Class	Lizard Man	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	15%	Defense Element	None
Move Distance	5	Guard Stop	30%	Weak vs. Element	None
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG14-06	66	26134	2363	1098	1600	1088	1264	1349	5000	600

LOCKSWELL (S74)

X 0 0 0 X 30 50 50

Class	Sorcerer	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	3	Guard Stop	0	Weak vs. Element	None
Attack Range	1-3	Resist Faze	20%		
#Attacks	1	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S74	41	5660	250	841	343	247	276	243	8000	1000

LIZARDMAN DYNA

0 0 0 0 20 0 0

Class	Lizard Man	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	15%	Defense Element	None
Move Distance	5	Guard Stop	30%	Weak vs. Element	None
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		


APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG14-10	89	80252	8956	3235	5070	2555	5578	2982	3000	600


LOSTEL


0 0 0 0 0 0 0 0

Class	Ghoul	Evasion Power	E	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	20
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		


APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG14-05	59	19490	2246	1944	2108	1820	2074	1935	3000	800


MAJOR AESIR ARCHERESS										
 0 0 0 0 0 0 0 0										
Class	Archeress	Evasion Power	E	Attack Element	None					
Move Type	Walk	Basic Guard	5%	Defense Element	⚡ 10 ⇄ 10					
Move Distance	3	Guard Stop	10%	Weak vs. Element	None					
Attack Range	2-4	Resist Faze	0							
#Attacks	3	Resist Death	0							
APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG11-02, SG17-02	36	7757	637	257	393	243	390	373	800	1000


MAJOR AESIR LANCER										
 0 0 0 0 0 0 0 0										
Class	Lancer	Evasion Power	E	Attack Element	None					
Move Type	Walk	Basic Guard	3%	Defense Element	⚡ 10 ⇄ 10					
Move Distance	3	Guard Stop	10%	Weak vs. Element	None					
Attack Range	1-2	Resist Faze	0							
#Attacks	3	Resist Death	0							
APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG13-02, SG19-02	34	6772	868	464	693	420	375	324	1000	1400

MAJOR AESIR SORCERESS										
 0 0 0 0 0 0 0 0										
Class	Sorceress	Evasion Power	E	Attack Element	⚡ 10					
Move Type	Walk	Basic Guard	5%	Defense Element	⚡ 25					
Move Distance	3	Guard Stop	0	Weak vs. Element	⚡ 25					
Attack Range	1-3	Resist Faze	0							
#Attacks	1	Resist Death	0							
APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG11-02, SG13-02, SG15-02, SG16-02, SG17-02	35	6494	397	693	449	373	337	596	1000	1200


MAJOR AESIR SWORDSMAN										
 0 0 0 0 0 0 0 0										
Class	Swordsman	Evasion Power	E	Attack Element	None					
Move Type	Walk	Basic Guard	5%	Defense Element	⚡ 10 ⇄ 10					
Move Distance	4	Guard Stop	10%	Weak vs. Element	None					
Attack Range	1	Resist Faze	0							
#Attacks	3	Resist Death	0							
APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG16-02, SG17-02, SG19-02	37	8272	905	337	551	407	231	237	1200	1600


MANDRAGORA										
 0 0 0 0 0 30 0 0										
Class	Mandradora	Evasion Power	E	Attack Element	None					
Move Type	Walk	Basic Guard	5%	Defense Element	⚡ 20					
Move Distance	4	Guard Stop	10%	Weak vs. Element	⚡ 30					
Attack Range	1	Resist Faze	0							
#Attacks	2	Resist Death	0							
APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S07, S33, S40, SG12-01	16	1100	158	120	130	100	145	105	2400	900


MANDRAKE										
 0 0 0 0 0 0 0 0										
Class	Mandradora	Evasion Power	E	Attack Element	None					
Move Type	Walk	Basic Guard	5%	Defense Element	⚡ 20					
Move Distance	4	Guard Stop	10%	Weak vs. Element	⚡ 10					
Attack Range	1	Resist Faze	0							
#Attacks	3	Resist Death	0							
APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG14-03	44	7346	1008	604	860	712	634	524	5000	320
SG02-04	46	8098	1833	1191	1311	1089	1968	1542	6000	400

MIMETIC FLOWER										
 0 0 0 0 0 50 0 0										
Class	Mandradora	Evasion Power	E	Attack Element	None					
Move Type	Walk	Basic Guard	5%	Defense Element	⚡ 20					
Move Distance	4	Guard Stop	10%	Weak vs. Element	⚡ 30					
Attack Range	1	Resist Faze	0							
#Attacks	3	Resist Death	0							
APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SS0, SS6	34	6100	600	562	224	285	235	200	6800	8000

MIREILLE										
 X 0 0 X 30 50 50										
Class	Swordswoman	Evasion Power	B	Attack Element	None					
Move Type	Walk	Basic Guard	5%	Defense Element	None					
Move Distance	4	Guard Stop	10%	Weak vs. Element	None					
Attack Range	1	Resist Faze	20%							
#Attacks	3	Resist Death	X							
APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S74	41	6726	659	247	345	347	292	195	8000	1000

MISCHKA										
 X 0 0 X 30 50 50										
Class	Warrior	Evasion Power	B	Attack Element	None					
Move Type	Walk	Basic Guard	5%	Defense Element	None					
Move Distance	3	Guard Stop	15%	Weak vs. Element	None					
Attack Range	1	Resist Faze	20%							
#Attacks	3	Resist Death	X							
APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S74	41	7724	669	149	248	149	341	146	8000	1000

MITHRIL GOLEM										
 X 50 50 X 0 0 80										
Class	Golem	Evasion Power	E	Attack Element	None					
Move Type	Walk	Basic Guard	5%	Defense Element	None					
Move Distance	3	Guard Stop	10%	Weak vs. Element	None					
Attack Range	1-2	Resist Faze	0							
#Attacks	3	Resist Death	X							
APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SS4	41	8300	877	105	160	115	386	400	10000	7100

MOUSE-TAILED BAT										
 0 0 0 0 0 0 0 0										
Class	Bat	Evasion Power	E	Attack Element	⚡ 10					
Move Type	Fly	Basic Guard	5%	Defense Element	⚡ 10					
Move Distance	4	Guard Stop	10%	Weak vs. Element	⚡ 10					
Attack Range	1-2	Resist Faze	0							
#Attacks	3	Resist Death	0							
APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S06-06	60	15102	1656	1124	1604	1302	1638	1319	2900	400

MR. KATO

Class	Warrior	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	0	Defense Element	None
Move Distance	3	Guard Stop	0	Weak vs. Element	None
Attack Range	1	Resist Faze	95%		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG10-10	88	76431	1395	505	791	505	962	465	2000	10

NOVICE ARTOLIAN LANCER

Class	Lancer	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	3%	Defense Element	None
Move Distance	3	Guard Stop	10%	Weak vs. Element	None
Attack Range	1-2	Resist Faze	0		
#Attacks	1	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S10	12	500	186	121	141	103	112	88	920	670

NATALIA (MAIN SCENARIO)

