

Discover all
three endings!



VALKYRIE PROFILE™

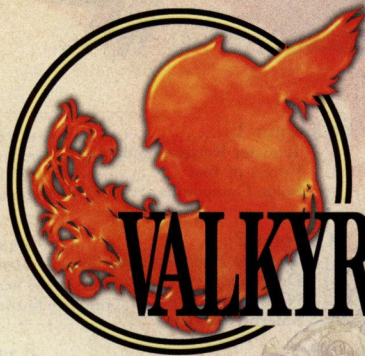


Elizabeth M. Hollinger
James M. Ratkos

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VALKYRIE PROFILE™

Prima's Official Strategy Guide

Elizabeth M. Hollinger
James M. Ratkos

Prima Games
A Division of Prima Communications, Inc.

3000 Lava Ridge Court
Roseville, CA 95661
(916) 787-7000
www.primagames.com

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Senior Product Manager: Sara E. Wilson
Senior Project Editor: Christy L. Curtis
Editorial Assistant: Caspian Theal

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Contents

Introduction to the Characters 4

- Valkyrie..... 4
- Aelia..... 4
- Arngrim..... 5
- Badraeh..... 5
- Belenus..... 6
- Brahms..... 6
- Freya..... 6
- Grey..... 7
- Janus..... 7
- Jayle..... 8
- Jun..... 8
- Kashell..... 8
- Lawfer..... 9
- Llewelyn..... 9
- Lucian..... 10
- Suo..... 10
- Gandar..... 10
- Jelanda..... 11
- Lezard Valeth..... 11
- Lorenta..... 11
- Lyseria..... 12
- Mystina..... 12
- Nanami..... 12
- Shiho..... 13
- Yumei..... 13

Game and Battle System 14

- Basic Moves..... 14
- Camp Menu..... 15
- The Use of Crystals..... 17
- The Battlefield..... 18

The Sacred Phase System 24

- Battle Evaluation..... 24
- Einherjar Evaluation..... 24
- Valkyrie's Evaluation and the Distribution of Rewards..... 25

The Flow of the Game 28

- Choosing the Right Difficulty Level..... 29
- The Game Patterns..... 30
- The World Map..... 37

The Adventure Begins 38

- The Flow of Opening Events..... 38
- Artolian Mountain Ruins..... 39
- Artolian Mountain Ruins: Easy..... 42
- Normal/Hard Mode Dungeon..... 44

Chapter 1 46

- Transfer Recommendations..... 46
- Forest of Woe..... 46
- Solde Catacombs..... 49

Chapter 2 53

- Transfer Recommendations..... 53
- Dragoncastle Caverns..... 53
- Nethov Swamps..... 57
- Salerno Academy..... 60

Chapter 3 65

- Transfer Recommendations..... 65
- Gorhla Cult Headquarters..... 65
- Clockwork Mansion..... 69
- Oddrock Caves..... 71
- Brahms Castle..... 74

Chapter 4 77

- Transfer Recommendations..... 77
- Black Dream Tower..... 77
- Tower of Lezard Valeth..... 81
- Cave of Thakus..... 85
- Dark Tower of Xervah..... 88

Chapter 5 92

- Transfer Recommendations..... 92
- Arkdain Ruins..... 92
- Citadel of Flame..... 96





Chapter 6 99
 Transfer Recommendations 99
 Lost City of Dipan 99
 Sunken Shrine 103

Chapter 7 107
 Transfer Recommendations 107
 Forest of Spirits 107
 Tombs of Amenti 112

Chapter 8 116
 Transfer Recommendations 116
 Palace of the Dragon 116
 Celestial Castle 120
 Labyrinth of Arianrod 124

The Cave of Oblivion 127
 Why Should You Visit the Cave of Oblivion? 127
 Things to Bring With You 127
 Cave of Oblivion, Parts 1 and 5 128
 Cave of Oblivion, Parts 2 and 6 129
 Cave of Oblivion, Parts 3 and 7 131
 Cave of Oblivion, Parts 4 and 8 132

The Endgame 134
 Jotunheim Palace 134
 Asgard Hill 138

The Endings Game 141
 Ending C 141
 Ending B 141
 Ending A 141

The Seraphic Gate 143
 Section Four 144
 Section Three 145
 Section Two 146
 Section One 147

Items, Equipment, and Artifacts:
 A Complete Survey 148
 Weapons 148
 Armor and Other Equipment 154
 Usable Items 160
 Artifacts 163

The Magic of Transmutation 164

The Bestiary 167
 Enemies of Midgard 167
 Enemies in the Seraphic Gate 171

The Skill System 172
 Reaction Skills 172
 Support Skills 173
 Attack Skills 173
 Status Skills 174



Introduction to the Characters

Valkyrie

Class: —
Weapon: Swords, Bows

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



Starting Statistics

	Easy	Normal	Hard
LV	1	1	1
DME	1,000	1,000	1,000
STR	15	15	15
INT	10	10	10
AGL	10	10	10
DEX	5	5	5

Resistance

Fire	Ice	Lightning	Poison	Holy	Darkness
***	**	**	***	****	*

Normal Attacks

NOTE

In the following attack statistics, a dash (—) indicates that the enemy is not moved. Directional arrows indicate that the enemy is moved in the direction of the arrow.

Valkyrie's Sword Attacks

Bolt Slash Hits: 1 Direction: ← Gauge: 25	Moment Slide Hits: 1 Direction: ↑ Gauge: 15	Vertical Raid Hits: 2 Direction: ↖, ↗ Gauge: 24=(12 x 2)
---	---	--

Valkyrie's Bow Attacks

Spread Shot Hits: 2 Direction: —, ↑ Gauge: 20=(10 x 2)	Tri-Blast Hits: 3 Direction: — Gauge: 9=(3 x 3)	Infinity Blast Hits: 4 Direction: — Gauge: 24=(6 x 4)
--	---	---

Special Attacks

Nibelung Valesti Sword Version



	Version 1	Version 2	Version 3
Hits	8	9	10
Gauge	53=(7 x 5) + (6 x 3)	59=(7 x 5) + (6 x 4)	65=(7 x 5) + (6 x 5)
CT	4	4	4

Bow Version



	Version 1	Version 2	Version 3
Hits	12	13	14
Gauge	84=(7 x 8) + 10 + (6 x 3)	90=(7 x 8) + 10 + (6 x 4)	96=(7 x 8) + 10 + (6 x 5)
CT	4	4	4



Ending for
Version 1



Ending for
Version 2



Ending for
Version 3

Aelia

Class: Spearman/Adventurer
Weapon: Pole Arms

Whether by choice or fate, the power of the Dragon Gem enables Aelia to transform into a dragon. However, she doesn't realize that such shape-shifting, a form of Necromancy, robs her of her own identity.



Starting Statistics

	Easy	Normal	Hard
LV	—	12	1
DME	—	6,194	1,400
STR	—	63	10
INT	—	130	20
AGL	—	50	5
DEX	—	49	15



Resistance

Fire	Ice	Lightning	Poison	Holy	Darkness
****	*	***	**	***	**

Normal Attacks

Roundkick Hits: 2 Direction: ←, ↑ Gauge: 6=(3 x 2)	Sonic Edge Hits: 1 Direction: ← Gauge: 9=(3 x 3)	Spinning Edge Hits: 3 Direction: ←, ←, ← Gauge: 24=(8 x 3)
--	--	--

Special Attack

Dreaded Dragon

Hits: 1
Gauge: 45
CT: 3



Arngrim

Class: Heavy Knight/Mercenary
Weapon: Two-handed Swords, Swords

A mercenary from the Artolia region, blessed with a true warrior's prowess and a good measure of luck. Arngrim's swordfighting technique is unmatched. In battle, he fights as if he were demon possessed, slicing through foes like a scythe through ripe wheat.



Starting Statistics

	Easy	Normal	Hard
LV	1	1	1
DME	2,000	2,000	2,000
STR	30	30	30
INT	5	5	5
AGL	10	10	10
DEX	3	3	3

Resistance

Fire	Ice	Lightning	Poison	Holy	Darkness
****	*	***	**	***	**

Normal Attacks

Spinning Back-Knuckle Hits: 1 Direction: ← Gauge: 15	High Wind Hits: 1 Direction: ↙ Gauge: 30	Wrenching Swing Hits: 1 Direction: ← Gauge: 25
--	--	--

Special Attack

Final Blast

Hits: 8
Gauge: 80=(10 x 8)
CT: 6



Badrach

Class: Archer/Thief
Weapon: Bows

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



Starting Statistics

	Easy	Normal	Hard
LV	15	15	1
DME	5,321	5,321	800
STR	63	63	5
INT	167	167	1
AGL	92	92	20
DEX	113	113	35

Resistance

Fire	Ice	Lightning	Poison	Holy	Darkness
**	***	***	**	*	****

Normal Attacks

Flare Shot Hits: 1 Direction: ↑ Gauge: 15	Fifth Way Hits: 12 Direction: — Gauge: 1*	Lunatic Shot Hits: 15 Direction: — Gauge: 1*
---	---	--

Gauge increases by 1 each time the attack hits the enemy.

Special Attack

Sphere Strike

Hits: 1
Gauge: 30
CT: 2

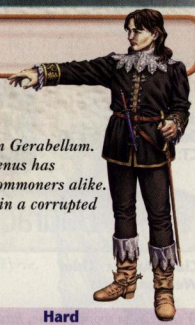




Belenus

Class: Swordsman
Weapon: Swords

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



Starting Statistics

	Easy	Normal	Hard
LV	3	3	7
DME	1,575	1,575	1,500
STR	26	26	10
INT	29	29	6
AGL	15	15	10
DEX	10	10	5

Resistance

Fire	Ice	Lightning	Poison	Holy	Darkness
***	**	**	***	****	*

Normal Attacks

First Slash
Hits: 1
Direction: ←
Gauge: 15

Rising Slash
Hits: 2
Direction: ↑, ↑
Gauge: 24=(12 x 2)

Piercing Crusade
Hits: 2
Direction: ←, ←
Gauge: 20=(10 x 2)

Special Attack

Extreme Void

Hits: 2
Gauge: 30=(20 + 10)
CT: 3



Brahms

Class: Leader of the Undead
Weapon: Knuckles

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



Starting Statistics

	Easy	Normal	Hard
LV	—	—	30
DME	—	—	32,817
STR	—	—	266
INT	—	—	521
AGL	—	—	130
DEX	—	—	121

Resistance

Fire	Ice	Lightning	Poison	Holy	Darkness
**	***	***	**	*	****

Normal Attacks

Bloody Knuckle
Hits: 1
Direction: ←
Gauge: 30

Deadly Raid
Hits: 2
Direction: ↘, ↘
Gauge: 30=(15 x 2)

Immortal Blow
Hits: 3
Direction: ↘, ↘, ↘
Gauge: 30=(10 x 3)

Special Attack

Bloody Curse

Hits: 17
Gauge: 42=(3 x 8) + (2 x 9)
CT: 2



NOTE

After completing the game in Hard mode, you can recruit Brahms while you're in the Seraphic Gate if you collect the Flame Jewels. You may use this character only in that dungeon, however.

Freya

Class: Giver of Life
Weapon: Ether Weapons

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



Starting Statistics

	Easy	Normal	Hard
LV	—	—	30
DME	—	—	36,001
STR	—	—	431
INT	—	—	532
AGL	—	—	201
DEX	—	—	182



Resistance

Fire	Ice	Lightning	Poison	Holy	Darkness
****	*	***	**	***	**

Normal Attacks

Critical Flare

Hits: 9
Direction: ←
Gauge: 36=(4 x 9)

Aerial Burst

Hits: 3
Direction: ↓, ↓, ↓
Gauge: 21=(7 x 3)

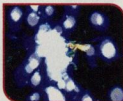
Thunder
Sword

Hits: 5
Direction: †
Gauge: 50=(10 x 5)

Special Attack

Ether Strike

Hits: 1
Gauge: 10
CT: 6



NOTE

If you complete the game in Hard mode and collect the Flame Jewels, Freya makes an appearance in the Seraphic Gate. Defeat her and you may use her in that dungeon.

Grey

Class: Heavy Knight/Adventurer
Weapon: Two-handed Swords, Swords

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



Starting Statistics

	Easy	Normal	Hard
LV	16	16	1
DME	7,792	7,792	1,000
STR	121	121	10
INT	200	200	25
AGL	70	70	8
DEX	63	63	8

Resistance

Fire	Ice	Lightning	Poison	Holy	Darkness
**	***	*	****	***	**

Normal Attacks

Razor Edge

Hits: 1
Direction: ←
Gauge: 15

Mortal Razor

Hits: 1
Direction: †
Gauge: 25

Energy Cannon

Hits: 3
Direction: †, ←, →
Gauge: 15=(5 x 3)

Special Attack

Icicle Disaster

Hits: 8
Gauge: 58=8 +
(5 x 6) + 20
CT: 2



Janus

Class: Archer
Weapon: Bows

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



Starting Statistics

	Easy	Normal	Hard
LV	7	7	1
DME	1,731	1,731	800
STR	37	37	10
INT	68	68	6
AGL	36	36	10
DEX	36	36	10

Resistance

Fire	Ice	Lightning	Poison	Holy	Darkness
**	***	*	****	***	**

Normal Attacks

Diseased

Needle

Hits: 2
Direction: —
Gauge: 2=(1 x 2)

Tri-Stinger

Hits: 3
Direction: —
Gauge: 3=(1 x 3)

Restrain Flame

Hits: 1
Direction: †
Gauge: 50

Special Attack

Guilty Break

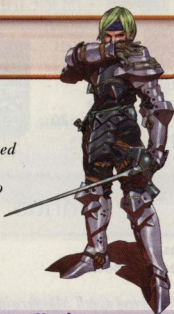
Hits: 9
Gauge: 72=(8 x 9)
CT: 2



Jayle

Class: Swordsman/Knight
Weapon: Swords

To join the knighthood, Jayle disguised herself as a man. But what terrible secret would drive a gentlewoman to such an action? Perhaps she seeks revenge against some knight....



Starting Statistics

	Easy	Normal	Hard
LV	15	15	1
DME	7,954	7,954	1,000
STR	114	114	12
INT	176	176	8
AGL	55	55	8
DEX	55	55	8

Resistance

Fire	Ice	Lightning	Poison	Holy	Darkness
**	***	*	****	***	**

Normal Attacks

Gleam Charge

Hits: 1
Direction: ←
Gauge: 25

Round Dance

Hits: 1
Direction: ↑
Gauge: 15

Hind Edge

Hits: 1
Direction: ↗
Gauge: 10

Special Attack

Eternal Raid

Hits: 7
Gauge: 56=(8 x 7)
CT: 4



Jun

Class: Samurai
Weapon: Katanas, Swords

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



Starting Statistics

	Easy	Normal	Hard
LV	10	10	1
DME	4,793	4,793	1,300
STR	81	81	8
INT	109	109	3
AGL	64	64	20
DEX	57	57	25

Resistance

Fire	Ice	Lightning	Poison	Holy	Darkness
***	**	****	*	**	***

Normal Attacks

Senko-zan

Hits: 2
Direction: ←, ↑
Gauge: 10=(5 x 2)

Koei-zan

Hits: 1
Direction: →
Gauge: 5

So-enbu

Hits: 2
Direction: ←, ←
Gauge: 24=(12 x 2)

Special Attack

Senko-jin

Hits: 15
Gauge: 30=(2 x 15)
CT: 2



Kashell

Class: Heavy Knight/Adventurer
Weapon: Two-handed Swords, Swords

Disdaining all profit and personal gain, he travels the land in search of adventure. He wields an enormous sword to prepare for his meeting with a certain person. He shows no disdain toward those who fight for their ideals.





Starting Statistics

	Easy	Normal	Hard
LV	—	4	7
DME	—	2,273	2,000
STR	—	49	10
INT	—	23	65
AGL	—	20	10
DEX	—	12	5

Resistance

Fire	Ice	Lightning	Poison	Holy	Darkness
****	*	***	**	***	**

Normal Attacks

- Low Swing**
Hits: 1
Direction: ↑
Gauge: 10
- Beast Tackle**
Hits: 2
Direction: ↖, ↗
Gauge: 30=(15 x 2)
- Air Pressure**
Hits: 1
Direction: ↖
Gauge: 15

Special Attack

Flashing Blade

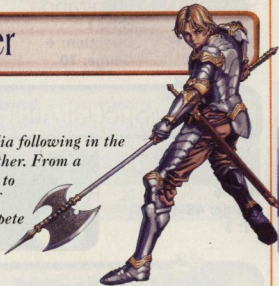
Hits: 3
Gauge: 69=(23 x 3)
CT: 5



Lawfer

Class: Spearman/Knight
Weapon: Pole Arms

A young soldier from Artolia following in the footsteps of his knightly father. From a noble lineage, Lawfer had to combat the expectations of others and struggle to compete with the more skilled Arngrim.



Starting Statistics

	Easy	Normal	Hard
LV	—	3	7
DME	—	1,622	1,500
STR	—	22	10
INT	—	26	6
AGL	—	17	10
DEX	—	10	5

Resistance

Fire	Ice	Lightning	Poison	Holy	Darkness
***	**	****	*	**	***

Normal Attacks

- Smash Axe**
Hits: 1
Direction: ←
Gauge: 24
- Prisoner Fang**
Hits: 1
Direction: →
Gauge: 30
- Triple Thrust**
Hits: 3
Direction: ↖, ↗, ↘
Gauge: 30=(10 x 3)

Special Attack

Justice Stream

Hits: 10
Gauge: 25=(2 x 5) + (3 x 5)
CT: 2



Llewelyn

Class: Archer/Soldier
Weapon: Bows

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



Starting Statistics

	Easy	Normal	Hard
LV	2	2	7
DME	739	739	700
STR	15	15	10
INT	18	18	6
AGL	15	15	10
DEX	10	10	5

Resistance

Fire	Ice	Lightning	Poison	Holy	Darkness
****	*	***	**	***	**

Normal Attacks

- First Shot**
Hits: 1
Direction: —
Gauge: 5
- Twin Shot**
Hits: 2
Direction: —, —
Gauge: 10=(5 x 2)
- Aiming Wisp**
Hits: 3
Direction: —, —, —
Gauge: 15=(5 x 3)



Special Attack

Layer Storm

Hits: 20
Gauge: 100=(5 x 20)
CT: 2



Lucian

Class: Swordsman
Weapon: Swords

A young man from a poor village in the Villnore Region. Haunted for years by the tragic death of his childhood girlfriend, he sees traces of her in the Valkyrie. Strong in battle, he nevertheless lacks the true spirit of a hero.



Starting Statistics

	Easy	Normal	Hard
LV	—	12	7
DME	—	4,707	1,000
STR	—	99	10
INT	—	146	15
AGL	—	51	8
DEX	—	42	8

Resistance

Fire	Ice	Lightning	Poison	Holy	Darkness
***	**	****	*	**	***

Normal Attacks

Air Slash Hits: 1 Direction: ↑ Gauge: 25	Slanting Blow Hits: 1 Direction: ↖ Gauge: 15	Shining Bolt Hits: 12 Direction: — Gauge: 36=(3 x 12)
--	--	---

Special Attack

Round Rip
Saber
Hits: 5
Gauge: 40=(8 x 5)
CT: 3



Suo

Class: Samurai
Weapon: Katanas, Swords

A young member of the 100 Demons warrior troop, Suo was once a cruel and merciless slayer, wielding his massive No-dachi for his own justice. But he's found a deeper sense of justice within the group.



Starting Statistics

	Easy	Normal	Hard
LV	21	21	1
DME	17,163	17,163	1,000
STR	185	185	30
INT	244	244	7
AGL	75	75	7
DEX	71	71	18

Resistance

Fire	Ice	Lightning	Poison	Holy	Darkness
***	**	****	*	**	***

Normal Attacks

Shisen Hits: 1 Direction: ← Gauge: 25	Hyo-rappa Hits: 1 Direction: ← Gauge: 10	Yasha-uchi Hits: 2 Direction: →, → Gauge: 16=(8 x 2)
---	--	--

Special Attack

Hyoso-hojin

Hits: 6
Gauge: 48=(8 x 6)
CT: 3



Gandar

Class: Wizard/Officer
Weapon: Scepters

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



Starting Statistics

	Easy	Normal	Hard
LV	—	24	7
DME	—	12,036	1,300
STR	—	66	8
INT	—	463	80
AGL	—	68	2
DEX	—	81	5

Resistance

Fire	Ice	Lightning	Poison	Holy	Darkness
**	***	***	**	*	****

Starting Spells

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

Jelanda



Class: Sorceress/Princess
Weapon: Scepters

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

Starting Statistics

	Easy	Normal	Hard
LV	7	7	7
DME	300	300	300
STR	2	2	2
INT	15	15	15
AGL	20	20	20
DEX	3	3	3

Resistance

Fire	Ice	Lightning	Poison	Holy	Darkness
*	****	**	***	**	***

Starting Spells

- Fire Storm
- Heal
- Guard Reinforce
- Normalise
- Invoke Feather
- Light Resistance

Lezard Valeth



Class: Sorcerer/Necromancer
Weapon: Scepters

An accomplished Alchemist and practitioner of the dark art of Necromancy. Behind his placid facade lies a mad genius who believes others are merely pawns he may move around on his personal chessboard.

Starting Statistics

	Easy	Normal	Hard
LV	—	—	30
DME	—	—	21,296
STR	—	—	97
INT	—	—	564
AGL	—	—	101
DEX	—	—	98

Resistance

Fire	Ice	Lightning	Poison	Holy	Darkness
**	***	***	**	*	****

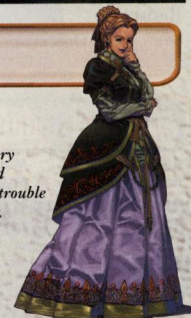
Starting Spells

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

NOTE

After completing the game in Hard mode, you have an opportunity to recruit Lezard Valeth in the Seraphic Gate if you collect the Flame Jewels. You may use him only within the confines of that dungeon.

Lorenta



Class: Sorceress/Teacher
Weapon: Scepters

Headmistress of the Flenceburg Sorcery Academy. Lorenta is as intelligent and refined as she is popular, but she had trouble with her pupils: one of them killed her.

Starting Statistics

	Easy	Normal	Hard
LV	—	12	1
DME	—	2,048	300
STR	—	27	2
INT	—	211	26
AGL	—	37	2
DEX	—	39	3

Resistance

Fire	Ice	Lightning	Poison	Holy	Darkness
*	****	**	***	**	***

Starting Spells

Fire Lance	Invoke Feather	Sap Guard
Heal	Mystic Cross	

Lyseria

Class: Sorceress/Seeress
Weapon: Scepters

A woman born with the power of prophecy. It's rumored Lyseria descends from the Vanir goddess Mimir. She despises her own power and has sealed it away within herself.


Starting Statistics

	Easy	Normal	Hard
LV	—	—	1
DME	—	—	300
STR	—	—	1
INT	—	—	50
AGL	—	—	20
DEX	—	—	5

Resistance

Fire	Ice	Lightning	Poison	Holy	Darkness
***	**	**	***	****	*

Starting Spells

Guard Reinforce	Might Reinforce	Sacred Javelin
Invoke Feather	Mystic Cross	

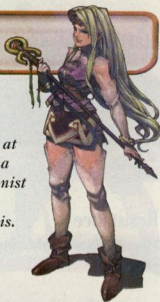
NOTE

Lyseria is sealed up in the Boss Chamber of the Arkdain Ruins. In Hard mode, Odin requests that you free her and implore her to join your party.

Mystina

Class: Sorceress/Researcher
Weapon: Scepters

After graduating at the head of her class at the Flenceburg Sorcery Academy, Mystina worked there as a researcher. A perfectionist who hates to lose, she admits to being a narcissist with poor powers of self-analysis.


Starting Statistics

	Easy	Normal	Hard
LV	—	15	1
DME	—	4,000	300
STR	—	51	10
INT	—	266	30
AGL	—	50	10
DEX	—	51	10

Resistance

Fire	Ice	Lightning	Poison	Holy	Darkness
**	***	***	**	*	****

Starting Spells

Dark Savior	Normalize	Sap Guard
Mystic Cross	Sacred Javelin	

NOTE

If you don't defeat Lezard Vaeth in the Tower of Lezard Vaeth in Chapter 4 (Normal and Hard modes only), Mystina won't appear in Chapter 5.

Nanami

Class: Sorceress/Maiden
Weapon: Scepters

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






Starting Statistics


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

Resistance

Fire	Ice	Lightning	Poison	Holy	Darkness
***	**	**	***	****	*

 **Starting Spells**

Fire Storm Lightning Bolt Normalize

 **Shiho**

Class: Sorceress/Song Maiden
Weapon: Scepters

Raised to be a Song Maiden and bring courage to warriors on the battlefield, her human emotions withered away. But the cries and suffering of the people brought about a change in her.




Starting Statistics


	Easy	Normal	Hard
LV	18	18	1
DME	6,970	6,970	300
STR	55	55	3
INT	312	312	18
AGL	55	55	2
DEX	54	54	1

Resistance

Fire	Ice	Lightning	Poison	Holy	Darkness
***	**	**	***	****	*

 **Starting Spells**

Heal Guard Reinforce Normalize
Invoke Feather Might Reinforce

 **Yumei**

Class: Sorceress
Weapon: Scepters

A maiden of the Mermaid people, Yumei can assume human form at will. Raised to be wary of others, she nevertheless tries always to appear cheerful. Hers is a sad and tragic life.




Starting Statistics

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

Resistance

Fire	Ice	Lightning	Poison	Holy	Darkness
*	****	**	***	**	***

 **Starting Spells**

Frigid Damsel Icicle Edge Stone Torch



INTRODUCTION TO THE CHARACTERS



Game and Battle System

Within the world of Midgard, as the Battle-Maiden Valkyrie, it is your task to recruit the souls of the recently departed and prepare them to valiantly fight for the forces of Odin in Asgard. Within the game, there are many different modes of play, including traveling on the World Map; viewing the events that transpire in towns and cities where you acquire Einherjar; and exploring dungeons, castles, and such to rid Midgard of evils that have spread across the lands. Each of these modes, as well as the game's Battle System, is explained here.

Basic Moves

Controlling Valkyrie varies based on where you are. There are three basic modes of control: World Map, 2D map (exploring a city, town, dungeon, castle, etc.) and Battle. Each of the modes is discussed below.

World Map

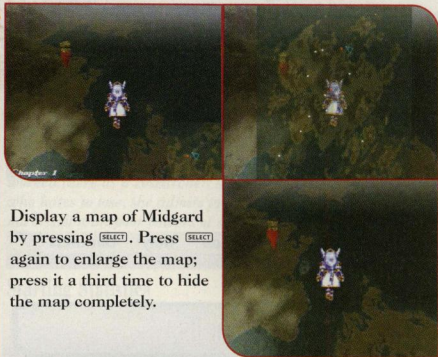


While on the World Map, Valkyrie can fly around using **○**. Direction is controlled using the directional pad or left analog stick. The **■** button allows you to turn forward, backward, left, or right without taking a step when used in conjunction with the directional pad or left analog stick.

Skills	Use Item	Divine Item	Party	Ability
Equipment	Transfer	Status	Configure	Data
Valkyrie		Asgard		
EXP 0	1823	4249	EXP 0	2294
DMG 232	2569		DMG 232	2569
DEF 2361			DEF 2361	
Sethus		Jarlens		
EXP 0	5875	1492	EXP 0	1589
DMG 5000			DMG 5000	1438
DEF 5000			DEF 5000	4381
Play time 2:15:18		Water-raise point 2044		
Chapter 1		Period 8/24	Eval 100	How far a quest

Display the Camp menu by pressing **▲**. From this screen you can acquire items through divine intervention, learn skills, alter an Einherjar's traits, or equip your warriors prior to sending them to events.

(See Camp menu for more information.)



Display a map of Midgard by pressing **SELECT**. Press **SELECT** again to enlarge the map; press it a third time to hide the map completely.

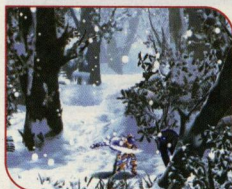


Press **▶** to invoke a Spiritual Concentration, locating the souls of those close to death as well as other areas of unrest in the land below. After the concentration takes place, a map shows the relative location of the area where events are waiting to transpire.

NOTE

The successful use of Spiritual Concentration expends two periods of time within a given chapter. If Spiritual Concentration fails to bring up a new city or dungeon to visit, then the act costs you nothing.

Exploring Caves, Dungeons, etc.



When exploring dungeons, use the directional pad to move Valkyrie about. Dash by tapping either left or right twice or by pushing the left analog stick farther in the appropriate direction. Pushing up/down allows the Battle-Maiden to climb ladders or crouch down to examine an object.

Pressing **X** serves multiple purposes, including: conversing with townsfolk, brandishing your sword (while in dungeons only), pushing/pulling or lifting objects, and opening treasure chests (while crouching).

Press **■** to cause Valkyrie to create and fire a crystal (see The Use of Crystals).

Ⓜ brings up a mini map while exploring dungeons. While on this screen, the other controller buttons can be used to rotate, zoom, and display the map information in a variety of ways.

NOTE

When exploring cities, or during any other occasion where Valkyrie switches into her "Midgard" costume, Valkyrie's actions are limited to walking, running, jumping, and conversing with the other characters.

In Battle



When the Battle-Maiden engages in combat with a roaming monster or the boss of a dungeon, the screen changes and turn-based combat ensues. **▲**, **■**, **●**, and **×** correspond to acting with the characters in the upper, forward, bottom, and rear positions respectively.

Additionally, **Ⓜ** displays the Battle menu, allowing a character to perform actions such as using or equipping an item, using magic, or fleeing the battle. See Basic Battle Techniques for more detailed information.

Camp Menu



Within the Camp menu, the default assignments for the buttons are as follows:

- X**: confirm a selection
- : cancel a selection
- ▲**: display a detailed description (also used in conjunction with **■**)
- Ⓜ**/**Ⓜ**: scroll forward/backward on screens with multiple lists
- ⏸**: rest for a number of periods

Skill

Skill	Learn	Set Up	Traits
Valkyrie	Capacity	101	
A. Reaction Skill			
Skill Name	LV	CP	
First Aid	6	48	
B. Support Skill			
Combo Counter	3	48	

After selecting one of the active members in the party, you are presented with a window that allows you to Learn and Set Up skills as well as to adjust the traits of an individual. With the experience points gained from battle and those dispensed through

the Experience Orb, the characters progress through levels. When a character gains an experience level, he or she receives a set number of points that can be used to learn new abilities or improve existing ones. Most skills have eight levels of proficiency, although some skills only have a single level.

Skill	Learn	Set Up	Traits
Valkyrie	Capacity	101	
C. Attack Skill			
Skill Name	LV	CP	
D. Status Skill			
Tactics	0	10	
Leap Noise	0	5	
Field Trap	0	5	
Paralysis	4	65	
Gravity	3	5	
Leadership	0	1	
Fight	4	30	
Trick	4	20	
March	0	5	

Learn

Skills are broken down into four categories: Reaction, Support, Attack, and Status. Reaction skills are those that the character performs automatically, such as applying First Aid or recovering from a

critical blow through the use of Guts. The higher the level of proficiency for a skill, the more effective that character will be at using it. Up to two Reaction skills can be set for each character on the Set Up screen.

Support and Attack skills allow the characters to perform abilities in addition to their normal attacks, such as adding additional damage or countering against an enemy's attack. Many of these skills only have one level. Some skills are only available based on the type of weapon that the character has equipped.

Status skills are the abilities that define the character. Many of these skills increase the various traits such as Intelligence, Dexterity, and Agility. In addition, some of the Status skills enhance the character's ability to inflict damage or defend against magic/physical attacks. When sending Einherjar to Asgard, try to "max out" the Status skills that Freya has requested the heroes to possess.

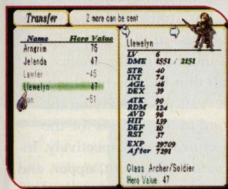


Equipment



From this window, you can change individual armaments, weapons, and items; choose to equip the character with the “best” available; or remove an item. If you want to transfer an item from one character to another, you must remove it from the character using it before you can equip another character with it.

Transfer



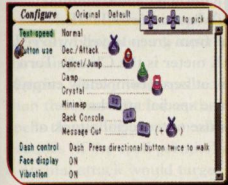
At any point during a chapter, you may send up to two of your recruited Einherjar to Valhalla. Sending characters that match the requirements from Odin and Freya gain you more Materialize points during Sacred Phase.

Status



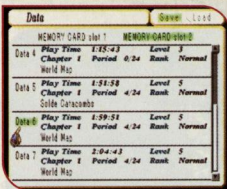
The Status screen allows you to view, at a glance, all of the information pertaining to a character. On this screen you can see the character's statistic information, background abilities, and current equipment.

Configure



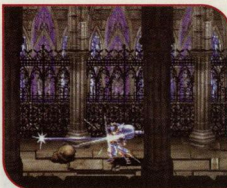
This option allows you to reconfigure the buttons on the controller to your liking.

Data



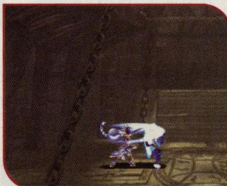
This option allows you to save and load game data. You may load data from an existing game at any time, but you can only save when you are floating high above on the World Map or from the Confines of a Memory Camp within a dungeon.

The Use of Crystals



While exploring dungeons, castles, etc., Valkyrie can shoot forth an ice crystal by pressing **■**. These crystals temporarily freeze most roaming monsters or form an ice block large enough to stand on if they strike a floor or wall section.

While they are frozen, Valkyrie can push or pull enemies by holding **X** and moving in a given direction, or she can jump on them and use them as stepping-stones. However, a battle ensues if you are touching them when the icy prison shatters, releasing them.



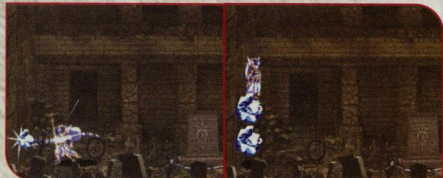
Swinging your sword through a crystal shatters it, leaving fragments you can pick up and place elsewhere.

Shooting an existing ice block causes it to increase in size, while shooting it a second time explodes it into a shower of sparkling fragments. It is within these fragments that you'll find a “hidden step” (see Advanced Techniques).

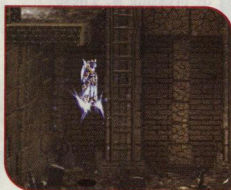
Ice blocks can withstand Valkyrie's weight for only short period of time before melting. In addition, jumping up and down on an ice block reduces its life span, cracking it with each jump. Only six small or three large ice blocks are allowed on a screen at any given time. Shooting another causes the first one to disappear.

Advanced Techniques

Crystal Ladders



Form "ladders" of ice blocks by shooting one on top of another against a wall section. Valkyrie can jump on top of one and then the next, allowing you to reach platforms high above. In addition, shooting a large ice block while standing close to it causes the resulting explosion to propel you across a room. Use this "feature" to reach isolated platforms.



The "Hidden Step"

A second form of ladder can be created in the form of the "hidden step." This is accomplished by shooting a large ice block so it explodes into a circle of showering fragments. In the center of this glistening display is a sparkling, but hidden, platform marked only by a tiny blue mote. When the Battle-Maiden jumps into the center of the explosion and onto the blue mote, she can use the step as a temporary stepping-stone to reach other platforms or create additional ladders. This "hidden step" slowly floats downward and lasts until it reaches the ground or until Valkyrie jumps off of it.



The Battlefield

Basic Battle Techniques



When you come into contact with an enemy (whether by striking it with your sword or physically touching it) you enter into battle. The screen changes to a battlefield where your party and the enemies exchange blows in a turn-based combat system. However, the combat system is actually highly complex; you must not only equip your heroes with the right weapons, but attack with the proper characters—in the proper sequence—at the right time to exact the maximum amount of damage on the enemy.

The battlefield is laid out such that the enemy always appears on the left side and the Valkyrie's party on the right. ■, ▲, ×, and ● correspond to the actions for the forward, top, bottom, and rear characters respectively. In addition, the characters positioned in the front, upper, and lower positions can only attack the same positions in the enemy ranks unless they possess the ability to cast magic or fire a bow-type weapon. While this makes the battle system easy to understand, effectively attacking with your characters is another matter altogether.

The button icons in the top-right corner of the screen represent the characters you control. Flashing icons indicate the characters who can attack. The number next to the button icon represents the number of attacks that the character can perform in a given round.



At the bottom of the screen, each of the heroes' DME is shown. The number shows the current DME while the line behind it represents the amount of DME relative to each character's maximum. When a hero's DME

becomes low, it changes in color from green to yellow to red.

Finally, underneath the DME meter is the Charge Turn (CT) meter. When this meter is at zero (completely empty) the character in question can use special attacks (see following) or magic. With each use of a special attack or

magic, this meter fills up and then slowly counts back down. A character cannot use a special attack and/or magic until the meter reaches zero again.



TIP

When the enemy you are attacking has suffered an abnormality such as Faint, Frozen, or Stoned, it may be better to end the turn early. This allows you to attack with all your characters without having to break through the enemy's guard first.

In addition, you then have a much better chance of filling the Special Attack Gauge when attacking with all your characters so you can pull off a Big Magic attack.



Battle Menu

Press **[SELECT]** to bring up the Battle menu. From this menu, you can select the following options:

End Turn: Ends your current turn, regardless of the number of characters that still have attacks remaining. It's a valuable option when the enemy has cast Reflect Sorcery and only your sorcerers have attacks remaining.

Use Item: Allows a character that can attack to use one of the many items that the party has collected and is carrying with them. After selecting the item, select the character you wish to use it. Using an item uses up the character's turn.

Equip: Allows a character to substitute his or her current weapon for another that the party is carrying, or in the case where a hero's weapon is broken, to equip a new weapon. Equipping a weapon uses that character's turn for the round.

Magic: Allows your spell casters to perform arts other than the ones selected as their primary skills. Casting spells through this option allows you to target multiple enemies (if the spell permits) instead of the single foe that a normal attack would target. This option allows your spell casters to cast healing magic.

↑ **Reorder:** Allows you to shuffle the positions of your characters within battle. However, it uses up the attacks for both of the party members affected by the move.

↑ **Flee:** Attempt to retreat from the battle when things aren't going very well. There is only a 70 percent chance of success (based on the enemy's speed rating).

Attack Abilities and Combos

The number of attacks that a character may perform is dependent on the following factors. First is what weapon they wield. Many weapons, such as the Striking-Sword, while capable of exacting a large amount of damage, allow the character to attack only once per round. Other weapons, although limited in the amount of damage they can inflict, can allow a hero to attack up to three times per round.



Combos are performed when you attack with your heroes in close succession and the enemy can't recover from the first attack before the next one commences. Combos can be performed by a single hero who can attack

multiple times in the same round or by attacks from multiple characters.

Guard Crush and Combo Guard

Early in the game, most of the enemies that you face can be attacked directly without any thought. However, as you progress through the game, more of the creatures that you face can guard against these straightforward types of attacks.




To use a Guard Crush to break through this guard, you must know and use your heroes' abilities to your advantage. The most effective way to perform a Guard Crush is through the use of a "feint." Lead with a character that attacks one portion

of the enemy (high, medium, or low) and then immediately attack with another character whose attack strikes a different portion and (this is the key) will reach the enemy before the first character's attack.



Other enemies can guard against normal and combination attacks with what is called a Combo Guard. Break down this line of defense either by performing an attack that propels the enemy into the air, or by having a sorcerer

character cast a magic spell or use a skill such as Wait Reaction, in which the sorcerer's familiar attacks the enemy. Although the enemy seems to guard against straightforward physical attacks, these attacks can slip past, temporarily defeating their guard.



Purify Weird Soul



When the Special Attack Gauge reaches 100, the characters that were instrumental in raising the counter can perform special attacks. At the end of an attack (or combo), a message displays on the screen along with flashing button icons for those

heroes who are able to perform a special attack. The rapidly shrinking green bar that appears below the message represents the amount of time you have left to make a character selection. Failing to select a character before the bar disappears negates the ability to initiate a special attack.