Class	Rogue	Evasion Power	C	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	50
Move Distance	5	Guard Stop	10%	Weak vs. Element	None
Attack Range	1 (non-diagonal)	Resist Faze	20%		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S09	21	2940	175	117	188	188	186	145	3450	15000

NOVICE ARTOLIAN SORCERER

Class	Sorcerer	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	0	Defense Element	None
Move Distance	3	Guard Stop	0	Weak vs. Element	None
Attack Range	1-3	Resist Faze	0		
#Attacks	1	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S08	16	780	95	160	115	100	110	120	2100	1000

NATALIA (S74)

Class	Roge	Evasion Power	C	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	5	Guard Stop	10%	Weak vs. Element	None
Attack Range	1 (non-diagonal)	Resist Faze	20%		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S74	41	6347	615	247	396	396	214	243	8000	1000

NOVICE ARTOLIAN SORCERESS

Class	Sorceress	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	0	Defense Element	None
Move Distance	3	Guard Stop	0	Weak vs. Element	None
Attack Range	1-3	Resist Faze	0		
#Attacks	1	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S04, S10, SG04-01, SG05-01	7	320	35	90	50	85	40	61	550	400

NO KETCHUP, PLEASE

Class	Vampire	Evasion Power	E	Attack Element	20
Move Type	Fly	Basic Guard	5%	Defense Element	20
Move Distance	4	Guard Stop	10%	Weak vs. Element	30
Attack Range	1-2	Resist Faze	0		
#Attacks	2	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG12-08	76	37058	4292	2388	3340	2388	2848	2375	4500	800

NOVICE ARTOLIAN SWORDSMAN

Class	Swordsman	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	2%	Defense Element	None
Move Distance	4	Guard Stop	10%	Weak vs. Element	None
Attack Range	1	Resist Faze	0		
#Attacks	1	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S04, S05, S10, SG03-01, SG04-01	7	350	95	36	82	26	58	40	580	300

NOBLE VAMPIRE

Class	Vampire	Evasion Power	E	Attack Element	20
Move Type	Fly	Basic Guard	5%	Defense Element	25
Move Distance	4	Guard Stop	10%	Weak vs. Element	30
Attack Range	1-2	Resist Faze	0		
#Attacks	2	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S53, S54, S57, S61, SG12-02, SG01-03	35	6100	1216	788	428	400	331	370	7000	11000

NOVICE ARTOLIAN SWORDSWOMAN

Class	Swordswoman	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	4	Guard Stop	10%	Weak vs. Element	None
Attack Range	1	Resist Faze	0		
#Attacks	1	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S08	14	680	210	68	80	80	130	111	1800	900

NOVICE ARTOLIAN ARCHERESS

Class	Archeress	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	3	Guard Stop	10%	Weak vs. Element	None
Attack Range	2-4	Resist Faze	0		
#Attacks	2	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S04, S05, SG04-01	8	380	72	50	91	61	63	48	600	350


NOVICE ARTOLIAN WARRIOR

Class	Warrior	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	3	Guard Stop	10%	Weak vs. Element	None
Attack Range	1	Resist Faze	0		
#Attacks	1	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S05, S08, S10, SG05-01	9	400	115	37	68	36	83	40	700	400

Part ONE
Part TWO
Part THREE
Part FOUR
Part FIVE

Part FIVE
Data




NOVICE MERCENARY ARCHER

0 0 0 0 0 0 0 0

Class	Archer	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	10
Move Distance	3	Guard Stop	10%	Weak vs. Element	10
Attack Range	2-4	Resist Faze	0		
#Attacks	2	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S15, SG07-01	13	400	126	82	131	61	120	116	1900	1000




NOVICE MERCENARY WARRIOR

0 0 0 0 0 0 0 0

Class	Warrior	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	10
Move Distance	3	Guard Stop	10%	Weak vs. Element	10
Attack Range	1	Resist Faze	0		
#Attacks	1	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S12, S15, S16	11	550	172	39	58	36	95	40	1150	680




NOVICE MERCENARY ARCHERESS

0 0 0 0 0 0 0 0

Class	Archeress	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	10
Move Distance	3	Guard Stop	10%	Weak vs. Element	10
Attack Range	2-4	Resist Faze	0		
#Attacks	2	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S17	14	800	190	82	91	61	60	125	2000	1100




OCYPETE

0 0 20 0 0 0 0 30

Class	Aello	Evasion Power	D	Attack Element	30
Move Type	Fly	Basic Guard	5%	Defense Element	20
Move Distance	4	Guard Stop	10%	Weak vs. Element	25
Attack Range	2-3	Resist Faze	0		
#Attacks	2	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S21, S24, S29, S31	21	3360	308	318	226	275	146	90	2500	3800




NOVICE MERCENARY LANCER

0 0 0 0 0 0 0 0

Class	Lancer	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	3%	Defense Element	10
Move Distance	3	Guard Stop	10%	Weak vs. Element	25
Attack Range	1-2	Resist Faze	0		
#Attacks	1	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S16	14	780	197	128	120	103	118	135	950	650




OPINICUS

X 50 50 X 50 0 80

Class	Griffin	Evasion Power	D	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	30
Move Distance	4	Guard Stop	30%	Weak vs. Element	30
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S53, S54, S61, SG04-03	36	6600	953	451	298	302	354	400	7100	15000



NOVICE MERCENARY SORCERER

0 10 0 0 0 X 10 20

Class	Sorcerer	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	0	Defense Element	10
Move Distance	3	Guard Stop	0	Weak vs. Element	10
Attack Range	1-3	Resist Faze	0		
#Attacks	1	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S09, S12, S16	16	1200	123	220	204	209	108	136	2300	1000




PALE FLAME (DARK)

50 50 50 X 50 X 80

Class	Flame	Evasion Power	C	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	100
Move Distance	1	Guard Stop	0	Weak vs. Element	50
Attack Range	1-4	Resist Faze	X		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S70	41	10000	1000	1200	630	594	482	984	20000	100




NOVICE MERCENARY SORCERESS

0 10 0 0 10 0 10 20

Class	Sorceress	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	0	Defense Element	10
Move Distance	3	Guard Stop	0	Weak vs. Element	10
Attack Range	1-3	Resist Faze	0		
#Attacks	1	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S15, SG07-01, SG08-01	10	500	123	100	289	106	96	98	910	650




PALE FLAME (EARTH)

50 50 50 X 50 X 80

Class	Flame	Evasion Power	C	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	100
Move Distance	1	Guard Stop	0	Weak vs. Element	50
Attack Range	1-4	Resist Faze	X		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S70	41	10000	1000	1200	630	594	482	984	20000	100




NOVICE MERCENARY SWORDSMAN

0 0 0 0 0 0 0 0

Class	Swordsman	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	10
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1	Resist Faze	0		
#Attacks	1	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S15	9	460	170	36	75	125	105	50	700	500



PALE FLAME (FIRE)

50 50 50 X 50 X 80

Class	Flame	Evasion Power	C	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	100
Move Distance	1	Guard Stop	0	Weak vs. Element	50
Attack Range	1-4	Resist Faze	X		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S70	41	10000	1000	1200	630	594	482	984	20000	100

PALE FLAME (ICE)

50 50 50 X 50 X 80

Class	Flame	Evasion Power	C	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	100
Move Distance	1	Guard Stop	0	Weak vs. Element	50
Attack Range	1-4	Resist Faze	X		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S70	41	10000	1000	1200	630	594	482	984	20000	100

PICKPOCKET

0 0 0 0 X 0 0

Class	Rogue	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	5	Guard Stop	10%	Weak vs. Element	None
Attack Range	1 (non-diagonal)	Resist Faze	0		
#Attacks	1	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S09, S17	18	1230	285	102	201	416	135	150	2500	1800

PALE FLAME (LIGHTNING)

50 50 50 X 50 X 80

Class	Flame	Evasion Power	C	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	100
Move Distance	1	Guard Stop	0	Weak vs. Element	50
Attack Range	1-4	Resist Faze	X		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S70	41	10000	1000	1200	630	594	482	984	20000	100

POLTERGEIST

0 0 0 X 0 0 0

Class	Ghost	Evasion Power	E	Attack Element	20
Move Type	Fly	Basic Guard	5%	Defense Element	10 20
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG01-05, SG10-05	53	10159	1308	1018	1280	1087	1260	1415	5000	320

PAPA

X 80 X X 50 0 99

Class	Warrior	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	30%	Defense Element	30
Move Distance	4	Guard Stop	15%	Weak vs. Element	30
Attack Range	1	Resist Faze	99%		
#Attacks	2	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG11-01	17	2900	313	153	213	153	307	249	1000	400

POPS

X 80 X X 50 0 99

Class	Warrior	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	30%	Defense Element	30
Move Distance	4	Guard Stop	15%	Weak vs. Element	30
Attack Range	1	Resist Faze	99%		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG11-06	65	33951	2512	2264	2171	1991	2136	1969	28000	600

PAUL

0 0 0 0 0 0 0

Class	Beetle	Evasion Power	E	Attack Element	20
Move Type	Fly	Basic Guard	5%	Defense Element	20
Move Distance	3	Guard Stop	10%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG18-07	72	28771	3546	2382	3402	2958	784	1719	3500	320

PROTOTYPE

0 0 0 0 0 0 0

Class	Living Armor	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	30%	Defense Element	None
Move Distance	5	Guard Stop	30%	Weak vs. Element	None
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG12-03, SG19-03	43	9110	1233	654	850	541	1439	976	4000	10
SG05-04	48	10865	1485	1100	1023	845	1812	1350	5000	600

PHANTOM

0 0 0 X 0 0 0

Class	Ghost	Evasion Power	E	Attack Element	20
Move Type	Fly	Basic Guard	5%	Defense Element	10 20
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG12-06	65	18236	1782	1386	1660	1276	1331	1953	4500	320

QUEENPIN

0 0 0 0 0 0 0

Class	Rogue	Evasion Power	D	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	5	Guard Stop	10%	Weak vs. Element	None
Attack Range	1 (non-diagonal)	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S55, S58, S63, S66, SG14-02	33	4800	678	177	312	562	256	173	5800	3600

PHIONA

X 0 0 X 30 50 50

Class	Warrior	Evasion Power	B	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	3	Guard Stop	15%	Weak vs. Element	None
Attack Range	1	Resist Faze	20%		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S74	41	7724	686	149	248	149	341	146	8000	1000

REALMSTALKER (ANCEL LV23)

50 50 50 X X 50 70

Class	Warrior	Evasion Power	B	Attack Element	50
Move Type	Walk	Basic Guard	5%	Defense Element	100
Move Distance	3	Guard Stop	20%	Weak vs. Element	None
Attack Range	1	Resist Faze	X		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S09, S13, S17	23	3235	315	77	128	77	185	148	2000	2500

REALMSTALKER (ANCEL LV40)

Class	Warrior	Evasion Power	B	Attack Element	50					
Move Type	Walk	Basic Guard	5%	Defense Element	100					
Move Distance	3	Guard Stop	20%	Weak vs. Element	None					
Attack Range	1	Resist Faze	X							
#Attacks	3	Resist Death	X							
APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S54	40	7357	998	143	238	143	387	437	9000	6700

REALMSTALKER (EARNST LV43)

Class	Lancer	Evasion Power	C	Attack Element	50					
Move Type	Walk	Basic Guard	5%	Defense Element	100					
Move Distance	3	Guard Stop	20%	Weak vs. Element	None					
Attack Range	1-2	Resist Faze	X							
#Attacks	3	Resist Death	X							
APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S47, S52	43	7300	642	267	389	251	278	195	6600	11000

REALMSTALKER (AUGUSTE LV30)

Class	Pugilist	Evasion Power	D	Attack Element	50					
Move Type	Walk	Basic Guard	5%	Defense Element	100					
Move Distance	5	Guard Stop	20%	Weak vs. Element	None					
Attack Range	1 (non-diagonal)	Resist Faze	X							
#Attacks	3	Resist Death	X							
APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S21	30	4430	391	98	329	226	225	287	4800	6300

REALMSTALKER (FAUXNEL LV31)

Class	Sorcerer	Evasion Power	E	Attack Element	50					
Move Type	Walk	Basic Guard	5%	Defense Element	100					
Move Distance	3	Guard Stop	0	Weak vs. Element	None					
Attack Range	1-3	Resist Faze	X							
#Attacks	1	Resist Death	X							
APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S32	31	7642	170	456	231	201	188	158	5600	8000

REALMSTALKER (AUGUSTE LV45)

Class	Pugilist	Evasion Power	D	Attack Element	50					
Move Type	Walk	Basic Guard	5%	Defense Element	100					
Move Distance	5	Guard Stop	20%	Weak vs. Element	None					
Attack Range	1 (non-diagonal)	Resist Faze	X							
#Attacks	3	Resist Death	X							
APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S59, S61	45	8990	955	247	461	327	360	207	7000	10000

REALMSTALKER (FAUXNEL LV45)

Class	Sorcerer	Evasion Power	E	Attack Element	50					
Move Type	Walk	Basic Guard	5%	Defense Element	100					
Move Distance	3	Guard Stop	0	Weak vs. Element	None					
Attack Range	1-3	Resist Faze	X							
#Attacks	1	Resist Death	X							
APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S69	45	6879	435	1316	401	307	300	247	7000	10000

REALMSTALKER (CHERIPHA LV32)

Class	Archeress	Evasion Power	S	Attack Element	50					
Move Type	Walk	Basic Guard	5%	Defense Element	100					
Move Distance	3	Guard Stop	20%	Weak vs. Element	None					
Attack Range	2-4	Resist Faze	X							
#Attacks	3	Resist Death	X							
APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S27	32	5210	385	172	275	140	234	198	5300	7000

REALMSTALKER (GWENDAL LV40)