Unlike normal hits, the enemy cannot block special attacks. After you select a hero, an animation begins as the character delivers his or her signature form of punishment. Once the attack is complete, if the Special Attack Gauge has been refilled back to 100 again, the remaining characters can perform their own special attacks. By chaining together special attacks, in the right order, all four of your heroes can perform a special attack on a single enemy.

TIP

If a hero's CT gauge is not at zero, a character can't perform a special attack, regardless of whether he or she helped in raising the Special Attack Gauge.



Choosing Your Weapon

As you progress through the game, in addition to the weapons that you find in the treasure chests, you can obtain items from the gods by expending your Materialize points. "Purchasing" items is accomplished by using the Divine Item option on the Camp screen.

New weapons, armor, and items become available to you with each new chapter you begin. With each new, even-numbered chapter that starts, your party can select from new armor as well as one new elemental-based weapon for each weapon category. Odd-numbered chapters add two new items for each weapon class. One inflicts great damage, while others can strike multiple times within a round. The multiple attacks that these lighter, more agile weapons allow your characters to execute are a good way to build up the Special Attack Gauge so that your characters can perform special attacks.

In addition to the elemental-based weapons that you receive through divine intervention, some special weapons can only be discovered within chests found in dungeons. These weapons, imbued with a powerful force, can strike down creatures of a specific type with a single blow! However, they are few and far between and most of them can only be found in a single location. For this reason, take care when using such a weapon, lest it break while you are attacking an average beast.

Listed in the following tables are the "special weapons" that can be found within the game.

Swords

Dragon Slayer
Daemon Slayer
Beast Slayer

Monsters Affected

Creatures belonging to the dragon family
Monsters not of the material plane
Creatures that are weak to beast-related attacks

Bows

Raven Slayer
Mage Slayer

Monsters Affected

Flying creatures
Mages and sorcerers

TIP

Some bosses are not affected by the special properties of these weapons.



Gems and Treasure Chests

Certain combinations of attacks can cause the creatures that you are battling to drop items such as treasure chests, magic crystals, or purple gems.

After falling, the purple gems are attracted to the player's party members and absorbed by the characters. For each



gem that is absorbed, that character's CT is reduced by one. Magic crystals and treasure chests are acquired only if the party defeats the monsters. In addition to the experience points gained by those members who participated in the battle, a 5 percent bonus of this amount is then added for each crystal collected. The contents of treasure chests are revealed during the summary screen.

Spell Casting 101

The only characters in Valkyrie Profile who can learn magic spells are those of the Sorcerer class (Jelanda, Nanami, Yumei, Lorenta, Mystina, Shiho, Gandar, and Lezard Vaeth). All of the sorcerers in the game come into your party knowing several skills. Teach them others from grimoires that you find in dungeons, etc. Your sorcerers can only learn up to 10 spells at a time and should balance Attack and Support skills. Don't be afraid to be picky and don't be afraid to change your spell list to take advantage of your enemies' weaknesses.

TIP

Most monsters in any particular dungeon are weak to a certain type of Attack magic. Be sure to scout out that weakness and make changes to your sorcerers' spell lists to take advantage of it.

Attack Spells

For each of the six Elements in the game (Fire, Ice, Lightning, Holy, Darkness, and Poison), you'll find two spells: one that targets all of the enemies and one that focuses on a single one. In addition, you can use these spells in a variety of ways.

First, there is the "Normal Magic Attack," when you call up the Magic sub-screen on the Battle menu and select a spell to cast. This mode of casting allows you to take full advantage of the spell's targeting abilities.

Alternately, you can assign each spell caster a Primary Spell under the Abilities option on the Camp menu screen. This allows your sorcerer to cast a spell using his or her scepter. This permits sorcerers to participate in combo attacks and activate their Special attacks. The down side is that the Primary Spell may be directed only toward a target. This strips area spells, such as Fire Storm, of the ability to affect all of the enemies on the field. Keep this in mind when assigning a spell as a sorcerer's Primary Spell.

The third way that Attack spells are used is as special magic attacks. Sorcerers do not have an individual special attack like the Archer and Swordsman classes. Instead, a sorcerer's Primary Spell forms the basis of his or her special attack. If a sorcerer has Fire Lance as a Primary Spell and is given the option to perform a special attack, then you get to see an advanced version of the Fire Lance spell. In addition, when equipped with special scepters, sorcerers can turn their Primary Spell special attack into a show of Big Magic. See the Big Magic section for further details about Big Magic spells!

Normal Magic Attack

Special Magic Attack

Spell Name	Hit	CT	Gauge	Direction	Fall	Target	Hit	CT	Gauge	Type	Special Effects
Dark Savior	3	3	5 x 3	↑↑↑	Y	One Enemy	9	6	5 x 9	Darkness	—
Fire Lance	2	3	20 x 2	←←	Y	One Enemy	6	6	20 x 6	Fire	—
Fire Storm	1	2	50	↑	Y	All Enemies	3	4	50 x 3	Fire	—
Frigid Damsel	3	5	15 x 3	↑↑↑	Y	One Enemy	9	10	15 x 9	Ice	Freeze
Icicle Edge	3	5	5 x 3	—	N	All Enemies	9	10	5 x 9	Ice	Freeze
Lightning Bolt	3	9	8 x 3	—	N	All Enemies	9	10	8 x 9	Lightning	—
Mystic Cross	4	6	10 x 4	←←←←	Y	All Enemies	12	10	10 x 12	Holy	—
Poison Blow	1	3	5	↑↑↑	Y	All Enemies	3	6	5 x 3	Poison	Poison
Prismatic Missile	5	10	10 x 5	—	N	One Enemy	15	10	10 x 15	Lightning	Poison, Freeze, Paralysis, Stone, Silence
Sacred Javelin	5	3	5 x 5	←←←←←	N	One Enemy	10	6	(5 x 5)+(10 x 5)	Holy	—
Shadow Servant	3	5	15 x 3	↑↑↑	Y	All Enemies	9	10	15 x 9	Darkness	—
Stone Torch	1	3	5	↑	Y	One Enemy	3	6	5 x 3	Poison	Stone





Support Spells

Spells that increase your party's strength and abilities while decreasing those of the enemy are classified as Support spells. When determining which spells to teach your sorcerers, always balance your Attack spells with some Support spells. Spells such as Reflect Sorcery and Heal can be real lifesavers in many battles, while Might Reinforce and Sap Guard give your battle party an advantage against the enemy.

Spell Name	CT	Target	Effects
Dampen Magic	6	All Enemies	Prevents your opponents from casting magic for 5 turns. Success depends upon the opponent's resistance and does not effect magic special attacks.
Guard Reinforce	3	All Allies	Multiplies an ally's RDM by 1.5. It lasts for 10 rounds and can only be cast once per battle.
Heal	5	All Allies	Recovers 80 percent of the party's maximum DME.
Invoke Feather	5	One Ally	Revives characters who are unconscious and recovers 80 percent of their maximum HP.
Might Reinforce	3	All Allies	Multiplies an ally's ATK by 1.5. It lasts for 10 rounds and can only be cast once per battle.
Normalize	1	One Ally	Cures all normal Status Anomalies.
Reflect Sorcery	8	All Allies	Causes any magic cast against the user to be reflected back against the spell caster. This protection lasts for 3 turns.
Sap Guard	1	One Enemy	Reduces the enemy's RDM. The amount depends upon the enemy's resistance and lasts for 5 turns.
Sap Power	1	One Enemy	Reduces the enemy's ATK. The amount depends upon the enemy's resistance and lasts for 5 turns.
Shield Critical	6	All Enemies	Seals the enemy's special attack for 3 turns. Success depends upon the enemy's resistance.
Spell Reinforce	3	All Allies	Multiplies an ally's Magic Power by 1.5. It lasts for 10 rounds and can only be cast once per battle.

NOTE

While the term "Hit Points" (HP) is used throughout this guide as a general gaming term, for the purposes of Valkyrie Profile, HP actually refers to DME.





Big Magic

Certain scepters allow sorcerers to cast a larger and more powerful version of their default magic special attack. We refer to these spells as Big Magic, because they are both big and grand in their display. These spells differ from normal magic special attacks in that they target all enemies on the playing field and they tend to inflict much more damage. This makes them the perfect accompaniment in battles against large groups of enemies who are weak to a specific type of magic.

To perform Big Magic you must have an Attack spell set up as the caster's Primary Spell and one of the following scepters equipped:

Scepter Name	AT	Percentage Chance of Breaking
Element Scepter	300	50
Ether Scepter	1,600	30
Infinity Rod	880	10
Unicorn's Horn	1,300	0
Wand of Apocalypse	1,750	0
Wand "Mystic Sage"	8,500	0

Big Magic spells are so powerful that they have a habit of breaking some of the more fragile wands. If you are dependent upon Element Scepters and Ether Scepters to perform Big Magic, keep an eye on your sorcerer's equipment status in case you need to replace something.

Name	Origin Spell	Type	No. of Hits	CT	Special Attack Gauge
Absolute Zero	Frigid Damsel	Ice	4 x All Enemies	5	16 x 4
Calamity Blast	Fire Lance	Fire	5 x All Enemies	5	4 x 5
Carnage Anthem	Stone Torch	Poison	3 x All Enemies	5	16 x 3
Celestial Star	Mystic Cross	Holy	7 x All Enemies	6	10 x 7
Cosmic Spear	Dark Savior	Darkness	1 x All Enemies	5	50
Crystal Strike	Icicle Edge	Ice	2 x All Enemies	5	25 x 2
Dragon Bolt	Lightning Bolt	Lightning	4 x All Enemies	9	13 x 4
Gravity Blessing	Prismatic Missile	Lightning	3 x All Enemies	10	16 x 3
Ifrith Caress	Fire Storm	Fire	1 x All Enemies	5	50
Meteor Swarm	Shadow Servant	Darkness	7 x All Enemies	5	7 x 6 + 8
Petro Disruption	Poison Blow	Poison	3 x All Enemies	5	17 x 3
Seraphic Law	Sacred Javelin	Holy	3 x All Enemies	5	7 x 3

NOTE

The Top 10 Magic Spells

Not sure what spells are the best and which you can do without? Take a look at these top 10 spells:

- | | |
|--------------------|--------------------|
| 1. Heal | 6. Normalize |
| 2. Icicle Edge | 7. Poison Blow |
| 3. Invoke Feather | 8. Reflect Sorcery |
| 4. Might Reinforce | 9. Sap Guard |
| 5. Mystic Cross | 10. Shadow Servant |

GAME AND BATTLE SYSTEM





Event	Points
Received the rank of Eldin level 6	+5
Wandered through the forest	+5
Received the rank of Eldin level 6	+5
Closing of Mark Roads	+5
Conversation with Ul	+2
Victories in the Sacred Phase	+5
Major role in rescuee attacks	+20
Activities Recognized	+5
Total Acquired Hero Value	+29

To view the specifics of a character's personal events, highlight the topic and press X.

Although you may not be able to control a specific character's personality, you can control what that character knows. Most evaluations are based on Support skills. If a certain task requires an Einherjar to be skilled in Tactics, for example, the game references the character's level in that skill. If it lies between 7 and 8, the Einherjar receives 5 points. If the skill level lies between 4 and 6, the character earns 3 points. Skill levels 1-3 generate a single paltry point. The easiest way to guarantee a good evaluation is either to max out a character's Support skills or to level up the remaining, unrequired ones to Level 4.

Because most Einherjar you transfer to Valhalla will spend little time in your battle party (and therefore won't earn tons of Skill points), Level 4 is a good compromise, ensuring success in Asgard without requiring an obnoxious amount of training time.

Sending up poorly trained and ill-equipped Einherjar inevitably results in their demise. Keep that in mind as you prepare to transfer a character.

Event	Points
Received the rank of Eldin level 6	+5
Inspection of Aker River Valley	+5
Report of Results	+5
Completed special mission	+5
In the Land of Dragon Works	+5
Major role in rescuee attacks	+20
Lead unit battle well	+5
Strike a cunning blow	+5
Defend enemy attack passably	+1
Exhibits resilience	+5
Total Acquired Hero Value	+51

This character entered Valhalla with skills at a variety of levels, as his scores show.

Evaluation Points Given by Freya

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



The better your evaluation, the greater your rewards. Freya gives you Materialize points (good for shopping!); Odin gives you artifacts. The better your evaluation, the more you receive of each. The following charts will give you a good idea of what to expect based on your own Sacred Phase performance.

CAUTION
These tables provide an estimate based on a variety of scenarios. They may not represent exactly your own experience.

Valkyrie's Evaluation and the Distribution of Rewards

After you've checked out your Einherjar's performance, it's time to move on to your own evaluation. The number of characters you've transferred and the performance of the Einherjar currently serving in Asgard are tabulated into Evaluation points added to or subtracted from Valkyrie's Evaluation Rating (shown at the bottom of the Camp menu). Should this score reach zero, the game will end abruptly, so do your best when training and transferring your Einherjar.





Sent up two Einherjar who satisfied requirements

Sacred Phase	Battle Evaluation	Materialize Points	Artifacts
1-2	(+1/0/-1)	3,450	Element Scepter, Fire Lance, Frigid Damsel, Wait Reaction, Normalize, Combo Counter, (Random 1; see note)
2-3	(+2/-2/0)	7,200	Element Scepter, Lightning Bolt, Shadow Servant, Splash, Heal, Throw, Extreme Guard, Emerald Necklace
3-4	(+3/-3/0)	10,050	Element Scepter, Icicle Edge, Fire Storm, Darkness Arrow, Reflect Sorcery, Auto Item, Faim Fenn, Holy Grail, (Random 2; see note)
4-5	(+4/-2/-2)	13,080	Ether Scepter, Mystic Cross, Resist Damage, Invoke Feather, Bracelet of Zoe, Spell Reinforce, Concentration, Coin of Fortune
5-6	(+5/-5/0)	16,650	Ether Scepter, Guard Reinforce, Poison Blow, Holy Wand Adventia, Stone Torch, Star Guard, (Random 3; see note)
6-7	(+4/-2/-2)	19,080	Ether Scepter, Dark Savior, Prismatic Missile, Dampen Magic, Tome of Alchemy, Wand of Exchange
7-8	(+3/-2/-1)	22,230	Ether Scepter, Sacred Javelin, Shield Critical, Might Reinforce, (Random 4; see note)
8	—	25,530	—

Sent up one Einherjar who satisfied some requirements

Sacred Phase	Battle Evaluation	Materialize Points	Artifacts
1-2	(1/0/-1)	3,450	Element Scepter, Fire Lance, Frigid Damsel, Wait Reaction, Normalize, Combo Counter, (Random 1; see note)
2-3	(+2/-2/0)	6,840	Element Scepter, Lightning Bolt, Shadow Servant, Splash, Heal, Throw, Extreme Guard, Emerald Necklace
3-4	(+3/-3/0)	9,780	Element Scepter, Icicle Edge, Fire Storm, Darkness Arrow, Reflect Sorcery, Auto Item, Faim Fenn, Holy Grail, (Random 2; see note)
4-5	(+4/-2/-2)	12,810	Ether Scepter, Mystic Cross, Resist Damage, Invoke Feather, Bracelet of Zoe, Spell Reinforce, Concentration, Coin of Fortune
5-6	(+5/-5/0)	16,020	Ether Scepter, Guard Reinforce, Poison Blow, Holy Wand "Adventia", Stone Torch, Star Guard, (Random 3; see note)
6-7	(+4/-2/-2)	18,810	Ether Scepter, Dark Savior, Prismatic Missile, Dampen Magic, Tome of Alchemy, Wand of Exchange
7-8	(+3/-2/-1)	21,870	Ether Scepter, Sacred Javelin, Shield Critical, Might Reinforce, (Random 4; see note)
8	—	24,990	—

Sent up two Einherjar who satisfied only Hero Value requirements

Sacred Phase	Battle Evaluation	Materialize Points	Artifacts
1-2	(+1/0/-1)	3,450	Element Scepter, Fire Lance, Frigid Damsel, Wait Reaction, Normalize, Combo Counter, (Random 1; see note)
2-3	(+2/-2/0)	6480	Element Scepter, Lightning Bolt, Shadow Servant, Splash, Heal, Throw, Extreme Guard, Emerald Necklace
3-4	(+3/-3/0)	9,510	Element Scepter, Icicle Edge, Fire Storm, Darkness Arrow, Reflect Sorcery, Auto Item, Faim Fenn, Holy Grail, (Random 2; see note)
4-5	(+4/-2/-2)	12,540	Ether Scepter, Mystic Cross, Resist Damage, Invoke Feather, Bracelet of Zoe, Spell Reinforce, Concentration, Coin of Fortune
5-6	(+5/-5/0)	15,570	Ether Scepter, Guard Reinforce, Poison Blow, Holy Wand "Adventia", Stone Torch, Star Guard, (Random 3; see note)
6-7	(+4/-2/-2)	18,540	Ether Scepter, Dark Savior, Prismatic Missile, Dampen Magic, Tome of Alchemy, Wand of Exchange
7-8	(+3/-2/-1)	21,510	Ether Scepter, Sacred Javelin, Shield Critical, Might Reinforce, (Random 4; see note)
8	—	24,450	—



Sent up two Einherjar who satisfied all requirements except Hero Value

Sacred Phase	Battle Evaluation	Materialize Points	Artifacts
1-2	(-1/0/+1)	2,700	Element Scepter, Fire Lance, Frigid Damsel
2-3	(0/0/0)	6,990	Element Scepter, Lightning Bolt, Shadow Servant, Splash, Heal, Throw, Extreme Guard, Emerald Necklace
3-4	(+1/-1/0)	9,750	Element Scepter, Icicle Edge, Fire Storm, Darkness Arrow, Reflect Sorcery, Auto Item, Faim Fenn, Holy Grail, (Random 3; see note)
4-5	(+2/0/-2)	12,870	Ether Scepter, Mystic Cross, Resist Damage, Invoke Defender, Bracelet of Zoe, Spell Reinforce, Concentration, Coin of Fortune
5-6	(+1/-1/0)	16,200	Ether Scepter, Guard Reinforce, Poison Blow, Holy Wand "Adventia," Stone Torch, Star Guard, (Random 3; see note)
6-7	(+4/-2/-2)	18,840	Ether Scepter, Dark Savior, Prismatic Missile, Dampen Magic, Tome of Alchemy, Wand of Exchange
7-8	(+1/0/-1)	21,930	Ether Scepter, Sacred Javelin, Shield Critical, Might Reinforce, (Random 4; see note)
8	—	25,380	—

Sent up two Einherjar who met no requirements

Sacred Phase	Battle Evaluation	Materialize Points	Artifacts
1-2	(-1/0/+1)	2,700	Element Scepter, Fire Lance, Frigid Damsel
2-3	(-2/+2/0)	5,850	Nothing
3-4	(-3/+3/0)	8,640	Nothing
4-5	(-4/+2/+2)	11,610	Nothing
5-6	(-5/+5/0)	14,580	Nothing
6-7	(-4/+2/+2)	17,700	Nothing
7-8	(-3/+2/+1)	20,640	Nothing
8	—	23,700	—

Sent one Einherjar who met no requirements

Sacred Phase	Battle Evaluation	Materialize Points	Artifacts
1-2	(-1/0/+1)	2,700	Element Scepter, Fire Lance, Frigid Damsel
2-3	(-2/+2/0)	5,670	Nothing
3-4	(-3/+3/0)	8,640	Element Scepter
4-5	(-4/+2/+2)	11,610	Nothing
5-6	(-5/+5/0)	14,580	Nothing
6-7	(-4/+2/+2)	17,610	Nothing
7-8	(-3/+2/+1)	20,640	Nothing
8	—	23,700	—

NOTE

Random 1: Supreme Crossbow, Spinning Spear, Go-shorai Blade, Lightning Edge, Elemental Edge, Holy Prayer

Random 2: Crescent Arrow, Radiance Sword, Acceptor Rod, Ignite Sword, Ten-horin Blade, Heart Piercer

Random 3: Shiny Rupture, Demon Blade, Scarlet Forge, Holy Halberd, Absolute Force, Violet Forge

Random 4: Gram, Ama-no-murakumo Blade, Last Avenger, Noble Desire, Ice Coffin, Bahamut Tear, Arc Wind



The Flow of the Game

Now that we've discussed the Battle System and Sacred Phase, it's time to fit the pieces together and look at the whole picture.

You have eight chapters in which to recruit the Einherjar and train them to fight side by side with Lord Odin's Army in Asgard. Time within each chapter of the game is measured in periods. A visit to a city costs you one period while a visit to a dungeon or a successful turn at Spiritual Concentration each cost you two periods. The number of periods that you are given per chapter is determined by the Difficulty Level you choose when starting a new game.

At the start of every chapter and after the conclusion of every city or dungeon event you should use Valkyrie's Spiritual Concentration. While on the World Map, simply press **START** and Valkyrie will use her abilities to seek out new areas of unrest and trouble. If you perform a Spiritual Concentration and nothing happens, then you've reached the end of the planned events for this chapter.



Press **START** to begin Spiritual Concentration.

The type and number of events you experience in each chapter varies based on the chapter itself, the Game Pattern you are following, and the level of difficulty you've chosen. For more information about Difficulty Levels and Game Patterns, skip ahead to the appropriate sections in this chapter. You can usually expect to visit at least one city per chapter, one dungeon, and one segment of the Cave of Oblivion—an optional dungeon that has no bearing on the game's plot.



Cities are where you'll find new characters to train.

City events are largely cinematic pieces where you are introduced to new characters. Once the story is over, you are booted back out to the World Map, with a new recruit in tow. It is recommended that you save your game at this point and acquaint yourself with your new character's strengths and weaknesses. Skill building and other character management tasks are also recommended at this time.



Dungeons are where the real fun lies!

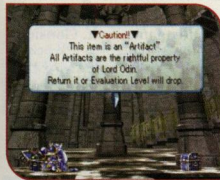
In addition to finding and training Einherjar for Odin, Valkyrie is also charged with liberating areas of Midgard from the influences of certain evil spirits. Clearing dungeons and other fouled areas is a great way to level up your Einherjar and gain the experience points necessary to correct their character flaws and teach them the skills they'll need to be successful in Asgard (and on Midgard, as well). The main objective of each dungeon is to defeat the boss and recover the artifacts in the Boss Chamber. Many dungeons have other objectives and reward you with "Event points" once you complete them. Event points are experience points that are saved in an Experience Orb in the Camp menu and can be divided among your party members as you see fit.



Use Event points to level up new characters or beef up your favorite battle party members!



Recovering artifacts is as important to your quest as defeating a dungeon's boss. Artifacts are rare and precious items belonging to Odin. If you return them to Odin, then you receive his blessing during the Sacred Phase and gain additional Evaluation points. If you decide to keep an artifact, you lose five Evaluation points. When your Evaluation (Eval.) Rating reaches zero, the game is over. Ideally, you should temper your greed with common sense. After all, the majority of artifacts serve no purpose whatsoever and many of the weapons, armor, etc. are equal (and sometimes weaker) to the items you can buy through Divine Item.



Sometimes, it is better to heed the warning than risk losing the game.

A chapter ends automatically when you run out of periods. If you've completed the chapter's goals and transferred Einherjar as requested and you still have time left over, you can explore the cities or revisit dungeons. If that doesn't appeal to you, use the Rest function in the Camp menu to use up the remaining periods in rest, relaxation, and recuperation.



Don't let the screen fool you! Your party can sleep for more than three periods.

At the end of each chapter comes a Sacred Phase. During this time, Freya evaluates your performance and gives you new transfer requirements for the next chapter. Remember, your job as a Valkyrie is to recruit and train Einherjar to send up to Valhalla and the Aesir Army. At the beginning of every chapter (except for Chapter 1), you are given guidelines for training Einherjar to meet the specific needs of Odin and Freya. In Sacred Phase you are judged on how well you meet those requirements. You can transfer two Einherjar every chapter and you should make that your goal. If you don't send up at least one, your score will suffer greatly.

Good performances are rewarded with large amounts of Materialize points and helpful artifacts and other items. Then, it's time to start another chapter!

The format of the Sacred Phase changes based upon the game's Difficulty Level and what ending you are pursuing.

Do not be surprised if you are asked to perform special errands for Freya or Odin in addition to the usual Einherjar requests.

Where you go from here determines the ending you will receive. It is the beginning of the Endgame.

Choosing the Right Difficulty Level

At the start of the game, you are asked to choose one of three Difficulty Levels; Easy, Normal, and Hard. The differences given for the three are as follows:

Difficulty Setting	Easy	Normal	Hard
Exp. Points	Many	Normal	Few
Item Type	Few	Normal	Many
Dungeon	Few	Normal	Many
Characters	Few	Normal	Many
Initial Level	Fixed per character	Fixed per character	Level 1
Possible Endings	B, C	A, B, C	A, B, C

In many respects, there is little difference in actual difficulty between the levels. For instance, the basics of the game, such as Sacred Phase requirements and Enemy stats (excluding experience points), remain the same regardless of the Difficulty Level. So, Surt, one of the final Bosses, is just as difficult to beat in Easy mode as he is in Hard mode. Also, regardless of Difficulty Level, you are always asked to deliver the same type(s) of Einherjar in each chapter—even if the requirements cannot be met in that Difficulty Level.

What does change are the characters you can recruit, the dungeons you can visit, and the amount of time the game takes to play. The other locus of change is within character management itself. In Easy and Normal mode, the characters recruited join your party at a level of experience roughly comparable with your current party's. This allows for easier integration into the battle party and gives you a jump on maxing out a character's traits and teaching them skills. In addition, in Easy mode, the higher allotment of experience points you receive for defeating enemies allows you to level up characters more efficiently.

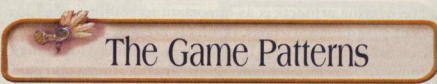
In Hard mode, characters join your party at Level 1, regardless of chapter number. This requires you to train your Einherjar from the ground up. However, the increased number of dungeons gives you more opportunities to gain experience points by defeating enemies as well as from completing certain dungeon objectives. In other words, everything balances out in the end. The only question is how you like to play your game.

Our recommendation is to play through the game twice; once on Easy mode and once on Hard mode. In Easy mode, you get a stripped down version of the game that is faster and somewhat easier to play through.

Moreover, it gives you a good overview of all of the game's systems without actually spoiling the plot (the B ending actually raises more questions than it answers...).

In Hard mode, you'll find that few of the Easy mode dungeons overlap, providing you with many new challenges. Moreover, in Hard mode, you have the opportunity to recruit characters that are both stronger and more numerous than found in Easy mode (although all of your favorites will still be there). In addition, you can see the A ending (see the Endings chapter for instructions) and the real truth behind Valkyrie and the politics of the gods. Afterward, you can head into the Seraphic Gate and recruit the three most powerful characters found in the game itself.

- (C) **Character**
 (D) **Dungeon**
 (E) **Event**
 (P) **Place**



The Game Patterns

Once you select a Difficulty Level and begin the game, something tricky happens behind the scenes. You are assigned to one of four Game Patterns. These determine which characters you can recruit and which segments of the Cave of Oblivion you can visit in each chapter. There is no real difference between the four patterns and no benefits to getting one over the other. However, if you want to change the pattern, you'll have to restart the game from the very beginning.

The tables below are a guide to the game itself. Consider them a flowchart of your game's events.

Easy Mode Game Patterns

Pattern 1

Prologue

- (P) Artolia
 (C) Arngrim; Jelanda
 (D) Artolian Mountain Ruins

Pattern 2

- (P) Artolia
 (C) Arngrim; Jelanda
 (D) Artolian Mountain Ruins

Pattern 3

- (P) Artolia
 (C) Arngrim; Jelanda
 (D) Artolian Mountain Ruins

Pattern 4

- (P) Artolia
 (C) Arngrim; Jelanda
 (D) Artolian Mountain Ruins

Chapter 1

- (P) Lassen
 (C) Belenus
 (D) Forest of Woe

- (P) Lassen
 (C) Belenus
 (D) Forest of Woe

- (P) Crell Monferaigne
 (C) Llewelyn
 (P) Lassen
 (C) Belenus

- (D) Cave of Oblivion 2
 (D) Forest of Woe

- (P) Crell Monferaigne
 (C) Llewelyn
 (D) Cave of Oblivion 1

- (P) Crell Monferaigne
 (C) Llewelyn
 (D) Cave of Oblivion 4

- (D) Forest of Woe
 (D) Cave of Oblivion 7

- (P) Lassen
 (C) Belenus
 (P) Crell Monferaigne
 (C) Llewelyn

Chapter 2

- (P) Hai-lan
 (C) Nanami
 (D) Dragoncastle Caverns

- (P) Crell Monferaigne
 (C) Janus
 (P) Hai-lan
 (C) Jun

- (P) Hai-lan
 (C) Yumei
 (D) Dragoncastle Caverns

- (D) Dragoncastle Caverns
 (D) Cave of Oblivion 5

- (P) Crell Monferaigne
 (C) Janus
 (D) Cave of Oblivion 2

- (D) Cave of Oblivion 8
 (D) Dragoncastle Caverns

- (D) Cave of Oblivion 3

- (P) Hai-lan
 (C) Jun

Chapter 3

- (P) Hai-lan
 (C) Yumei
 (D) Gorhla Cult HQ

- (D) Gorhla Cult HQ
 (P) Hai-lan
 (C) Yumei

- (P) Hai-lan
 (C) Nanami
 (D) Cave of Oblivion 8

- (P) Hai-lan
 (C) Yumei
 (D) Gorhla Cult HQ

- (D) Cave of Oblivion 3

- (D) Cave of Oblivion 1

- (P) Hai-lan
 (C) Jun
 (D) Gorhla Cult HQ

- (D) Cave of Oblivion 4



THE FLOW OF THE GAME

Pattern 1
Chapter 4

- (P) *Hai-lan*
- (C) *Jun*
- (D) *Black Dream Tower*
- (D) *Cave of Oblivion 4*

Pattern 2

- (P) *Hai-lan*
- (C) *Nanami*
- (D) *Cave of Oblivion 6*
- (D) *Black Dream Tower*

Pattern 3

- (P) *Crell Monferaigne*
- (C) *Janus*
- (D) *Cave of Oblivion 1*
- (D) *Black Dream Tower*

Pattern 4

- (P) *Crell Monferaigne*
- (C) *Janus*
- (D) *Black Dream Tower*
- (P) *Hai-lan*
- (C) *Nanami*
- (D) *Cave of Oblivion 3*

Chapter 5

- (P) *Villnore*
- (C) *Badrach*
- (D) *Arkdain Ruins*
- (P) *Arkdain Ruins*
- (C) *Grey*
- (D) *Cave of Oblivion 5*

- (P) *Villnore*
- (C) *Badrach*
- (D) *Arkdain Ruins*
- (P) *Arkdain Ruins*
- (C) *Grey*
- (D) *Cave of Oblivion 5*

- (P) *Hai-lan*
- (C) *Shiho*
- (D) *Arkdain Ruins*
- (P) *Arkdain Ruins*
- (C) *Grey*
- (D) *Cave of Oblivion 5*

- (P) *Crell Monferaigne*
- (C) *Jayle*
- (D) *Arkdain Ruins*
- (P) *Villnore*
- (C) *Badrach*
- (D) *Cave of Oblivion 6*

Chapter 6

- (P) *Crell Monferaigne*
- (C) *Jayle*
- (D) *Lost City of Dipan*

- (P) *Crell Monferaigne*
- (C) *Jayle*
- (D) *Cave of Oblivion 7*

- (P) *Crell Monferaigne*
- (C) *Jayle*
- (D) *Cave of Oblivion 4*

- (D) *Lost City of Dipan*
- (P) *Arkdain Ruins*
- (C) *Grey*
- (P) *Hai-lan*
- (C) *Shiho*
- (D) *Cave of Oblivion 7*

- (P) *Hai-lan*
- (C) *Shiho*
- (D) *Cave of Oblivion 6*

- (P) *Hai-lan*
- (C) *Shiho*
- (D) *Lost City of Dipan*

- (P) *Villnore*
- (C) *Badrach*
- (D) *Lost City of Dipan*

Chapter 7

- (P) *Hai-lan*
- (C) *Suo*
- (D) *Forest of Spirits*
- (D) *Cave of Oblivion 7*

- (P) *Hai-lan*
- (C) *Suo*
- (D) *Forest of Spirits*
- (D) *Cave of Oblivion 2*

- (P) *Hai-lan*
- (C) *Suo*
- (D) *Cave of Oblivion 2*
- (D) *Forest of Spirits*

- (P) *Hai-lan*
- (C) *Suo*
- (D) *Cave of Oblivion 8*
- (D) *Forest of Spirits*

Chapter 8

- (D) *Cave of Oblivion 8*

- (D) *Cave of Oblivion 3*

- (D) *Cave of Oblivion 6*

- (D) *Cave of Oblivion 1*

Normal Mode Game Patterns

Pattern 1

- (P) *Artolia*
- (C) *Arngrim; Jelanda*
- (D) *Artolian Mountain Ruins*

Pattern 2

- (P) *Artolia*
- (C) *Arngrim; Jelanda*
- (D) *Artolian Mountain Ruins*

Pattern 3

- (P) *Artolia*
- (C) *Arngrim; Jelanda*
- (D) *Artolian Mountain Ruins*

Pattern 4

- (P) *Artolia*
- (C) *Arngrim; Jelanda*
- (D) *Artolian Mountain Ruins*

Chapter 1

- (P) *Lassen*
- (C) *Belenus*
- (D) *Forest of Woe*

- (P) *Lassen*
- (C) *Belenus*
- (D) *Solde Catacombs*

- (P) *Crell Monferaigne*
- (C) *Llewelyn*
- (D) *Cave of Oblivion 4*

- (D) *Solde Catacombs*
- (P) *Lassen*
- (C) *Belenus*
- (D) *Forest of Woe*

- (P) *Crell Monferaigne*
- (C) *Llewelyn*
- (D) *Solde Catacombs*
- (D) *Cave of Oblivion 1*

- (P) *Crell Monferaigne*
- (C) *Llewelyn*
- (D) *Cave of Oblivion 3*
- (D) *Forest of Woe*

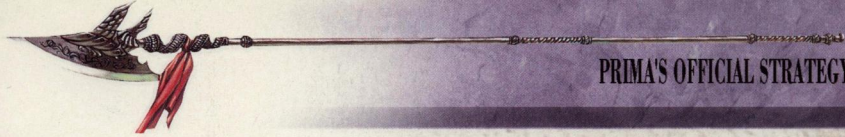
- (P) *Lassen*
- (C) *Belenus*
- (D) *Forest of Woe*
- (D) *Solde Catacombs*

- (D) *Cave of Oblivion 2*
- (P) *Crell Monferaigne*
- (C) *Llewelyn*



Normal Mode Game Patterns (cont.)

Pattern 1	Pattern 2	Pattern 3	Pattern 4
Chapter 2			
(P) Artolia	(P) Artolia	(P) Artolia	(P) Artolia
(C) Lawler	(C) Lawler	(C) Lawler	(C) Lawler
(D) Nethow Swamp	(D) Dragoncastle Caverns	(D) Nethow Swamp	(D) Dragoncastle Caverns
(P) Hai-lan	(P) Crell Monferaigne	(P) Hai-lan	(P) Hai-lan
(C) Nanami	(C) Janus	(C) Nanami	(C) Jun
(D) Dragoncastle Caverns	(D) Nethow Swamp	(D) Dragoncastle Caverns	(D) Nethow Swamp
(D) Cave of Oblivion 2	(D) Cave of Oblivion 5	(D) Cave of Oblivion 7	(D) Cave of Oblivion 5
Chapter 3			
(P) Camille Village	(P) Camille Village	(P) Camille Village	(P) Camille Village
(C) Kashell	(C) Kashell	(C) Kashell	(C) Kashell
(P) Crell Monferaigne	(P) Hai-lan	(P) Hai-lan	(P) Hai-lan
(C) Janus	(C) Jun	(C) Yumei	(C) Yumei
(D) Gorhla Cult HQ	(D) Cave of Oblivion 1	(D) Gorhla Cult HQ	(D) Gorhla Cult HQ
(P) Hai-lan	(P) Hai-lan	(P) Hai-lan	(P) Crell Monferaigne
(C) Yumei	(C) Yumei	(C) Jun	(C) Janus
(D) Cave of Oblivion 3	(D) Gorhla Cult HQ	(D) Cave of Oblivion 6	(D) Cave of Oblivion 1
Chapter 4			
(P) Villnore	(P) Villnore	(P) Villnore	(P) Villnore
(C) Aelia	(C) Aelia	(C) Aelia	(C) Aelia
(D) Black Dream Tower	(D) Black Dream Tower	(D) Black Dream Tower	(D) Cave of Oblivion 7
(P) Hai-lan	(P) Hai-lan	(P) Crell Monferaigne	(D) Black Dream Tower
(C) Jun	(C) Nanami	(C) Janus	
(D) Cave of Thackus	(D) Cave of Oblivion 2	(D) Cave of Thackus	(P) Hai-lan
			(C) Nanami
(D) Cave of Oblivion 4	(D) Cave of Thackus	(D) Cave of Oblivion 5	(D) Cave of Thackus
(P) Flenceburg	(P) Flenceburg	(P) Flenceburg	(P) Flenceburg
(C) Lorenta	(C) Lorenta	(C) Lorenta	(C) Lorenta
Chapter 5			
(P) Flenceburg	(P) Flenceburg	(P) Flenceburg	(P) Flenceburg
(C) Mystina	(C) Mystina	(C) Mystina	(C) Mystina
(P) Gerabellum	(P) Gerabellum	(P) Gerabellum	(P) Gerabellum
(C) Lucian	(C) Lucian	(C) Lucian	(C) Lucian
(D) Arkdain Ruins	(D) Arkdain Ruins	(D) Cave of Oblivion 3	(D) Cave of Oblivion 4
(P) Villnore	(P) Villnore	(P) Hai-lan	(P) Crell Monferaigne
(C) Badrach	(C) Badrach	(C) Shiho	(C) Jayle
(D) Cave of Oblivion 5	(D) Cave of Oblivion 7	(D) Arkdain Ruins	(D) Arkdain Ruins
	(P) Arkdain Ruins	(P) Villnore	(P) Villnore
	(C) Grey		(C) Badrach
Chapter 6			
(P) Arkdain Ruins	(D) Lost City of Dipan	(P) Crell Monferaigne	(P) Hai-lan
(C) Grey		(C) Jayle	(C) Shiho
(D) Lost City of Dipan	(P) Crell Monferaigne	(P) Arkdain Ruins	(D) Lost City of Dipan
	(C) Jayle	(C) Grey	
(P) Hai-lan	(D) Cave of Oblivion 8	(D) Cave of Oblivion 1	(P) Arkdain Ruins
(C) Shiho			(C) Grey
(D) Cave of Oblivion 6	(P) Hai-lan	(P) Villnore	(D) Cave of Oblivion 8
	(C) Shiho	(C) Badrach	
(P) Crell Monferaigne		(D) Lost City of Dipan	
(C) Jayle			



Pattern 1
Chapter 7

- (P) Hai-lan
- (C) Suo
- (D) Forest of Spirits
- (D) Cave of Oblivion 7

Pattern 2

- (P) Hai-lan
- (C) Suo
- (D) Cave of Oblivion 4
- (D) Forest of Spirits

Pattern 3

- (P) Hai-lan
- (C) Suo
- (D) Forest of Spirits
- (D) Cave of Oblivion 8

Pattern 4

- (P) Hai-lan
- (C) Suo
- (D) Cave of Oblivion 6
- (D) Forest of Spirits

Chapter 8

- (D) Palace of the Dragon
- (D) Cave of Oblivion 8
- (E) Weeping Lily Meadow*

- (D) Palace of the Dragon
- (D) Cave of Oblivion 6
- (E) Weeping Lily Meadow*

- (D) Palace of the Dragon
- (D) Cave of Oblivion 2
- (E) Weeping Lily Meadow*

- (D) Palace of the Dragon
- (D) Cave of Oblivion 3
- (E) Weeping Lily Meadow*

*This event may not occur unless you have fulfilled other requirements first. For more information see the Endings Chapter.