Class	Warrior	Evasion Power	B	Attack Element	50					
Move Type	Walk	Basic Guard	5%	Defense Element	100					
Move Distance	3	Guard Stop	20%	Weak vs. Element	None					
Attack Range	1	Resist Faze	X							
#Attacks	3	Resist Death	X							
APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S36	40	7357	695	217	311	217	260	267	5900	8500

REALMSTALKER (DARIUS LV45)

Class	Swordsman	Evasion Power	B	Attack Element	50					
Move Type	Walk	Basic Guard	5%	Defense Element	100					
Move Distance	4	Guard Stop	20%	Weak vs. Element	None					
Attack Range	1	Resist Faze	X							
#Attacks	3	Resist Death	X							
APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S67	45	8174	1215	287	401	287	365	457	7000	10000

REALMSTALKER (GWENDAL LV45)

Class	Warrior	Evasion Power	B	Attack Element	50					
Move Type	Walk	Basic Guard	5%	Defense Element	100					
Move Distance	3	Guard Stop	20%	Weak vs. Element	None					
Attack Range	1	Resist Faze	X							
#Attacks	3	Resist Death	X							
APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S51	45	9387	988	247	361	247	306	307	7000	10000

REALMSTALKER (DUWAIN LV41)

Class	Lancer	Evasion Power	C	Attack Element	50					
Move Type	Walk	Basic Guard	5%	Defense Element	100					
Move Distance	3	Guard Stop	20%	Weak vs. Element	None					
Attack Range	1-2	Resist Faze	X							
#Attacks	3	Resist Death	X							
APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S37, S64	41	8230	999	247	396	198	300	325	7000	10000

REALMSTALKER (HEUGOE LV30)

Class	Lancer	Evasion Power	C	Attack Element	50					
Move Type	Walk	Basic Guard	5%	Defense Element	100					
Move Distance	3	Guard Stop	20%	Weak vs. Element	None					
Attack Range	1-2	Resist Faze	X							
#Attacks	3	Resist Death	X							
APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S21, S52	30	6261	509	162	260	130	222	171	4800	6300

REALMSTALKER (LIESELOTTE LV45)

Class	Sorceress	Evasion Power	E	Attack Element	50
Move Type	Walk	Basic Guard	5%	Defense Element	100
Move Distance	3	Guard Stop	0	Weak vs. Element	None
Attack Range	1-3	Resist Faze	X		
#Attacks	1	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S65, S68	45	6879	435	1326	401	307	342	487	7000	10000

REALMSTALKER (NATALIA LV40)

Class	Rogue	Evasion Power	C	Attack Element	50
Move Type	Walk	Basic Guard	5%	Defense Element	100
Move Distance	5	Guard Stop	20%	Weak vs. Element	None
Attack Range	1 (non-diagonal)	Resist Faze	X		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S40	40	6045	505	237	341	267	260	197	5900	8500

REALMSTALKER (LOCKSWELL LV33)

Class	Sorcerer	Evasion Power	E	Attack Element	50
Move Type	Walk	Basic Guard	5%	Defense Element	100
Move Distance	3	Guard Stop	0	Weak vs. Element	None
Attack Range	1-3	Resist Faze	X		
#Attacks	1	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S26, S27, S29	33	7103	180	378	245	213	189	173	3900	6000

REALMSTALKER (NATALIA LV45)

Class	Rogue	Evasion Power	C	Attack Element	50
Move Type	Walk	Basic Guard	5%	Defense Element	100
Move Distance	5	Guard Stop	20%	Weak vs. Element	None
Attack Range	1 (non-diagonal)	Resist Faze	X		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S56	45	9303	695	287	421	347	300	377	7000	10000

REALMSTALKER (MIREILLE LV40)

Class	Swordswoman	Evasion Power	B	Attack Element	50
Move Type	Walk	Basic Guard	5%	Defense Element	100
Move Distance	4	Guard Stop	20%	Weak vs. Element	None
Attack Range	1	Resist Faze	X		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S41	40	6046	595	237	331	237	260	287	5900	8500

REALMSTALKER (PHIONA LV31)

Class	Warrior	Evasion Power	B	Attack Element	50
Move Type	Walk	Basic Guard	5%	Defense Element	100
Move Distance	3	Guard Stop	20%	Weak vs. Element	None
Attack Range	1	Resist Faze	X		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S22	31	4940	402	101	168	101	236	225	4800	6300

REALMSTALKER (MIREILLE LV45)

Class	Swordswoman	Evasion Power	B	Attack Element	50
Move Type	Walk	Basic Guard	5%	Defense Element	100
Move Distance	4	Guard Stop	20%	Weak vs. Element	None
Attack Range	1	Resist Faze	X		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S57	45	8174	735	287	401	287	340	327	7000	10000

REALMSTALKER (PHIONA LV48)

Class	Warrior	Evasion Power	B	Attack Element	50
Move Type	Walk	Basic Guard	5%	Defense Element	100
Move Distance	3	Guard Stop	20%	Weak vs. Element	None
Attack Range	1	Resist Faze	X		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S53	48	10865	595	265	391	265	402	225	7800	6300

REALMSTALKER (MISCHKA LV40)

Class	Warrior	Evasion Power	B	Attack Element	50
Move Type	Walk	Basic Guard	5%	Defense Element	100
Move Distance	3	Guard Stop	20%	Weak vs. Element	None
Attack Range	1	Resist Faze	X		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S42	40	8357	645	217	311	217	270	227	5900	8500

REALMSTALKER (REINHILDE LV30)

Class	Archeress	Evasion Power	S	Attack Element	50
Move Type	Walk	Basic Guard	5%	Defense Element	100
Move Distance	4	Guard Stop	20%	Weak vs. Element	None
Attack Range	2-4	Resist Faze	X		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S20	30	4775	409	162	259	132	204	249	3500	3100

REALMSTALKER (MISCHKA LV45)

Class	Warrior	Evasion Power	B	Attack Element	50
Move Type	Walk	Basic Guard	5%	Defense Element	100
Move Distance	3	Guard Stop	20%	Weak vs. Element	None
Attack Range	1	Resist Faze	X		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S60	45	9526	1006	277	411	277	375	337	5900	8500

REALMSTALKER (REINHILDE LV45)

Class	Archeress	Evasion Power	S	Attack Element	50
Move Type	Walk	Basic Guard	5%	Defense Element	100
Move Distance	4	Guard Stop	20%	Weak vs. Element	None
Attack Range	2-4	Resist Faze	X		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S58, S62	45	8271	595	287	421	267	337	337	7000	10000

REALMSTALKER (ROSEA LV45)

Class	Sorceress	Evasion Power	E	Attack Element	✦ 50
Move Type	Walk	Basic Guard	5%	Defense Element	✦ 100
Move Distance	3	Guard Stop	0	Weak vs. Element	None
Attack Range	1-3	Resist Faze	X		
#Attacks	1	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S37, S50	45	6120	435	1147	401	307	275	347	7000	10000

REINHILDE

Class	Archeress	Evasion Power	S	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	3	Guard Stop	10%	Weak vs. Element	None
Attack Range	2-4	Resist Faze	20%		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S74	41	5983	618	247	395	200	239	194	8000	1000