Hard Mode Game Patterns

Pattern 1

Prologue

- (P) Artolia
- (C) Arnggrim; Jelanda
- (D) Artolian Mountain Ruins

Pattern 2

- (P) Artolia
- (C) Arnggrim; Jelanda
- (D) Artolian Mountain Ruins

Pattern 3

- (P) Artolia
- (C) Arnggrim; Jelanda
- (D) Artolian Mountain Ruins

Pattern 4

- (P) Artolia
- (C) Arnggrim; Jelanda
- (D) Artolian Mountain Ruins

Chapter 1

- (P) Lassen
- (C) Belenus
- (D) Solde Catacombs

- (P) Lassen
- (C) Belenus
- (D) Cave of Oblivion 8

- (P) Crell Monferaigne
- (C) Llewelyn
- (D) Solde Catacombs

- (D) Solde Catacombs
- (P) Lassen
- (C) Belenus

- (P) Crell Monferaigne
- (C) Llewelyn
- (D) Cave of Oblivion 3

- (P) Crell Monferaigne
- (C) Llewelyn
- (D) Solde Catacombs

- (D) Cave of Oblivion 3
- (P) Lassen
- (C) Belenus

- (D) Cave of Oblivion 8
- (P) Crell Monferaigne
- (C) Llewelyn

Chapter 2

- (P) Artolia
- (C) Lawfer
- (P) Hai-lan
- (C) Nanami
- (D) Nethov Swamp

- (P) Artolia
- (C) Lawfer
- (D) Salerno Academy

- (P) Artolia
- (C) Lawfer
- (D) Cave of Oblivion 6

- (P) Artolia
- (C) Lawfer
- (D) Nethov Swamp

- (P) Hai-lan
- (C) Jun
- (D) Salerno Academy

- (P) Crell Monferaigne
- (C) Janus
- (D) Cave of Oblivion 4

- (P) Hai-lan
- (C) Jun
- (D) Salerno Academy

- (P) Hai-lan
- (C) Jun
- (D) Cave of Oblivion 1

- (D) Cave of Oblivion 6

- (P) Hai-lan
- (C) Jun
- (D) Nethov Swamp

- (P) Hai-lan
- (C) Jun
- (D) Nethov Swamp

- (P) Hai-lan
- (C) Nanami
- (D) Salerno Academy

Chapter 3

- (P) Camille Village
- (C) Kashell
- (P) Crell Monferaigne
- (C) Janus
- (D) Clockwork Mansion
- (D) Cave of Oblivion 2

- (P) Camille Village
- (C) Kashell
- (P) Hai-lan
- (C) Nanami
- (D) Clockwork Mansion
- (P) Hai-lan
- (C) Yumei
- (D) Cave of Oblivion 2

- (P) Camille Village
- (C) Kashell
- (P) Hai-lan
- (C) Nanami
- (D) Clockwork Mansion
- (D) Cave of Oblivion 2

- (P) Camille Village
- (C) Kashell
- (P) Crell Monferaigne
- (C) Janus
- (D) Cave of Oblivion 6
- (D) Clockwork Mansion

THE FLOW OF THE GAME





Hard Mode Game Patterns (cont.)

Pattern 1

Chapter 4

- (P) Villnore
- (C) Aelia
- (D) Cave of Thackus
- (P) Hai-lan
- (C) Yumel
- (D) Dark Tower of Xervah
- (D) Cave of Oblivion 5

Pattern 2

- (P) Villnore
- (C) Aelia
- (D) Dark Tower of Xervah
- (D) Cave of Oblivion 7
- (D) Cave of Thackus
- (P) Flenceburg
- (C) Lorenta

Pattern 3

- (P) Villnore
- (C) Aelia
- (D) Cave of Oblivion 5
- (D) Cave of Thackus
- (P) Crell Monferaigne
- (C) Janus
- (D) Dark Tower of Xervah
- (P) Flenceburg
- (C) Lorenta

Pattern 4

- (P) Villnore
- (C) Aelia
- (D) Cave of Oblivion 4
- (D) Dark Tower of Xervah
- (P) Hai-lan
- (C) Yumel
- (D) Cave of Thackus
- (P) Flenceburg
- (C) Lorenta

Chapter 5

- (P) Flenceburg
- (C) Mystina
- (P) Gerabellum
- (C) Lucian
- (D) Arkdain Ruins
- (P) Crell Monferaigne
- (C) Jayle
- (D) Citadel of Flame
- (D) Cave of Oblivion 8
- (C) Grey
- (D) Citadel of Flame

- (P) Flenceburg
- (C) Mystina
- (P) Gerabellum
- (C) Lucian
- (D) Cave of Oblivion 1
- (P) Villnore
- (C) Badrach
- (D) Arkdain Ruins
- (P) Arkdain Ruins
- (C) Grey
- (D) Citadel of Flame

- (P) Flenceburg
- (C) Mystina
- (P) Gerabellum
- (C) Lucian
- (D) Citadel of Flame
- (P) Hai-lan
- (C) Shiho
- (D) Cave of Oblivion 8
- (D) Arkdain Ruins

- (P) Flenceburg
- (C) Mystina
- (P) Gerabellum
- (C) Lucian
- (D) Arkdain Ruins
- (P) Arkdain Ruins
- (C) Grey
- (D) Citadel of Flame
- (D) Cave of Oblivion 2

Chapter 6

- (P) Villnore
- (C) Badrach
- (D) Sunken Shrine
- (P) Arkdain Ruins
- (C) Grey
- (D) Lost City of Dipan
- (P) Hai-lan
- (C) Shiho
- (D) Cave of Oblivion 1

- (P) Hai-lan
- (C) Shiho
- (D) Lost City of Dipan
- (P) Crell Monferaigne
- (C) Jayle
- (D) Cave of Oblivion 3
- (D) Sunken Shrine
- (C) Badrach
- (D) Lost City of Dipan

- (P) Crell Monferaigne
- (C) Jayle
- (D) Sunken Shrine
- (P) Arkdain Ruins
- (C) Grey
- (D) Cave of Oblivion 1
- (P) Villnore
- (C) Badrach
- (D) Lost City of Dipan

- (P) Crell Monferaigne
- (C) Jayle
- (D) Cave of Oblivion 5
- (P) Hai-lan
- (C) Shiho
- (D) Sunken Shrine
- (P) Villnore
- (C) Badrach
- (D) Lost City of Dipan

Chapter 7

- (P) Hai-lan
- (C) Suo
- (D) Forest of Spirits
- (D) Tombs of Amenti
- (D) Cave of Oblivion 7

- (P) Hai-lan
- (C) Suo
- (D) Tombs of Amenti
- (D) Forest of Spirits
- (D) Cave of Oblivion 5

- (P) Hai-lan
- (C) Suo
- (D) Forest of Spirits
- (D) Cave of Oblivion 7
- (D) Tombs of Amenti

- (P) Hai-lan
- (C) Suo
- (D) Forest of Spirits
- (D) Cave of Oblivion 3
- (D) Tombs of Amenti

Chapter 8

- (D) Palace of the Dragon
- (D) Celestial Castle
- (D) Arianrod Labyrinth
- (D) Cave of Oblivion 4
- (E) Weeping Lily Meadow*

- (D) Palace of the Dragon
- (D) Cave of Oblivion 6
- (D) Arianrod Labyrinth
- (D) Celestial Castle
- (E) Weeping Lily Meadow*

- (D) Arianrod Labyrinth
- (D) Palace of the Dragon
- (D) Cave of Oblivion 4
- (D) Celestial Castle
- (E) Weeping Lily Meadow*

- (D) Arianrod Labyrinth
- (D) Cave of Oblivion 7
- (D) Celestial Castle
- (D) Palace of the Dragon
- (E) Weeping Lily Meadow*

*This event may not occur unless you have fulfilled other requirements first. For more information see the Endings Chapter.



Special Events and Side Quests

NOTE

The Special Events listed in these charts only occur in the Normal and Hard modes of the game!

The events listed on the charts above are triggered by Spiritual Concentration. Other events are not necessarily related to the main sequence of events. Here's a look at things you can do in certain towns and places during the game.

Artolia

Recruitable Characters: Arngrim, Jelanda, and Lawfer

Place	Time	Event
Private Home	Chapter 1, etc.	A Woman Appears
Tavern	After Lawfer Event and before Kashell Event	Kashell and Celia appear
Arngrim's House (2nd Floor)	When Arngrim is among your allies	Obtain Dragon Slayer

Camille Village

Recruitable Character: Kashell

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

Coriander Village

Recruitable Character: N/A

Place	Time	Event
Coriander Village	Before Aelia Event	Aelia appears

Crell Monferaigne

Recruitable Characters: Janus, Jayle, Llewelyn

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

Flenceberg

Recruitable Characters: Lorenta, Mystina

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

Gerabellum

Recruitable Character: Lucian

Place	Time	Event
Gerabellum	From Chapter 3 to before Lucian Event	A fateful meeting occurs
Gerabellum	After Lucian Event	Destruction of Main Street

Hai-Han

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

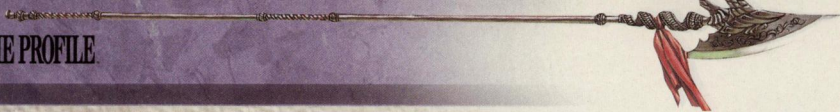
Place	Time	Event
Inn	Before Jun Event	Jun appears
Inn	After Suo Event	The Traveler in the passageway disappears
Residence	After Shiho Event	Old Man's speech changes
Pleiades Shrine	When Nanami is among your allies	Get the Dragonbane
Seashore	When Yumei is among your allies	Get the Fragment of Lapis Gem

Lassen

Recruitable Character: Belenus

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





Villnore

Recruitable Characters: Aelia, Badrach

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

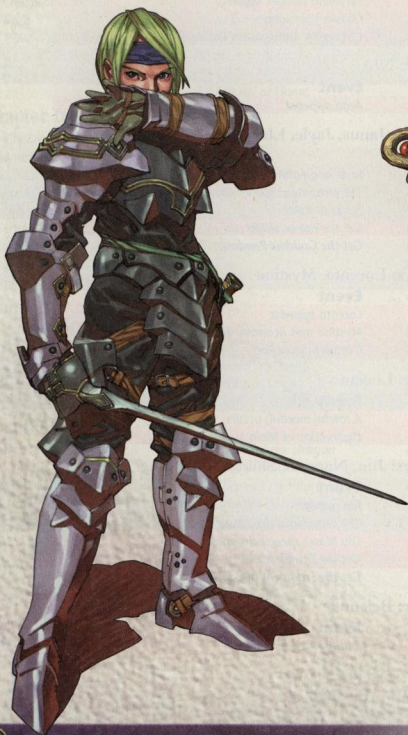
Weeping Lily Meadow

Recruitable Character: N/A

Place	Time	Event
Weeping Lily Meadow	From Chapter 2	Weeping Lily Tombstone occurs
Weeping Lily Meadow	After Lucian's Death	Hrist awakens

In addition to these events, there are a few dungeon-related events that also occur in the game:

Place	Time	Event
Brahms Castle	Chapter 3 and on	The Lord of the Immortals appears
Tower of Lezard Vaeth	Chapter 4, after the Lorenta Event	Tower of Lezard Vaeth appears on the World Map
Arkdain Ruins	Chapter 7 (Hard Mode only)	Lyseria Event occurs in the Boss Chamber






The World Map



- | | | |
|-----------------------------|-----------------------------------|----------------------------|
| 1. Celestial Castle | 12. Black Dream Tower | 23. Gerabellum |
| 2. Labyrinth of Arianrod | 13. Palace of the Dragon | 24. Lassen |
| 3. Lost City of Dipan | 14. Sunken Shrine | 25. Tombs of Amenti |
| 4. Arkdain Ruins | 15. Artolian Mountain Ruins | 26. Cave of Thackus |
| 5. Coriander Village | 16. Brahms Castle | 27. Flenceburg |
| 6. Weeping Lily Meadow | 17. Clockwork Mansion | 28. Tower of Lezard Valeth |
| 7. Solde Catacombs | 18. Camille Village/Oddrock Caves | 29. Forest of the Spirits |
| 8. Gorhla Cult Headquarters | 19. Artolia | 30. Dragoncastle Caverns |
| 9. Villnore | 20. Nethov Swamp | 31. Hai-lan |
| 10. Crell Monferaigne | 21. Salerno Academy | 32. Citadel of Flame |
| 11. Forest of Woe | 22. Dark Tower of Xervah | |

The Adventure Begins

Chapter 0 marks the start of your adventure and serves as a tutorial to the most basic systems for *Valkyrie Profile*. It's also the only chapter where the sequence of events is identical regardless of difficulty level.

Chapter 0 at a Glance

Recrutable Characters and Level Appearance

Character	Easy	Normal	Hard
Arngrim	X	X	X
Jelanda	X	X	X

Dungeons

Dungeon	Easy	Normal	Hard
Artolian Mountain Ruins	X	X	X

Artifacts

Artifact	Easy	Normal	Hard
Sealed Box	X	X	X
Jewelled Blade "Grimrist"	X	X	X

After you meet with Odin, Freya takes you to Midgard to show you the ropes. The advice she gives you is basic, but guaranteed to get you through the first chapter or so.

At the start of every chapter—and indeed before every event—you must pause for something called "Spiritual Concentration." This moment of meditation allows Valkyrie to pinpoint where her services are needed next. In this case, you must go to Artolia, where your first characters, Arngrim and Jelanda, lead extraordinary lives.



The Flow of Opening Events

Character Recruitment happens mostly in towns and involves a narrative cutscene revealing the circumstances around the characters' deaths and their meetings with Valkyrie. Most of these events are hands-off, but a select few (such as this one) require you to defeat a few enemies along the way.

In Chapter 0 you must vanquish three monsters before you can claim Arngrim and Jelanda and head off to your first dungeon experience. In addition to the multitude of

cutscenes, three short battles acquaint you with the *Valkyrie Profile* Battle System. Although these battles are skewed to ensure your victory, they provide enough variety to allow you to start developing the kinds of strategies that help your party survive later in the game.

In this first battle, take control of Arngrim and Lawfer to defeat a Lesser Harpy. Although the Harpy's attacks inflict little damage on either warrior, employ some strategy to break through its Combo Guard.



Lawfer initiates an attack and Arngrim follows up. This forces the Harpy to guard against Lawfer's higher attack, leaving the Harpy wide open to Arngrim's low, sweeping blade.

The second battle occurs once you learn the true nature of the "medicine" that was administered to Jelanda. Both Valkyrie and Freya join Arngrim in a battle with the demon that Jelanda becomes.

Use Freya and Valkyrie's advanced skills to carefully time attacks with all three characters and build up the Special Attack Gauge. This allows the characters to perform their spectacular Purify Weird Soul attacks.



You can't get the Special Attack Gauge to 100 yet, but combining attacks raises it.

Finally, take on the evil Lombert. Again, combine Valkyrie and Arngrim's attacks for maximum effect. This battle may take awhile to complete, but it's one you really can't lose.



Valkyrie and Arngrim attack Lombert together to inflict maximum damage.



Pre-Dungeon Check

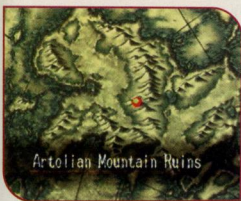
Before you enter the first dungeon, the Artolian Mountain Ruins, take a few moments to check out your new characters.

Arngrim is a heavy-duty swordsman with high DME (Hit Points/HP), good strength, and a bit of a speed problem (all that heavy armor!). As you learn at the end of Chapter 0, he's also destined to make up the foundation of your battle party for quite a while, so consider this as you equip him and teach him skills. Don't worry about correcting his Character Traits. Instead, concentrate on funneling all Skill Points into skills such as Fight, Survival, Counter, Tactics, and the like.

Jelanda is the only sorceress your party includes until Chapter 2 (depending on Difficulty Level and Game Pattern). This gives you enough time to build her skills and traits without sacrificing one or the other. For this first dungeon, work on increasing her HP with the Survival skill and bless her with the First Aid skill.

After checking out your characters' stats, take a look at their equipment. You can't make many improvements, but you should purchase a couple of extra swords and wands through Divine Item. Weapons of mortal manufacture break easily, so enter every dungeon prepared for the worst.

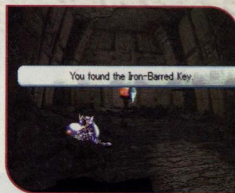
Artolian Mountain Ruins



Artolian Mountain Ruins is the first of many dungeons you must conquer on Midgard. Freya accompanies you on this trip, providing clues as you need them.

The objective for this dungeon is simple: Defeat the undead boss!

To get there, read through the following list of checkpoints.



Checkpoint 1: Get the Iron-barred Key.



Checkpoint 2: Open the locked gate.



Checkpoint 3: Destroy the pillar's base.



Checkpoint 4: Defeat the boss.

The Artolian Mountain Ruins is a straightforward adventure, especially with Freya leading you through it. The key you need to open the gate to the lower levels (behind Door A, to the right of the first Memory Camp) lies in a bag in the room on the second floor of the map's first section. Once through the door, you must master the art of building crystal ladders if you want to get all the good treasure. Watch out for traps in the chests, though.

In the Easy Dungeon, destroying the pillar's base on the lowest level is just a means to some extra Event points and two cleverly hidden chests of goods. In the Normal/Hard Dungeon, you must knock down the pillar to reach the boss. To clear the dungeon, first defeat the Elder Vampire and his Dragon Servant Guards, and then make your way back to the entrance.



Artolian Mountain Ruins at a Glance




Dungeon Appearance

Easy: Yes (Easy Version)



Normal: Yes (Normal/Hard Version)

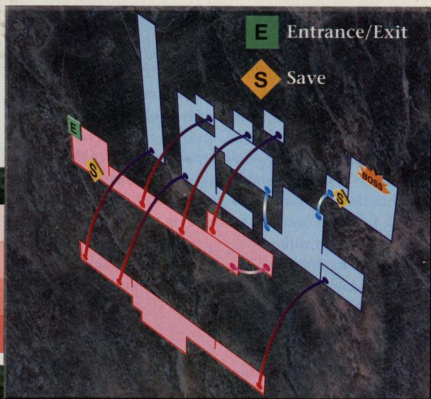
Hard: Yes (Normal/Hard Version)

Enemy Data

Name	HP	Weaknesses
 Ghast	600	N/A
 Lesser Vampire (Blue)	400	N/A
 Pongo	1,000	Beast

Boss Battle Data

Name	HP	Weaknesses	EXP Points		
			Easy	Normal	Hard
 Dragon Servant	500	Ice, Dragon	900	300	210
 Elder Vampire	4,800	N/A	3,000	1,000	700



Artifacts

Sealed Box

Jewelled Blade "Grimrist"

Event Points

Event	Points
Destroy base of pillar.	500
Recover each artifact.	100 x 2
Recover all artifacts.	3,000



Basic Dungeon-Crawling Techniques

Freya's job in this dungeon is to help you learn the basics of dungeon exploration. Pay attention to her lectures and memorize the commands she teaches you. Don't worry if you've changed button configurations in the Options menu; they're reflected in the instruction boxes.

In addition to Freya's hints, we've compiled a few of our own.

Teach "soldier" characters (Valkyrie and Arngrim) the Counter skill at the start of the dungeon level.

This allows you to counter an enemy's physical attack during battle. When the target character assumes a defensive stance, just hit his or her assigned button when the enemy attacks. If you time it right, your character will counterattack in response.





Buy extra weapons while you're in Memory Camp.

Ordinary (not enchanted) weapons break easily in *Valkyrie Profile*, and always when you least expect it. You can purchase weapons and the like with the Divine Item function only in Memory Camps or on the World Map, so make sure you have spare weapons before you venture too far.

Learn how to use crystals to your advantage.

In addition to building crystal ladders on the dungeon walls, you also can use Valkyrie's Crystal function to freeze enemies briefly. Just target and fire! Frozen enemies are easy to avoid (they also make unusual stepping-stones in an emergency). Or use crystal shards to build small steps on the ground.

Remember, Jelanda can cast spells using the Battle menu.

Magic Users such as Jelanda have a single "primary" spell: this is what their weapon fires during a weapon attack, and it's the basis for their Purify Weird Soul attack. However, you can also take advantage of certain spells' multi-target abilities by casting them using the Battle menu's Magic option. For example, Jelanda's Fire Storm spell targets all enemy units when cast this way.



To execute an effective Guard Crush against the Dragon Servants, attack once with Valkyrie, follow immediately with Arngrim, and then finish with Valkyrie's last two attacks. This works especially well during a round when Jelanda can't attack.

After you defeat both Dragon Servants, the Elder Vampire should fall easily under the combined strength of all three heroes.



Using the Battle menu, Jelanda can cast Fire Storm, affecting all enemies with a single attack.

**Boss Battle:
The Elder Vampire**



Prior to engaging the Elder Vampire, Freya removes herself from your party. However, before taking leave, she lends Valkyrie the sword, Reiter Pallasch, which enables your Battle Maiden to perform a Triple combo attack.

In addition to the magic attacks the Elder Vampire throws from the rear ranks, you should be especially careful with Dragon Servants. Unlike most of the demons and beasts you've encountered so far, these creatures possess highly effective defenses. To break past them, focus on one at a time.



Artolian Mountain Ruins: Easy

Once you descend to the land where these ruins lie, your first true exploration begins. The monsters are relatively weak, so you'll have little problem defeating them as you become familiar with your party's abilities.

Treasure Data

- 1 Sealed Box
- 2 Jewelled Sword "Grimrist"
- 3 Eye of Heaven
- 4 Iron-barred Key
- 5 Treasure Search
- 6 Vegetable Seed
- 7 Vegetable Seed
- 8 Vegetable Seed
- 9 Book of Everlasting Life

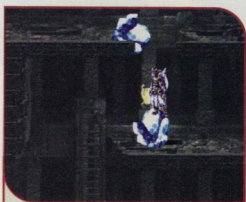
Monster Encounters

- 1 Lesser Vampire (Blue) x 1
- 2 Ghost x 1
- 3 Lesser Vampire (Blue) x 2
- 4 Ghost x 2
- 5 Lesser Vampire (Blue) x 3
- 6 Pongo x 2
- 7 Pongo x 1
- 8 Pongo x 3
- 9 Pongo x 3

BOSS: Dragon Servant x 2, Elder Vampire

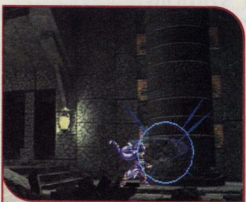


Explore the rear chamber on the upper level to uncover an Iron-barred Key. Use it on the locked door near the entrance to open the remaining ruins for exploration.



The stone platform shown is too high for Valkyrie to reach just by jumping. This is a problem because it's on the path to the dungeon's exit! To solve the problem, create a

Big Crystal on the floor in the middle of the gap and stand on it to gain just enough height to jump to the platform.



As Freya points out, many areas offer ways to gain experience points besides combating evil denizens. Striking this pillar is not only essential to opening the ruins' deepest

reaches, it also garners you 500 Event points!



TIP

To verify your party's position as you explore the mountain ruins, and to learn how much terrain they've covered, press [R] to bring up the map screen. The rotating jewel displays your current position. "E" marks entrances into the area from Midgard; "S" marks Memory Camp locations. You can also rotate the map and zoom in and out.



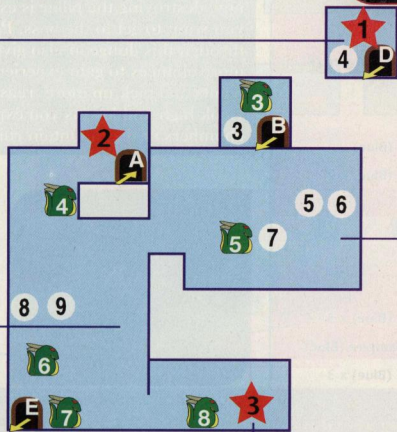
E Entrance/Exit

S Save

★ Checkpoints

*Match letters to find where door leads.

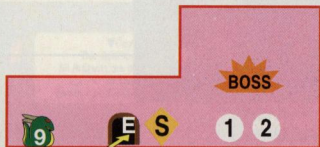
tion Two



Beyond the pillar, you'll find two lofty platforms with two treasure chests. Create a crystal ladder to reach the platform on the right. Then build another Big Crystal and explode it by firing another crystal at it (in effect, hitting ■ three times in a row). The force of the blast will propel Valkyrie to the left side of the chamber and onto the platform where the other treasure chest lies. Take care to avoid the trap and you'll get the Treasure Search item.



Section One



CAUTION

A Memory Camp in the middle of a dungeon can indicate only one thing—a boss nearby! Save your game and prepare for impending battle when you run into Memory Camps in a dungeon's depths.





Normal/Hard Mode Dungeon

Treasure Data	
1	Element Scepter
2	Foxglove
3	Fire Lance
4	Lapis Lazuli
5	Sealed Box
6	Jewelled Blade "Grimrist"
7	Vegetable Seed
8	Treasure Search
9	Vegetable Seed
10	Iron-Barred Key
11	Eye of Heaven
12	Book of Everlasting Life
13	Vegetable Seed
14	Angel Curio
15	Savory
16	Quartz Gem
17	Nightshade

Monster Encounters	
1	Lesser Vampire (Blue)
2	Ghast
3	Pongo x 3
4	Ghast x 2
5	Ghast x 2, Lesser Vampire (Blue)
6	Ghast x 3
7	Ghast, Pongo
8	Lesser Vampire (Blue)
9	Lesser Vampire (Blue) x 2
10	Ghast x 2
11	Pongo x 2
12	Pongo
13	Pongo x 3
14	Lesser Vampire (Blue) x 3
15	Ghast, Lesser Vampire (Blue)
16	Lesser Vampire (Blue) x 3
17	Ghast, Pongo
18	Pongo x 3
19	Ghast x 3
20	Lesser Vampire (Blue) x 2

BOSS: Dragon Servant x 2, Elder Vampire

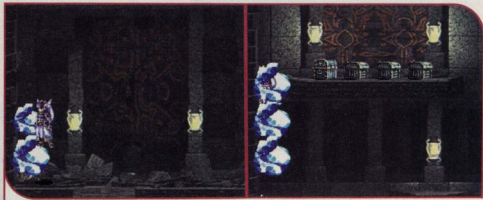
In Normal and Hard modes, the Artolian Mountain Ruins map is larger and more complex. The basic tenets of the dungeon remain the same, but now destroying the pillar is essential if you want to get to the boss. Playing through this dungeon also gives you more chances to gain experience points and pick up more treasure. Look high and low as you explore the chambers of the mountain ruins.



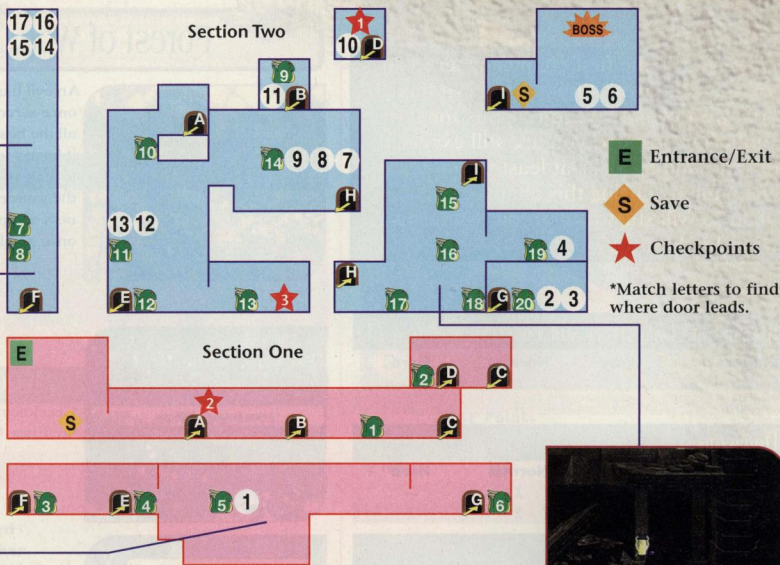
If getting to the treasure chest suspended over a pit of sharp spikes is easy, avoiding the trap inside is truly difficult! Wait until the floating platform comes within reach before opening the chest and triggering the bomb. Then hop down onto it and float to safety.



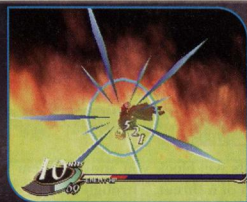
CAUTION
Be careful when you enter tall rooms from the bottom level. If the room has any platforms, the monsters living there may walk off the edge and fall to the ground, usually hitting you on the head or instigating a battle before you can prepare. When entering unfamiliar rooms, keep your eyes open and your fingers on the Sword or Crystal button.



Don't let this simple room fool you! Build a (seemingly endless) ladder of crystals to the top of the tower. There, you'll find an ample reward for your labor.



Pressing **○** while Valkyrie is in the crouch position sends her sliding a short distance. This is useful for getting past the tunnels with low ceilings to the treasure beyond.



TIP

The Element Scepter you get from the spike pit treasure chest has a remarkable function. Equip Jelanda with it, and during her next Purify Weird Soul there's a good chance you'll witness the advanced form of her default attack spell. With the Element Scepter, Fire Storm becomes Ifrit Caress and Fire Lance becomes Calamity Blast. Both inflict increased damage on the entire group of enemies.

The Element Scepter is fragile, however, so save it for the boss battle!

NOTE

▼Caution▼
This item is an "Artifact".
All Artifacts are the rightful property
of Lord Odin.
Return it or Evaluation Level will drop



Looking to acquire some of Odin's artifacts? Here's the scoop on the two items you're offered in the Artolian Mountain Ruins. The Sealed Box has a Pandora-type mystery attached, but this is one box that refuses to open and share its contents with the world. Go ahead and give it up to Odin! The Jewelled Blade "Grimrist" sounds appealing, but in reality it's a less reliable sword than the Antler Sword you start with. This is another item that's not worth the loss of the 5 Evaluation points.



Chapter 1

Chapter 1 is the first chapter where you are on your own. Although Freya has not given you any requirements for Einherjar transfer, you are still expected to train and transfer at least one of your companions during this chapter. Failing to do so will start you out on bad terms with the Aesir.

Chapter 1 at a Glance

Recruitable Characters and Level Appearance

Character	Easy	Normal	Hard
Belenus	X	X	X
Llewelyn	X	X	X

Dungeons

Dungeon	Easy	Normal	Hard
Forest of Woe	X	X	—
Solde Catacombs	—	X	X

Artifacts

Artifact	Easy	Normal	Hard
Crown of Felmar	—	X	X
Emerald Necklace	—	X	X
Extreme Guard	X	X	—
Phoenix Feather	X	X	—
Secret of Damascus	—	X	X

Transfer Recommendations

Without Freya's requirements, you can pretty much transfer any character you want (other than Arngrim) to Valhalla. The top recommendation is Belenus. Llewelyn would be number two, except that he has other uses in Chapter 3. As for Jelanda, she's the only sorceress that you've got until Chapter 2 or 3, so you may want to hold on to her for a while longer.

Recommended Character: Belenus
Level: 2 or higher
Hero Value: 40 or higher
Skills: N/A
Special Equipment: N/A

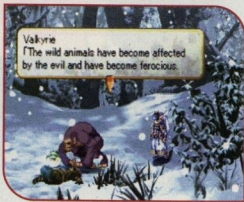
Forest of Woe



An evil has plagued these once-serene woods and all the beasts occupying it have gone wild! It's up to Valkyrie to determine the source of this madness and put an end to it once and for all.

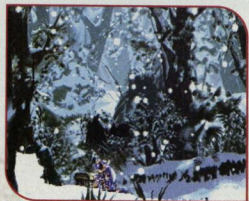


Checkpoint 1: Uncover the Flare Crystal.



Checkpoint 2: Defeat the boss!

Although plenty of beasts will block you, most of them shouldn't pose too much of a threat. Through careful navigation of the meandering and heavily wooded trails, you'll reach the heart of the forest where you'll be able to end the madness by defeating the boss and destroying the evil possessing these woods.



A quick trip to the left reveals a chest that might otherwise go unnoticed.

Forest of Woe at a Glance




Dungeon Appearance

Easy: Yes


Normal: Yes

Hard: No

Enemy Data

Name	HP	Weaknesses
 Dragon Servant	500	Ice, Dragon
 Ghast	600	N/A
 Lesser Vampire (Blue)	400	N/A

Boss Battle Data

Name	HP	Weaknesses	EXP Points		
			Easy	Normal	Hard
 Insane Yeti	5,200	Fire, Beast	2,100	700	—

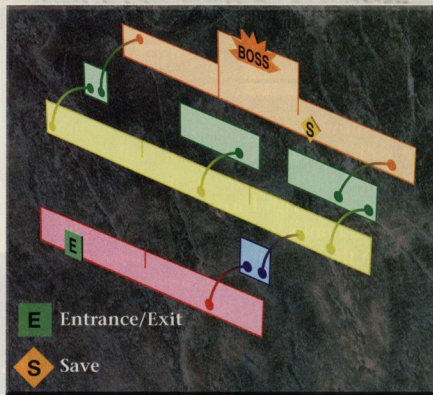
Artifacts

Extreme Guard

Phoenix Feather

Event Points

Event	Points
Recover each Artifact	600 x 2
Recover all Artifacts	7,000



E Entrance/Exit

S Save

Tips and Tricks

While nothing in the forest will cause you any grief, take the time to explore all the paths that lead through the woods. At the end of most of the trails, you encounter a chest or two. At the end of one path, you can find two Element Scepters, which are pretty good weapons for the sorcerers in your party at this point in the game.



Traveling slowly and cautiously isn't a bad thing. It allows you to see creatures shambling through the brush.

Watch your enemy's HP gauge carefully. There's no reason to launch a full assault with every hero if just one or two attacks will finish your enemy off. Remember that the battles, while real-time, are still turn-based, so it's still your turn until you use all of your attacks or end the turn through the Battle menu.



Time your attacks so your party works as a team to break past the Combo Guards of the Dragon Servants.



Boss Battle: A Gang of Insane Yeti

These snow beasts pack quite a wallop! But with Jelanda in the back ranks, you can inflict a lot of damage on all three of them at once with Fire Storm attacks. As an added bonus, magic attacks cut right through their Combo Guards, allowing you to inflict the maximum amount of damage with the rest of the party!

Remember also to counter any failed attacks by these abominations (that is, if you've expended the experience points to learn the skill: Counter).

Treasure Data

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

Monster Encounters

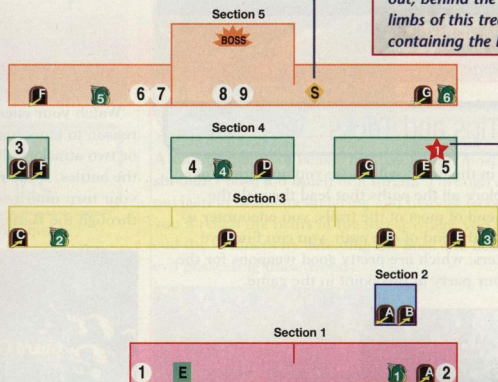
- 1 Dragon Servant x 2
 - 2 Dragon Servant, Lesser Vampire x 2
 - 3 Ghast x 2, Lesser Vampire
 - 4 Ghast, Lesser Vampire
 - 5 Dragon Servant x 2
 - 6 Dragon Servant x 4
- BOSS: Insane Yeti x 3



This Memory Camp marks the passage leading to the boss.



Although it's hard to make out, behind the snow-laden limbs of this tree is the chest containing the Flare Crystal.



E Entrance/Exit

S Save

★ Checkpoints

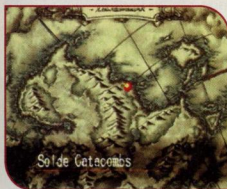
*Match letters to find where door leads.

TIP

Some of the treasure chests are trapped, so be alert!



Solde Catacombs

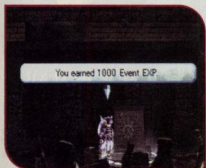


The Solde Catacombs appear abandoned from the outside, but the cries Valkyrie hears indicate greater unrest inside. Look for a large slab inside the catacombs for hints on how to lay the wandering souls to rest.



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

Read the slab to discover
your task in this dungeon!

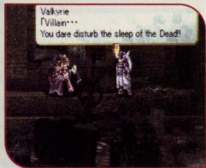


You earned 1000 Event EXP.

Checkpoints 1-4:
Move the tombstones to the
Magic Circles.



Checkpoint 5:
Destroy the Gargoyle and
open the door.



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

Checkpoint 6:
Defeat the boss!

The secret to clearing this dungeon lies in the advice you are given on a tombstone-like slab: transform the Guardian's resting places. To do this you must look for pairs of tombstones (liberally guarded by bands of Dragon Servants) and lighted Magic Circles on the ground. Destroy the Gargoyle on the lit circle with your sword and push or pull the tombstone to its new location.

The final Magic Circle is in front of a locked door. You must, however, move the four tombstones to their respective circles first before attempting to open this locked door! When you destroy the stone Gargoyle in its middle, the door opens and you can access the Boss Chamber. Then, after saving at an out-of-the-way Memory Camp, take on the boss to finish cleansing the dungeon.






Solde Catacombs at a Glance



Dungeon Appearance

Easy: No
Normal: Yes
Hard: Yes

Enemy Data

Name	HP	Weaknesses
 Dragon Servant	500	Ice, Dragon
 Ghast	600	N/A
 Lesser Vampire	400	N/A

Boss Battle Data

Name	HP	Weaknesses	EXP Points		
			Easy	Normal	Hard
 Drow Shaman	1,000	Mage	—	500	350
 Ramapithicus	4,000	Beast	—	3,800	2,660

Artifacts

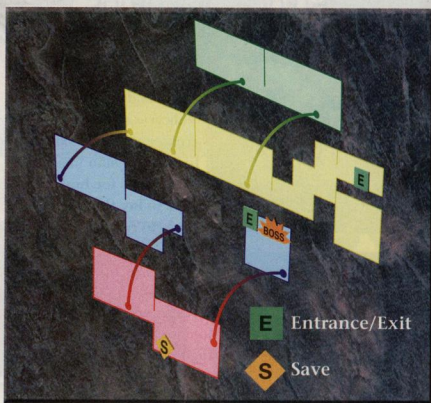
Secret of Damascus
Crown of Felmar
Emerald Necklace

Event Points

Event	Points
Move Tombstone to Magic Circle	1,000 x 4
Destroy Gargoyle/Open Locked Door (after moving 4 Tombstones)	5,000
Recover each Artifact	600 x 3
Recover all Artifacts	10,000

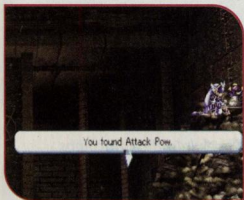
Tips and Tricks

Your assignment in the Solde Catacombs requires you to know how to push and pull the tombstones to their new locations. To do this, move Valkyrie next to and facing the object you want to push or pull. Then press X and move Valkyrie in the direction you want to push or pull the object.



Valkyrie pushes and pulls those tombstones with ease.

Solde Catacombs is also home to several awesome treasures: the Status Skills Avoid, Magic Power, and Attack Power. One is at the bottom of a well of skulls to the right of the catacombs' entrance. The others are in chests scattered throughout the dungeon itself. Don't leave until you've found these desirable grimoires.



Attack Power is a required skill in Chapter 4.

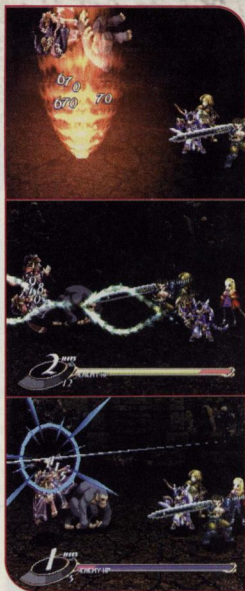
If you haven't already recruited Llewelyn the Archer, you may find it interesting to know that Valkyrie has the ability to use bows as well. Equipping Valkyrie with a bow gives you a little more flexibility in making your battle plans. For example, you can team Valkyrie up with Jelanda and attack monsters in the rear row, while your swordsmen work on the front line.

Boss Battle: A Pair of Drow Shamans

The Drow Shamans in the back row present the biggest impediment to your success here. While you have the benefit of the first attack, it won't do you any good unless you can take out one of the Drow Shamans in the back row. Failing to do this puts one of your characters in danger of being knocked out within the next round by the Shamans' Fire Lance attacks (the Drow Shamans have a nasty tendency to gang up on one person).

To counter those Fire Lance explosions from afar, try equipping Valkyrie with a bow and team her up with Llewelyn (if you have recruited him at this point) so that they can work together on defeating one of the Drow Shamans in the first round. Regardless, bring a Union Plume or two into battle and be prepared to use them.