REALMSTALKER (USHIO LV43)

Class	Samurai	Evasion Power	A	Attack Element	🍎 50
Move Type	Walk	Basic Guard	5%	Defense Element	🍎 100
Move Distance	5	Guard Stop	20%	Weak vs. Element	None
Attack Range	1	Resist Faze	X		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S66, S69	43	7415	1222	235	357	283	356	422	6600	11000

RETURN OF LIZARDMAN

Class	Lizard Man	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	15%	Defense Element	None
Move Distance	5	Guard Stop	30%	Weak vs. Element	None
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG10-05	57	16850	2400	1312	1708	1159	1656	1350	3500	600

REALMSTALKER (VALMUR LV45)

Class	Archer	Evasion Power	S	Attack Element	🍎 50
Move Type	Walk	Basic Guard	5%	Defense Element	🍎 100
Move Distance	3	Guard Stop	20%	Weak vs. Element	None
Attack Range	2-4	Resist Faze	X		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S49, S53	45	7271	902	287	421	267	308	227	7000	10000

RINGO

Class	Beetle	Evasion Power	E	Attack Element	🍎 20
Move Type	Fly	Basic Guard	5%	Defense Element	🍎 20
Move Distance	3	Guard Stop	10%	Weak vs. Element	🍎 10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG14-05	58	14536	2462	1524	2540	2209	2514	1228	3600	320

REALMSTALKER (WYLFRED LV22)

Class	Swordsman	Evasion Power	B	Attack Element	🍎 50
Move Type	Walk	Basic Guard	5%	Defense Element	🍎 100
Move Distance	4	Guard Stop	20%	Weak vs. Element	None
Attack Range	1	Resist Faze	X		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S08, S09, S12, S16, S17	22	2204	194	122	170	122	137	100	2500	2500

ROBOROVSKII HAMSTER

Class	Hamster	Evasion Power	S	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	🍎 100 🍎 100 🍎 100
Move Distance	4	Guard Stop	10%	Weak vs. Element	None
Attack Range	1-2	Resist Faze	20%		
#Attacks	2	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG09-07	72	30490	4784	4500	9999	2970	3108	9450	2000	10

RED DRAGON

Class	Dragon	Evasion Power	E	Attack Element	🍎 30
Move Type	Walk	Basic Guard	5%	Defense Element	🍎 50
Move Distance	3	Guard Stop	20%	Weak vs. Element	🍎 25
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S54, S61, SG04-02	40	21200	722	541	317	298	352	402	7100	18000

ROGUE

Class	Rogue	Evasion Power	D	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	5	Guard Stop	10%	Weak vs. Element	None
Attack Range	1 (non-diagonal)	Resist Faze	0		
#Attacks	2	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S38	24	2800	331	132	212	258	163	101	4500	5500

REDFISH

Class	Fish	Evasion Power	E	Attack Element	🍎 20
Move Type	Fly	Basic Guard	5%	Defense Element	🍎 20
Move Distance	4	Guard Stop	10%	Weak vs. Element	🍎 10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG10-05	57	16850	1546	1027	1604	1148	1447	1140	4000	200

ROIENBOURG (MAIN SCENARIO)

Class	Lancer	Evasion Power	C	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	🍎 50 🍎 50
Move Distance	3	Guard Stop	10%	Weak vs. Element	None
Attack Range	1-2	Resist Faze	50%		
#Attacks	3*	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S58, S66	35	10600	1012	172	206	138	364	412	7000	20000

*In SG07-01, the number of attacks is 2.

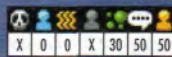
ROIENBOURG (SERAPHIC GATE)



Class	Lancer	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	50
Move Distance	3	Guard Stop	0	Weak vs. Element	None
Attack Range	1-2	Resist Faze	X		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG07-01	15	1015	217	82	132	76	181	207	500	6000
SG07-02	36	10494	724	458	482	353	388	452	1000	7500
SG07-03	45	20240	1386	737	673	580	632	648	4000	800
SG07-04	50	30723	1900	1458	1797	1335	1611	1142	12000	320
SG07-05	58	38886	2052	1575	2956	1804	2176	1715	25000	320
SG07-06	64	52104	2563	1798	3164	2350	2538	2538	30000	320
SG07-07	71	61088	2897	2099	3594	2670	2522	2665	18000	320
SG07-08	77	72741	6104	4184	5173	3117	4084	2417	20000	320
SG07-09	83	173873	7808	4783	7083	4350	5649	3140	20000	320
SG07-10	89	219984	9296	5820	4380	4631	3380	25000	320	

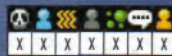
ROSEA



Class	Sorceress	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	3	Guard Stop	0	Weak vs. Element	None
Attack Range	1-3	Resist Faze	20%		
#Attacks	1	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S74	41	5660	250	841	343	297	232	243	8000	1000

SAND RAT



Class	Hamster	Evasion Power	S	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	100 100
Move Distance	4	Guard Stop	10%	Weak vs. Element	100 100
Attack Range	1-2	Resist Faze	20%		100 100
#Attacks	2	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG09-09	82	49657	7593	7143	9999	4715	3700	9999	500	10

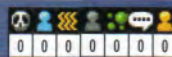
SCREAMING MIMI



Class	Mandragera	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	20
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG12-06	65	20450	2309	1123	1836	1524	2205	2052	4000	400

SILVERSKIN FISH



Class	Fish	Evasion Power	E	Attack Element	20
Move Type	Fly	Basic Guard	5%	Defense Element	20
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG02-06, SG06-06	60	19504	1960	1247	1940	1386	1421	1463	2000	200

SKELETAL SOLDIER



Class	Living Armor	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	30%	Defense Element	None
Move Distance	5	Guard Stop	30%	Weak vs. Element	None
Attack Range	1	Resist Faze	0		
#Attacks	2	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S48, S52, S59, S64, SG06-02	32	4600	772	248	273	260	302	280	5800	5500

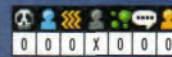
SKULLFISH



Class	Fish	Evasion Power	E	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	10
Move Distance	4	Guard Stop	10%	Weak vs. Element	25
Attack Range	1-2	Resist Faze	0		
#Attacks	1	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S06, S14, S19, SG06-01	12	580	164	80	100	120	104	95	1300	700

SOUL AFLAME



Class	Ghost	Evasion Power	E	Attack Element	20
Move Type	Fly	Basic Guard	5%	Defense Element	10 20
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG02-10, SG12-10	86	50787	6500	8186	6965	5708	3589	4693	4500	320

SOUL OF TEARS



Class	Ghost	Evasion Power	E	Attack Element	20
Move Type	Fly	Basic Guard	5%	Defense Element	10 20
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S57, S61, SG10-02, SG06-03	34	6120	794	908	354	332	292	435	6800	7000

SPECTER



Class	Ghost	Evasion Power	E	Attack Element	20
Move Type	Fly	Basic Guard	5%	Defense Element	10 20
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG06-08, SG12-08	73	26938	3973	4355	5287	2572	2620	2635	3500	320