Concentrate on taking out the Drow Shamans first and then send everyone after the Ramaphiticus.



Treasure Data

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



Large groups of Dragon Servants guard the tombstones. Be careful how you approach them so that you have the upper hand.



The pre-Boss Memory Camp is located under the door.

Monster Encounters

- 1 Dragon Servant x 4
- 2 Dragon Servant, Lesser Vampire (Blue) x 2
- 3 Dragon Servant, Lesser Vampire (Blue) x 2
- 4 Ghast x 2, Lesser Vampire (Blue)
- 5 Ghast x 3
- 6 Dragon Servant x 3
- 7 Dragon Servant x 2
- 8 Dragon Servant
- 9 Ghast x 2, Lesser Vampire (Blue)
- 10 Dragon Servant x 4
- 11 Dragon Servant x 4
- 12 Dragon Servant
- 13 Dragon Servant

BOSS: Drow Shaman x 2, Ramapithicus



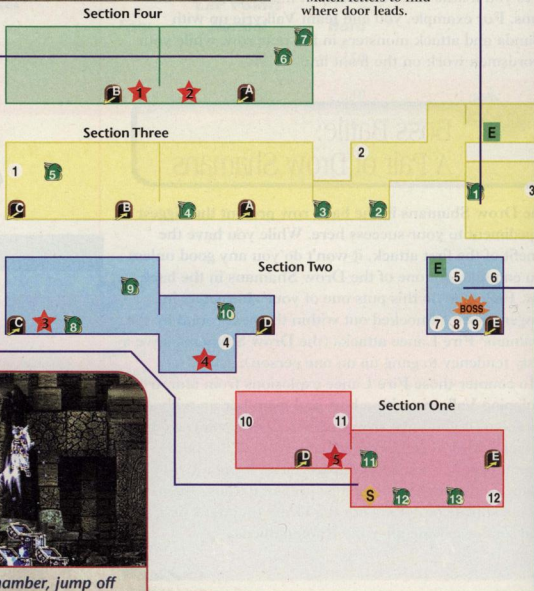
Fall or jump down the well to get Attack Power. A hidden door in the western wall leads you back into the catacombs proper.

E Entrance/Exit

S Save

★ Checkpoints

*Match letters to find where door leads.



To get the last two treasure chests in the Boss Chamber, jump off the ladder or shoot crystals at the very edge of one of the platforms. The little blue mote in the middle of the crystalline explosion marks the location of a hidden step. Use it to reach out-of-the-way places!

Chapter 2

At this point, you should have a feel for how the game is played. To celebrate that fact, Freya has given you your first commission: send her soldiers skilled in Tactics, Leadership, and Identify. Now you face the challenge of taking a raw recruit and molding him into the type of warrior that Odin and the Aesir Army need!

Chapter 2 at a Glance

Recruitable Characters and Level Appearance*

Character	Easy	Normal	Hard
Janus	X	X	X
Jun	X	X	X
Lawfer	—	X	X
Nanami	X	X	X
Yumei	X	X	X

*Character appearance is based on Difficulty Level and Game Pattern. You will not be able to recruit all of the characters listed here in Chapter 2.

Dungeons

Dungeon	Easy	Normal	Hard
Dragoncastle Caverns	X	X	—
Nethov Swamps	—	X	X
Salerno Academy	—	—	X

Artifacts

Artifact	Easy	Normal	Hard
Bark of the Dryad	—	X	X
Faim Fenn	—	—	X
Holy Grail	—	—	X
Inscribed Fragment	—	X	X
Scarlet Lotus Sword	X	X	—
Spear "Dark Angel"	X	X	—
Tiara of the Holy Empress	—	—	X

Transfer Recommendations

Transferring a Swordsman skilled in Tactics, Leadership, and Identify with a Hero Value of 50 is not a challenge at this stage of the game. Use Event points from the previous dungeons if you need to give your chosen Einherjar a boost. The recommended characters for this chapter are Lawfer (Normal and Hard mode only) and Jun (all Difficulty Levels). If you did not receive either of these characters, you can send any

other Fighter-type character that you have. Again, Llewelyn should be retained until Chapter 3 when you are asked to send an Archer.

Recommended Character: Lawfer

Level: 7 or higher

Hero Value: 50 or higher

Skills: Identify, Leadership, and Tactics

Special Equipment: N/A

Recommended Character: Jun

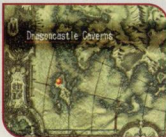
Level: 7 or higher

Hero Value: 50 or higher

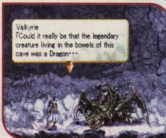
Skills: Identify, Leadership, and Tactics

Special Equipment: N/A

Dragoncastle Caverns



These caverns, created naturally over the passage of time, have spawned legends of warriors who have ventured in but never returned. It's rumored that these caverns received their name from their one true guardian.



Checkpoint 1:
Defeat the Boss!

Like the Forest of Woe, these caverns are pretty straightforward, but they contain a lot of branching passageways and tunnels that can easily confuse unseasoned warriors. While there is no easy, clear-cut way to explore these caves without performing some backtracking, you reduce the amount of backtracking by choosing a path and sticking with it until you reach its end.

In addition, you can take two preliminary actions to give your party the advantage prior to descending into the caverns. The first is to revisit Artolia and recover the sword, Dragon Slayer, from Arngrim's house. This step alone will save you a world of grief when the time comes. The second is to have Jelanda learn either Icecle Edge or Frigid Damsel (provided that you haven't already sent her up to Valhalla). Either of these spells can inflict greater damage on those monsters here that are weak to Ice attacks.







The power in this sword, retrieved from Arngrim's house in Artolia, is incredible!

Dragoncastle Caverns at a Glance


Dungeon Appearance

Easy: Yes
Normal: Yes
Hard: No

Enemy Data

Name	HP	Weaknesses
 Banshee	400	N/A
 Current Fish	1,300	Fire
 Monstrous Viper	900	N/A
 Venomous Spider (Yellow)	1,500	Ice

Boss Battle Data

Name	HP	Weaknesses	EXP Points		
			Easy	Normal	Hard
 Lesser Dragon	9,000	Holy, Lightning, Poison, Dragon	15,000	5,000	—

Artifacts

Scarlet Lotus Sword
 Spear "Dark Angel"
 Bark of the Dryad
 Inscribed Fragment

Event Points

Event	Points
Recover each Artifact	1,100 x 2
Recover all Artifacts	18,000




Tips and Tricks

Freezing enemies is an easy way to avoid encounters as well as bring flying beasts down to a level where you can easily strike them with your sword to initiate a battle.

The Venomous Spiders that you encounter here are very susceptible to Ice-based attacks, while the Current Fish's weak point is Fire-based attacks. A sorcerer in the party can cast magic spells from the back ranks that all but eliminate even the largest groups of monsters that you face.

This dungeon marks the first of many that are pretty big. With that in mind, use the Memory Camp save locations to save your progress so that you don't have to replay through the entire dungeon should all of your party fall victim to the beasts within.

TIP

Be careful when countering. A successful counter can leave heroes open to attacks by other enemies during that round, because they cannot use their Avoid abilities.



TIP

If armed with a bow Llewelyn and Valkyrie can attack enemies in the back ranks as well as those in the front.



Boss Battle: The Lesser Dragon

There are two ways to go about this battle. The first (and easiest method) is to equip Valkyrie with the sword, Dragon Slayer. With it, the first hit the Dragon gets is its last. The amount of damage that this blade inflicts on Dragon-based enemies is staggering.



If you didn't happen to pick up the Dragon Slayer Sword, all is not lost, but get ready for a long, drawn-out battle. To survive the powerful attacks that the Lesser Dragon possesses, such as Fire Storm and Inferno Breath, keep a close watch on your characters' DME and heal them accordingly. From the Battle menu, Jelanda can cast Heal, which affects everyone at the same time and recovers more DME than the First Aid Support skill.



TIP
Equip magical weapons with specific abilities, such as the Dragon Slayer, only when you absolutely need them. This reduces the possibility of breaking them during a normal battle, when you could have better used them elsewhere in the game.

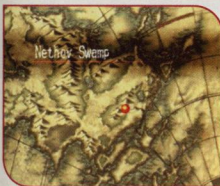
Treasure Data	
1	Slanting Rain
2	Aconite
3	Foxglove
4	Spear "Dark Angel"
5	Scarlet Lotus Sword
6	Savory
7	Quartz Gem
8	Vegetable Seed
9	Long Sword
10	Eye of Heaven
11	Fire Storm
12	Lapis Lazuli
13	Element Scepter
14	Foxglove
15	Nightshade
16	Lapis Lazuli
17	Frigid Damsel
18	Short Spear

Monster Encounters	
1	Monstrous Viper x 3
2	Venomous Spider x 2
3	Current Fish, Monstrous Viper x 2
4	Current Fish x 2
5	Banshee, Current Fish x 2
6	Current Fish x 2
7	Current Fish x 3
8	Current Fish x 3
9	Venomous Spider x 3
10	Current Fish, Monstrous Viper x 2
11	Banshee x 2, Venomous Spider
12	Banshee x 2, Venomous Spider
13	Current Fish x 3
14	Current Fish, Venomous Spider x 3
15	Current Fish, Venomous Spider x 2
16	Banshee, Current Fish x 2
17	Current Fish x 3, Venomous Spider
18	Banshee, Monstrous Viper x 2
19	Current Fish x 3, Venomous Spider

BOSS: Lesser Dragon



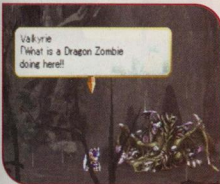
Nethov Swamps



This marsh is filled with the souls of the undead as they wander aimlessly through this wooded area. While some of them can be avoided, others must be confronted in your quest to determine the source of evil here.

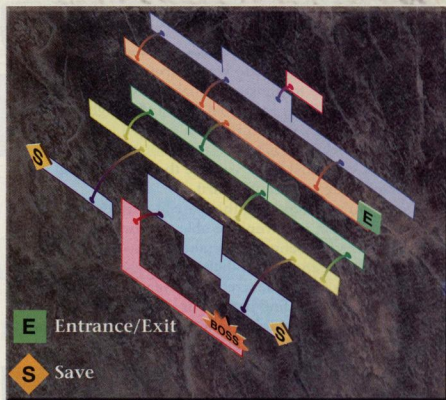


Checkpoint 1: Fell the rotting tree.



Checkpoint 2: Defeat the boss!

To reach the evil permeating this swampy region, you must bridge the gap that blocks your way. The murky swamp waters do not provide ample footing to allow you to jump to higher planes. Chop down the rotting tree that you find here, creating a land bridge that allows you to cross to the other side. From there, you have to take a "leap of faith" into the bowels of the swamp to defeat the Dragon Zombie.



Nethov Swamp at a Glance

Dungeon Appearance

Easy: No
Normal: Yes
Hard: Yes

Enemy Data

Name	HP	Weaknesses
Figment (Blue)	650	N/A
Mantrap Plant	1,800	Darkness, Fire
Pongo Robustus	2,300	Darkness, Beast
Vermin	530	Flying

Boss Battle Data

Name	HP	Weaknesses	EXP Points		
			Easy	Normal	Hard
Dragon Zombie (Dark Yellow)	13,400	Holy, Fire, Lightning, Dragon	18,000	6,000	4,200

Artifacts

Bark of the Dryad Inscribed Fragment

Event Points

Event	Points
Cut down the petrified tree	5,000
Recover each Artifact	1,100 x 2
Recover all Artifacts	20,000



Tips and Tricks

In areas where you have to wade through the quagmires, you won't be able to jump very high. However, with carefully timed jumps you can avoid all but the largest swamps.

You can swing your sword in an upward arc as well. This can be helpful while crossing through a swamp because, if you must fight, you are the one initiating it instead of being caught off-guard.

Once you've jumped off the plateau that leads to the boss of this area, you won't be able to return and recover any treasures left behind. So make sure to explore each path before descending to take on the Dragon Zombie.

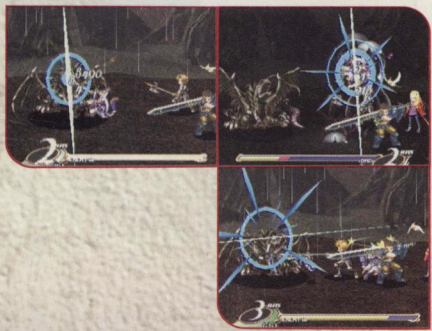
While most of these denizens are weak to different types of magic, you might find that spells such as Frigid Damsel and Icele Edge, in addition to inflicting a good amount of damage, incapacitate your enemy.

TIP
Remember that you don't have to be on the World Map to dole out points to learn new skills. This can also be done while exploring an area, such as a dungeon or castle, as long as you're not in the midst of a battle.

Boss Battle: The Dragon Zombie

The Dragon Zombie is just as vulnerable to the Dragon Slayer sword as the Lesser Dragon from the Dragoncastle Caverns was. Equip Valkyrie with this sword to make short work of this boss.

If you engage this beast without the above-mentioned artifact, be prepared for a very long battle; while this undead dragon is susceptible to Fire, Lightning, and Holy-based magics, your regular weapons do little, if any, damage.

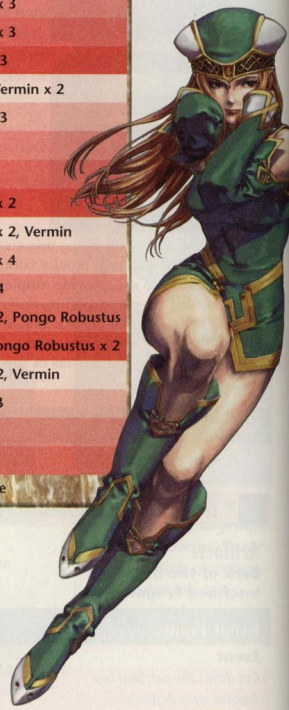


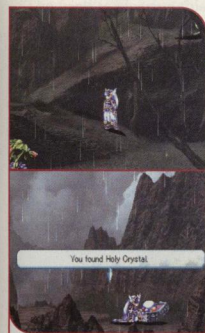
TIP
Members of the party that fall unconscious during battle (their DME reduced to 0) do not receive any experience points. If you're trying to build up a character's stats to send him or her up to Valhalla, make sure to revive him or her before ending the battle.

Monster Encounters

- 1 Figment (Blue)
- 2 Figment (Blue) x 2
- 3 Figment (Blue) x 2, Vermin
- 4 Pongo Robustus
- 5 Figment (Blue), Vermin x 2
- 6 Mantrap Plant x 2, Vermin
- 7 Mantrap Plant x 2
- 8 Pongo Robustus x 3
- 9 Pongo Robustus x 3
- 10 Figment (Blue) x 3
- 11 Figment (Blue), Vermin x 2
- 12 Figment (Blue) x 3
- 13 Vermin x 2
- 14 Vermin
- 15 Pongo Robustus x 2
- 16 Pongo Robustus x 2, Vermin
- 17 Pongo Robustus x 4
- 18 Mantrap Plant x 4
- 19 Mantrap Plant x 2, Pongo Robustus
- 20 Mantrap Plant, Pongo Robustus x 2
- 21 Mantrap Plant x 2, Vermin
- 22 Mantrap Plant x 3
- 23 Vermin x 3
- 24 Vermin x 3

BOSS: Dragon Zombie



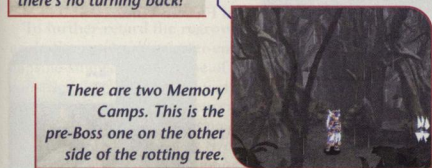


You found Holy Crystal.

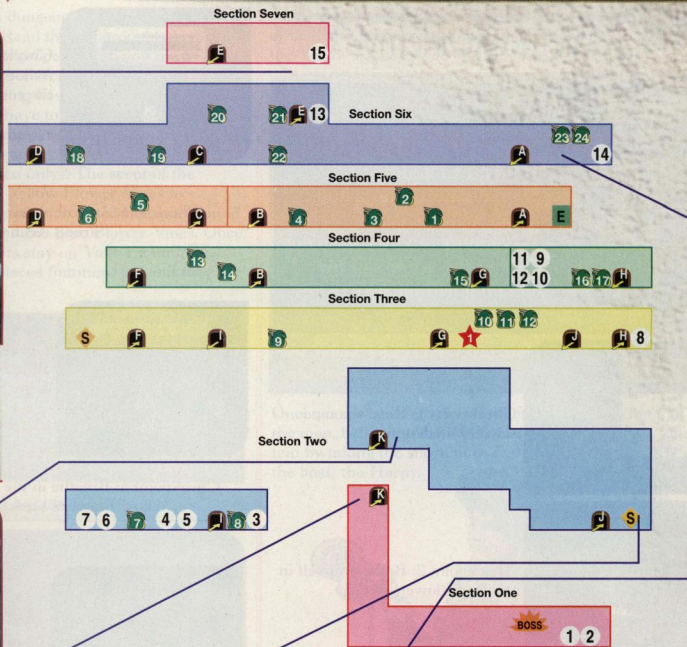
The treasure located at the top of this winding path is worth the battles that must be fought to acquire it.



Past the uphill climb, you need to leap off of this plateau to reach the boss. However, once you do, there's no turning back!



There are two Memory Camps. This is the pre-Boss one on the other side of the rotting tree.



To reach the chest on the other side of this large quagmire, you'll have to defeat two groups of Vermin.



- E** Entrance/Exit
- S** Save
- ★ Checkpoints

*Match letters to find where door leads.

Treasure Data

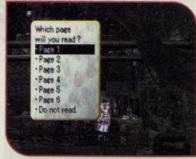
- 1 Bark of the Dryad
- 2 Inscribed Fragment
- 3 Short Spear
- 4 Flare Baselard
- 5 Cure Condition
- 6 Quartz Gem
- 7 Daemon Slayer
- 8 Charge
- 9 Holy Crystal
- 10 Wait Reaction
- 11 Eye of Heaven
- 12 Element Scepter
- 13 Shadow Servant
- 14 Shadow Servant
- 15 Holy Crystal



Salerno Academy



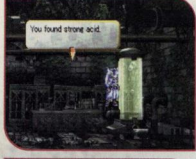
Salerno Academy is the site of a botany-obsessed researcher's final experiment. In addition to man-eating plants and fierce birds, dense columns of vines obstruct the hallways. Figure out the secrets in the scientist's notes and you'll be half way to clearing this dungeon!



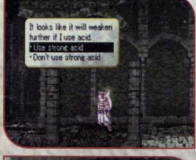
Checkpoint 1: Read the mad scientist's lab notes.



Checkpoint 2: Bathe yourself in the Red Flower's scent.



Checkpoint 3: Grab some Strong Acid.



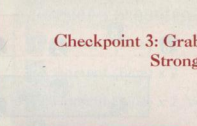
Checkpoint 4: Constrict the Red Flower Vine and retard its growth with the Strong Acid.



Checkpoint 5: Breathe in the Yellow Flower's scent.



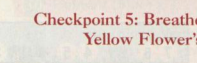
Checkpoint 6: Constrict the Yellow Flower Vine and put on the corpse's Perfume.



Checkpoint 3: Grab some Strong Acid.



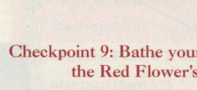
Checkpoint 7: Constrict the Blue Flower Vine and retard its growth with the Strong Acid.



Checkpoint 5: Breathe in the Yellow Flower's scent.



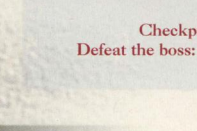
Checkpoint 8: Constrict the Yellow Flower Vine.



Checkpoint 9: Bathe yourself in the Red Flower's scent.



Checkpoint 10: Constrict the Red Flower Vine.



Checkpoint 11: Defeat the boss: Harry.



The trick to clearing this dungeon is found in the pages of the scientist's lab notes. Read them thoroughly before proceeding into the dungeon proper! First, you must understand the connection between the colored flower scents and their corresponding flower vines. The scent of the Red Flowers (and you have to wade in the swampy water before Valkyrie takes the pinkish scent with her) makes any Red Flower Vine contract its tendrils temporarily (while you are on that screen only). The scent of the Yellow Flowers causes the Yellow Flower Vines to contract and the oddly scented, blue tinted Perfume (found on a corpse's body) works on the Blue Flower Vines. Once acquired, the flowered scents stay on Valkyrie until they are washed off (by a well-placed fountain) or until they are replaced by another scent.



Use the Red Perfume on the Red Vines.



Use the Yellow Perfume on Yellow Vines.



Use the Perfume from the corpse on the Blue Vines.

To further retard the regrowth of the Flower Vines, apply Strong Acid (a never-ending supply is found in a capsule-shaped tank in one of the lab rooms) to the constricted vines. This prevents the vine from growing back for 15 screens (you can walk through 15 screens before the vine regrows). Of course, entering and leaving the same screen counts as two screens, so look for the most direct route between objectives. Follow the checkpoint instructions above and use the maps provided or

your own sense of direction to plan your route. The time-critical part of the scent/vine puzzle ends after you get past the Yellow Flower Vine in Section 5 of the map.

TIP

Having problems figuring out the most direct route? Try this:

After using the Strong Acid on the Red Vine, go left into the room with the Yellow scent. Then go through Door H and get the Perfume off the corpse. Take Door H to Door I and get more Strong Acid. Go through Door G and use the Strong Acid on the Blue Vine. Then take Door G to Door I to the Yellow scent room and retrace your steps (Door I to Door G) and go through Door D to the second Yellow Vine. This takes you through 14 screens exactly (through Door D to the Yellow Vine is the 15th), so you cannot make any mistakes!

Once you get through the gauntlet and into Section 6 of the map, bathe in the Red Flower scent, bypass the fountain by taking the shortcut over the roof, and then defeat the boss, the Harpy.



Salerno Academy at a Glance





Dungeon Appearance

Easy: No


Normal: No

Hard: Yes

Enemy Data

Name	HP	Weaknesses
 Figment (Blue)	650	N/A
 Mantrap Plant	1,800	Darkness, Fire
 Pongo Robustus	2,300	Darkness, Beast
 Vermin	530	Flying

Boss Battle Data

Name	HP	Weaknesses	EXP Points		
			Easy	Normal	Hard
 Harpy (Green)	12,000	Fire, Poison, Flying	30,000	10,000	7,000

Artifacts

Faim Fenn

Holy Grail

Tiara of the Holy Empress

Event Points

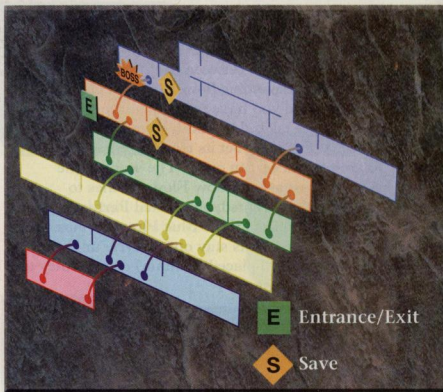
Event	Points
Use the Strong Acid to weaken a vine	11,000
Recover each Artifact	1,100 x 3
Recover all Artifacts	30,000



Tips and Tricks

Getting through the Flower Vine conundrum in Salerno Academy can be quite challenging unless you have a pretty good feel for the dungeon. To that end, be sure to explore the first four map sections, collecting treasure and getting your bearings.

At this point you should have Llewelyn in your party. Archers have an advantage when battling flying monsters such as the Harpy and the Vermin. Specifically, they have a better chance of hitting a flying creature and knocking it to the ground where your swordsmen can successfully land their own blows. If you are not a big fan of Archers, be sure to teach your Magic User the Attack skill, Wait Reaction. This skill allows your mages to call upon a familiar to attack while they are recharging from casting a spell. Because it acts as a projectile attack similar to a magic attack, it cannot be blocked and, as a result, the blow sends flying monsters crashing to the ground.



In addition to taking advantage of these projectile-type attacks, make full use of your party's magic capabilities. Because two of the enemies who appear in the halls of Salerno Academy are weak to Darkness-type spells, teach your mage(s) Shadow Servant. When cast against an entire party of Mantrap Plants or Vermin, it is guaranteed to cause enough damage to bring a quick end to the battle.



TIP

Because the Mantrap Plant's Rhizome Spear attack is physical, your characters can easily dodge and counter the attack. When it looks as if multiple

characters are going to dodge the attack, prepare to pull off multiple counter attacks—providing you've taught your characters this necessary skill!



Boss Battle: How to Defeat a Harpy

At the start of this battle, make use of an Archer's arrows or a sorcerer's Wait Reaction familiar. However, it is just as easy to overwhelm this flying beast by ganging up on it with your three best fighters. Equip them with weapons that allow them to perform multiple attacks and you'll fill up the Hit Gauge so that you can start chaining together special attacks.



Spells also play a big part (the Harpy is weak against Fire and Poison spells). However, the Harpy always begins the battle by casting Reflect Sorcery on itself. This effectively prevents you from using any magic attacks against it for the first three rounds. Take care not to let your mage cast any offensive magic during this time or it will backfire. Reflect Sorcery does exactly as its name implies: it reflects all magic back against the caster!



In addition to Reflect Sorcery, the Harpy also relies on a brutal talon attack and the electrifying Thunder Strike. Keep your eye on your party's DME gauges and have Heal Spells and/or Elixirs at the ready.

**TIP**

If you find yourself in Game Pattern 2, you might want to recruit Janus before attempting this dungeon. Once you have him in your party, return to his house in Crell Monferaigne to pick up the Raven Slayer bow. This weapon does a tremendous amount of damage to any flying monster (such as a Harpy), knocking the monster out with one or two blows. Because it is breakable, limit its use to special occasions.

**Treasure Data**

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

Monster Encounters

- 1 Vermin x 3
- 2 Vermin x 3
- 3 Vermin x 3
- 4 Pongo Robustus x 2
- 5 Mantrap Plant x 4
- 6 Mantrap Plant x 4
- 7 Figment (Blue) x 3
- 8 Mantrap Plant x 2, Vermin
- 9 Pongo Robustus x 4
- 10 Vermin
- 11 Vermin
- 12 Pongo Robustus x 2, Vermin
- 13 Figment (Blue) x 2
- 14 Mantrap Plant, Pongo Robustus x 2
- 15 Pongo Robustus x 4
- 16 Mantrap Plant x 2
- 17 Figment (Blue) x 3
- 18 Figment (Blue) x 3
- 19 Figment (Blue) x 3
- 20 Figment (Blue) x 3
- 21 Mantrap Plant x 3



Chapter 3

The terms set for Chapter 3 are Archers with skills in the areas of Survival and Find Traps. Only those Einherjar with good reconnaissance abilities need apply. Of course, only two characters so far fit the bill: the youthful Llewelyn and the jaded Janus. Hopefully you've managed to recruit and save at least one of the two.

Chapter 3 at a Glance

Recruitable Characters and Level Appearance

Character	Easy	Normal	Hard
Janus	—	X	X
Jun	X	X	—
Kashell	—	X	X
Nanami	X	—	X
Yumei	X	X	X

* Character appearance is based on Difficulty Level and Game Pattern. You will not be able to recruit all of the characters listed here in Chapter 3.

Dungeons

Dungeon	Easy	Normal	Hard
Brahms Castle	—	X	—
Clockwork Mansion	—	—	X
Gorhla Cult Headquarters	X	X	—
Oddrock Caves	—	X	X

Artifacts

Artifact	Easy	Normal	Hard
Gargoyle Statue	X	X	—
Golden Fowl	—	X	X
Grand Sting	—	X	X
Incense Burner of Darlis	X	X	—
Mirage Robe	—	—	X
Mirror of Pleiades	—	—	X

Transfer Recommendations

It is remarkably easy to miss out on Freya's requirement for this chapter's Einherjar transfers. Archers are hard to come by, period. In some Game Patterns, they are almost impossible to keep until this chapter, too! Still, the only two characters so far to fit Freya's requests for an Archer skilled in Survival and Find Trap with a Hero Value of 65 are Llewelyn and Janus. Of the two, Janus will always have the higher Hero Value.

However, if you've been using Llewelyn since you recruited him in Chapter 1, his level advances should have pushed his Hero Value past 65.

Recommended Character: Janus

Level: 8 or higher
Hero Value: 65 or higher
Skills: Find Trap, Survival
Special Equipment: N/A

Recommended Character: Llewelyn

Level: 15 or higher
Hero Value: 65 or higher
Skills: Find Trap, Survival
Special Equipment: N/A

Gorhla Cult Headquarters



After a few steps into this shrine, you feel the evil that permeates the air here. As you wander through a series of interconnected chambers and corridors, the only sounds are your own footsteps echoing throughout this deserted place of worship.



Checkpoint 1: Find and defeat the sub-boss!

Checkpoint 2: Trigger the ringing of the chapel bell.



Checkpoint 3: Defeat the boss!

Checkpoint 4: Uncover the Gorhla Cult's most prized possessions.

The true nature of the trap becomes clear after you've located the chapel's only occupant. After defeating this sub-boss, the shrine's "real" boss appears. It releases the souls of the damned to wear you down and thwart your progress to the bell tower where the boss awaits.

And don't think that you can just "freeze" the enemy hordes with your crystals either. To trigger the ringing of the chapel bell, which brings the boss back, you need to defeat at least seven of the groups of Undead and company now roaming the corridors and catwalks.

Gorhla Cult Headquarters at a Glance







Dungeon Appearance

Easy: Yes



Normal: Yes

Hard: No

Enemy Data

Name	HP	Weaknesses
 Drow Shaman	1,000	Mage
 Knight Fiend	2,500	N/A
 Lesser Vampire (Black)	2,500	N/A
 Lesser Vampire (Blue)	400	N/A
 Necromancer	1,000	Mage
 Thaumaturgist	2,200	Poison, Mage

Boss Battle Data

Name	HP	Weaknesses	EXP Points		
			Easy	Normal	Hard
 Noble Vampire	10,500	N/A	27,000	9,000	—
 Will-O'-Wisp	6,500	Darkness	1,600	800	—

Artifacts

Gargoyle Statue

Incense Burner of Darlis

Event Points

Event	Points
Recover each Artifact	1,600 x2
Recover all Artifacts	30,000

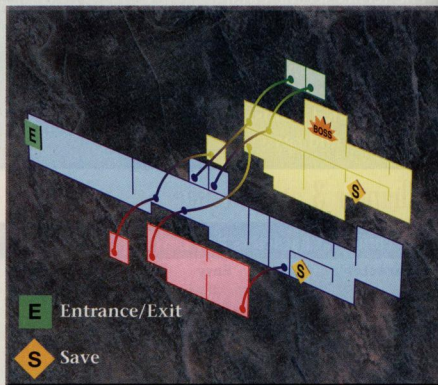


Tips and Tricks

Of the chapel's 12 treasures, you can commandeer five of them prior to engaging with the sub-boss.

Of the monsters that you'll encounter, the black Lesser Vampires and the Knight Fiends are by far the most difficult to defeat because they have a lot of hit points and no weaknesses. If you encounter a monster group composed of these creatures, use your sorcerer to keep the rest of your party healed (both in terms of DME as well as abnormalities) while the rest of party works on defeating them.

The skill Wait Reaction is invaluable in this dungeon. If your sorcerer has learned Wait Reaction, that character's familiar can attack even during the rounds where the sorcerer cannot. In addition, a sorcerer's familiar can reach into the rear ranks of the enemy.



Boss Battle: The Noble Vampire

Defeating this boss and surviving the battle requires that you carefully plan and systematically eliminate your foes one by one. Although the Noble Vampire flings Lightning Bolts from the back ranks, it's really the Will-O'-Wisps that the party needs to worry about.

In addition to shooting forth lightning bolt attacks, the Will-O'-Wisps like to go out with a bang. That is to say, when their hit points are close to zero, they rush forward and explode, attempting to take as many opponents with them as they can.

Once the danger of the Wisps is removed, the Noble Vampire should fall rather quickly.

TIP

If you still have two Dragon Slayer swords in your possession, equipping a character with one of them allows that hero to attack three times per round. This increased attack ability can help even the odds against these four powerful enemies.

TIP

If your sorcerer's selected spell is Fire Lance, his/her Big Magic attack becomes Calamity Blast. This attack envelops every enemy within a huge explosion of flame that inflicts upward of 5,000 points of damage on each. This, along with the other characters' attacks, might defeat one or more of the Will-O'-Wisps before they commit their suicide attack.

**Monster Encounter**

- 1 Lesser Vampire (Black) x 2
- 2 Lesser Vampire (Black) x 2, Thaumaturgist
- 3 Knight Fiend x 2, Lesser Vampire (Blue)
- 4 Lesser Vampire (Black), Necromancer x 2
- 5 Necromancer, Knight Fiend
- 6 Lesser Vampire (Black), Necromancer x 2
- 7 Knight Fiend, Thaumaturgist x 2
- 8 Lesser Vampire (Black) x 2, Lesser Vampire (Blue)
- 9 Lesser Vampire (Black), Necromancer x 2
- 10 Lesser Vampire (Black) x 2
- 11 Lesser Vampire (Black) x 2, Lesser Vampire (Blue)
- 12 Lesser Vampire (Black) x 2, Thaumaturgist
- 13 Lesser Vampire (Black) x 2, Lesser Vampire (Blue)
- 14 Knight Fiend, Thaumaturgist x 2
- 15 Lesser Vampire (Black) x 2, Lesser Vampire (Blue)
- 16 Knight Fiend x 2, Lesser Vampire (Blue)
- 17 Lesser Vampire (Black) x 2, Lesser Vampire (Blue)
- 18 Lesser Vampire (Black) x 2, Thaumaturgist
- 19 Drow Shaman x 2, Knight Fiend

BOSS: Noble Vampire, Will-O'-Wisp x 3

Treasure Data

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



After defeating the sub-boss, you must defeat at least seven groups of the wandering monsters before you can trigger the bell ringing that opens up the event.

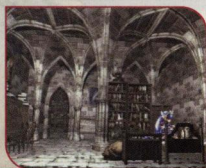




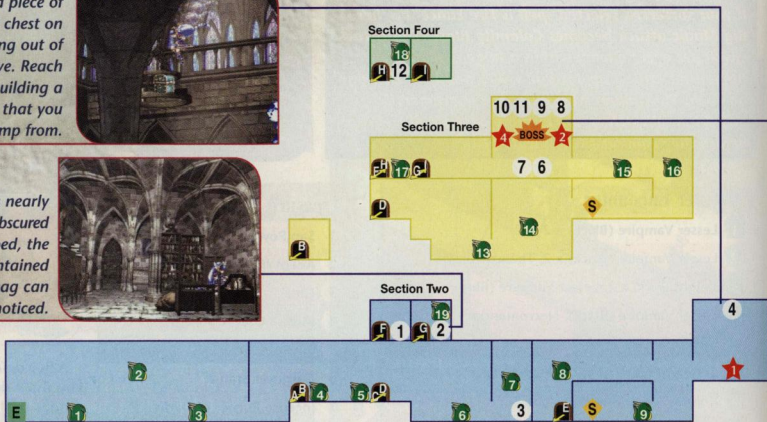
After you defeat the sub-boss, look for a piece of Mithril Ore in the chest on the platform sticking out of the wall high above. Reach the platform by building a ladder of crystals that you can then jump from.



Due to its nearly completely obscured placement on the bed, the Adept Illusion contained within this bag can easily go unnoticed.



*Match letters to find where door leads.



Obtaining the Chapel's Rare Treasures



Retrieving the treasures contained within the four chests on the platforms requires expert use of the crystals. While the platforms themselves cannot be reached directly, Valkyrie can reach the chain that spans them. To reach the chain, first create a large crystal (by shooting crystals twice in the same spot) just below either platform's edge.



Once you've gotten the base crystal in place, create two more large crystals (one at a time) and shatter them with your sword. Place the shattered remains of both the second and third large crystal onto of the first large crystal. Pick up the pieces by pressing X and set them down by pressing O.



Now, pick up and place one of the chests on the mountain of crystals. The chest serves as a base that Valkyrie can jump up and down on without shattering the mountain of crystals below it.

E Entrance/Exit

S Save

★ Checkpoints



While jumping into the air, fire crystals at the bottom of the platform above. After firing three shots, the large crystal shatters into a globe of sparkling dust. Valkyrie can find footing on the hidden step inside the circle. As the step slowly floats down, jump and grab hold of the chain spanning the two platforms.



From the chain, a simple jump up and to the right or left lands you on one of the platforms above. Now that you've made it, just be careful to avoid the arrow and explosion traps that the chests are armed with!

Clockwork Mansion

The Clockwork Mansion is the product of a deranged mind. At first glance it seems simple enough, but wait until you get to the rotating rooms. This dungeon is guaranteed to make you want to pull your hair out as you try to find your way to the boss.

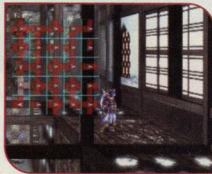
Checkpoint 1:
Defeat the boss: Chimera.

In this pagoda, a few enemies lurk in the shadows and behind columns. It is very easy to run into one if you aren't careful! To get through the doors, jump over the high thresholds. Pick up the treasure to the east and south of the first ladder then head toward the Clockwork rooms.

Yes, there is a door there. You just have to jump over the extremely high sill to get through!

The Clockwork rooms are a five by five grid of rooms that rotate when you enter them. You are given a map at the start (SELECT turns it off and on) so be sure to watch it

to see how the rooms change and the pathways are affected. Check the Tips and Tricks section for the solution.



Use the map to help you figure out the right path!

If you get lost or just stuck, wait a few minutes and a Samurai head appears. Touch it and you are warped back to the entrance of the rooms.



Touch the Samurai head for a quick trip back to the start of the Clockwork rooms.

Once you've made it through the Clockwork rooms, it's just a quick trip to the Boss Chamber and the Chimera!



Clockwork Mansion at a Glance


Dungeon Appearance

Easy: No


Normal: No

Hard: Yes

Enemy Data

Name	HP	Weaknesses
 Necrophidius	3,600	N/A

Boss Battle Data

Name	HP	Weaknesses	EXP Points		
			Easy	Normal	Hard
 Chimera	20,000	Beast	—	—	12,600

Artifacts

Mirage Robe

Mirror of Pleiades

Event Points

Event	Points
Recover each Artifact	1,600 x 2
Recover all Artifacts	50,000



Tips and Tricks









The Clockwork Mansion is one of the first difficult Hard mode maps. Of them all, this is the most cerebrally challenging, so if you like brain-teasers, don't read the next section. The trick to the Clockwork rooms is realizing that you may have to move in and out of a room a couple of times to trigger the correct openings.

If you still are having trouble (or just don't want to spend the time figuring the puzzle out!), the correct sequence of rooms is as follows: 11, 16, 17, 18, 13, 18, 13, 12, 7, 2, 3, 4, 9, 4, 9, 14, 15.



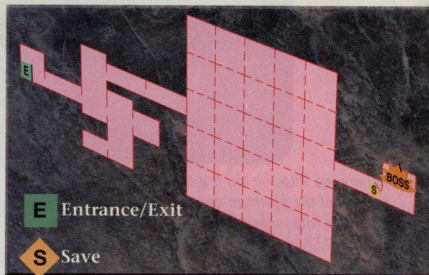
Boss Battle: The Chimera

The Chimera is easy to dispose of if you have the Beast Slayer. Just equip it and in a single round, this boss is history. If you consider that cheating, then you'll just have to dispose of him the old-fashioned way.

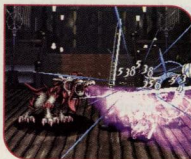
Weapon Name	Number
 Beast Slayer	1
 Elemental Edge	1
 Vandalen	1
 Sword	1
 Fare Baselez	1
 Fashion	1
 Dragon Slayer	1
 Beast Slayer	1

Beast Slayer
Sword with incredible power against beasts.
58 chance of breaking.

The Chimera has three heads and each one uses a different type of magic attack (Fire, Poison, and Ice-based). Unfortunately for you, he initially attacks with all heads at once. This attack is guaranteed to immobilize many of your



party members, so come prepared with at least a couple of Freeze Checks equipped on your heaviest hitter and your sorcerer.



After his big attack, the Chimera attacks with one head every round. Casting Reflect Sorcery on your party is a good way to protect yourself from his magic. After that, just attack en masse and he'll be toast in no time.