SPECTRAL KNIGHT



Class	Living Armor	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	30%	Defense Element	None
Move Distance	5	Guard Stop	30%	Weak vs. Element	None
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S54, S61, SG06-03	40	7600	834	323	356	339	413	321	7000	6900

Part ONE
Part TWO
Part THREE
Part FOUR
Part FIVE
Data

SWEET FATHER O' MINE

Class	Warrior	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	30%	Defense Element	↔ 30
Move Distance	4	Guard Stop	15%	Weak vs. Element	● 30
Attack Range	1	Resist Faze	99%		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG11-05	59	23388	2467	2222	2132	1955	2098	1933	20000	600

TYR (4TH LAP)

Class	Lancer	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	30%	Defense Element	↔ 100 ↔ 20
Move Distance	3	Guard Stop	10%	Weak vs. Element	None
Attack Range	1-2	Resist Faze	X		
#Attacks	3	Resist Death	90%		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG16-04	60	24000	1688	1574	1410	1188	1382	1167	8000	3000

THOR (3RD LAP)

Class	Warrior	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	30%	Defense Element	↔ 100 ↔ 20
Move Distance	3	Guard Stop	10%	Weak vs. Element	None
Attack Range	1	Resist Faze	X		
#Attacks	3	Resist Death	90%		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG16-03	55	14350	1602	581	875	634	866	965	5000	3000

TYR (10TH LAP)

Class	Lancer	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	30%	Defense Element	↔ 100 ↔ 20
Move Distance	3	Guard Stop	10%	Weak vs. Element	None
Attack Range	1-2	Resist Faze	95%		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG18-10	91	180520	9199	5117	7925	4234	5285	3578	4100	480

THOR (10TH LAP)

Class	Warrior	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	30%	Defense Element	↔ 100 ↔ 20
Move Distance	3	Guard Stop	10%	Weak vs. Element	None
Attack Range	1	Resist Faze	95%		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG18-10	91	188477	9832	3583	5624	3487	5285	3578	4000	480

UBUME

Class	Aello	Evasion Power	D	Attack Element	↔ 30
Move Type	Fly	Basic Guard	5%	Defense Element	↔ 20
Move Distance	4	Guard Stop	10%	Weak vs. Element	● 10
Attack Range	1-3	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG08-10	87	59802	8645	5124	7921	5095	3742	4834	3500	520

THYODOR

Class	Warrior	Evasion Power	C	Attack Element	None
Move Type	Walk	Basic Guard	30%	Defense Element	None
Move Distance	4	Guard Stop	30%	Weak vs. Element	None
Attack Range	1	Resist Faze	99%		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
573	41	62000	937	680	338	422	404	299	50000	100

ULL (2ND LAP)

Class	Archer	Evasion Power	D	Attack Element	None
Move Type	Walk	Basic Guard	10%	Defense Element	↔ 30 ↔ 50
Move Distance	3	Guard Stop	30%	Weak vs. Element	● 10
Attack Range	2-4	Resist Faze	X		
#Attacks	3	Resist Death	90		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG16-02	45	18700	1013	481	682	451	430	391	1000	3000

TOMATO JUICE ACCEPTED

Class	Vampire	Evasion Power	E	Attack Element	● 20
Move Type	Fly	Basic Guard	5%	Defense Element	● 20
Move Distance	4	Guard Stop	10%	Weak vs. Element	↔ 30
Attack Range	1-2	Resist Faze	0		
#Attacks	2	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG02-07, SG12-07	68	25086	2122	1652	2084	1427	1356	2167	5000	800

ULL (10TH LAP)

Class	Archer	Evasion Power	D	Attack Element	None
Move Type	Walk	Basic Guard	10%	Defense Element	↔ 30 ↔ 50
Move Distance	3	Guard Stop	30%	Weak vs. Element	● 10
Attack Range	2-4	Resist Faze	95%		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG18-10	91	168498	8432	5117	7925	4234	4334	4408	4200	320

TOXIC FLOWER

Class	Mandragora	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	● 20
Move Distance	4	Guard Stop	10%	Weak vs. Element	↔ 30
Attack Range	1	Resist Faze	0		
#Attacks	2	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG1, SG3, SG4, SG5	24	3700	368	463	145	265	138	155	3300	3800

UNIT 00

Class	Living Armor	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	30%	Defense Element	None
Move Distance	5	Guard Stop	30%	Weak vs. Element	None
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG16-05	59	18576	1783	1164	1434	1078	2492	1690	3800	600

UNIT 01

Class	Living Armor	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	30%	Defense Element	None
Move Distance	5	Guard Stop	30%	Weak vs. Element	None
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG08-06	62	21502	1782	1094	1364	1154	1933	1710	3800	600

UNIT 02

Class	Living Armor	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	30%	Defense Element	None
Move Distance	5	Guard Stop	30%	Weak vs. Element	None
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG07-07	67	27440	2628	1893	1535	1075	1812	1671	3000	600

UNIT 03

Class	Living Armor	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	30%	Defense Element	None
Move Distance	5	Guard Stop	30%	Weak vs. Element	None
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG06-08, SG12-08, SG16-08	74	38607	5575	2105	3255	2105	3830	1905	3800	600

UNIT 04

Class	Living Armor	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	30%	Defense Element	None
Move Distance	5	Guard Stop	30%	Weak vs. Element	None
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG05-09, SG19-09	79	49271	8679	3222	5008	2734	5972	2936	4500	600

URIEL

Class	Ghoul	Evasion Power	E	Attack Element	None
Move Type	Fly	Basic Guard	5%	Defense Element	20
Move Distance	4	Guard Stop	10%	Weak vs. Element	10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG12-04	50	12568	2160	1869	1737	1500	2202	1788	3500	800

USHIO

Class	Samurai	Evasion Power	D	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	5	Guard Stop	5%	Weak vs. Element	None
Attack Range	1	Resist Faze	20%		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
574	41	6726	645	149	299	296	292	195	8000	1000

VAGRANT ARCHER

Class	Archer	Evasion Power	E	Attack Element	0
Move Type	Walk	Basic Guard	30%	Defense Element	25
Move Distance	3	Guard Stop	5%	Weak vs. Element	None
Attack Range	2-4	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG03-04	46	7634	1533	1041	1461	1264	1380	1710	2000	280
SG12-05	57	13047	1841	1250	2047	1366	1623	1498	2000	280
SG03-09, SG07-09	80	40055	7536	4550	7008	3908	4786	3622	4500	280

VAGRANT ARCHERESS

Class	Archeress	Evasion Power	E	Attack Element	0
Move Type	Walk	Basic Guard	30%	Defense Element	25
Move Distance	3	Guard Stop	5%	Weak vs. Element	None
Attack Range	2-4	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG07-05	56	12426	1610	1264	1672	1051	1540	1575	3000	280
SG04-06	60	15102	1570	1124	1552	1047	1365	1714	3200	280
SG05-07, SG07-07, SG14-07	67	21246	1915	1370	2060	1526	1288	1495	4200	280
SG03-10, SG04-10, SG07-10	86	53673	8854	4647	7180	3967	4056	4112	4500	280