Treasure Data

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

Monster Encounters

- 1 Necrophidius x 2
- 2 Necrophidius x 3
- 3 Necrophidius x 2
- 4 Necrophidius x 3
- 5 Necrophidius x 3
- 6 Necrophidius x 3
- 7 Necrophidius x 3

BOSS: Chimera

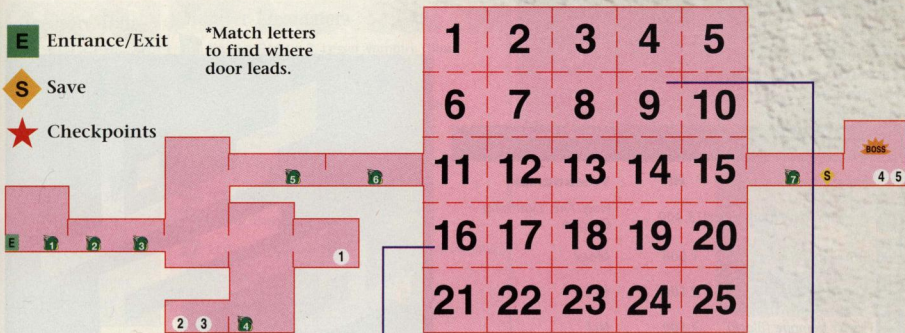


E Entrance/Exit

S Save

★ Checkpoints

*Match letters to find where door leads.



When standing in water, Valkyrie cannot jump high enough to make it over the door sills. Instead, back up to the piece of lumber at the edge of the water and jump from there.



Use Valkyrie's grappling skills to get across horizontal ladders. Just jump up and press ↑ as Valkyrie gets into range.



Oddrock Caves

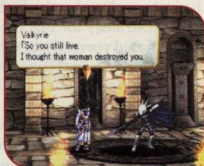


After acquiring Kashell, you can open up this optional side quest by entering the graveyard within Camille Village and proceeding up to the mausoleum. Deep within the caves Kashell's murderer can be confronted at last!



Checkpoints 1-3: Freeze (and then shatter) the flowing columns.

Checkpoint 4: Defeat the boss!



To reach the boss and clear this dungeon, you must solve the puzzle of the sentries and the liquid-like pillars that block your path. Your goal here is to effectively place crystals and redirect the ice-beam that the sentries fire onto the pillars. When an ice-beam hits a pillar, it's frozen solid.



In their natural state, the flowing columns are resilient enough to stand up against even the sharpest blade.



Oddrock Caves at a Glance


Dungeon Appearance

Easy: No
Normal: Yes
Hard: Yes

Enemy Data

Name	HP	Weaknesses
 Dragon Zombie (Dark Yellow) 13,400	13,400	Holy, Fire, Lightning, Dragon
 Drow Shaman 1,000	1,000	Mage
 Knight Fiend 2,500	2,500	N/A
 Lesser Vampire (Black) 2,500	2,500	N/A
 Lesser Vampire (Blue) 400	400	N/A
 Necromancer 1,000	1,000	Mage

Boss Battle Data

Name	HP	Weaknesses	EXP Points		
			Easy	Normal	Hard
 Greater Demon 22,000	22,000	Demon	—	13,000	9,100

Artifacts

Golden Fowl
Grand Sting

Event Points

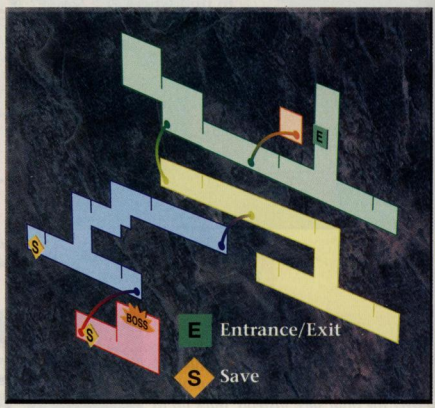
Event	Points
Freeze and destroy one of the columns at Points 1 or 3	6,000
Freeze and destroy the column at Point 2	12,000
Recover each Artifact	1,600 x 2
Recover all Artifacts	30,000

Tips and Tricks

Within this dungeon, you encounter the three Dragon Zombies who have made this place their home. Hopefully, you've managed to keep possession of the sword, Dragon Slayer. If so, defeating these lizards will be a snap; otherwise you better have stocked up on Union Plumes.



Jumping over the patrolling statues is the only way to get past them. Otherwise you end up like this.



↑ The stone statues that patrol this mausoleum can't be destroyed or frozen using the crystals. However, contact with them freezes Valkyrie for a short period. It's best just to determine their patrol route and then avoid them.

Some of the chests found within Oddrock have been protected with arrow traps. Jump out of the way to avoid getting hit!

Sometimes it's best to avoid countering an enemy's attack, especially when facing a group of Lesser Vampires. Once you counter, you open up that character to the Lesser Vampire's Hydrophobia attack, which can Poison.

Boss Battle: Greater Demon

This boss is tough! In addition to having a lot of hit points, he isn't weak to anything other than the status of Demon. A good strategy for this battle is to attack with everyone at once (timed correctly to inflict the maximum amount of damage) and hope to combo enough hits to raise the Special Attack Gauge to 100 so you can use the heroes' Big Magic attacks.

Keep track of your heroes' DME and use the Battle menu to cast a Heal spell on the entire party or use Elixirs on an individual. As long as you do this, you shouldn't have any problem keeping your party alive and defeating this boss, even if it takes awhile.



Treasure Data

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

Monster Encounters

- 1 Knight Fiend x 2, Lesser Vampire (Blue)
- 2 Dragon Zombie (Dark Yellow)
- 3 Knight Fiend x 2, Lesser Vampire (Blue)
- 4 Lesser Vampire (Black) x 2
- 5 Knight Fiend x 2, Lesser Vampire (Blue)
- 6 Knight Fiend, Necromancer
- 7 Lesser Vampire (Black) x 3
- 8 Lesser Vampire (Black) x 2, Lesser Vampire (Blue)
- 9 Knight Fiend, Necromancer
- 10 Knight Fiend x 2, Lesser Vampire (Blue)
- 11 Dragon Zombie (Dark Yellow)
- 12 Drow Shaman x 2, Knight Fiend
- 13 Lesser Vampire (Black) x 3
- 14 Drow Shaman x 2, Knight Fiend
- 15 Lesser Vampire (Black), Necromancer x 2
- 16 Dragon Zombie (Dark Yellow)
- 17 Lesser Vampire (Black), Necromancer x 2

BOSS: Greater Demon



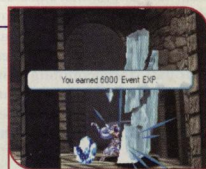
Use careful timing to dodge the first statue guard and avoid the ceiling-mounted sentry.



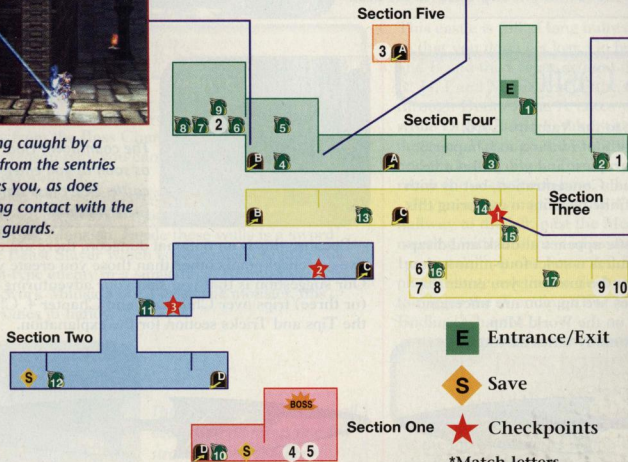
Getting caught by a blast from the sentries freezes you, as does making contact with the stone guards.



A Bastard Sword is yours once you defeat this Dragon Zombie.



Once a flowing column has been frozen, you can destroy it with a swipe of your sword and continue into the areas beyond.



E Entrance/Exit

S Save

★ Checkpoints

*Match letters to find where door leads.



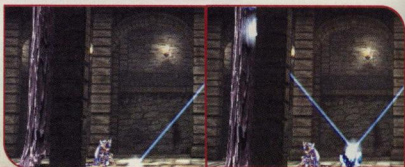



The place where the sentry shoots its ice-beam is obscured by the stone pillar. But, if you watch where the beam strikes the floor, you should have a good idea where to place the crystal.



What's this? There's another column but no sentry posted nearby. You'll have to set up three crystals to "bounce" the ice-beam from its source to strike the second column. Stand as shown here and then jump upward and shoot a crystal. If you do this correctly, the beam deflects down and to the left.

After correctly placing the third crystal, the ice-beam will bounce off all three and hit the column, freezing it. Congratulations! You're now one step closer to the boss.

Brahms Castle

This strange castle, belonging to the Vampire Lord, Brahms, appears suddenly, without fanfare, in Chapter 3. It is not an official part of your quest and you will not be directed there through Spiritual Concentration, but as with Oddrook Caves, there are definite benefits to exploring this unusual dungeon.

The lore states that this castle appears at dusk and disappears with the dawn. The result is a strict four-minute time limit that starts counting down the moment you enter the castle. After your four minutes are up, you are unceremoniously dumped back outside on the World Map. Fortunately, you can enter as many times as you like.



The countdown clock starts as soon as you enter the castle. Don't just stand there waiting!

Because this is an optional dungeon, there are no objectives or checkpoints other than those you create yourself. Our suggestion is that you split your adventuring into two (or three) trips over Chapter 3 and Chapter 4. Check out the Tips and Tricks section for the explanation.





Brahms Castle at a Glance

Dungeon Appearance

Easy: No

Normal: Yes

Hard: Yes

Enemy Data

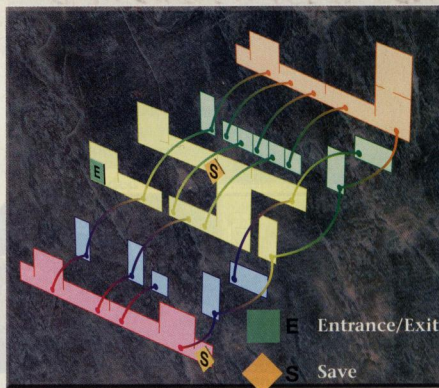
Name	HP	Weaknesses
Demon Servant	2,000	Demon
Lesser Vampire (Black)	2,500	N/A
Succubus	2,000	Holy, Demon
Vampire Lord	5,000	N/A

Sub-Boss Battle Data

Name	HP	Weaknesses
Ram Guardian	25,600	Dragon

Boss Battle Data

Name	HP	Weaknesses
Brahms	52,000	N/A



	EXP Points		
	Easy	Normal	Hard
Ram Guardian	—	13,000	9,100

	EXP Points		
	Easy	Normal	Hard
Brahms	—	0	0

Tips and Tricks

If you are trying to trigger the A ending, an event in this dungeon plays a large role in your success. For this reason, stay away from the Boss Chamber until Chapter 4. But, there's no reason why you can't explore the rest of the dungeon beforehand.

In Chapter 3, you should clear this dungeon of all treasure. If you are playing in Hard mode, do this before you enter the Clockwork Mansion. Inside these walls is a sword called the Beast Slayer which is guaranteed to take out any Beast-type enemy in a single turn. Because the boss in the Clockwork Mansion is a Beast-type monster, this weapon comes in handy.



The Beast Slayer takes out all Beast-type monsters in a few strokes. It is a delicate weapon, however, so use it sparingly.

↑ This castle is full of long hallways, so use the maps wisely so that you don't get lost. Go backward through Doors N and B and then circle around the building through Doors R, H, I and M, picking up the treasure as you go. Going through Doors J and A takes you back to the entrance, while Doors K and D take you to the main section of the dungeon. Upstairs and to the right you'll find precious ore and the handy Stone Torch in rooms right before you reach the castle's sub-boss, a hardy Ram Guardian.

If you are trying to get the A ending, do not go down the hallway to the left, past the Memory Camp crystals! The meeting with Brahms (an event called "Lord of the Immortals"), is one better left for Chapter 4, because it plays a large role in the Seal rating manipulations needed to trigger the A ending. (For more information, see the Endings Chapter.)

Boss Battle: Brahms and the Ram Guardian

At the top of the stairs and to the right in Section Three stands the toughest foe you've encountered so far, the Ram Guardian. The only weakness this monster shows is to Dragon-imbued weapons. A Dragon Slayer makes this



battle very quick and easy (two blows is all it takes). If you are without one of these items, teach your mage(s) the Stone Torch spell before the battle. Stoning or freezing this monster is a good thing.

Id	Change Equip	1 / 2	Name	Number
0	Do		Grassbom	
1	Don't Do		Sword	
2	Do	6544	Flare Baselard	
3	Do	6593	Lightning Edge	
4	Do		Zalchon	
5	Do		Dragon Slayer	
6	Do		Moonflax	

Valkyrie
Dragon Slayer
Sword with incredible power against dragons.
6% chance of breaking.



Fear its attacks, because a single Advance Sword X attack can easily wipe out your best character with a single blow. Combo attacks work well against the Ram Guardian and you should perform chains of special attacks against it as well. Union Plumes and/or the spell Invoke Feather is a must.



With Brahm's, you are given the opportunity to fight him or to reconsider. Reconsidering takes you closer to getting the A ending, while fighting him gets you killed. Brahm's is too well guarded for you to be able to inflict any real damage. Because there is no benefit to the battle, it's better just to forego the temptation.



*Don't give into the temptation!
You cannot defeat Brahm's (unless you cheat)!*



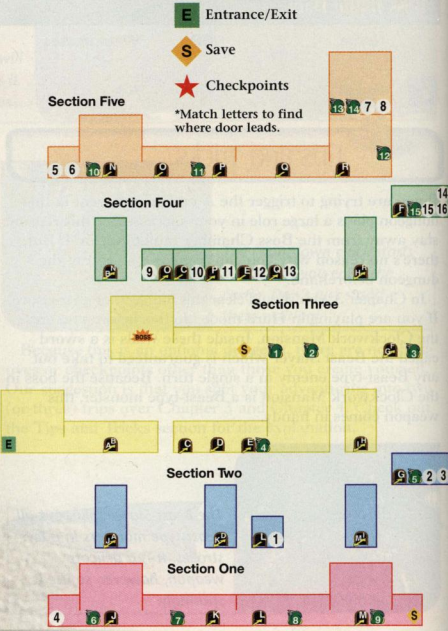
If you decide to fight him, you'll find that your weapons do little damage while his do a lot!

Treasure Data

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

Monster Encounters

- 1 Vampire Lord
 - 2 Vampire Lord
 - 3 Ram Guardian (Sub-boss)
 - 4 Lesser Vampire (Black) x 2, Vampire Lord
 - 5 Vampire Lord x 2
 - 6 Demon Servant
 - 7 Demon Servant x 2
 - 8 Demon Servant x 2
 - 9 Demon Servant
 - 10 Lesser Vampire (Black) x 2
 - 11 Demon Servant
 - 12 Succubus
 - 13 Succubus x 2
 - 14 Lesser Vampire (Black)
 - 15 Vampire Lord x 2
- BOSS: Brahm's





Chapter 4

If you are playing in Hard mode and attempting to get the A ending, this chapter is crucial to the plot and requires great time management on your part. In an attempt to make Einherjar transfer somewhat less difficult, Freya has asked for negotiators. Because there is no Negotiator character class, you are free to send whomever you like as long as he or she meets the other requirements.

Chapter 4 at a Glance

Recruitable Characters and Level Appearance*

Character	Easy	Normal	Hard
Aelia	—	X	X
Janus	X	X	X
Jun	X	X	—
Lorenta	—	X	X
Nanami	X	X	—
Yumei	—	—	X

*Character appearance is based on Difficulty Level and Game Pattern. You will not be able to recruit all of the characters listed here in this chapter.

Dungeons

Dungeon	Easy	Normal	Hard
Black Dream Tower	X	X	—
Cave of Thackus	—	X	X
Dark Tower of Xervah	—	—	X
Tower of Lezard Valeth*	—	X	X

*Appears at the end of the Lorenta Event.

Artifacts

Artifact	Easy	Normal	Hard
Bewitching Statue	X	X	—
Bracelet of Zoe	—	X	X
Coin of Fortune	—	X	X
Fairy Bottle	X	X	—
Holy Sword "Seraphy"	—	—	X
Manual of Resurrection	—	—	X
Spear "Basilisk"	—	—	X

Transfer Recommendations

This chapter is a good place to transfer some of the backlog of sorcerers recruited in the previous chapters. The main thing is that you send up characters who match the other requirements (Hero Value 80, Trick, Hear Noise, and Demon Int.) and equip them with the Angel Lips item. You can purchase this cheaply from Divine Item.

TIP

If you are playing in Hard or Normal mode and attempting to get the A ending, then your timing here is crucial. Transfer your Einherjar at the very start of the chapter before you start watching the required events and recruiting other characters. See the Endings Chapter for more details.

Recommended Character: Any Sorceress (except Yumei)
Level: 7 or higher
Hero Value: 80
Skills: Hear Noise, Trick, Demon Int.
Special Equipment: Angel Lips

Recommended Character: Any Character
Level: 7 or higher
Hero Value: 80
Skills: Hear Noise, Trick, Demon Int.
Special Equipment: Angel Lips

Black Dream Tower



One of the strangest areas that you will explore in Midgard, the Black Dream Tower, is like no other castle or set of catacombs that you've ventured into so far. It's alien in nature, and it's quite possible that many adventurers have gone mad exploring its weirdly patterned corridors and chambers. Making your way through the citadel is further complicated by the fact that you must continually navigate back and forth between its five "layers" to reach your destination and confront the boss.



Checkpoint: Defeat the boss!

A wise party is well prepared and equipped. The sheer number of monsters that you will encounter coupled with their endurance levels will leave even the most war-hardened veterans exhausted. Using the Divine Item feature from the menu system, be sure to stock up on items such as Elixirs, Noble Elixirs (which recover 99 percent of the lost DME for all of the members of your party), and Union Plumes prior to entering the tower or in between battles.





Once inside, take advantage of the built-in map feature (R2) to navigate your way through this bizarre fortress. Due to the sheer number of passageways, you can easily become disoriented.

Black Dream Tower at a Glance



Dungeon Appearance

Easy: Yes
Normal: Yes
Hard: No

Enemy Data

Name	HP	Weaknesses
 Grave Mist	2,500	N/A
 Harpy (Blue)	6,000	Flying
 Lesser Demon	2,400	Mage
 Monstrous Glowfly	7,000	Darkness

Boss Battle Data

Name	HP	Weaknesses	EXP Points		
			Easy	Normal	Hard
 Dragon-Tooth Warrior (Red)	15,000	Holy, Dragon	10,800	3,600	—
 Wise Sorcerer (Green)	12,500	Mage	45,000	15,000	—

Artifacts

Bewitching Statue
Fairy Bottle

Event Points

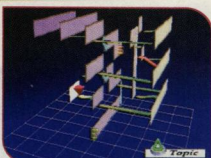
Event	Points
Recover each Artifact	2,100 x 2
Recover all Artifacts	55,000



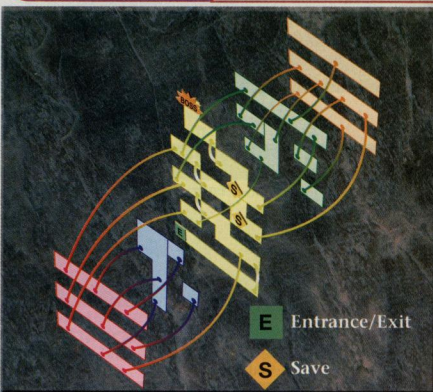
Tips and Tricks

Many of the treasure chests in the Black Dream Tower are easy to miss because the foreground walls obscure them. Take your time when traversing the corridors to look for the tops of chests that peek out from behind the natural features of these hallways.

With carefully calculated attacks, you can eliminate an entire group of Monstrous Glowflies. First, your sorcerer's primary active spell should be set to Fire Lance. This allows him/her to perform Calamity Blast, a fire-based attack that affects all the enemies. Next, "whittle" the HP



By rotating the map to its extremes, you can determine the corridors leading from a room that you haven't explored yet.



TIP

Noise Arrow appears as a Support skill (type B) when a character has a bow-type weapon equipped. This skill prevents the enemy struck by a successful attack from casting magic.

of all of the Glowflies is just above half of their maximums. Finally, execute a combo attack with enough of your characters to raise the Special Attack Gauge to 100, so that your sorcerer can perform a Big Magic attack. Calamity Blast should eliminate most, if not all, of them in a single attack.

TIP

Remember that you always have the option to "flee" a battle (using the option from the Battle menu) if things start to look grim. However, your escape attempt can fail or be thwarted. When this happens, it effectively ends your turn and you must prepare for another enemy assault.

Boss Battle: The Wise Sorcerer and Dragon-Tooth Warrior

Instead of repenting and pleading for redemption, the fanatic stands fast against the demon that led him down the path of damnation. Fortunately, with a Dragon Slayer Sword equipped, the Dragon-Tooth Warrior can be put down in a single round. Initiate a magic attack on the dragon-demon first to eliminate his Guard Block so that the blows of your Dragon Slayer find their mark.



After the Dragon-Tooth Warrior is defeated, the Wise Sorcerer casts Possess on himself (as shown here). This spell completely repairs any damage he has received in the battle up until now.

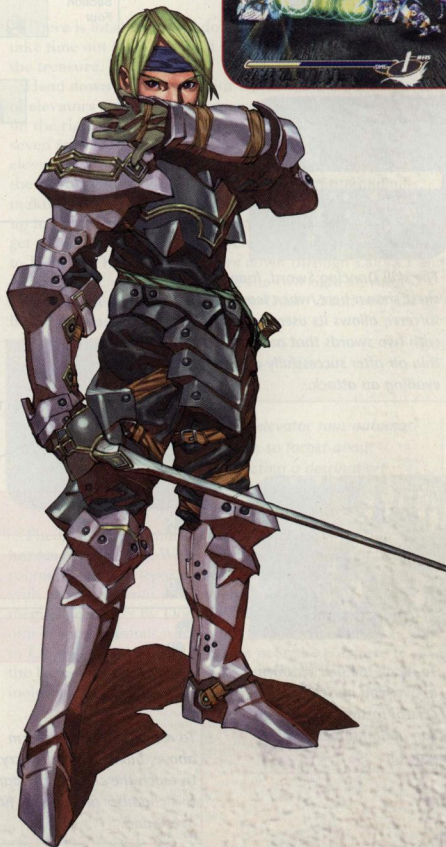
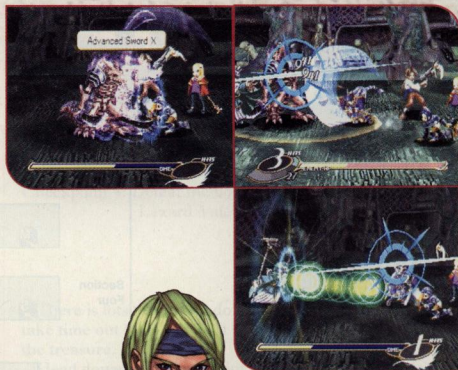
After disposing of the demon, you can concentrate all your efforts on the sorcerer. Equip your warriors with weapons that are imbued with magical properties (those that do extra damage of a magic type) to inflict more harm on this wizard, whose only weakness is magic.

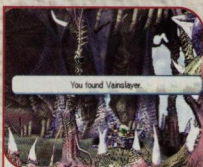
Be sure to keep careful watch of DME levels for all the individuals in your party. Even with the skill Guts equipped, you can't always count on it to work when a character's DME reaches zero.

While waging war on the mage, you may find it more effective to have the sorcerer in your party provide support in the form of using items on others or casting the spell Heal. Unless all of your characters are performing well and their DME's are relatively high, refrain from initiating a magic attack that renders your sorcerer useless for the next few rounds.

TIP

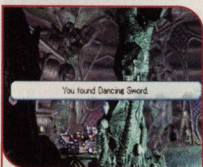
When out of battle, it is more cost-effective to use Elixirs on individuals as needed. However, during battles, use Noble Elixirs (if you possess them) because they heal all the party members at the cost of only one character's action for that round.





You found Valnareye.

A powerful sword lies within this chest. Its blade is so sharp it can cut through the ethereal material of the spirits as well as those creatures bound by flesh.



You found Dancing Sword.

The skill Dancing Sword, found in the chest shown here, when learned by a sorcerer, allows its user to counter-attack with two swords that materialize out of thin air after successfully defending or evading an attack.



To reach the first platform above, you must create a crystal to stand on so you can jump high enough to reach it.

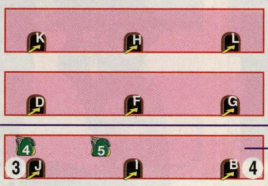
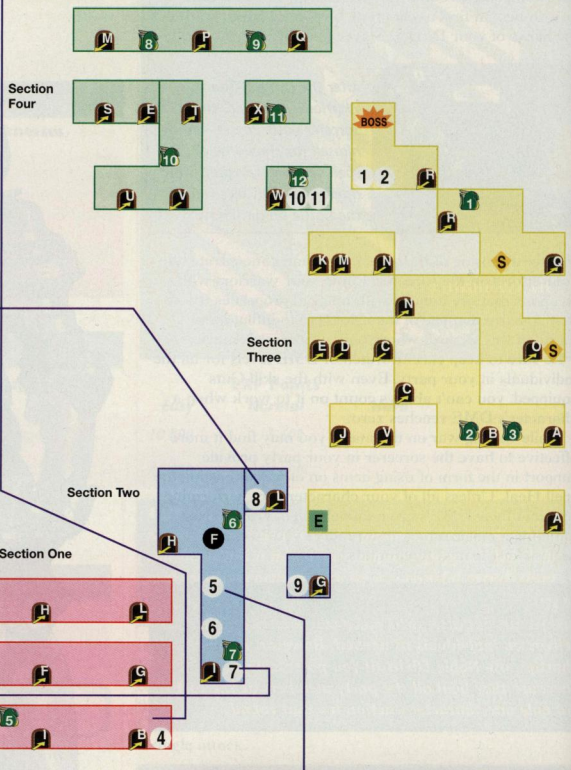


Section Five

E Entrance/Exit

S Save

*Match letters to find where door leads.



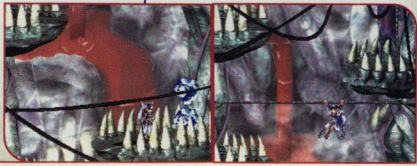
Section One

Section Two

Section Three

Section Four

To reach the next platform above, build a ladder of crystals to reach the chain that spans this chamber and cross it hand-over-hand.



Treasure Data

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

Monster Encounters

- 1 Grave Mist x 3, Harpy
- 2 Lesser Demon x 2
- 3 Grave Mist, Lesser Demon x 2
- 4 Monstrous Glowfly x 2
- 5 Harpy
- 6 Harpy x 2
- 7 Grave Mist x 2, Lesser Demon
- 8 Monstrous Glowfly x 3
- 9 Lesser Demon x 2
- 10 Grave Mist, Harpy
- 11 Grave Mist x 2, Lesser Demon
- 12 Grave Mist, Lesser Demon x 2
- 13 Harpy x 2
- 14 Monstrous Glowfly x 3
- 15 Grave Mist, Harpy
- 16 Monstrous Glowfly x 3

BOSS: Dragon-Tooth Warrior (Red), Wise Sorcerer (Green)

Tower of Lezard Valeth

This dungeon forms the climax of Lorenta's recruitment scene. Lorenta dies, Valkyrie picks her up, and you end up inside the tower next to a handy Memory Camp. You can either stay to finish the job or leave. Playing through at this point saves you from paying the two-period price for entering a dungeon. You can, however, exit by returning to the roof.

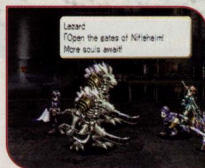
Checkpoint 1: Turn on the switch with your sword.



Checkpoint 2: Again, flip the switch with your sword.



Checkpoint 4: Defeat the boss, Lezard Valeth.



Checkpoint 3: Take the teleporter to Point 4.

There is lots to see and do in this dungeon, so be sure to take time out from the hunt for Lezard to seek out all of the treasure.

Head down to the basement floors using a combination of elevators and stairs. There are two elevator shafts (one on the right and one on the left). The left one goes down seven stories to five rooms and on the right there are two elevators. One handles the top three floors and the other, the bottom four floors. The elevator runs automatically, making brief stops at all of its floors before heading back up to the top. Keep count to keep from losing your way. To get to the basement, take the left elevator down two stops to Door J. Then take the stairs down through Doors I and M to Door L and the bottom of the two right elevators. Take that elevator down a stop to Door V and you are all but in the basement.



The elevator runs automatically, so forget about selecting a destination and just enjoy the ride.

The basement is marked by glowing red graffiti and hordes of monsters. Wade through them to get to the two rooms with the teleporter switches. Activate them both with a thwack from your sword and you'll find two lit magic teleporters by Doors T and R in Section One. The one in the basement next to the Memory Camp takes you to Lezard Valeth's Lab. The one near the entrance to the basement takes you to a floor with three nice items, including the Creation Gem.

Tower of Lezard Valeth at a Glance

Dungeon Appearance

Easy: No
Normal: Yes
Hard: Yes

Enemy Data

Name	HP	Weaknesses
Blood Sucker	4,000	N/A
Dragon Zombie (Blue)	24,000	Lightning, Dragon
Dragon-Tooth Warrior (Red)	15,000	Holy, Dragon
Fatal Glimmer	9,200	Darkness
Manticore	13,000	Beast
Wise Sorcerer (Dark Yellow)	4,400	Poison, Mage

Boss Battle Data

Name	HP	Weaknesses
Dragon-Tooth Warrior (White)	14,000	Dragon
Lezard Valeth	10,000	N/A

Event Points

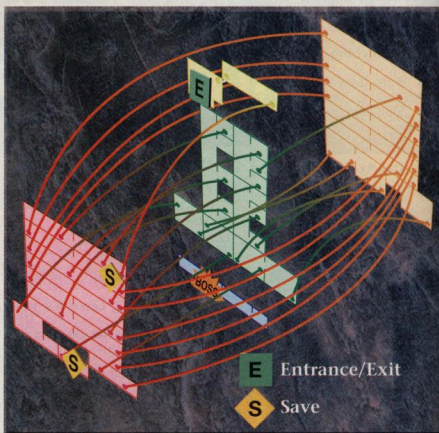
Event	Points
Strike the Blue Switch at Checkpoint A	12,000
Strike the Blue Switch at Checkpoint B	12,000



Tips and Tricks

This dungeon is both big and difficult. There are tons of enemy units guarding every corridor and swarms of them in the basement where the switches and teleport pads are located. Bring your most experienced fighters.

Many of the monsters in the tower can be defeated easily with the Dragon Slayer or Beast Slayer. The Beast Slayer is found in the Brahm's Castle while you can get a Dragon Slayer from Arngrim's house in Artolia. Remember that these swords are very fragile, so do not use them in normal battles.



	EXP Points		
	Easy	Normal	Hard
Dragon-Tooth Warrior (White)	7,500	2,500	1,750
Lezard Valeth	—	0	0



The Dragon Slayer takes out Dragon Zombies with one blow. It also works on Dragon-Tooth Warriors!

Before you leave the Tower, be sure to pick up the Creation Gem. This jewel allows you to perform mid-level transmutations, increasing the number and type of items you can create from your old junk.



Take the second teleporter between Doors R and S to find the Creation Gem.



Boss Battle: Lezard Valeth

If you have a Dragon Slayer in hand, this battle will go much easier and faster. Lezard Valeth arrives with two Dragon-Tooth Warriors. The white variety are just as difficult to defeat as the red, and you have to do it while Lezard is pummeling you with magic. With the Dragon Slayer, you can take out both Dragon-Tooth Warriors in one (maybe two) rounds.



With the Dragon Slayer, defeating the front line of monsters is easy!

Because Lezard Valeth is a sorcerer, Reflect Sorcery is a great way to counter his magic spells. Of course, he can do it too, so you may want to save your sorcerer for casting defensive spells. As long as he sticks to magic spells and you can counter, you'll be fine.

Lezard's special attacks are very strong, but survivable if your characters have DME in the 10,000 to 15,000 point range. Guts is also a good skill to have maxed out for this battle, just in case.



Treasure Data

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

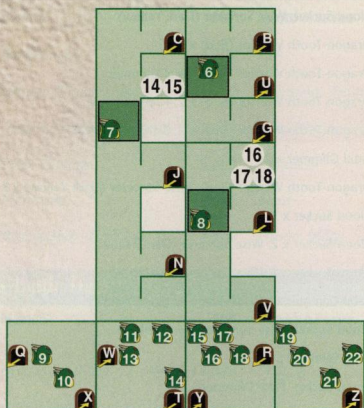
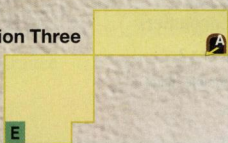
Monster Encounters

- 1 Blood Sucker x 2
- 2 Dragon Zombie (Blue)
- 3 Manticore
- 4 Manticore
- 5 Dragon Zombie (Blue) x 2
- 6 Blood Sucker, Wise Sorcerer (Dark Yellow)
- 7 Dragon-Tooth Warrior (Red) x 2
- 8 Dragon-Tooth Warrior (Red), Fatal Glimmer
- 9 Dragon-Tooth Warrior (Red) x 2, Fatal Glimmer
- 10 Dragon-Tooth Warrior (Red) x 2, Fatal Glimmer
- 11 Fatal Glimmer x 2
- 12 Dragon-Tooth Warrior (Red), Wise Sorcerer (Dark Yellow) x 3
- 13 Blood Sucker x 3
- 14 Blood Sucker x 2, Wise Sorcerer (Dark Yellow)
- 15 Blood Sucker x 2, Wise Sorcerer (Dark Yellow)
- 16 Fatal Glimmer x 2, Wise Sorcerer (Dark Yellow)
- 17 Blood Sucker, Wise Sorcerer (Dark Yellow)
- 18 Fatal Glimmer x 4
- 19 Blood Sucker, Fatal Glimmer
- 20 Fatal Glimmer x 2, Wise Sorcerer (Dark Yellow)
- 21 Blood Sucker x 2, Wise Sorcerer (Dark Yellow)
- 22 Dragon-Tooth Warrior (Red), Wise Sorcerer (Dark Yellow) x 3
- 23 Manticore
- 24 Dragon-Tooth Warrior (Red)
- 25 Dragon-Tooth Warrior (Red), Fatal Glimmer
- 26 Manticore
- 27 Blood Sucker x 2
- 28 Wise Sorcerer (Dark Yellow)
- 29 Blood Sucker, Fatal Glimmer
- 30 Blood Sucker, Wise Sorcerer (Dark Yellow) x 2
- 31 Blood Sucker x 2
- 32 Dragon-Tooth Warrior (Red), Blood Sucker
- 33 Blood Sucker x 3
- 34 Fatal Glimmer x 2
- 35 Dragon Zombie (Blue) x 2
- 36 Manticore

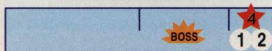
BOSS: Dragon-Tooth Warrior (White) x 2, Lezard Valeth



Section Three



Section Two



Section One



Section Four

E Entrance/Exit

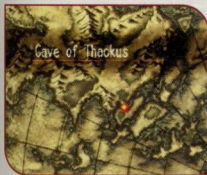
S Save

★ Checkpoints

*Match letters to find where door leads.



Cave of Thackus



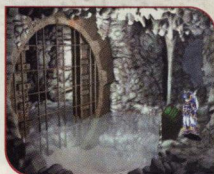
The Sluice Gate, which keeps pollution from invading the shores, has weakened and must be resealed. You must find a way to reseat it before it breaks, letting hundreds of thousands of gallons of polluted waters into the nearby shores.



Checkpoint 1: Speak with the sorceress's ghost and obtain the "tool" necessary to renew the seal by examining the sorceress's corpse.



Checkpoint 2: Charge the sphere below to activate the console above.



Checkpoint 3: Activate the console to close the seal.

Checkpoint 4: Examine the waning seal.



Checkpoint 5: Defeat the boss!

The seal at the end of this series of caverns is about to break. You must navigate through the tunnels and water-filled chambers and set a new seal in place to prevent the flow of pollutants from reaching the shores of Thackus. A sorceress that you find along the way provides the information and tool that you need to put the new seal in place.

Cave of Thackus at a Glance

Dungeon Appearance

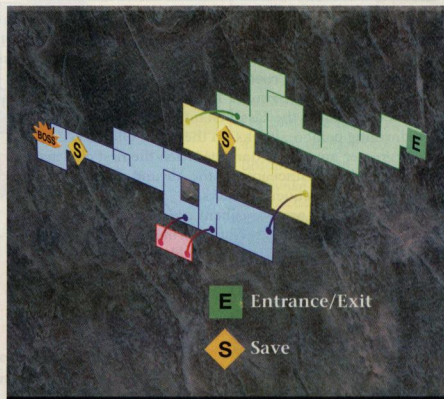
Easy: No
Normal: Yes
Hard: Yes

Enemy Data

Name	HP	Weaknesses
Crab Giant	1,000	Fire
Dragon Zombie (Dark Red)	15,000	Holy, Dragon
Harpy (Blue)	6,000	Flying
Monstrous Glowfly	7,000	Darkness
Mire Creeper	2,200	N/A

Boss Battle Data

Name	HP	Weaknesses	EXP Points		
			Easy	Normal	Hard
Crab Giant	1,000	Fire	1,800	600	420
Kraken	24,000	Fire	72,000	24,000	16,800



Artifacts
Bracelet of Zoe
Coin of Fortune
Event Points

Event	Points
Hit the floating ball with a crystal	2,000
Examine the console and shut the seal	15,000
Recover each Artifact	2,100 x 2
Recover all Artifacts	60,000
Talk to the sorceress again after defeating the boss	500


Tips and Tricks

A few areas in this dungeon require you to jump across "platforms" of sorts. Take the time to clear out any lurking monsters first to eliminate the possibility of any unanticipated battles while performing aerial acrobatics.

If you "cut lose" all of the lilies without successfully navigating through the area, you can "reset" the room by exiting the way you came in and then reentering.

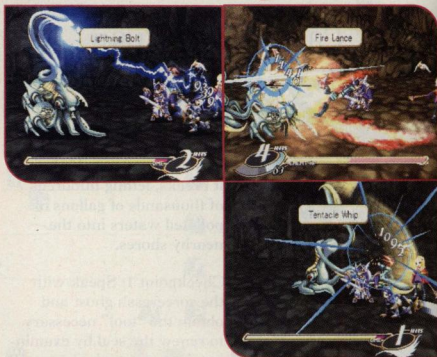
Speak with the sorceress before you exit the caverns after defeating the boss. This nets you an additional 500 experience points.


Boss Battle: The Kraken

Your party will be at the mercy of the Kraken until you can bring it to the front ranks by defeating the Crab Giants. Not only can this giant squid cast magic spells that affect all your heroes, but it can also rush forward and pummel a character to death in a single round. For this reason alone, concentrate on eliminating the Crab Giants as quickly as possible.

Performing combo attacks on the Crab Giants seems to yield a greater amount of damage when the first character's attack flips the crustacean into the air and exposes its softer underside for subsequent attacks.

The Kraken is a pretty resilient creature and even without the horde of Crab Giants protecting it, it will take quite awhile to defeat. Due to its rubbery hide, edged weapons do little or no damage, so rely on your spellcasters.


Monster Encounters

- 1 Mire Creeper x 2
- 2 Harpy
- 3 Dragon Zombie (Dark Red)
- 4 Mire Creeper x 2
- 5 Mire Creeper x 2
- 6 Crab Giant x 2
- 7 Crab Giant x 2
- 8 Mire Creeper x 3
- 9 Mire Creeper x 3
- 10 Crab Giant x 2
- 11 Harpy (Blue)
- 12 Harpy (Blue) x 2
- 13 Crab Giant x 2, Monstrous Glowfly
- 14 Crab Giant x 2, Monstrous Glowfly
- 15 Harpy (Blue), Monstrous Glowfly x 2
- 16 Monstrous Glowfly x 2
- 17 Monstrous Glowfly x 2
- 18 Crab Giant, Mire Creeper
- 19 Harpy (Blue)

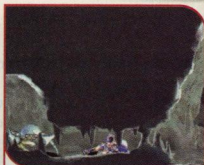
BOSS: Crab Giant x 3, Kraken

Treasure Data

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



Cutting the lily with your sword will "free" it and allow you to float back to the water's surface.



Sliding under this low cavern tunnel allows you to retrieve a rather powerful sword from the chest guarded by the pair of Crab Giants.



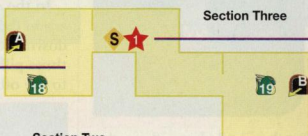
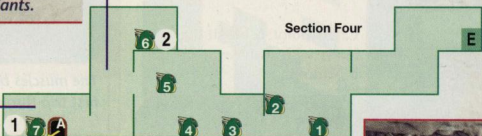
Leaping up to this ledge reveals a chamber where a chest rests.

E Entrance/Exit

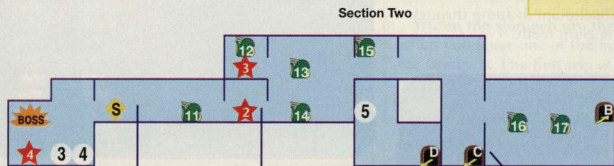
S Save

★ Checkpoints

*Match letters to find where door leads.



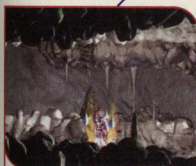
A conversation with this apparition (and the fallen sorceress) reveals the key to restoring the seal that keeps the polluted waters out. After talking with the spirit, be sure to examine the body to obtain the item necessary to invoke the new seal.



You won't be able to reset the seal until you "power up" the sphere underneath. Do this by shooting a crystal at it. Just be careful not to step too close and be thrown into the jagged rocks near the geyser. Once the sphere starts glowing, you can return to the console to "reset" the seal.



Although it's kind of hard to see from above the water, an underwater passageway leads to a hidden chamber containing a chest.



This Memory Camp is the last place you can save before facing the boss.



Dark Tower of Xervah

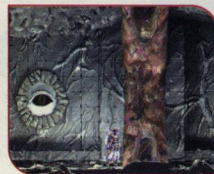


The Dark Tower of Xervah has a secret. Within its hallways are two hearts. Set them to beating and the cave comes alive! Can you survive this dungeon without losing your life?



Checkpoint 1: Slash the heart with your sword to get it beating.

Checkpoint 2: Get eaten and go through the stomach to relax the muscle barrier.



Checkpoint 4: Slash the second heart with your sword to get it beating.



First head up the "stairs" to the first landing on the right. Down the hallway and up the stairs you find something that Valkyrie thinks looks like a heart. Hit it with your sword and it begins to beat, causing some barriers to disappear and the toothy pits to come to life.

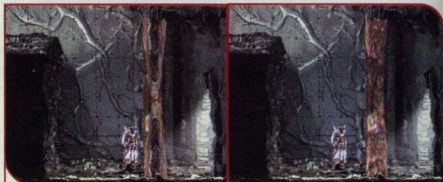


Checkpoint 3: Jump through the giant teeth.



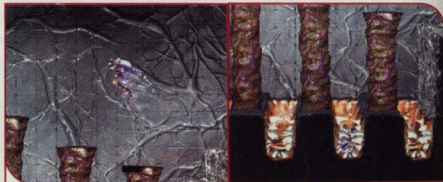
Checkpoint 5: Defeat the bosses—the Hel Servants.

Head back to the vertebrae staircase and go through the doorway at the bottom. In the room with two ladders, hop into the live pit and you'll be transported to the tower's stomach. Take the tube to the right (it's the only one that will work) and you are returned to the room through a stomach valve. This also causes the muscle at the bottom of the room to relax, letting you pass.



The muscles blocking your path relaxes after you make your first trip through the dungeon's stomach.

In the darkened hallway are some teeth. Jump through when they contract just after the lights flash on. Jump down the tower and head to the left. In the room with the three pillars, time your jumps and move quickly from one to the other. Failing means a trip to the stomach room.



Getting across these pillars requires a steady hand and nerves of steel. If you fall off one of the pillars, you'll end up in the pits!

In the room with the pyramid-shaped staircase, enter the room through the door in the upper right corner. Inside is another heart. Activate it and continue onward (this heart relaxes the barriers into the Boss Chamber). Down several vertebrae ladders lies yet another challenging boss.



Dark Tower of Xervah at a Glance







Dungeon Appearance

Easy: No


Normal: No

Hard: Yes

Enemy Data

Name	HP	Weaknesses
 Crying Soul	3,650	N/A
 Fire Elemental (Red, Small)	6,000	Ice
 Inferior	4,900	Holy, Darkness, Poison, Demon
 Iron Golem	20,000	N/A
 Lesser Demon	2,400	Mage
 Undead Carcass	4,600	Beast

Boss Battle Data

Name	HP	Weaknesses
 Hel Servants x 2	22,000	N/A

Artifacts

Holy Sword "Seraphy"

Manual of Resurrection

Spear "Basilisk"

Event Points

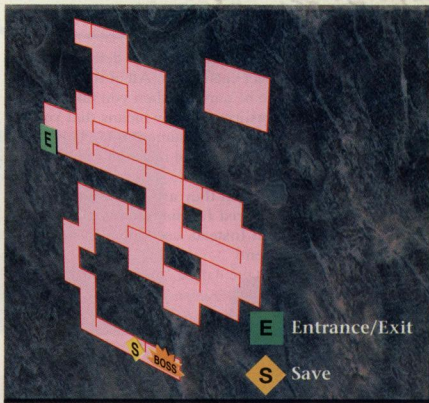
Event	Points
Start the Heart Beating	12,000 x 2
Recover each Artifact	2,100 x 3
Recover all Artifacts	60,000

Tips and Tricks

This dungeon has a living component within it, activated when you switch on the first heart. While the beating heart has positive effects (like relaxing certain barriers), it also turns on all of the little mouths throughout the dungeon. If you should fall into one of them, you are whisked straightaway into the dungeon's stomach.



The pits on staircases are particularly hazardous!



	EXP Points	
Easy	Normal	Hard
—	—	14,000

Within the stomach are three valves. They are activated when you enter one of the mouth pits from that part of the stomach. The first trip at Checkpoint Two opens up the middle valve, and falling into the pits near the three pillars opens up the right valve. The stomach provides a great shortcut for your exit trip!



The stomach valves are connected to little plugs in the stomach wall.

Meet the Iron Golem. Although he doesn't attack often, when he does, you'll definitely feel it! He is pretty resistant to most of the magical weapons you can buy at this point, so be careful should you take him on. You can skip this battle if you want (although it is impossible if you want the Invisibility Potion he guards), but the experience points are very alluring.



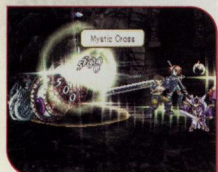
The Iron Golem is a hardy enemy, but he has a lot of experience points!



Boss Battle: Battle of the Hel Servants

The Hel Servants are particularly hard to defeat because of their ability to resurrect each other. All of the Eye monsters have this ability, so be careful when you take on groups of them. Their resurrect ability means that you have to take them both out in the same round. This is difficult because they are tough and resistant to most forms of magic.

The one form of magic that they are somewhat weak to is Holy magic such as Sacred Javelin and Mystic Cross—spells you don't have yet! Instead, use Holy Crystals to cast Mystic Cross on them!



Mystic Cross inflicts a good amount of damage to these monsters at the same time.

If you don't have any Holy Crystals, you'll have to divide your attacks as equally as possible between the two monsters. The Medusa-like snakes of the Hel Servant handle the physical attacks and the eyes cast magic. Reflect Sorcery and Sap Guard/Power are both good responses to their attacks.



Monster Encounters

- 1 Crying Soul x 4
 - 2 Fire Elemental (Red, Small), Lesser Demon x 2
 - 3 Fire Elemental (Red, Small) x 2, Lesser Demon
 - 4 Crying Soul x 2
 - 5 Crying Soul x 2
 - 6 Undead Carcass x 3
 - 7 Undead Carcass x 2
 - 8 Crying Soul x 4
 - 9 Crying Soul x 2
 - 10 Crying Soul x 2
 - 11 Fire Elemental (Red, Small) x 2
 - 12 Fire Elemental (Red, Small), Inferior x 2
 - 13 Fire Elemental (Red, Small) x 3
 - 14 Crying Soul x 4
 - 15 Fire Elemental (Red, Small) x 2
 - 16 Undead Carcass x 4
 - 17 Fire Elemental (Red, Small) x 2, Lesser Demon
 - 18 Fire Elemental (Red, Small), Lesser Demon x 2
 - 19 Fire Elemental (Red, Small), Inferior x 2
 - 20 Iron Golem
 - 21 Fire Elemental (Red, Small) x 2, Lesser Demon
 - 22 Fire Elemental (Red, Small) x 3
 - 23 Undead Carcass x 4
- BOSS: Hel Servant x 2





Treasure Data

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

E Entrance/Exit

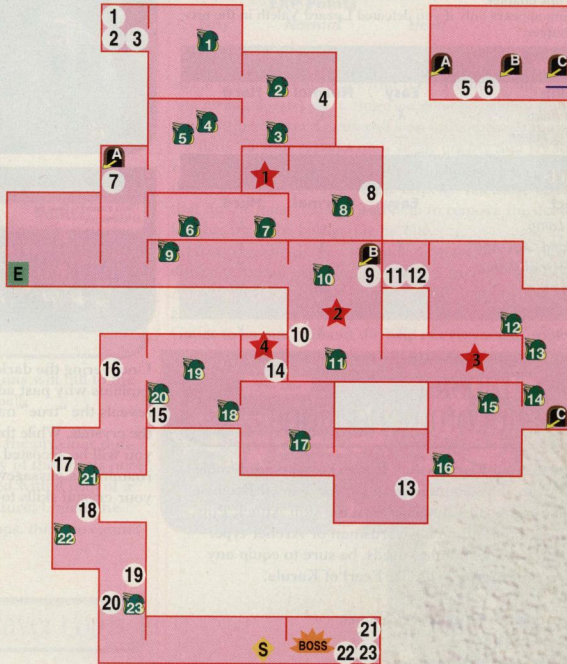
S Save

★ Checkpoints

*Match letters to find where door leads.



Watch out for some valuable treasure hidden in the stomach!





Chapter 5

After the many dungeons of Chapters 3 and 4, Chapter 5's slow pace should come as a welcome change.

Chapter 5 at a Glance

Recruitable Characters and Level Appearance*

Character	Easy	Normal	Hard
Badrach	X	X	X
Grey	X	X	X
Jayle	—	X	X
Lucian	—	X	X
Mystina**	—	X	X
Shiho	—	X	X

*Character appearance is based on Difficulty Level and Game Pattern. You will not be able to recruit all of the characters listed here in this chapter.

**Mystina appears only if you defeated Lezard Vaeth in the previous chapter.

Dungeons

Dungeon	Easy	Normal	Hard
Arkdain Ruins	X	X	X
Citadel of Flame	—	—	X

Artifacts

Artifact	Easy	Normal	Hard
Eternal Lamp	—	—	X
Holy Wand "Adventia"	X	X	X
Holy Water of Mithra	—	—	X
Infernas	—	—	X
Robe of Bryttain	X	X	X
Star Guard	X	X	X

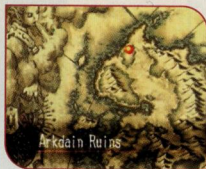
Transfer Recommendations

This time around Freya wants Einherjar who are nimble and can swim. This sounds like a job for Yumei! Because Freya also wants an Einherjar with the skill Attack Pow, you also need to send up a Swordsman or Archer type. To back up those swimming needs, be sure to equip any character you transfer with the Pearl of Karula.

Recommended Character: Yumei
Level: 9 or higher
Hero Value: 90 or higher
Skills: March, Resist Damage, Defend
Special Equipment: N/A

Recommended Character: Any Swordsman or Archer
Level: 11 or higher
Hero Value: 90 or higher
Skills: Attack Pow, March, Resist Damage, Defend
Special Equipment: Pearl of Karula

Arkdain Ruins



Sent to determine the validity of the rumors surrounding gigantic crystals of immense power, the Battle-Maiden and company find themselves wading through tunnel after tunnel in this cistern-like series of passageways.



Checkpoint 1: Defeat the monsters at Point 1.



Checkpoint 2: Defeat the trio of Raver Lords!

Uncovering the dark secret lying at the end of the tunnels explains why past adventurers have not returned and reveals the "true" nature of the power contained within the crystals. While this dungeon is relatively straightforward, you will be accosted by numerous bands of monsters roaming its passageways and will need to brush up on your crystal skills to successfully reach the bosses.



Arkdain Ruins at a Glance

Dungeon Appearance

Easy: Yes
Normal: Yes
Hard: Yes

Enemy Data

Name	HP	Weaknesses
Brackish Muck	7,000	N/A
Necrophiliac	6,000	Poison, Mage
Rib Forager	6,800	N/A

Boss Battle Data

Name	HP	Weaknesses	EXP Points		
			Easy	Normal	Hard
Raver Lord	16,000	N/A	60,000	20,000	14,000

Artifacts

Holy Wand "Adventia"
Robe of Bryttain
Star Guard

Event Points

Event	Points
Defeat all of the enemies at Checkpoint 1	10,000
Recover each Artifact	2,600 x 3
Recover all Artifacts	310,000

Tips and Tricks

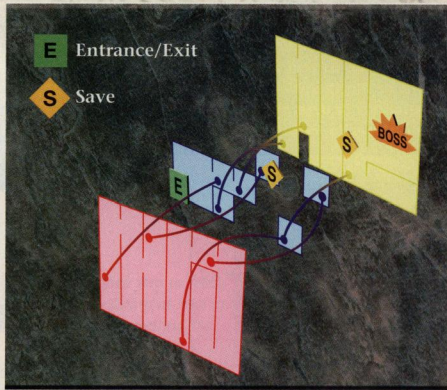
Most beasts encountered within these ruins will fall to the power unleashed by the Mystic Cross spell.



Unlike in the previous dungeons, many of the chests here are protected with a trap of a different nature. Unlike the previous traps, this one cannot be avoided.

Boss Battle: The Raver Lords

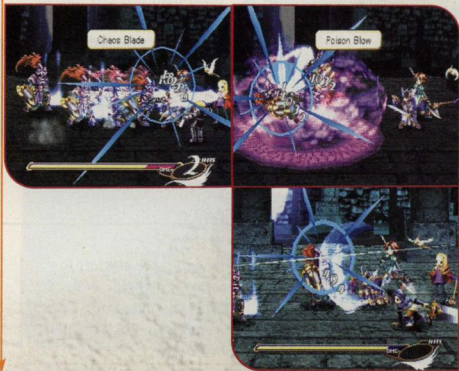
The damage that these knights can dish out in a single attack is pretty extreme, often having enough force to



strike down the character that they are attacking. And if one attack doesn't do it, there's a good possibility that one of the other Raver Lords will step up and finish the job.

Focus all your attacks on a single enemy and try to reach 100 on the Special Attack Gauge so that you can then string together Big Magic attacks. It's these attacks that do the most damage and help to remove the death knights from the battle, one by one.

However, should you lose one or more of your party during a round, expend a character's turn to revive them ASAP. With the Raver Lords' Guard Combos, there's no guarantee that you'll be able to bump the Special Attack Gauge to its max without the help of everyone in your party.



TIP

Knowing how much damage a character's Big Magic attack does, as well as how much their attack will increase the Special Attack Gauge again should be key factors in determining the order that you select your heroes to launch their secondary attacks.

Monster Encounters

- 1 Brackish Muck, Rib Forager
 - 2 Rib Forager x 2
 - 3 Brackish Muck, Rib Forager x 2
 - 4 Brackish Muck
 - 5 Rib Forager x 3
 - 6 Necrophiliac x 4
 - 7 Necrophiliac x 2
 - 8 Brackish Muck x 2, Necrophiliac
 - 9 Necrophiliac x 2, Rib Forager x 2
 - 10 Necrophiliac, Rib Forager x 2
 - 11 Brackish Muck x 2, Rib Forager
 - 12 Brackish Muck x 2, Rib Forager
 - 13 Necrophiliac x 2
 - 14 Brackish Muck x 2, Necrophiliac
 - 15 Brackish Muck x 2, Necrophiliac
 - 16 Necrophiliac x 2, Rib Forager x 2
 - 17 Brackish Muck x 3
 - 18 Necrophiliac x 2, Rib Forager x 2
- BOSS: Raver Lord x 3

Treasure Data

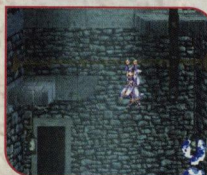
1	Raptor's Claw	15	Ether Scepter
2	Sap Power	16	Sap Guard
3	Stun Magic	17	Ranseur
4	Dark	18	Beast Slayer
5	Darkness Arrow	19	Sap Guard
6	Estoc	20	Daemon Slayer
7	Vegetable Seed	21	Combo Jewel
8	Nightshade	22	Star Guard
9	Resist Magic	23	Holy Wand "Adventia"
10	Eye of Heaven	24	Robe of Bryttain
11	Stun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

E Entrance/Exit

S Save

★ Checkpoints

*Match letters to find where door leads.

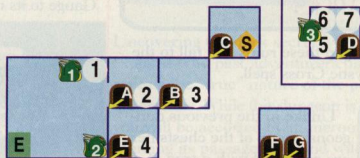


After using the crystals to form a ladder, you'll have to move hand-over-hand across the chains to reach the platforms above.

Section Three

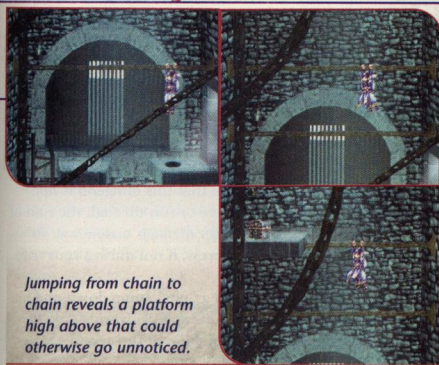


Section Two

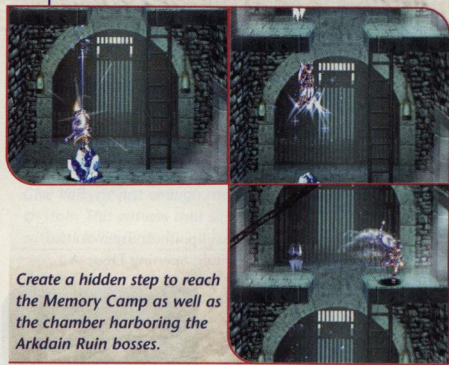


Section One

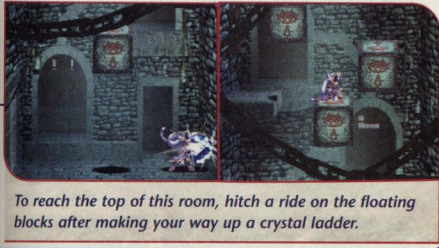




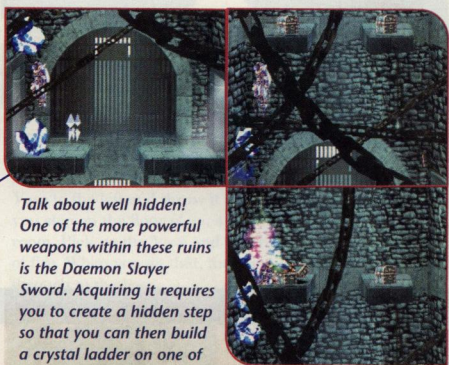
Jumping from chain to chain reveals a platform high above that could otherwise go unnoticed.



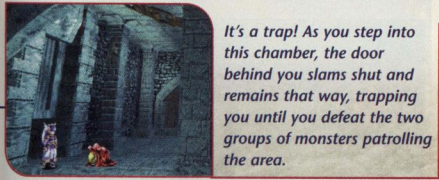
Create a hidden step to reach the Memory Camp as well as the chamber harboring the Arkdain Ruin bosses.



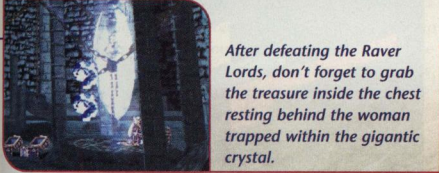
To reach the top of this room, hitch a ride on the floating blocks after making your way up a crystal ladder.



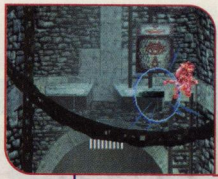
Talk about well hidden! One of the more powerful weapons within these ruins is the Daemon Slayer Sword. Acquiring it requires you to create a hidden step so that you can then build a crystal ladder on one of the walls above the archways. Stay low when opening both of these chests and you'll be able to avoid the traps and recover both the sword and a Combo Jewel.



It's a trap! As you step into this chamber, the door behind you slams shut and remains that way, trapping you until you defeat the two groups of monsters patrolling the area.



After defeating the Raver Lords, don't forget to grab the treasure inside the chest resting behind the woman trapped within the gigantic crystal.



If you're not careful, the blocks floating back and forth in this chamber will ram you, knocking you back to the bottom.



Citadel of Flame

The Citadel of Flame is a cavern engulfed in flame. The flames pour down in a molten rain and flow like a river. Travelers here need to be very careful and bring lots of Elixirs to heal their burns.



Checkpoint 1: Turn on the switch, opening Door A.

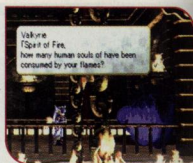
Checkpoint 2: Turn on the switch, opening Door B.



Checkpoint 3: Use the Vase to catch nine droplets of fire.



Checkpoint 4: Defeat the boss: the Fire Elemental.



Right off the bat, you can tell that this dungeon is not going to be fun. First you have to run through the rain of fire. This is very difficult to get through unscathed, so expect to have to heal your crew, if not during your trip, then directly afterward.

Head right until you reach a "pit." Jump down and hit the switch on the left. This lowers a drawbridge to Door A. Use the force-feedback function of the crystals to get you back over the gap and to Door A, as well as to get over the platforms in the next room.

In Section Three, you are presented with a puzzle. The slanted ledges are too slippery to climb, requiring you to make use of your crystal skills to reach Door C.







Pass by the flame jets in Section Four, and use the crystal/hidden step method to reach the switch on the top platform. This opens Door D. Hop over the desk and save at the Memory Camp. Then head into the Boss Chamber.

Citadel of Flame at a Glance


Dungeon Appearance

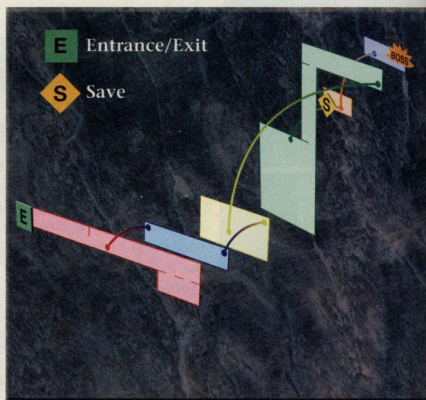
Easy: No
Normal: No
Hard: Yes

Enemy Data

Name	HP	Weaknesses
 Beetle Giant	5,000	Ice
 Figment (Red)	3,500	Ice
 Fire Elemental (Blue, Small)	15,200	Ice
 Gelatinous Ooze	7,500	N/A
 Necrophiliac	6,000	Poison, Mage
 Rib Forager	6,800	N/A

Boss Battle Data

Name	HP	Weaknesses	EXP Points		
			Easy	Normal	Hard
 Fire Elemental (Blue, Big)	36,000	Ice	—	—	31,500



Artifacts

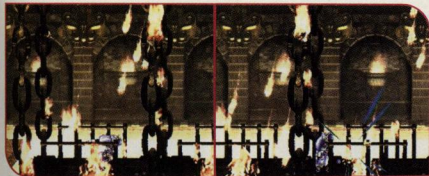
Eternal Lamp
Holy Water of Mithra
Infernas

Event Points

Event	Points
Turn on the Switch at Checkpoint 1	10,000
Get to Door C	40,000
Turn on the Switch at Checkpoint 2	10,000
Catch nine drops of fire in the Vase at Checkpoint 3	50,000
Recover each Artifact	2,600 x 3
Recover all Artifacts	120,000

Tips and Tricks

The flaming rain is a tricky thing to survive gracefully. Each time you get hit with a globule of fire, every member of your party takes damage equal to 2 percent of his or her maximum DME. There is no reliable way to defend against the rain in all directions, so prepare to get hurt. Proceeding step by step to the left and right, slashing at the drops with your sword seems to help. However, if you get hit, the force of the blow pushes you back, usually into the path of more of the flaming rain. These areas are just plain difficult.



Valkyrie successfully runs through the flame and slashes at it.

In this dungeon, use the force functions of the crystals to push you over many gaps. You often cannot jump because of the low overhanging platforms and ceilings. The trick is to build a large crystal a character's width away from the edge of a platform and then fire another crystal at it. If you're too close to the edge, you're likely to be thrust at the wrong trajectory.



Give Valkyrie just enough room when building your crystals. This ensures that she will fly over the gap without falling into it.

Icecle Edge is the spell to have as your sorcerer's Primary Spell throughout this dungeon. The majority of monsters are weak against this, allowing you to wipe them out in almost a single round.

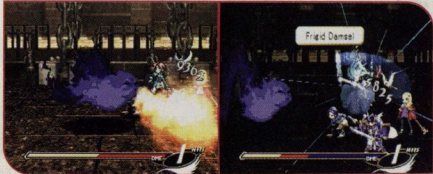
Boss Battle:
The Fire Elemental

Reaching the Boss Chamber is not enough to trigger the boss battle. You must first stop the falling rain of fire to get through to the boss itself. First, grab the small golden Vase to the left and throw it under the low wall. When you step on the floor plate, a flaming rain falls in the next room. Pick up the Vase and use it to catch nine droplets of fire. When you do that, the rain ceases and you can get through to the boss.



The Fire Elemental is like a bigger, tougher, more powerful version of the ones you've been fighting so far. The boss relies largely on magic attacks. If you can keep up a Reflect Sorcery block, you'll leave virtually unharmed. To

take him out, use the usual combination of attacks—special attacks and Ice Magic.



Monster Encounters

- 1 Rib Forager x 2
- 2 Rib Forager x 3
- 3 Rib Forager x 4
- 4 Fire Elemental (Blue, Small), Necrophiliac x 2
- 5 Necrophiliac x 2, Rib Forager
- 6 Beetle Giant x 3
- 7 Beetle Giant x 3
- 8 Necrophiliac x 2, Rib Forager x 2
- 9 Beetle Giant x 2, Necrophiliac x 2
- 10 Gelatinous Ooze x 4
- 11 Gelatinous Ooze x 3
- 12 Gelatinous Ooze x 2
- 13 Rib Forager x 3
- 14 Rib Forager x 4
- 15 Beetle Giant x 4
- 16 Beetle Giant x 4
- 17 Fire Elemental (Blue, Small) x 3
- 18 Fire Elemental (Blue, Small) x 4
- 19 Figment (Red) x 3
- 20 Figment (Red) x 3
- 21 Figment (Red) x 3

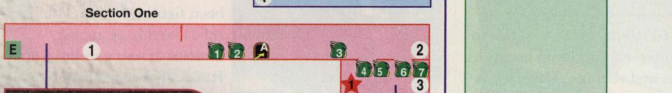
BOSS: Fire Elemental (Blue, Large)

E Entrance/Exit

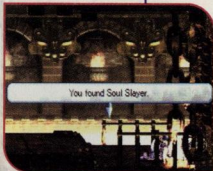
S Save

★ Checkpoints

*Match letters to find where door leads.



The first treasure chest contains the usual Eye of Heaven. You may want to skip it.



Don't forget to look for hidden treasure chests!



Use crystal shards to stand safely on the lava.

Treasure Data

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

This room requires you to use all of your crystal skills to get to the treasure and exit. Hidden steps are a great way to get to a stepping crystal to climb over the platform to the treasure. The force-feedback trick is the key to getting the treasure and to the door.



Be careful not to get too close to the flames jetting out from the wall!

Chapter 6

If you are attempting to get the A ending, then this is the chapter that counts the most. It is also the last chapter where you'll have to play with such restraint. For the rest of you, Chapter 6 is similar to Chapter 5, with a couple of dungeons, a couple of new characters, and the finish line coming more firmly into focus.

Chapter 6 at a Glance

Recruitable Characters and Level Appearance*

Character	Easy	Normal	Hard
Jayle	X	X	X
Shiho	X	X	X
Badrach	X	X	X
Grey	X	X	X

*Character appearance is based on Difficulty Level and Game Pattern. You will not be able to recruit all of the characters listed here in Chapter 6.

Dungeons

Dungeon	Easy	Normal	Hard
Lost City of Dipan	X	X	X
Sunken Shrine	—	—	X

Artifacts

Artifact	Easy	Normal	Hard
Dragonon Tyrant	X	X	X
Reflect Armor	—	—	X
Rust-Red Circlet	X	X	X
Slashing Sword "Farewell"	—	—	X
Tear of the Cosmos	—	—	X

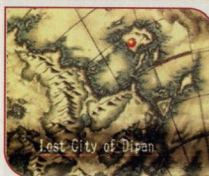
Transfer Recommendations

If you are playing for the A ending, now is the time to send Lucian up to Valhalla! Do not delay! Because Freya wants an Einherjar that is brave and knows the skill Hit, this is a good match. In addition, you need to send a sorcerer who knows about monsters. Nanami or Lorenta make good choices, just be sure to back up their bravery with a Flame Bandana.

Recommended Character: Lucian
Level: 11 or higher
Hero Value: 100 or higher
Skills: Hit, Monster Int.
Special Equipment: Flame Bandana

Recommended Character: Nanami or Lorenta
Level: 8 or higher
Hero Value: 100 or higher
Skills: Monster Int.
Special Equipment: Flame Bandana

Lost City of Dipan



Entering the Lost City of Dipan, a once glorious city now standing in ruins, Valkyrie happens upon an apparition of the city's former King near the city's execution site. The King, believing you to be someone from a time long past, transforms into a gigantic headless mecha and throws down the gauntlet.



Checkpoint 1: Defeat Barbarossa!

Checkpoint 2: Explore the Castle ruins and uncover the time machine.



Checkpoint 3: Talk with the old woman in town to learn about the Queen's whereabouts.



Checkpoint 4: Locate the Queen and recover her husband's crown.



Checkpoint 5: Return the crown to the King.





Checkpoint 6: Shatter the stained-glass window.



Checkpoint 7: Defeat the boss!

Before you can even begin to start exploring the ruins of Dipan, you and your party must defeat Barbarossa, not once but twice! To do this, equip weapons that allow your warrior characters to attack two to three times each round. With a magic attack to break past his defenses, this allows you to rack up the Special Attack Gauge to 100 and perform the Big Magic attacks. Performing the Big Magic attacks are essential to defeating this sub-boss!

Lost City of Dipan at a Glance

Dungeon Appearance

Easy: Yes
Normal: Yes
Hard: Yes

Enemy Data

Name	HP	Weaknesses
Evil Eye*	24,900	N/A
Harpy (Black)	22,000	Fire, Flying
Life Stealer	25,700	Lightning
Victory	10,000	Lightning
Wise Sorcerer (Blue)	5,600	Poison, Mage

*Appears in Hard mode only.

Sub-Boss Battle Data

Name	HP	Weaknesses	EXP Points		
			Easy	Normal	Hard
Barbarossa	62,700	N/A	0	0	0

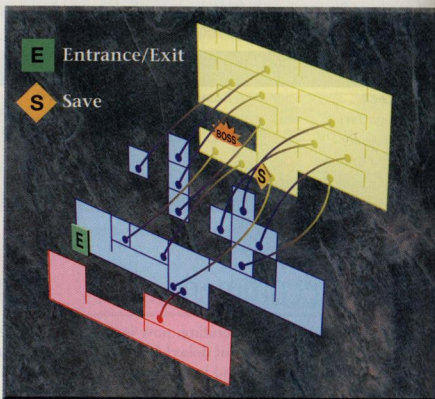


Be sure that you're well equipped prior to engaging Barbarossa. After you defeat him the first time, you'll be drawn into a second battle before you have time to draw a breath!

After defeating the beheaded former King, you are free to explore the ruins of the city of Dipan. Thinking that they can easily disperse Valkyrie through the time machine, the true bosses send you back in time.

Arriving in the Lost City, you must determine the Queen's whereabouts to release the King's soul and allow his future self to finally relinquish its hold on the material world.

Returning back to the present time, you can now gain vengeance on the mages who sent you back into the past by shattering the large stained-glass window, revealing the passageway into their hiding place.





Boss Battle Data

Name	HP	Weaknesses	EXP Points		
			Easy	Normal	Hard
Dallas	18,000	Mage	3,000	1,000	700
Gyne	18,000	Mage	3,000	1,000	700
Walther	30,000	N/A	120,000	40,000	28,000

Artifacts

- Dragon Tyrant
- Rust-Red Circlet

Event Points

Event	Points
Break the Stained Glass Window	35,000
Recover each Artifact	3,100 x 2
Recover all Artifacts	180,000



Gyne uses his ability to revive the fallen Dallas.

Tips and Tricks

You may wish to consider fleeing rather than engaging in battles with Life Stealers when they number three or four. The danger that they present to your party with their Blood Steal attack (which reconstitutes them) far outweighs the amount of experience that you collect when defeating them.

TIP

If you have acquired the Raven Slayer bow by revisiting Crell Monferaigne after recruiting Janus, you can easily wipe out any of the bird-type monsters (Harpies, Vermin) in a single round using this weapon.

Boss Battle: The Three Wizards

Initially this battle may seem like a no-win situation. However, with a few spells and actions taken, you can turn the tide in your favor.

First have your sorcerer/ess (a mandatory party member for this battle!) repeatedly cast Reflect Sorcery from the start of the battle and every three rounds afterward. With the exception of Walther's Whisp attack (which is very nasty), all of the other advances made on your party are magic-based and reflect on the caster once the spell is in place.

Next, the remaining members of your party should concentrate on removing Gyne first. He can cast Invoke Feather, which resurrects one of his fallen brothers. So if you defeat the other mages first, there's a good chance that you may have to combat them again if Gyne has the chance to use this ability.

Finally, after defeating Gyne, focus your actions on Walther. Not only is he the strongest of the three, but his Whisp attack is physical and thus not reflected. Once Walther is out of the way, Dallas won't be able to lay a finger on any of your heroes as long as you continue to protect yourself with the Reflect Sorcery spells.



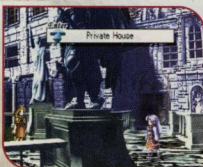
Monster Encounters

- 1 Harpy (Black)
- 2 Victory x 2
- 3 Life Stealer x 2
- 4 Harpy (Black)/Evil Eye*
- 5 Life Stealer x 2
- 6 Life Stealer x 4
- 7 Life Stealer x 3
- 8 Victory x 3
- 9 Victory, Wise Sorcerer
- 10 Victory x 2
- 11 Victory x 3
- 12 Victory x 2
- 13 Harpy (Black)/Evil Eye*
- 14 Victory x 3
- 15 Victory x 2, Wise Sorcerer
- 16 Victory x 2, Wise Sorcerer
- 17 Harpy (Black)/Evil Eye x 2*
- 18 Harpy (Black)/Evil Eye*
- 19 Life Stealer x 2
- 20 Life Stealer x 3
- 21 Victory x 2, Wise Sorcerer
- 22 Life Stealer x 2
- 23 Life Stealer x 3
- 24 Life Stealer, Wise Sorcerer x 2
- 25 Life Stealer x 2, Wise Sorcerer
- 26 Harpy (Black)
- 27 Harpy (Black)/Evil Eye*
- 28 Harpy (Black)/Evil Eye x 2*
- 29 Harpy (Black)/Evil Eye x 2*

BOSS: Dallas, Gyne, Walther

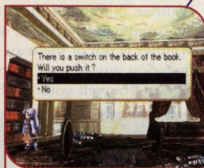
*Appear(s) in Hard mode only.

In this house, upstairs, is the woman who has the information that you need to find the Queen.



Treasure Data

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



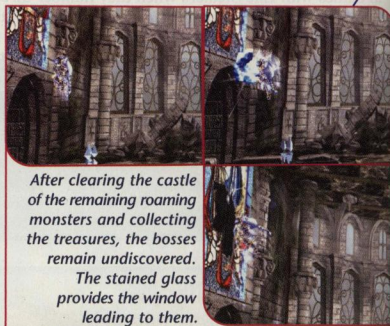
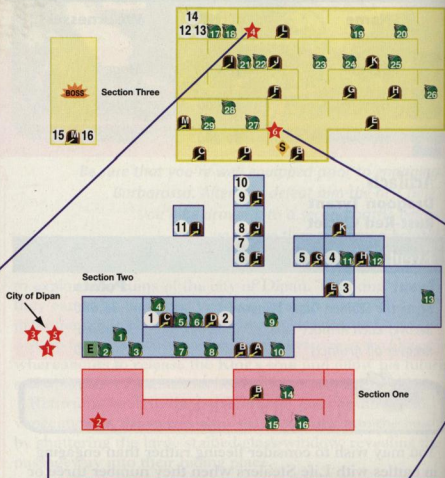
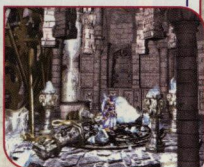
Beyond this chamber lies a secret room where the Queen has hidden. Activating the button slides the bookcase away, revealing the passageway.

E Entrance/Exit

\$ Save

★ Checkpoints

*Match letters to find where door leads.



After clearing the castle of the remaining roaming monsters and collecting the treasures, the bosses remain undiscovered.

The stained glass provides the window leading to them.

To reach the window, create a hidden step. Create a large crystal that juts out from the top of the archway. Then, after detonating it, leap in the air to land on the hidden step that is formed out of the circle of glimmering shards.

From the hidden step, you can now leap into the air and smash the glass window with a swipe of your blade. After that, another jump allows you access to the chamber that has been revealed.

Finding the time mechanism, Valkyrie is sent back into the past where Barbarossa's advisors believe she can do them no harm.

Sunken Shrine



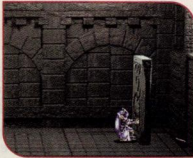
The Sunken Shrine is a watery tomb guarded by creatures of the sea and Inferior Eyes. This dungeon is full of switches and puzzles. Solve them and you'll end up facing one of the toughest bosses in the game so far!

This is one of the more complex dungeons. There are a lot of switches in here that raise and lower water levels, open doors, etc. In lieu of a "walkthrough" summary, as in previous chapters, we've lengthened the Checkpoint descriptions so that you can use them as your walkthrough.



Checkpoint 1: In the room with the two dragons, step on the right button underwater to get the freeze-ray-shooting dragon's head to lower itself. Then jump on it and ride it up to the top.

Checkpoint 2: Run through the next hallway and pull the stone tablet from the wall at the very end. When you flood the room it floats to the top and you can enter the next room easily!



Checkpoint 3: Hang from the left lever and let your weight pull it down a notch. Do this twice and you will completely flood the chamber once you use the switch next door.

Checkpoint 4: Pull out the tabs on both sides of the statue and flood the room. When you push the tabs back in, the flood waters recede.

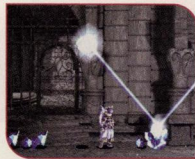


Checkpoint 5: Slashing the lit globe with your sword causes the floor above to move. Every time you hit the globe, the floor moves up and down. Hitting it once puts the floor in the proper position for your purposes.



Checkpoint 6: Push in the tabs on both sides of the second flood gate statue and drain the waters.

Checkpoint 7: Use a crystal shard to activate the switch and open the door.



Checkpoint 8: Use a crystal to aim the freeze-ray at the orb and open the gate.

Checkpoint 9: Use crystal shards to cross the water to the platform at the other end of the room.



Checkpoint 10: Use two crystal shards to activate the switch that opens the door below.

Checkpoint 11: Swim up the tube before it closes. You have to clear the top of the water.



Checkpoint 12: Aim the crystal shards to activate the three switches. Use a small one for the topmost orb, a big crystal for the middle one; then break it, causing the laser to slide down the pieces and activate the bottom orb.

Checkpoint 13: Defeat the boss, the Wraith.