VAGRANT BRIGAND

Class	Rogue	Evasion Power	D	Attack Element	10 → 10
Move Type	Walk	Basic Guard	30%	Defense Element	None
Move Distance	5	Guard Stop	10%	Weak vs. Element	None
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	25%		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG07-04	48	8927	1629	1157	1407	1335	1644	1662	5000	480
SG12-05, SG19-05	59	15262	1824	1066	1840	1744	1562	1746	4000	480
SG07-06	63	18550	1467	1021	1408	1336	1315	1581	3500	480
SG02-10, SG08-10	86	56955	8222	4979	7693	7165	3489	4867	4000	480

VAGRANT LANCER

Class	Lancer	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	20%	Defense Element	25
Move Distance	3	Guard Stop	10%	Weak vs. Element	None
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG07-05	56	14605	1711	1153	1672	1024	1727	1365	3000	320
SG03-06	60	17751	1926	1073	1792	1066	1507	1358	2800	320
SG05-07	69	27532	2254	1310	1970	1172	1582	1322	3800	320
SG03-08, SG07-08	74	35136	6691	2308	3540	1996	3064	1524	4200	320

VAGRANT ROGUE

Class	Rogue	Evasion Power	D	Attack Element	None
Move Type	Walk	Basic Guard	30%	Defense Element	10 → 10
Move Distance	5	Guard Stop	10%	Weak vs. Element	None
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	25%		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG06-05	55	12558	2014	1178	2038	1728	1364	1724	4000	480
SG14-07	71	27401	1845	1079	1601	8106	260	1262	5000	480
SG02-08, SG05-08	73	30209	5894	2835	4345	3975	2620	2635	4200	480
SG02-10, SG08-10	85	54243	8108	4908	7579	7050	3445	4793	4200	480

VAGRANT SORCERER (LAPS 5-6)

0 0 0 0 0 0 20 0

Class	Sorcerer	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	10%	Defense Element	☁ 25
Move Distance	3	Guard Stop	0	Weak vs. Element	None
Attack Range	1-3	Resist Faze	0		
#Attacks	1	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG12-05	58	12962	1476	1922	2052	1716	1122	2135	3000	400
SG05-06	62	15754	1550	1918	2052	1716	1194	1972	3200	400

VAGRANT SWORDSMAN

0 0 0 25 0 0 0

Class	Swordsman	Evasion Power	E	Attack Element	☁ 0
Move Type	Walk	Basic Guard	30%	Defense Element	☁ 25
Move Distance	4	Guard Stop	5%	Weak vs. Element	None
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG12-05	58	15404	2038	1241	1912	1448	2178	1155	2500	240
SG04-06, SG07-06	61	17831	2293	1397	2050	1552	1901	1319	3100	240
SG02-08, SG07-08	72	30490	6067	2228	3387	2063	2460	1641	4000	240

VAGRANT SORCERER (LAP 7)

0 0 0 0 0 0 20 0

Class	Sorcerer	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	10%	Defense Element	☁ 25
Move Distance	3	Guard Stop	0	Weak vs. Element	None
Attack Range	1-3	Resist Faze	0		
#Attacks	1	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG07-07	69	22164	1845	2403	2199	1839	1116	1979	4200	400

VAGRANT SWORDSWOMAN

0 0 0 25 0 0 0

Class	Swordswoman	Evasion Power	E	Attack Element	☁ 0
Move Type	Walk	Basic Guard	30%	Defense Element	☁ 25
Move Distance	4	Guard Stop	5%	Weak vs. Element	None
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG03-04	47	9011	1563	1071	1437	1071	1704	1518	2500	240
SG03-07	67	23892	2226	2142	2574	1942	1272	1619	4000	240
SG03-09	79	42897	8050	4479	6265	4479	5343	3565	5000	240
SG07-10	87	63373	8766	4714	6594	4714	4689	4171	4500	240

VAGRANT SORCERER (LAP 8)

0 0 0 0 0 0 20 0

Class	Sorcerer	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	10%	Defense Element	☁ 25
Move Distance	3	Guard Stop	0	Weak vs. Element	None
Attack Range	1-3	Resist Faze	0		
#Attacks	1	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG03-08, SG05-08, SG07-08	73	26938	2860	4255	3965	3215	2096	2108	4000	400

VAGRANT WARRIOR

0 0 0 0 25 0 0

Class	Warrior	Evasion Power	E	Attack Element	☁ 0
Move Type	Walk	Basic Guard	30%	Defense Element	☁ 25
Move Distance	3	Guard Stop	15%	Weak vs. Element	None
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG03-04, SG08-04	46	9856	1680	1347	1257	1023	2106	1554	2000	200
SG05-06	61	20479	1814	1454	1508	1228	2022	1594	3300	200
SG07-07	69	30252	2520	2021	1886	1335	20069	1399	4100	200
SG03-09	78	46925	7500	4222	4922	3450	5350	3150	4000	200
SG03-10	86	69326	8963	4565	6152	3404	4784	3623	4000	200

VAGRANT SORCERESS (LAPS 4-9)

0 0 0 0 0 0 20 0

Class	Sorceress	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	10%	Defense Element	☁ 25
Move Distance	3	Guard Stop	0	Weak vs. Element	None
Attack Range	1-3	Resist Faze	0		
#Attacks	1	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG07-04, SG08-04	48	7962	1395	1713	1329	1029	1344	1962	6000	400
SG03-05, SG05-05	55	11199	1675	1857	1862	1442	1298	2210	3000	400
SG03-06, SG04-06, SG07-06, SG08-06	61	15004	1674	1956	1772	1372	1234	2185	3300	400
SG03-07, SG05-07	68	21109	1942	2599	2327	1802	1068	1919	4200	400
SG07-09, SG08-09	81	39795	5679	7250	6465	5279	4200	4336	5000	400

VALKYRIE (MAIN SCENARIO)

X 70 70 X X 0 X X

Class	Chooser of the Slain	Evasion Power	C	Attack Element	☁ 10
Move Type	Walk	Basic Guard	5%	Defense Element	☁ 30
Move Distance	4	Guard Stop	30%	Weak vs. Element	None
Attack Range	1	Resist Faze	99%		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SV2, SV4	42	60000	927	1024	408	412	404	220	48000	200

VAGRANT SORCERESS (LAP 10)

0 0 0 0 0 0 20 0

Class	Sorceress	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	20%	Defense Element	☁ 25
Move Distance	3	Guard Stop	0	Weak vs. Element	None
Attack Range	1-3	Resist Faze	0		
#Attacks	1	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG07-10	87	53326	5897	7745	6821	5594	3534	4941	4200	400

VALKYRIE (SERAPHIC GATE)

X X 85 X 50 80 X

Class	Chooser of the Slain	Evasion Power	C	Attack Element	☁ 10
Move Type	Walk	Basic Guard	5%	Defense Element	☁ 50
Move Distance	4	Guard Stop	30%	Weak vs. Element	None
Attack Range	1	Resist Faze	X		
#Attacks	3*	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG11-01	18	2798	305	155	216	156	259	346	2450	10000
SG11-02	37	12021	872	634	641	553	520	569	1000	10000
SG11-03	44	21785	1328	909	993	854	670	780	7000	2000
SG11-04	51	27378	2110	1733	2049	1755	1821	1466	16000	800
SG11-05	59	32348	2734	2245	2327	2033	2141	1847	25000	800
SG11-06	65	54180	2943	2390	2774	2189	2270	2308	32000	800
SG11-07	72	60980	3158	2615	3098	2710	2642	2879	20000	800
SG11-08	78	90855	6497	4923	5555	3275	3723	3955	20000	800
SG11-09	84	254745	8624	5879	6750	5108	4550	4808	25000	800
SG11-10	91	277029	9647	6472	7558	4362	4040	5385	20000	800

*In SG11-01, the number of attacks is 2.