Sunken Shrine at a Glance







Dungeon Appearance

Easy: No


Normal: No

Hard: Yes

Enemy Data

Name	HP	Weaknesses
 Bream Giant	18,400	Poison, Holy
 Giant Squid	42,600	Holy, Poison
 Gill-Man	15,300	Poison
 Inferior Eye	40,000	N/A
 Red Lobster	20,000	Holy, Poison
 Roper	17,200	Holy, Poison

Boss Battle Data

Name	HP	Weaknesses	EXP Points		
			Easy	Normal	Hard
 Wraith	100,000	N/A	—	—	70,000

Artifacts

Reflect Armor

Slashing Sword "Farewell"

Tear of the Cosmos

Event Points

Event	Points
Step on the Switch at Checkpoint 1	3,000
Activate the Flood Switch at Checkpoint 4	5,500
Slash the Switch at Checkpoint 5	3,000
Activate the Switch at Checkpoint 8	40,000
Activate the three Switches at Checkpoint 12	60,000
Recover each Artifact	3,100 x 3
Recover all Artifacts	300,000

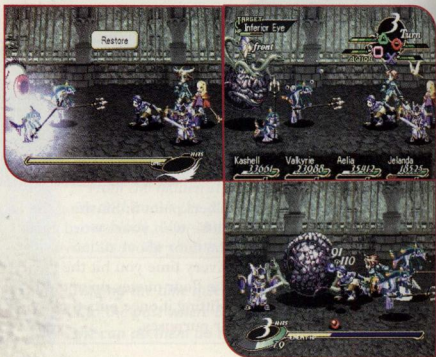
Tips and Tricks

In this dungeon, you can expect to fight many Inferior Eyes. This would not normally pose any problem, except for the fact that Inferior Eyes roam the shrine in the company of groups of two or three other monsters and hide in the back line while in battle. To get to the Inferior Eye, you can attack them with arrows, magic, other projectile attacks, or use the following trick.

To get them to the front line where your swordsmen can attack them, you must first get rid of the other enemies



blocking the way. The problem with Inferior Eyes is that they can revive and restore their team members. So, you'd expect that if you killed off the front line to get to the Inferior Eye, that you'd be back to square one once the previous front line was revived. Luckily this doesn't happen. Once you bring the Inferior Eye to the front, it remains there regardless of how many other enemies it brings back to life. Because its companions are usually pretty weak in comparison, you can survive their attacks easily while ganging up on the Inferior Eye.





Boss Battle: The Wraith

The Wraith performs his Big Magic attack on the second turn and the fourth turn religiously. Use Angel Curios and make sure that your characters have maxed out Guts and even Auto Item and set them up. Each Big Magic attack can kill off your entire party in one blow. If you cannot afford more than one Angel Curio, equip it on your Invoke Feather-equipped mage so that she can resurrect any of the fallen on the next turn.

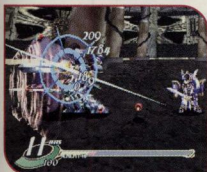


Gravity Blessing is a tough special attack to survive.

Other than that, Sap Guard and Reflect Sorcery are a must (the Wraith relies on magic spells most of the time—but watch out for its Whip attack, usually aimed at your mage.) Ganging up is important, as are chains of special attacks.



The Wraith uses his Whip attack when magic fails to do any damage.



Combo attacks are a good way to take this boss out quickly.

Monster Encounters

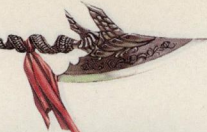
- 1 Giant Squid
- 2 Roper x 2
- 3 Bream Giant x 3
- 4 Red Lobster x 3, Inferior Eye
- 5 Red Lobster x 2
- 6 Red Lobster x 3
- 7 Red Lobster x 2
- 8 Bream Giant x 2, Roper
- 9 Bream Giant x 3
- 10 Inferior Eye
- 11 Gill-Man x 2
- 12 Giant Squid x 2
- 13 Roper x 2
- 14 Roper x 3
- 15 Bream Giant x 2, Roper
- 16 Gill-Man x 3, Inferior Eye
- 17 Giant Squid, Inferior Eye
- 18 Inferior Eye, Roper x 2
- 19 Inferior Eye x 2
- 20 Inferior Eye x 2
- 21 Inferior Eye x 3

BOSS: Wraith

Treasure Data

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





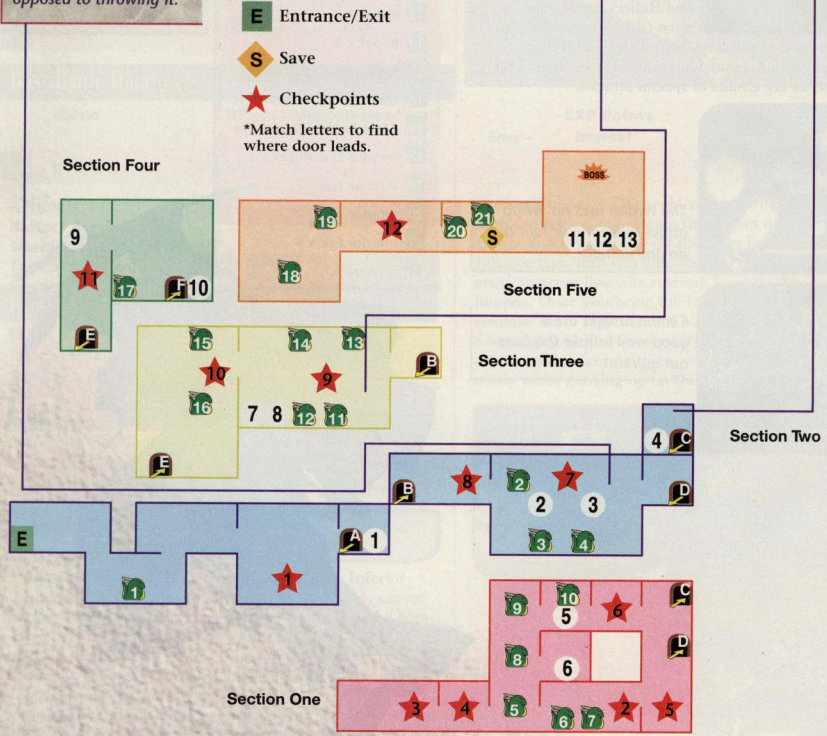
To get the crystal shards needed to trigger the water switches, you must destroy a crystal created on land, then pick up a shard and carry it carefully into the water. Be sure to let the shard go underneath the switch as opposed to throwing it.



There are two ways to bridge the gap in this room. First, you can float three crystal shards at intervals across the gap and then jump across. Alternately, you can carry a crystal shard to the end of the pool, release it, and jump on top of it, letting it carry you to the water's surface right in front of the door.



To get this treasure, the floor must be at the top position.



Chapter 7

If you are playing in Hard mode, you'll be sent on a mission by Odin. In the Boss Chamber of the Arkdain Ruins, a sorceress named Lyseria once sealed herself away from the rest of creation. Odin would like you to free her and convince her to join the Aesir in their battle.

Lyseria is the woman incased in a crystal disc at the back of the Boss Chamber in the Arkdain Ruins (see pages 92 to 94). If you recall, you had to climb over her to reach the chest with the Mighty Check. Once awakened, Lyseria will grudgingly decide to battle with you over her fate. At 12,000 HP, Lyseria is not that difficult a foe as long as you keep her from casting any magic—remember, she is a prodigious Mage! Once you defeat her, she will gladly join your party for the remainder of the game.

There is another quest that includes everyone, however, and that is the repair of the Accursed Flame Gem. You must go to the Forest of Spirits where elves who are trained in this sort of repair live.

Chapter 7 at a Glance

Recruitable Characters and Level Appearance

Character	Easy	Normal	Hard
Lyseria	—	—	X
Suo	X	X	X

Dungeons

Dungeon	Easy	Normal	Hard
Tombs of Amenti	—	—	X
Forest of Spirits	X	X	X

Artifacts

Artifact	Easy	Normal	Hard
Accursed Flame Gem	X	X	X
Ambrosia	—	—	X
Arctaris	X	X	X
Bracelet of Basilisk	—	—	X
Elven Bow	X	X	X
Mask of the Dead King	—	—	X
Richebourg	—	—	X
Ruby Music Box	—	—	X

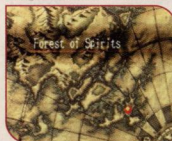
Transfer Recommendations

This time around, in conjunction with the Accursed Flame Gem event, Freya wants you to send a high-level sorcerer to Valhalla. Any sorceress will do, but our recommendation is that you send up Jelanda, Lyseria, or Lorenta. If you are concerned about losing Lyseria so early in the game, don't fear! You'll be getting an even more powerful sorcerer in the next chapter of the game.

Recommended Character: Jelanda
Level: 20 or higher
Hero Value: 110 or higher
Skills: Avoid, Resist Magic, Undead Int.
Special Equipment: N/A

Recommended Character: Lyseria
Level: 9 or higher
Hero Value: 110 or higher
Skills: Avoid, Resist Magic, Undead Int.
Special Equipment: N/A

Forest of Spirits



Charged by Freya to have the Accursed Flame Gem repaired, Valkyrie descends into the Forest of Spirits. Finding an elf guide, the Battle-Maiden is led deep into the forest and teleported to the home of the elves where she makes her request.



Checkpoint 1:
Find the Elven Guide.

Checkpoint 2: Talk with the Elven Shaman to receive the items necessary to repair the Flame Gem.



In no particular order:
 Checkpoints 3-6: Defeat the monsters to claim the tools necessary to repair the Accursed Flame Gem.



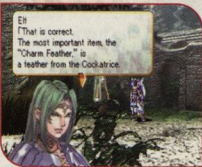
Checkpoint 3: Recover the Polar Drops from the forest fountain.



Checkpoint 4: Defeat Sivapithecus (the giant ape) to recover the Golden Candlestick.



Checkpoint 5: Defeat the Venomous Spider to recover the Silver Thread.

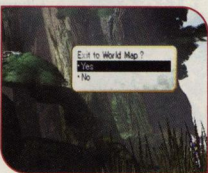


Checkpoint 6: Defeat the Cockatrice to recover the Charm Feather.



Checkpoint 7: Return the items to the Elven Shaman.

Checkpoint 8: Exit the Forest of Spirits.



Checkpoint 9: Reenter the Forest of Spirits.

Checkpoint 10: Make your way through the misty woods.



Checkpoint 11: Defeat the boss!

After locating the elf guide, who leads you to the village, you talk with a Shaman about repairing the Flame Gem. Although the Shaman is up to the task, there are four essential items that you must collect so that he can repair the gem:

- **The Golden Candlestick from the apeman living in the forest**
- **A piece of Silver Thread from the great spider that makes its lair in the northeast**
- **Some Polar Drops from the forest fountain**
- **The Charm Feather guarded by the Cockatrice roosting in the northwest**

After collecting all four of these items, return to the village and offer the tools to the Shaman. A chest containing the repaired Accursed Flame Gem appears. You've now completed the first phase of this area and can exit the forest.

Returning to the Forest of Spirits, you find that you now have full access to all areas within the forest, including the misty portion that the elf guide previously teleported you past to enter their village. Within this hazy area you will find many groups of monsters and the Cockatrice that has been terrorizing the forest.





Forest of Spirits at a Glance

Dungeon Appearance

Easy: Yes
Normal: Yes
Hard: Yes

Enemy Data

Name	HP	Weaknesses
Corrosive Vine	7,000	Fire
Corsair Beetle	3,600	Fire
Crustacean Monster	14,300	Fire
Harpy (Gold)	23,000	Ice, Flying
Mandragora	32,500	Fire
Viscous Clod	8,049	N/A

Boss 1 Battle Data

Name	HP	Weaknesses	EXP Points		
			Easy	Normal	Hard
Sivapithecus	42,000	Ice, Beast	150,000	50,000	35,000

Boss 2 Battle Data

Name	HP	Weaknesses	EXP Points		
			Easy	Normal	Hard
Venomous Spider (Blue)	30,000	Holy	1,500	500	350

Boss 3 Battle Data

Name	HP	Weaknesses	EXP Points		
			Easy	Normal	Hard
Cockatrice	50,000	Fire, Beast	150,000	50,000	35,000

Boss 4 Battle Data (after Accursed Flame Gem Event)

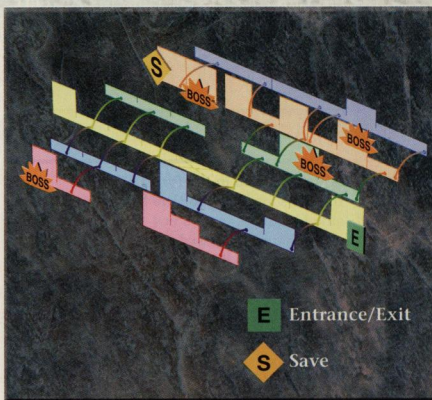
Name	HP	Weaknesses	EXP Points		
			Easy	Normal	Hard
Cockatrice	50,000	Fire, Beast	150,000	50,000	35,000

Artifacts

Accursed Flame Gem

Artifacts (after Accursed Flame Gem Event)

Arctaris
Elven Bow



Event Points

Event	Points
Obtain Golden Candlestick	16,000
Obtain Polar Drops	16,000
Obtain Silver Thread	16,000
Obtain Charm Feather	16,000
Recover each Artifact	3,600 x 1



Event Points (after Accursed Flame Gem Event)

Event	Points
Recover each Artifact	3,600 x 2
Recover all Artifacts	240,000

Tips and Tricks

The elf guides that you find in the forest provide directions to the tools you need for the Shaman to repair the Flame Gem.

When returning to the forest to defeat the Cockatrice boss, use the map screen to determine your position after exiting each segment of the mist-shrouded area of the forest. As you travel through this area, you may find that the direction you think you are going in is actually another.

Many of the treasures within the forest are hidden pretty well by the foliage. If you have Valkyrie equip the item, Treasure Check, a blue "mote" hovers above her when she enters an area containing one or more chests.

Accursed Gem Boss Battles

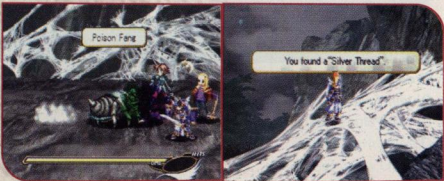
Sivapithecus

This giant ape is vulnerable to ice-based spells. In addition, a few well-executed, well-timed attacks allow your heroes to execute their Big Magic attacks that can eliminate this primate.



Venomous Spider

The spider's special attack poisons characters and drains their DME with every turn. However, you should be able to defeat it before it can cause any significant damage to your party members.



Cockatrice

Like the other bosses, in addition to a standard physical attack, the Cockatrice can perform one special attack that can turn a party member to stone. When this occurs, use a Prime or Noble Banish item or the spell Normalize to remove this abnormality and allow the affected heroes to continue battling.



Boss Battle: The Last Remaining Cockatrice

When you reenter the forest, you face a second Cockatrice deep within the heart of the forest. Defeat this Cockatrice using the same techniques that allowed you to eliminate the first one and then collect the two artifacts for Odin.

Treasure Data

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



TIP

A character turned to stone returns to normal after three to four rounds of battle have passed.



The only Memory Camp in this area is located right in the area where the Cockatrice can be found.

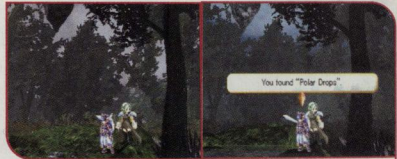


Monster Encounters

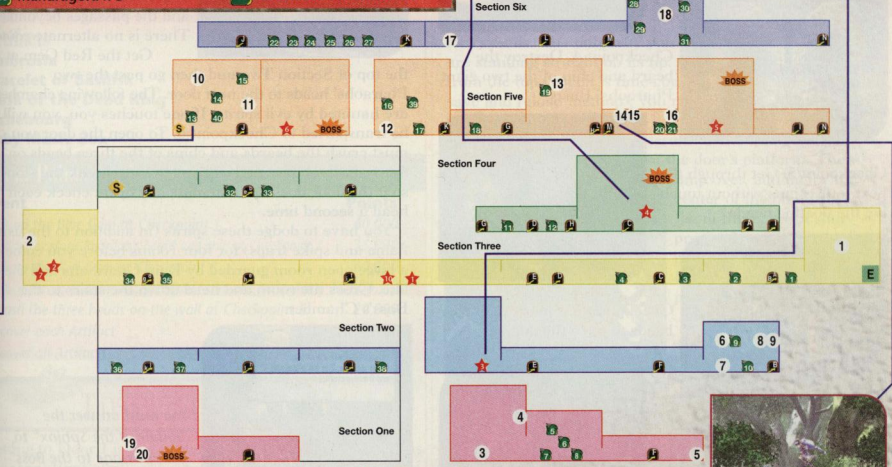
1 Corrosive Vine x 2	21 Mandragora x 2
2 Corrosive Vine x 3	22 Corsair Beetle x 2
3 Corrosive Vine x 4	23 Corsair Beetle x 2
4 Corrosive Vine x 3	24 Corsair Beetle x 2
5 Viscous Clod x 4	25 Corsair Beetle x 3
6 Viscous Clod x 3	26 Corsair Beetle x 3
7 Viscous Clod x 3	27 Corsair Beetle x 3
8 Viscous Clod x 3	28 Mandragora x 3
9 Viscous Clod x 2	29 Mandragora x 3
10 Viscous Clod x 2	30 Mandragora x 2
11 Crustacean Monster x 2	31 Mandragora x 2
12 Crustacean Monster x 2	32 Corsair Beetle x 2, Harpy
13 Corsair Beetle x 2	33 Corsair Beetle x 3, Harpy
14 Corsair Beetle x 4	34 Harpy (Gold) x 3
15 Corsair Beetle x 4	35 Harpy (Gold) x 3
16 Crustacean Monster x 4	36 Harpy (Gold) x 2
17 Crustacean Monster x 3	37 Harpy (Gold)
18 Crustacean Monster x 2	38 Harpy (Gold) x 2
19 Crustacean Monster x 3	39 Crustacean Monster x 4
20 Mandragora x 3	40 Crustacean Monster x 3



To reach Sivapithecus and collect the Golden Candlestick, you'll have to build some crystal steps to reach the branch platforms.



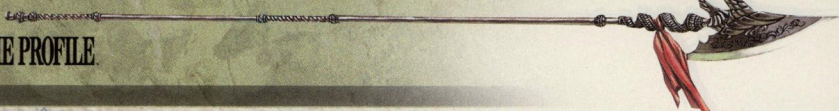
When you approach the forest fountain for the first time, it appears as a dried up area. Exit the screen and return to reveal a visible lake from which you can collect the Polar Drops.



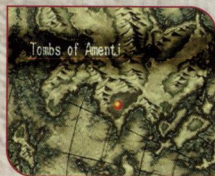
- E** Entrance/Exit
- S** Save
- ★** Checkpoints
- *Match letters to find where door leads.

In the area to the left of the spider's lair, a well-timed jump allows you to reach the second hidden chest on the far left limb.





Tombs of Amenti



This ancient tomb is home to fatal traps and mysterious occurrences. You have to combat the forces of the undead to lay to rest the mischievous soul of the dead king.

Checkpoint 1.
Find the Blue Gem.



Checkpoint 2. Destroy the beard and chin of the giant Pharaoh's Bust.

Checkpoint 3.
Find the Red Gem.



Checkpoint 4. Destroy the beard and chin of the two giant Pharaohs' Busts.

Checkpoint 5. Get through the next four rooms without touching the floating heads.



Checkpoint 7. Place the two gems on the switch and summon the boss, Akhetamen.

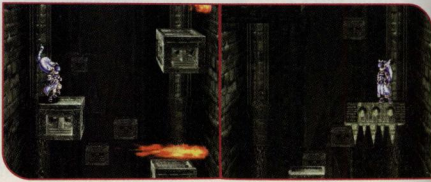


Checkpoint 6. Smash the three heads to open the door.



The Tombs of Amenti are the trickiest of the Hard dungeons. Lots of booby-trapped chests are here, as well as flame and spike traps. But the most challenging part of this dungeon is the sheer number of platforming tasks that you have to perform to get to the Boss's Chamber.

Use the maps to get to the Blue Gem at Checkpoint 1. This room is easy to get to even if the enemies and traps guarding them are not easy to get past. Watch out for spike traps and flame jets!



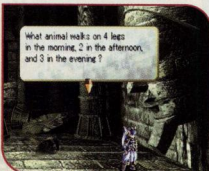
Along the way, you run into rooms where large heads of the Pharaoh roam. You must destroy the beard and chin of each head to slide under the giant bust and make it to the other side.



The key to getting to the Red Gem and the Boss Chamber lies in a room filled with triangular platforms. You must find a way to get over them to Door 1 and the passages beyond. There is no alternate route.

Get the Red Gem at the top of Section Two and then go past the two Pharaohs' heads to the next door. The following chambers are haunted by evil spirits. If one touches you, you will be transported to Checkpoint 6. To open the door you must crush the beards and chins of the three heads on the wall. Each piece takes two blows to break the stone, so if the door does not automatically open, check each head a second time.

You have to dodge these spirits (in addition to the usual flame and spike traps) for four rooms before you come to a large open room guarded by Ram Guardians and the like. Cross the room and head down the stairs to the Boss's Chamber.



You must answer the "Riddle of the Sphinx" to gain passage to the Boss' Chamber.

Tombs of Amenti at a Glance

Dungeon Appearance

Easy: No
Normal: No
Hard: Yes

Enemy Data

Name	HP	Weaknesses
Basilisk	22,000	Beast
Dullahan	35,000	N/A
Lizardman	15,000	Holy, Dragon
Ram Guardian	25,600	Dragon
Stealer Robin	9,000	Flying
Undead Slave	19,000	Holy
Wise Sorcerer (Dark Green)	10,000	Poison, Mage

Boss Battle Data

Name	HP	Weaknesses	EXP Points		
			Easy	Normal	Hard
Akhetamen	130,000	Holy	—	—	140,000

Artifacts

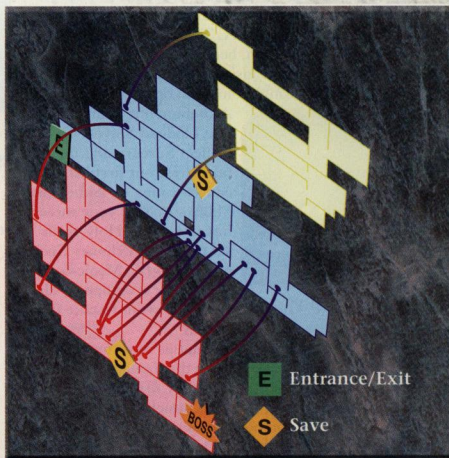
Ambrosia
Bracelet of Basilisk
Mask of the Dead King
Richebourg
Ruby Music Box

Event Points

Event	Points
Pick up the Blue Gem at Checkpoint 1	60,000
Destroy the stone Pharaoh's beard and chin at Checkpoint 2	35,000
Pick up the Red Gem at Checkpoint 3	60,000
Destroy the stone Pharaoh's beard and chin at Checkpoint 4	35,000 x 2
Smash the three heads on the wall at Checkpoint 6	20,000
Recover each Artifact	3,600 x 5
Recover all Artifacts	1,000,000

Tips and Tricks

Getting to Door 1 is one of the more frustrating tasks in this dungeon. First of all, unless you are an ace at pinpoint jumping, the route to Door 1 is really tough and takes a lot of time to master. The triangular blocks upon which you'll find the door are slippery and cannot be used as an anchor

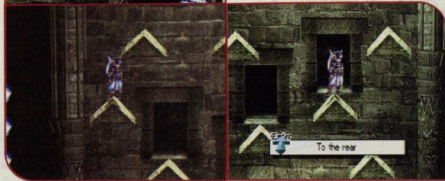


for crystals. The only way you can stay on one is if you are standing straight on its tip. Unless you want to try from the top (which is time-consuming unless you use the save and reload method), you may find it easier to attack this from the right wall.

Build a ladder of crystals parallel to the triangular platform just above and to the right of the door's platform. Then



jump over, aiming for the center of the platform. From there, it is a short precise jump to the door platform and you are in. Expect to spend some time perfecting this trick.



Boss Battle: Akhetamen

To open the door of King Akhetamen's tomb, you must answer the riddle of the sphinx. This is probably the easiest thing in the dungeon, because you cannot answer the question wrong. Once inside, place the two gems on the platform and the King's tomb will open.



Akhetamen is guarded by two Undead Slaves. Cast Reflect Sorcery and then take them out first before concentrating on Akhetamen. Make sure that your sorcerer has one of the Holy spells set up as the Primary Spell and that a Big Magic-capable scepter is equipped. Holy

is Akhetamen's weakness and you will want to take full advantage of it.

The battle follows the same format as most battles against magic-using enemies. Keep the damage caused by their magical attacks to a minimum by using Reflect Sorcery as often as possible. Then attack Akhetamen as a group with strings of combo attacks and special attacks.

Akhetamen uses magic and the physical attack, Fatal Blow. For a special attack, you can expect to see Seraphic Law. Akhetamen can also heal himself, which he tries to do when his HP reach 50 percent.



Monster Encounters

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





Look out for hidden treasure!



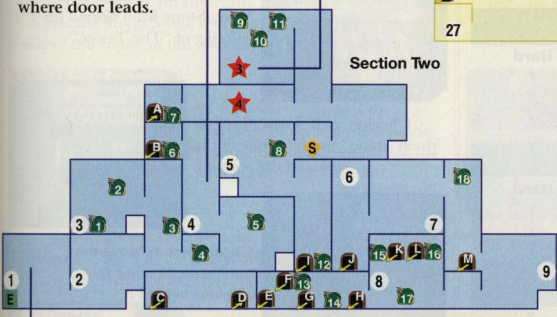
Use a crystal shard to keep the lever down and the door open while you run for the door!

E Entrance/Exit

S Save

★ Checkpoints

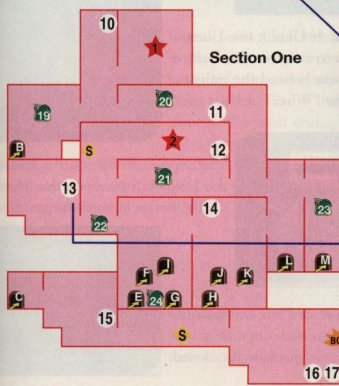
*Match letters to find where door leads.



Section Two



Section Three



Section One



Check above the doors for treasure chests!



You can stop this moving block with a simple slash of the sword.

Treasure Data

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

*Treasures guarded by three Undead Slaves.



Chapter 8

In the Normal and Hard modes of the game, Chapter 8 starts with a crisis that preempts any transfer requirements. You must hurry over to the Palace of the Dragon and find the missing Dragon Orb. This precious artifact is one of the cornerstones of Odin's power and it is important to the battle that it be found and returned immediately!

In Easy mode, this chapter is the most relaxing yet! Just go to the Cave of Oblivion and prepare for your journey to Jotunheim Palace.

Chapter 8 at a Glance

Recruitable Characters and Level Appearance

Character	Easy	Normal	Hard
Gandar	—	X	X

Dungeons

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

Artifacts

Artifact	Easy	Normal	Hard
Armor of Aleph	—	—	X
Berserker Bow	—	—	X
Dragoon Faith	—	X	X
Harp of Atrasia	—	—	X
Hourglass of the Gods	—	X	X
Scroll of Golem	—	X	X
Secrets of Zolon	—	—	X
Shadzard	—	—	X
Unicorn's Horn	—	—	X

Transfer Recommendations

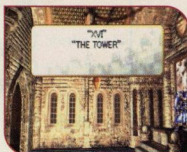
In many ways, it doesn't really matter whom you send up to Valhalla during this chapter. You are asked to send a high-level warrior, and so you should. Whomever you send will be returned to your character pool once you enter the final dungeon at the close of Chapter 8, so you may as well wait until the very end of the chapter before you do anything.

Recommended Character: Any Two Swordsmen
Level: 15 or higher
Hero Value: 120 or higher
Skills: March, Fight, Counter, Leadership, Formation
Special Equipment: N/A

Palace of the Dragon

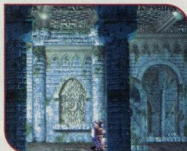


A citadel chosen by the gods as one of four divine places to hold the holy jewels created to stabilize the world, the Palace of the Dragon is home to the "Dragon Orb." However, as of late, emanations of the blessed jewel have ceased.



Checkpoint 1: Retrieve the Full Moon Stone from behind the painting of "The Tower."

Checkpoint 2: Insert the Full Moon Stone into the frame of the statue of the woman.



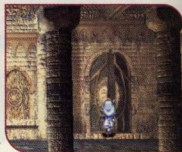
Checkpoint 3: Move the tombstone to enter the corridor behind it.

Checkpoint 4: Defeat the Eternal Chimera to retrieve the Eclipse Stone from behind the painting of the "Wheel of Fortune."



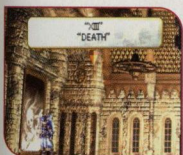
Checkpoint 5: To return, insert the Eclipse Stone into the frame of the statue of the woman.

Checkpoint 6: Pass through the door with the sun crest that was previously closed.

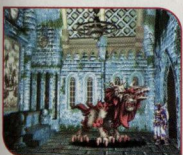




Checkpoint 7: Rotate the statues' positions so that they match those that you encountered previously.



Checkpoint 8: Retrieve the Crescent Moon Stone from behind the painting of "The Emperor."



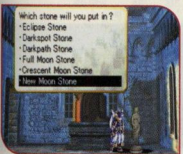
Checkpoint 10: Insert the Crescent Moon Stone into the frame of the statue of the woman.



Checkpoint 12: Insert the Darkpath Stone into the frame of the statue of the woman.



Checkpoint 14: Retrieve the New Moon Stone from behind the painting of "The Hanged Man."



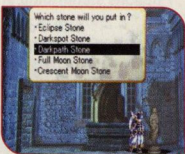
Checkpoint 15: Insert the New Moon Stone into the frame of the statue of the woman.



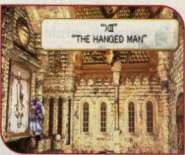
Checkpoint 9: Retrieve the Darkspot Stone from behind the painting of "Death."



Checkpoint 11: Defeat the Eternal Chimera to retrieve the Darkpath Stone from behind the painting of "The Chariot."



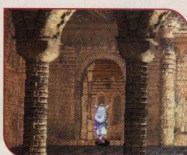
Checkpoint 13: Enter the doors in the order from lowest to highest (using the numbers above the paintings at 13a) to unlock the door at the west end.



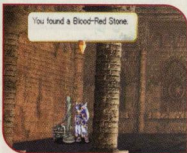
Checkpoint 17: Insert the Darkspot Stone into the frame of the statue of the woman.



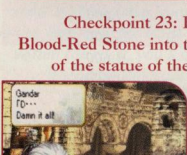
Checkpoint 19: Jump over the patrolling statue and follow it through the doorway that appears.



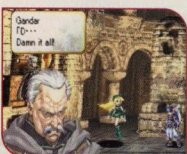
Checkpoint 20: Dodge the patrolling statue and proceed through door G.



Checkpoint 21: Dodging the patrolling statue four times sends it to the west end of the corridor where it falls asleep.



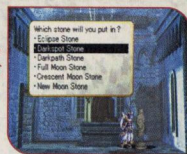
Checkpoint 23: Insert the Blood-Red Stone into the frame of the statue of the woman.



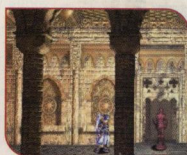
Checkpoint 24: Defeat the boss!



Checkpoint 16: Operate the machinery at the top platform.



Checkpoint 18: Witness the event and then cross through the doorway that appears.



Checkpoint 22: Retrieve the Blood-Red Stone from the sleeping statue.



The Palace of the Dragon is similar to the Lost City of Diapan in that it has an old and a new version. The new version is bright and is referred to as the Day Dungeon. The complete Day Dungeon is at your disposal once you've found the correct stones. The Night Dungeon is old and decayed, and only a part of it still stands. To reach Gandar, you have to find the stones located behind the paintings,

Palace of the Dragon at a Glance







Dungeon Appearance

Easy: No


Normal: Yes

Hard: Yes

Enemy Data

Name	HP	Weaknesses
 Dark Pudding	9,200	N/A
 Dragonewt	20,000	Dragon
 Dullahan Lord	40,000	N/A
 Eternal Chimera	40,000	Beast
 Grey Bones	27,000	Dragon
 Mage Lord	12,000	Poison, Mage

Boss Battle Data

Name	HP	Weaknesses	EXP Points		
			Easy	Normal	Hard
 Gandar	35,000	N/A	—	0	0

Artifacts

Dragoon Faith

Scroll of Golem

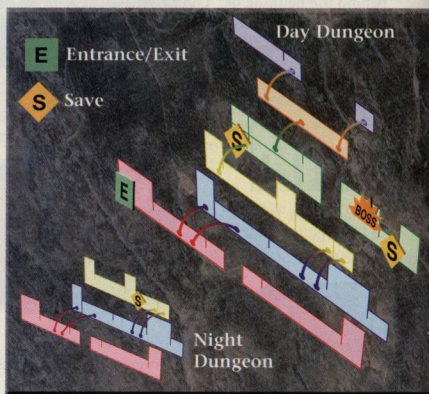
Hourglass of the Gods

Event Points

Event	Points
Obtain the Full Moon Stone	1,600
Obtain the Eclipse Stone	1,600
Obtain the Darksport Stone	1,600
Solve the statue puzzle	5,000
Obtain the Crescent Moon Stone	1,600
Obtain the Darkpath Stone	1,600
Solve painting-doorway puzzle	20,000
Obtain the New Moon Stone	1,600
Witness the Machine Event	50,000
Obtain the Blood-Red Stone	1,600
Recover each Artifact	4,100 x 3
Recover all Artifacts	50,000

usually at the ends of the corridors. These stones, when placed in the base of the statues located throughout the palace, teleport the party to locations depending on the stone used. Effectively using the stones allows you to explore new areas and triggers the mechanism that ultimately opens the passageway leading to three sets of passages within the palace.

Dodging the statues that patrol the later corridors yields the final stone that allows the party to teleport to the chamber where Gandar can be found.



Tips and Tricks

Failing to dodge the stone statues that patrol the later corridor in the palace teleports you into an endless series of chambers. To escape this trap, you must defeat the monster that guards this place. Once you've defeated the monster, running in any given direction eventually leads you to a stone statue where you can use a stone to teleport back.

Pressing **X** while pressing either the directional pad or the left analog stick to the left or right allows you to push/pull the tombstones out of the way to access the passageway behind them.

TIP

Have one of your warrior characters equip the *Beast Slayer Sword* to make short work of the *Eternal Chimeras*.



Boss Battle: Gandar

Gandar is actually quite an easy enemy to defeat, and with a combo attack, you may be able to defeat him within a single round. However, his Big Magic attacks, including Petro Disruption and Celestial Star, can easily



wipe out your party in a single attack as well. As a precaution, have your sorcerer cast Reflect Sorcery to limit the amount of damage that he can exact on your party.



If you're unfortunate enough to land up here, don't dawdle: every few seconds, a pulse of electricity shocks you, draining your DME.

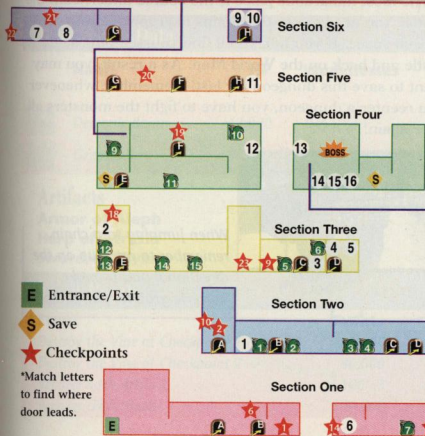
Treasure Data

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

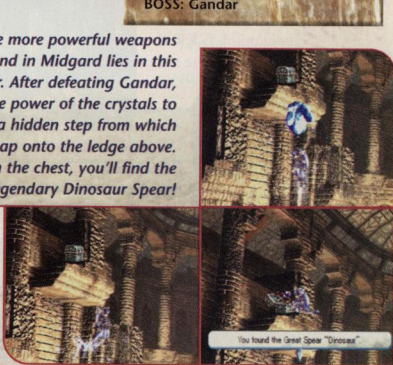
Monster Encounters

- 1 Dragonewt x 2
- 2 Dragonewt x 2
- 3 Dragonewt x 3
- 4 Dragonewt x 3
- 5 Dragonewt, Mage Lord x 2
- 6 Mage Lord x 2
- 7 Grey Bones
- 8 Grey Bones
- 9 Dullahan Lord
- 10 Mage Lord x 3
- 11 Grey Bones
- 12 Dark Pudding x 2
- 13 Dark Pudding x 3
- 14 Dragonewt, Mage Lord x 2
- 15 Mage Lord x 2
- 16 Grey Bones, Mage Lord x 2
- 17 Grey Bones, Mage Lord x 2
- 18 Mage Lord x 4
- 19 Eternal Chimera
- 20 Grey Bones
- 21 Grey Bones
- 22 Dullahan Lord
- 23 Eternal Chimera
- 24 Mage Lord x 4
- 25 Mage Lord x 3

BOSS: Gandar



One of the more powerful weapons to be found in Midgard lies in this chamber. After defeating Gandar, use the power of the crystals to create a hidden step from which you can leap onto the ledge above. Within the chest, you'll find the legendary Dinosaur Spear!



E Entrance/Exit

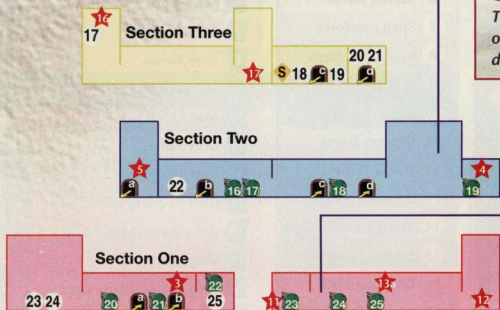
S Save

★ Checkpoints

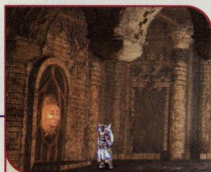
*Match letters to find where door leads.

TIP

If you pass through a doorway in the incorrect order, reset the puzzle by leaving and then reentering this chamber.

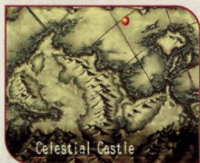


The directions that these statues face indicate how the ones near Checkpoint 7 need to be positioned to open the door where the Crescent Moon Stone can be found.



To open this door, you must pass through the doorways in the correct order. The paintings in the hallway at Checkpoint 13 provide the clues to solving this puzzle. (From left to right, pass through the doorways in this order: 3, 7, 5, 4, 2, 1, 6, 8.)

Celestial Castle



Up in the sky lies a mysterious castle once sealed by Valkyrie's magic and lost beneath the waves. Its return can only signal bad things!

Checkpoint 1: Kill the Butterflies to destroy the vine.



Checkpoint 2: Again, kill the Butterflies to destroy the vine.

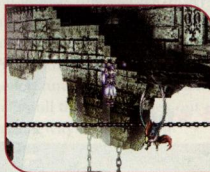


Checkpoint 3:
Defeat the boss: Genevieve.



The Celestial Castle is largely empty, with many dead-ends and false trails—unless you are on the right path to where the boss, Genevieve, lurks. There are lots of monsters that are pretty easy to defeat either by magic (Poison Blow is invaluable), cunning (use those specialty weapons), or brute force.

The most hazardous place is the course underneath the castle. You need to use the chains to grapple across open gaps in space. If you fall, you'll find yourself outside the castle and back on the World Map. As a result, you may want to save this dungeon for last! Remember, whenever you reenter a dungeon, you have to fight the monsters all over again!



When jumping to a chain, remember to press up on the directional pad to make Valkyrie grab for the chain!



Once you get past the underside of the castle, climb the stairs to the two Butterfly rooms. Here, destroying all of the Butterflies causes the vine to wither and die, unblocking your path. The first room is pretty easy, but the second one adds freeze-ray shooting, floating orbs to the equation. Dodge the rays as best you can, because every time you get hit with a ray, another Butterfly is born.