VALMUR

X 0 0 X 30 50 50

Class	Archer	Evasion Power	S	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	None
Move Distance	3	Guard Stop	15%	Weak vs. Element	None
Attack Range	2-4	Resist Faze	20%		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG#	41	5983	618	247	395	200	239	194	8000	1000

WHITEFISH

0 0 0 0 0 0 0

Class	Fish	Evasion Power	E	Attack Element	🌊 20
Move Type	Fly	Basic Guard	5%	Defense Element	🌊 20
Move Distance	4	Guard Stop	10%	Weak vs. Element	🍷 10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG10-04	48	10865	1485	945	1323	945	1212	1050	4000	200

VAMPIRE BAT

0 0 0 0 0 0 0

Class	Bat	Evasion Power	E	Attack Element	👁️ 10
Move Type	Fly	Basic Guard	5%	Defense Element	👁️ 20
Move Distance	4	Guard Stop	10%	Weak vs. Element	👁️ 10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG14-10	90	65237	8679	4914	7607	3135	4400	3914	4000	400

WHO'S YOUR DADDY

X 80 X X 50 0 99

Class	Warrior	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	30%	Defense Element	👁️ 30
Move Distance	4	Guard Stop	15%	Weak vs. Element	🍷 30
Attack Range	1	Resist Faze	99%		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG11-10	92	288414	9334	4573	4660	3334	5095	4208	15000	600

VAMPIRE LORD

80 0 0 0 0 0 0 0

Class	Vampire	Evasion Power	E	Attack Element	👁️ 20
Move Type	Fly	Basic Guard	5%	Defense Element	👁️ 20
Move Distance	4	Guard Stop	10%	Weak vs. Element	👁️ 30
Attack Range	1-2	Resist Faze	0		
#Attacks	2	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG19-09	85	57482	8822	4908	6865	4908	4556	3908	5000	800

WILL-O'-THE-WISP

0 0 0 X 0 0 40

Class	Ghost	Evasion Power	E	Attack Element	🍷 10
Move Type	Fly	Basic Guard	5%	Defense Element	👁️ 10
Move Distance	4	Guard Stop	10%	Weak vs. Element	👁️ 10
Attack Range	1-2	Resist Faze	0		
#Attacks	2	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S20, S31, S35, S44	22	2000	280	388	239	223	126	220	3000	3200

VIDAR (1ST LAP)

X 50 90 70 50 0 X

Class	Swordsman	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	30%	Defense Element	👁️ 30 🍷 50
Move Distance	4	Guard Stop	20%	Weak vs. Element	👁️ 10
Attack Range	1	Resist Faze	X		
#Attacks	3	Resist Death	90%		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG16-01	25	3700	339	289	364	289	320	247	1500	3000

WINGED RAT

0 0 0 0 0 0 0

Class	Bat	Evasion Power	E	Attack Element	👁️ 10
Move Type	Fly	Basic Guard	5%	Defense Element	👁️ 10
Move Distance	4	Guard Stop	10%	Weak vs. Element	👁️ 10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG14-03	42	7282	1344	564	796	536	630	956	4000	600
SG14-04	50	9276	1725	1011	1503	1221	1920	1302	4000	400

VIDAR (10TH LAP)

X 90 90 X 50 80 95

Class	Swordsman	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	30%	Defense Element	👁️ 30 🍷 50
Move Distance	4	Guard Stop	20%	Weak vs. Element	👁️ 10
Attack Range	1	Resist Faze	95%		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG18-10	91	177029	9199	5117	7158	4980	4956	4408	4500	400

WOOD WOMAN

0 0 0 0 0 0 0

Class	Mandradora	Evasion Power	E	Attack Element	None
Move Type	Walk	Basic Guard	5%	Defense Element	👁️ 20
Move Distance	4	Guard Stop	10%	Weak vs. Element	🍷 10
Attack Range	1	Resist Faze	0		
#Attacks	3	Resist Death	0		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG14-08	77	36717	5035	3035	4665	4295	2780	2835	4500	400

WHITE DRAGON

0 X 0 X 0 0 60

Class	Dragon	Evasion Power	E	Attack Element	🌊 30
Move Type	Walk	Basic Guard	5%	Defense Element	👁️ 30
Move Distance	3	Guard Stop	30%	Weak vs. Element	🍷 10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
S49, SG18-02	32	16200	670	883	517	486	292	328	6000	9000

WRAITH

0 0 0 X 0 0 0

Class	Ghost	Evasion Power	E	Attack Element	🍷 20
Move Type	Fly	Basic Guard	5%	Defense Element	👁️ 10 🍷 20
Move Distance	4	Guard Stop	10%	Weak vs. Element	👁️ 10
Attack Range	1-2	Resist Faze	0		
#Attacks	3	Resist Death	X		

APPEARANCE	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	BASE EXP	OTH
SG04-09	80	37900	5608	7122	6365	5193	4000	4265	4500	320

ONE... FIVE... FIVE... Data



VALKYRIE PROFILE[®]

Covenant of the Plume[™]

OFFICIAL STRATEGY GUIDE

Written by Dan Birlaw

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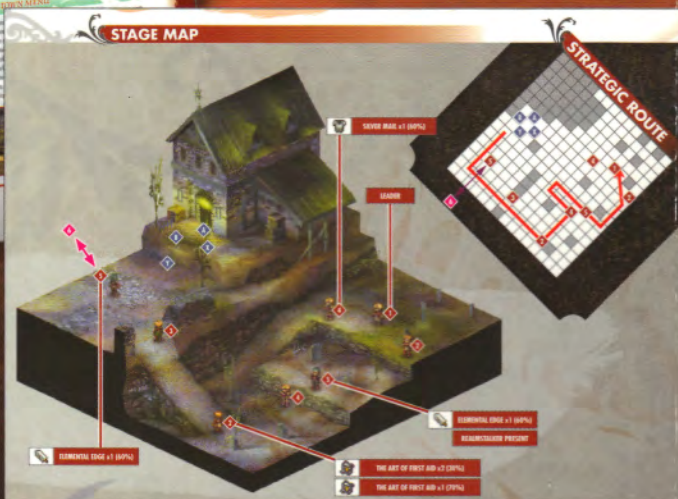
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