Dodging the two freeze-ray orbs while slashing at the Butterflies is a challenge. Every time you get hit with a ray, another Butterfly appears.

Once you get past the Butterfly rooms, it's just a quick jaunt up ivy-covered stairs to where Genevieve awaits.

Celestial Castle at a Glance

Dungeon Appearance

Easy: No

Normal: No

Hard: Yes

Enemy Data

Name	HP	Weaknesses
Forager	44,000	Beast
Grey Bones	27,000	Dragon
Harpy (Purple)	30,000	Flying
Haunt	62,000	Holy
Inferior	4,900	Holy, Darkness, Poison, Demon
Mage Lord	12,000	Poison, Mage
Mandradora	32,500	Fire
Monstrous Vermin	10,200	Flying

Boss Battle Data

Name	HP	Weaknesses	EXP Points		
			Easy	Normal	Hard
Demonic Baron	42,000	N/A	—	—	14,000
Genevieve	188,800	N/A	—	—	140,000

Artifacts

Armor of Aleph

Harp of Atrasia

Sword of Silvans

Event Points

Event	Points
Destroy the Vine at Checkpoint 1	80,000
Destroy the Vine at Checkpoint 2	80,000
Recover each Artifact	4,100 x3
Recover all Artifacts	500,000



Tips and Tricks

In addition to the usual assortment of Harpies, Grey Bones, and Foragers (all of which can be taken out with the appropriate Slayer weapon), this dungeon is also home to the Haunt. At 62,000 HP, these enemies are challenging to the extreme. Worse is the fact that you have to deal with them right before taking on the boss itself.



Fortunately, it has a weakness to Holy magic that you can easily exploit. Set Mystic Cross as your Sorcerer's Primary Spell and equip him or her with a Big Magic-capable weapon. In the first round, strive to fill the Special Attack Gauge so that your sorcerer can perform Celestial Star and watch as the damage piles up!



Boss Battle: Genevieve

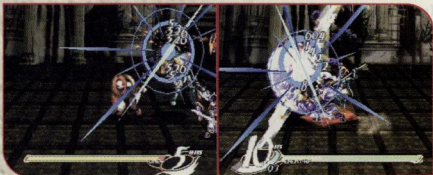
Genevieve appears in the company of two Demonic Barons. Because this is going to be a magical battle, be sure to cast Reflect Sorcery right away and keep that barrier up!

Take out the Demonic Barons first. They are pretty tough, but between reflected magic attacks and combo attacks, they should fall within the first few rounds. Demonic Barons cast Mirror Image, which is similar to Reverie, allowing a doppelganger to mirror their attacks and damage.



Reflect Sorcery reflects magic attacks back on the caster. This is a great way to add additional damage to the enemy while protecting yourself.

Genevieve uses Indiscriminate, an attack that allows her to perform multiple magic attacks. This makes Reflect Sorcery a must. Her only recourse is the attack, Contaminate Energy—a series of quick blows. You can easily survive this attack, and it is preferable to having your entire party pummeled by magic. Although she is strong to most magic, both Holy and Lightning spells work well against her, especially the Big Magic attacks.



Monster Encounters

- 1 Inferior x 2, Mage Lord
- 2 Inferior x 2, Mage Lord x 2
- 3 Forager
- 4 Grey Bones x 2
- 5 Grey Bones, Inferior x 2
- 6 Grey Bones, Inferior
- 7 Grey Bones, Inferior x 2
- 8 Inferior x 3
- 9 Inferior x 3
- 10 Grey Bones x 2
- 11 Inferior x 2, Mage Lord x 2
- 12 Inferior x 2, Mage Lord
- 13 Monstrous Vermin x 2
- 14 Grey Bones x 2
- 15 Monstrous Vermin x 2
- 16 Harpy (Purple) x 2, Mage Lord
- 17 Grey Bones, Harpy (Purple)
- 18 Monstrous Vermin x 4
- 19 Monstrous Vermin x 3
- 20 Harpy (Purple) x 3
- 21 Monstrous Vermin x 2
- 22 Monstrous Vermin x 3
- 23 Monstrous Vermin x 3
- 24 Monstrous Vermin x 4
- 25 Harpy (Purple) x 2
- 26 Harpy (Purple) x 2
- 27 Mandragora
- 28 Haunt
- 29 Grey Bones x 2, Haunt
- 30 Mandragora x 2
- 31 Grey Bones x2, Mandragora x2

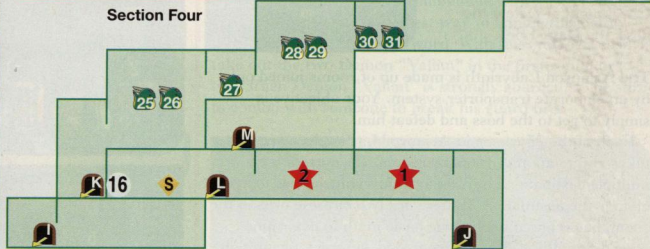
BOSS: Demonic Baron x2, Genevieve

Treasure Data

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



The pre-Boss Memory Camp is hidden amid the greenery.



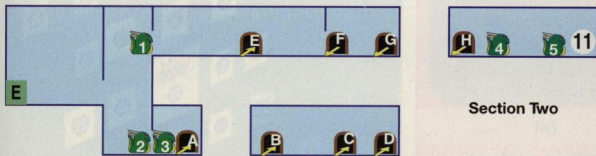
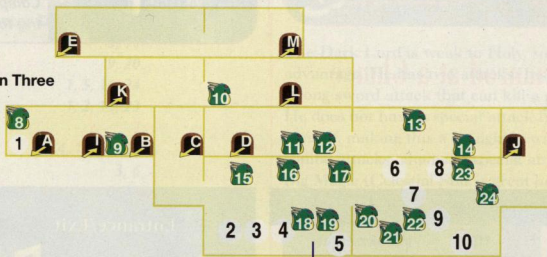
Section Three

E Entrance/Exit

S Save

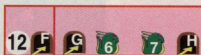
★ Checkpoints

*Match letters to find where door leads.

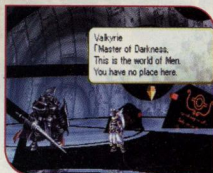
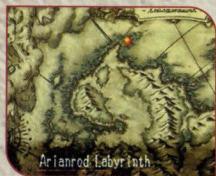


On the underside of the castle, you may want to rethink any plans for grabbing certain treasure chests.

Section One



Labyrinth of Arianrod



Checkpoint 1: Defeat the boss: the Dark Lord.

The Arianrod Labyrinth is made up of rooms joined only by an elaborate transporter system. Your objective is simply to get to the boss and defeat him.

Each of the 25 rooms in Arianrod has a teleporter that takes you to another room or rooms. Teleporters with multiple destinations have an orb that you can use to change the destination. If there are two of these orbs in the room, be prepared to do some basic math to determine your destinations. You'll have to add, subtract, or multiply two numbers.



The rooms are linked by teleporters. Use the orb to change your destination.



Basic math skills are all that are needed to determine this destination.



Room 17 is the only one that contains a tell-tale Memory Camp. Save here before jumping to Room 25 and the boss.

Labyrinth of Arianrod at a Glance









Dungeon Appearance

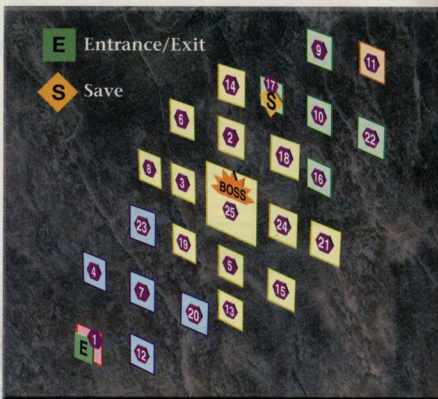
Easy: No

Normal: No

Hard: Yes

Enemy Data

Name	HP	Weaknesses
 Argent Knight	18,000	N/A
 Dark Sorceress	18,700	Poison, Evil
 Demon "Wlead"	55,700	Evil
 Hell Gaze (Gold)	20,000	N/A
 Ridiculer	18,700	Evil
 Silver Golem	80,000	Ice, Lightning
 Spectator	24,600	Ice
 Wraith Lord	65,000	Holy





Boss Battle Data

Name	HP	Weaknesses	EXP Points		
			Easy	Normal	Hard
Dark Lord	415,000	Holy	—	—	210,000
Demon "Vallan"	70,000	Evil	—	—	10,500

Artifacts

- Secrets of Zolon
- Shazard
- Unicorn's Horn

Event Points

Event	Points
Recover each Artifact	4,100 x3
Recover all Artifacts	500,000

Tips and Tricks

The list of rooms and their destinations follows with the "sweet path" in red. It is a good idea to visit all of the rooms with treasures because there is some great stuff to be found.

Room No. Transporter Destinations

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

Boss Battle: The Dark Lord

These Demons are harsh combatants with a fierce attack called Deathwish. The easiest way to handle this battle is with the Deamon Slayer Sword. With this, you can easily take out the two Demon "Vallan" in the first round or two. Each Demon "Vallan" is strongly guarded, so be sure to combo with someone to break his guard first.



The Dark Lord is weak to Holy, so use that to your advantage. He has two attacks: Insanity Blow and a strong sword attack that can kill a person with one blow. He does not have a special attack nor the ability to heal himself, making this a straightforward battle. Pile up the combo attacks, chains of special attacks, and use the Holy Big Magic (Celestial Star is great here) wherever and whenever possible.

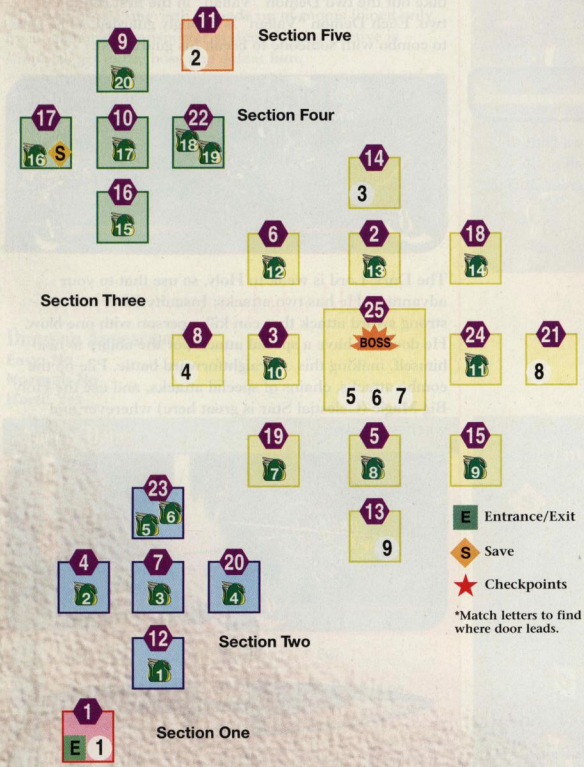




Treasure Data	
1	Eye of Heaven
2	Flame Jewel
3	Foul Slayer
4	Magic Blade "Cromea"
5	Unicorn's Horn
6	Secrets of Zolon
7	Shazard
8	Wand of Apocalypse
9	Eternal Fault

Monster Encounters	
1	Spectator x 3
2	Spectator x 3
3	Spectator x 4
4	Spectator x 2
5	Demon "Wiead" x 3
6	Spectator x 2
7	Silver Golem
8	Demon "Wiead," Ridiculer x 2
9	Dark Sorceress x 3, Wraith Lord
10	Argent Knight x 2, Hell Gaze (Gold)
11	Argent Knight x 3, Hell Gaze (Gold)
12	Dark Sorceress x 2, Wraith Lord
13	Demon "Wiead," Ridiculer x 2
14	Silver Golem
15	Spectator x 4
16	Spectator x 4
17	Spectator x 2
18	Spectator x 4
19	Demon "Wiead" x 2
20	Spectator x 3

BOSS: Dark Lord, Demon "Vallan" x 2



The Cave of Oblivion

The Cave of Oblivion is a series of eight caves. There are four different types of layouts and you visit each type twice during the game. Unlike many of the game's dungeons, these caves are very short and simple in structure. Their difficulty comes from the monsters inside.

CAUTION

The In-Dungeon Map Screen does not work inside the Cave of Oblivion! Use the descriptions for each of the parts below to give you an idea of their shape and, remember, there are only four types of dungeon layouts. If you have a feeling of déjà vu when you enter one segment, it's probably because you've been there before!

The order in which you visit each piece of the cave is randomly determined according to Difficulty Level and Game Pattern. It is unlikely that you will visit the segments of the Cave of Oblivion in numerical order unless luck puts you into Pattern A in the Easy or Normal mode. These are the only two Game Patterns that let you visit Part 1 of the Cave of Oblivion in Chapter 1.

This is important because the caves are structured so that Part 1 is relatively easy to clear out while the monsters found in Part 8 would give a seasoned adventurer reason to worry. Ending up in Part 8 in Chapter 1 is a bad thing, whereas getting Part 1 is fine.

Which brings us to the next feature of the Cave of Oblivion: you aren't required to visit there at all if you don't want to. Participation is completely optional and may, in some cases, not be recommended. Because the Cave of Oblivion is not a required part of the game, you are not penalized if your party is wiped out there. Instead, you are resurrected on the World Map screen and the game goes on. However, you only get one chance at the Cave of Oblivion per chapter, so if you leave or are booted out before clearing it, you'll find that the entrance to the cave has disappeared into the landscape.

Why Should You Visit the Cave of Oblivion?

Experience, experience, experience! Not only does the Cave of Oblivion provide you with challenges, it also gives you the opportunity to win more experience points. If you think you can handle the monsters dwelling within the cave, you should definitely take them all on.

The other big reason for visiting the Cave of Oblivion is treasure! Certain segments of the Cave of Oblivion have tons of treasure. The only problem is that these treasure chests appear randomly and there are no guarantees that you'll even find any. However, when you do find treasure, it is usually pretty valuable and worth the trip. It might even be worth doing the "Save and Reboot" trick until enough treasure chests appear.

Things to Bring with You

The monsters in the Cave of Oblivion are an odd mixture of familiar faces and new nightmares. Many of them are weak to a certain type of magic and Slayer weaponry: the Dragon Slayer, Daemon Slayer, and Beast Slayer Swords, and their bow friends, Mage and Raven Slayer. Using these on big monsters such as Harpies, Dragon Zombies, and Dragon-Tooth Warriors gets you lots of experience points without a lot of hassle. Just be careful not to let these precious and rare weapons break!

Cave of Oblivion at a Glance

Dungeon Appearance


Easy: Yes
Normal: Yes
Hard: Yes

Enemy Data

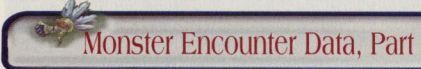
Name	HP	Weaknesses
Banshee	400	N/A
Basilisk	22,000	Beast
Beetle Giant	5,000	Ice
Blood Sucker	4,000	N/A
Crab Giant	1,000	Fire
Current Fish	1,300	Fire
Dark Pudding	9,200	N/A
Demon "Whead"	55,700	Demon
Dragonewt	20,000	Dragon
Dragon Servant	500	Ice, Dragon
Dragon-Tooth Warrior (Red)	15,000	Holy, Dragon
Dragon-Tooth Warrior (White)	14,000	Dragon
Dragon Zombie (Blue)	24,000	Lightning, Dragon
Dragon Zombie (Dark Red)	15,000	Holy, Dragon
Dragon Zombie (Dark Yellow)	13,400	Holy, Fire, Lightning, Dragon
Drow Shaman	1,000	Mage
Evil Eye	24,900	N/A
Fatal Glimmer	9,200	Darkness
Figment (Blue)	650	N/A
Figment (Red)	3,500	Ice
Fire Elemental (Blue, Small)	15,200	Ice
Gelatinous Ooze	7,500	N/A

Enemy Data

Name	HP	Weaknesses
Ghast	600	N/A
Giant Squid	42,600	Holy, Poison
Gill-Man	15,300	Poison
Grave Mist	2,500	N/A
Grey Bones	27,000	Dragon
Harpy (Black)	22,000	Fire, Flying
Harpy (Blue)	6,000	Flying
Harpy (Gold)	23,000	Fire, Flying
Harpy (Green)	12,000	Fire, Poison, Flying
Harpy (Purple)	30,000	Flying
Haunt	62,000	Holy
Hell Gaze	20,000	N/A
Hell Servant	22,000	N/A
Inferior	4,900	Holy, Darkness, Poison, Demon
Inferior Eye	40,000	N/A
King Kraken	64,000	N/A
King Squid	64,000	N/A
Knight Fiend	2,500	N/A
Kraken	24,000	Fire
Lesser Demon	2,400	Demon
Lesser Vampire (Black)	2,500	N/A
Lesser Vampire (Blue)	400	N/A
Life Stealer	25,700	Lightning
Lizardman	15,000	Holy, Dragon
Mage Lord	12,000	Poison, Mage
Mandragera	32,500	Fire
Mantrap Plant	1,800	Darkness, Fire
Manticore	1,300	Beast
Mire Creeper	2,200	N/A
Monstrous Glowfly	7,000	Darkness
Monstrous Vermin	10,200	Flying
Monstrous Viper	900	N/A
Necromancer	1,000	Mage
Necrophidius	3,600	N/A
Necrophiliac	6,000	Poison, Mage
Orbitous Dragon	10,000	Holy, Dragon
Pongo	1,000	Beast
Pongo Robustus	2,300	Darkness, Beast
Ram Guardian	25,600	Dragon
Rib Forager	6,800	N/A
Spectator	24,600	Ice
Stealer Robin	9,000	Flying
Thaumaturgist	2,200	Poison, Mage
Two-Sword Fencer	13,600	Dragon
Undead Slave	19,000	Holy
Venomous Spider (Yellow)	1,500	Ice
Vermin	530	Flying
Victory	10,000	Lightning
Wise Sorcerer (Blue)	5,600	Poison, Mage
Wise Sorcerer (Dark Green)	10,000	Poison, Mage
Wise Sorcerer (Dark Yellow)	4,400	Poison, Mage


**Cave of Oblivion,
Parts 1 and 5**

Parts 1 and 5 of The Cave of Oblivion are identical in structure. These two segments are squashed "C" shapes. You go down a hill to the left, then around a U-bend to the right. At the end of the tunnel is a large dead-end room. There's no treasure here, but you encounter groups of monsters along the way.


Monster Encounter Data, Part 1
Chapter 1 (in order of appearance)

- **Vermin**
- **Lesser Vampire (Blue)**
- **Figment (Blue) x 2**
- **Lesser Vampire (Blue) x 2**
- **Vermin**
- **Ghast**
- **Figment (Blue) x 2**
- **Ghast x 2**

Chapter 2 (in order of appearance)

- **Harpy (Blue)**
- **Mire Creeper x 2**
- **Vermin x 3**
- **Necrophidius x 2**
- **Monstrous Glowfly x 3**
- **Dragon Servant x 2**
- **Inferior Eye**
- **Lesser Demon x 2**

Chapter 3 (in order of appearance)

- **Figment (Blue)**
- **Knight Fiend, Necromancer**
- **Vermin x 3**
- **Knight Fiend, Drow Shaman x 2**
- **Figment (Blue) x 2**
- **Lesser Vampire (Black), Necromancer x 2**
- **Vermin x 3**
- **Lesser Vampire (Black) x 3, Necromancer**

Chapter 4 (in order of appearance)

- **Harpy (Blue)**
- **Mire Creeper x 2**
- **Monstrous Glowfly x 2**
- **Mire Creeper x 2**
- **Monstrous Glowfly x 2**
- **Crab Giant x 2**
- **Harpy (Blue)**
- **Crab Giant x 2, Monstrous Glowfly**

Chapter 5 (in order of appearance)

- Beetle Giant x 4
- Gill-Man x 2
- Spectator x 3
- Venomous Spider (Yellow) x 2
- Spectator x 2
- Grave Mist, Lesser Demon x 2
- Beetle Giant x 2, Necrophiliac x 2
- Lesser Vampire (Black) x 3

Chapter 6 (in order of appearance)

- Harpy (Black)
- Victory x 2
- Evil Eye
- Victory x 2
- Lizardman x 2, Wise Sorcerer (Dark Green)
- Life Stealer x 2
- Lizardman x 2, Wise Sorcerer (Dark Green)
- Life Stealer x 2

Chapter 8 (in order of appearance)

- Beetle Giant x 3
- Grave Mist, Lesser Demon x 2
- Necrophiliac x 2, Rib Forager
- Grave Mist x 2, Lesser Demon
- Beetle Giant x 3
- Dragon-Tooth Warrior (Red) x 3, Fatal Glimmer
- Fire Elemental (Blue, Small) x 3
- Dragon-Tooth Warrior (Red) x 2, Fatal Glimmer

Monster Encounter Data, Part 5

Chapter 2 (in order of appearance)

- Figment (Blue)
- Pongo Robustus x 2
- Vermin x 3
- Pongo Robustus x 3
- Figment (Blue) x 2
- Mantrap Plant x 4
- Vermin x 3
- Dragon Servant x 4
- Mantrap Plant x 2, Vermin

Chapter 4 (in order of appearance)

- Banshee x 2, Venomous Spider (Yellow)
- Dragon Zombie (Dark Red) x 1
- Monstrous Glowfly x 2
- Dragon Zombie (Dark Red) x 1
- Inferior Eye x 1
- Dragon Zombie (Dark Red) x 1
- Inferior Eye x 1
- Mire Creeper x 3
- Dragon-Tooth Warrior (Red)

Chapter 5 (in order of appearance)

- Monstrous Glowfly x 2
- Lesser Demon x 2
- Banshee, Current Fish x 2
- Grave Mist, Lesser Demon x 2
- Banshee, Current Fish x 2
- Grave Mist x 2, Lesser Demon
- Monstrous Glowfly x 2
- Grave Mist, Inferior x 2
- Grave Mist x 2, Inferior

Chapter 6 (in order of appearance)

- Haunt
- Blood Sucker x 2
- Stealer Robin x 4
- Blood Sucker x 2
- Harpy (Purple) x 3
- Dragonewt, Mage Lord x 2
- Spectator x 2
- Dark Pudding x 3
- Dragonewt, Mage Lord x 2


Chapter 7 (in order of appearance)

- Vermin x 3
- Blood Sucker, Fatal Glimmer
- Stealer Robin x 4
- Dragon Zombie (Blue)
- Vermin x 3
- Dragonewt, Mage Lord x 2
- Haunt
- Dark Pudding x 3
- Dragonewt, Mage Lord x 2

Cave of Oblivion,
Parts 2 and 6


Parts 2 and 6 are identical in structure to each other. This dungeon is a tricky one to clear completely. Eight possible treasure chests appear here. Three are located at the end of the hallway to the right, directly across the gap. Follow the pass south of the entrance to the tip of a long pit. Jump to the far right to hit the entrance of a large room, the second treasure room. From the lip of that room, jump to the far left to hit the entrance of another large treasure room on the left of the pit. Then jump to the bottom where an exit awaits.





Treasure Data, Parts 2 and 6

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



Monster Encounter Data, Part 2

Chapter 1 (in order of appearance)

- Vermin
- Pongo x 3
- Vermin
- Pongo x 2
- Vermin x 2
- Pongo

Chapter 2 (in order of appearance)

- Vermin
- Mantrap Plant x 2
- Vermin x 2
- Pongo Robustus
- Figment (Blue) x 2
- Pongo Robustus

Chapter 3 (in order of appearance)

- Fire Elemental (Blue, Small) x 4
- Dragon-Tooth Warrior (Red), Fatal Glimmer
- Figment (Red) x 3
- Gelatinous Ooze x 2
- Figment (Red) x 3
- Gelatinous Ooze x 3

Chapter 4 (in order of appearance)

- Figment (Blue), Vermin x 2
- Giant Squid
- Fatal Glimmer x 2, Wise Sorcerer (Dark Yellow)
- Dragon Zombie (Dark Red)
- Monstrous Vermin x 3
- Dragon Zombie (Dark Red)

Chapter 5 (in order of appearance)


- Beetle Giant x 4
- Gill-Man x 3, Inferior Eye
- Spectator x 2
- Lesser Vampire (Black) x 3
- Spectator x 3
- Grave Mist, Lesser Demon x 2

Chapter 7 (in order of appearance)

- Harpy (Black)
- Victory, Wise Sorcerer (Blue)
- Lizardman x 2, Wise Sorcerer (Dark Green)
- Life Stealer x 2
- Evil Eye
- Life Stealer x 2

Chapter 8 (in order of appearance)

- Harpy (Purple) x 3
- Dragonewt, Mage Lord x 2
- Stealer Robin x 4
- Blood Sucker x 2
- Spectator x 2
- Blood Sucker x 2



Monster Encounter Data, Part 6

Chapter 2 (in order of appearance)

- Figment (Blue) x 2, Vermin
- Dragon Zombie (Blue) x 2
- Figment (Blue), Vermin x 2
- Dragon Zombie (Blue)
- Harpy (Blue)
- Dragon Zombie (Dark Red)

Chapter 3 (in order of appearance)

- Monstrous Glowfly x 2
- Dragon-Tooth Warrior (Red)
- Monstrous Glowfly x 2
- Lesser Vampire (Black) x 2, Thaumaturgist
- Fatal Glimmer x 4
- Knight Fiend, Thaumaturgist x 2

Chapter 4 (in order of appearance)

- Figment (Blue) x 2, Vermin
- Lesser Vampire (Black) x 2, Lesser Vampire (Blue)
- Harpy (Blue), Monstrous Glowfly x 2
- Lesser Vampire (Black) x 2, Lesser Vampire (Blue)
- Figment (Blue) x 2, Vermin
- Knight Fiend x 2, Lesser Vampire (Blue)

Chapter 5 (in order of appearance)

- Monstrous Glowfly x 2
- Grave Mist x 2, Inferior
- Banshee, Current Fish x 2
- Grave Mist, Inferior x 2
- Banshee, Current Fish x 2
- Grave Mist x 2, Lesser Demon



Chapter 6 (in order of appearance)

- **Monstrous Glowfly** x 3
- **Lesser Demon** x 2
- **Current Fish** x 3
- **Blood Sucker** x 2, **Wise Sorcerer (Dark Yellow)**
- **Current Fish** x 3
- **Dragon Zombie (Blue)**

Chapter 7 (in order of appearance)

- **Harpy (Black)**
- **Demon "Weed"** x 2
- **Lizardman** x 2, **Wise Sorcerer (Dark Green)**
- **Spectator** x 2
- **Evil Eye**
- **Life Stealer** x 2

Chapter 8 (in order of appearance)

- **Vermin** x 3
- **Dragonewt, Mage Lord** x 2
- **Stealer Robin** x 4
- **Dragon Zombie (Blue)**
- **Haunt**
- **Blood Sucker, Fatal Glimmer**



Cave of Oblivion, Parts 3 and 7

Part 3 of the Cave of Oblivion is identical to Part 7. This tunnel is a pretty straightforward tunnel with a single "roundabout" almost two thirds of the way down the tube. Treasure chests appear randomly at the very end of the tunnel and in a room off the bottom of the roundabout. Enemy encounters are kept to a minimum.



Treasure Data, Parts 3 and 7

- **Broken Blade**
- **Element Scepter**
- **Mithril Ore**
- **Ring of Learning**
- **Ruin's Fate**
- **Ebony Powder**
- **Iron Ore**



Monster Encounter Data, Part 3

Chapter 1 (in order of appearance)

- **Monstrous Glowfly** x 2
- **Lesser Vampire (Black)** x 2, **Thaumaturgist**
- **Crab Giant** x 2
- **Monstrous Glowfly** x 2
- **Harpy (Blue), Monstrous Glowfly** x 2
- **Dragon Zombie (Dark Red)**

Chapter 2 (in order of appearance)

- **Vermin**
- **Mantrap Plant** x 2
- **Mantrap Plant** x 3
- **Vermin**
- **Vermin** x 2
- **Dragon Servant, Lesser Vampire (Blue)** x 2

Chapter 3 (in order of appearance)

- **Harpy (Blue)**
- **Dragon Zombie (Dark Yellow)**
- **Dragon Zombie (Dark Yellow)**
- **Harpy (Blue)**
- **Harpy (Blue)**
- **Knight Fiend, Necromancer**

Chapter 4 (in order of appearance)

- **Figment (Blue)** x 2, **Vermin**
- **Lesser Vampire (Blue), Knight Fiend** x 2
- **Lesser Vampire (Black)** x 2, **Lesser Vampire (Blue)**
- **Harpy (Blue), Monstrous Glowfly** x 2
- **Figment (Blue)** x 2, **Vermin**
- **Lesser Vampire (Black)** x 2, **Lesser Vampire (Blue)**

Chapter 5 (in order of appearance)

- **Monstrous Glowfly** x 2
- **Manticore**
- **Blood Sucker** x 3
- **Banshee, Current Fish** x 2
- **Banshee, Current Fish** x 2
- **Grave Mist** x 2, **Inferior**

Chapter 6 (in order of appearance)

- **Vermin** x 3
- **Dragonewt, Mage Lord** x 2
- **Dark Pudding** x 3
- **Vermin** x 3
- **Stealer Robin** x 4
- **Dragonewt, Mage Lord** x 2

Chapter 7 (in order of appearance)

- **Harpy (Purple)** x 3
- **Blood Sucker** x 2
- **Blood Sucker** x 2
- **Stealer Robin** x 4
- **Spectator** x 2
- **Dragonewt, Mage Lord** x 2



Chapter 8 (in order of appearance)

- **Beetle Giant x 3**
- **Grave Mist x 2, Lesser Demon**
- **Dragon-Tooth Warrior (Red) x 2**
- **Necrophiliac x 2, Rib Forager**
- **Fire Elemental (Blue, Small) x 3**
- **Dragon-Tooth Warrior (Red) x 2**



Monster Encounter Data, Part 7

Chapter 1 (in order of appearance)

- **No monsters appear in this chapter**

Chapter 2 (in order of appearance)

- **Monstrous Glowfly x 3**
- **Banshee x 2, Venomous Spider (Yellow)**
- **Banshee x 2, Venomous Spider (Yellow)**
- **Monstrous Glowfly x 2**
- **Harpy (Blue), Monstrous Glowfly x 2**
- **Current Fish, Monstrous Viper x 2**

Chapter 4 (in order of appearance)

- **Banshee x 2, Venomous Spider (Yellow)**
- **Dragon Zombie (Dark Red)**
- **Mire Creeper x 3**
- **Inferior Eye**
- **Monstrous Glowfly x 2**
- **Dragon-Tooth Warrior (Red)**

Chapter 5 (in order of appearance)

- **Monstrous Glowfly x 3**
- **Dragon Zombie (Blue)**
- **Blood Sucker x 2, Wise Sorcerer (Dark Yellow)**
- **Current Fish x 3**
- **Current Fish x 3**
- **Lesser Demon x 2**

Chapter 6 (in order of appearance)

- **Monstrous Glowfly x 2**
- **Manticore**
- **Blood Sucker x 3**
- **Banshee, Current Fish x 2**
- **Banshee, Current Fish x 2**
- **Grave Mist x 2, Inferior**

Chapter 7 (in order of appearance)

- **Harpy (Black)**
- **Mandragora**
- **Life Stealer x 2**
- **Lizardman x 2, Wise Sorcerer (Dark Green)**
- **Monstrous Vermin x 3**
- **Victory, Wise Sorcerer (Blue)**

Chapter 8 (in order of appearance)

- **Stealer Robin x 3**
- **Lizardman x 2, Undead Slave x 2**
- **Basillisk x 3**
- **Victory x 2, Wise Sorcerer (Blue)**
- **Victory, Wise Sorcerer (Blue)**
- **Ram Guardian, Undead Slave x 2**



Cave of Oblivion, Parts 4 and 8

Segments 4 and 8 are identical in formation. This cave is largely uninhabited with a single, randomly appearing treasure chest by the second entrance. Follow the tunnel to the gap then jump over to a small chamber. Inside, you'll find Flying-type and Dragon-type monsters underground. Expect difficulty defeating both unless you have the Raven Slayer Bow and Dragon Slayer Sword in your inventory. Next, jump down through the gap heading along the left side, where another set of chambers lie. More monsters await, so enter with care! At the bottom of the tube, head right to the exit.



Treasure Data, Parts 4 and 8

- **Golden Egg**



Monster Encounter Data, Part 4

Chapter 1 (in order of appearance)

- **Harpy (Green)**
- **Dragon Zombie (Dark Yellow)**
- **Monstrous Vermin x 4**
- **Dragon-Tooth Warrior (Red)**

Chapter 2 (in order of appearance)

- **Harpy (Black)**
- **Dragon Zombie (Blue)**
- **Monstrous Vermin x 4**
- **Two-Sword Fencer**

Chapter 3 (in order of appearance)

- **Harpy (Blue)**
- **Dragon Zombie (Dark Yellow)**
- **Monstrous Vermin x 4**
- **Dragon-Tooth Warrior (Red)**



Chapter 4 (in order of appearance)

- Harpy (Blue)
- Dragon Zombie (Dark Red)
- Monstrous Vermin x 4
- Dragon-Tooth Warrior (White)

Chapter 5 (in order of appearance)

- Harpy (Gold)
- Dragon Zombie (Dark Red)
- Monstrous Vermin [MULT] 4
- Dragon-Tooth Warrior (White)

Chapter 6 (in order of appearance)


- Harpy (Blue)
- Dragon Zombie (Blue)
- Monstrous Vermin x 4
- Dragon-Tooth Warrior (White)

Chapter 7 (in order of appearance)

- Harpy (Gold)
- Dragon Zombie (Blue)
- Monstrous Vermin x 4
- Two-Sword Fencer

Chapter 8 (in order of appearance)

- Harpy (Gold)
- Orbitous Dragon
- Monstrous Vermin x 4
- Grey Bones


 Monster Encounter Data, Part 8

Chapter 1 (in order of appearance)

- Monstrous Vermin x 4
- Harpy (Blue)
- Kraken
- Hel Servant

Chapter 2 (in order of appearance)

- Monstrous Vermin x 4
- Harpy (Green)
- Kraken
- Hel Servant

Chapter 3 (in order of appearance)

- Monstrous Vermin x 4
- Harpy (Green)
- Kraken
- Hel Servant



Chapter 5 (in order of appearance)

- Monstrous Vermin x 4
- Harpy (Gold)
- Giant Squid
- Evil Eye

Chapter 6 (in order of appearance)

- Monstrous Vermin x 4
- Harpy (Black)
- Giant Squid
- Inferior Eye

Chapter 7 (in order of appearance)

- Monstrous Vermin x 4
- Harpy (Black)
- King Kraken
- Evil Eye

Chapter 8 (in order of appearance)

- Monstrous Vermin x 4
- Harpy (Gold)
- King Squid
- Hel Gaze



The Endgame

Where you go for your final battle says a lot about what ending you will receive. If you are passed through to Jotunheim Palace, you are in line for the B ending—providing you can defeat Surt!

A trip to Asgard Hill means that Loki has already defeated Surt, leaving Asgard in shambles and everyone, Aesir and Vanir alike, shuddering. Your job is to take on Loki and enjoy the best ending to the game.

Both final dungeons are challenging in terms of enemy strength. Equip your battle party well and spend your last Materialize points on items that really count, such as Angel Curios, etc. You also have access to all of your Einherjar. If you transferred one of your favorite soldiers in Chapter 8, you don't have to work without him or her while in Jotunheim.



Jotunheim Palace



The battle in the heavens begins! The Aesir army, led by Thor, forges ahead to open up a path through the Ice Fields so that your small group can invade Jotunheim Palace and overthrow Surt, the King of the Vanir.

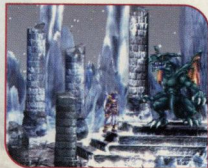


Checkpoint 1: Combine the red and blue fire to acquire the Daisy Fire that opens the door at point A.

Checkpoint 2: Defeat Bloodbane to acquire the Demon Sword "Levantine."



Checkpoint 3: Retrieve the Fires of Purgatory to open the doorway at (door G).



Checkpoint 4: Defeat the boss!

While the rest of the Aesir forces protect your flank, you must infiltrate the palace of Surt. The path will be long and hard fought, but you can take two precautionary measures before confronting the King of Vanir. First, select the best warriors from among all of your Einherjar. Now that you're up in Asgard, all of the warriors that you've sent to Odin are at your disposal.

The second measure is almost mandatory; defeat the demon-beast, Bloodbane, and acquire the Demon Sword "Levantine." To reach the demon's lair, you need to open up the passageway by creating Daisy Flame, a mixture of the red and blue flames (refer to Checkpoint I).

After defeating the beast and obtaining the demon weapon, it's time to confront the enemy King. To do so, you must recover the Fire of Purgatory and race back to the ice-floe-covered doorway before the flame burns itself out.



Jotunheim Palace at a Glance

Dungeon Appearance

Easy: Yes

Normal: Yes

Hard: Yes

Enemy Data

Name	HP	Weaknesses
Mithril Golem	100,000	N/A
Vanir (Black)	22,000	N/A
Vanir (Blue, A)	14,000	Poison
Vanir (Dark Yellow)	22,000	N/A
Wise Sorcerer (Black)	10,000	Poison, Mage

Sub-Boss Battle Data

Name	HP	Weaknesses	EXP Points		
			Easy	Normal	Hard
Bloodbane	220,000	N/A	600,000	200,000	140,000

Boss Battle Data

Name	HP	Weaknesses	EXP Points		
			Easy	Normal	Hard
Surt	300,000	N/A	0	0	0

Artifacts

N/A

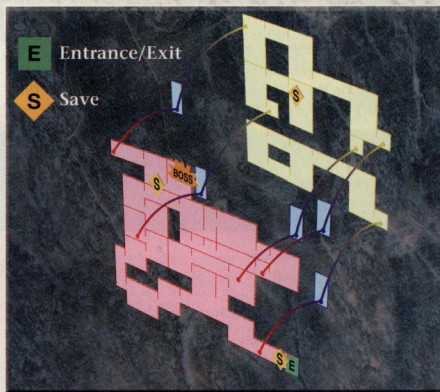
Event Points

Event	Points
Creating the "Daisy Flame"	120,000
Bringing the Fire of Purgatory to Point B within the allotted time	120,000

Tips and Tricks

You may have to engage the many Vanir soldiers patrolling the palace halls. But unlike the forces that you've fought in previous areas, if you defeat these, you'll find that more troops have taken their place when you return to the same area.

When encountering groups of Vanir with Wise Sorcerers, remove the sorcerers from the battle first. The Sorcerers, while not as powerful as the warriors, can cast Invoke Feather and resurrect their fallen comrades.



Sub-Boss Battle: Bloodbane

Defeating Bloodbane is the most difficult battle you face in the game regardless of the Difficulty Level. In addition to casting multiple forms of Big Magic attacks, this demon lizard can cast Heal to restore all damage. While there's no tried and true method of defeating this monstrosity, be sure to stock up on items such as Union Plumes and Noble Elixirs as well as setting Auto Item as a Support skill on your heroes.



Boss Battle: Surt

It comes down to this final battle with Surt, the battle that will determine the fate of the Aesir. This will be your final battle. May the favor of the gods shine upon you!

TIP

Like Bloodbane, Surt can cast a spell in the same round that he strikes with a physical attack.

Monster Encounters

- 1 Vanir (Blue, A) x 2, Wise Sorcerer (Black)
- 2 Vanir (Blue, A) x 2, Wise Sorcerer (Black)
- 3 Vanir (Blue, A) x 3
- 4 Vanir (Blue, A) x 2, Wise Sorcerer (Black)
- 5 Vanir (Blue, A) x 2, Wise Sorcerer (Black)
- 6 Vanir (Blue, A) x 3
- 7 Vanir (Blue, A) x 3
- 8 Vanir (Blue, A) x 3, Wise Sorcerer (Black)
- 9 Vanir (Blue, A) x 3, Wise Sorcerer (Black)
- 10 Vanir (Blue, A) x 3
- 11 Vanir (Black) x 3, Wise Sorcerer (Black)
- 12 Vanir (Black) x 3, Wise Sorcerer (Black)
- 13 Vanir (Black) x 3, Wise Sorcerer (Black)
- 14 Vanir (Black) x 3, Wise Sorcerer (Black)
- 15 Vanir (Black) x 3, Wise Sorcerer (Black)
- 16 Vanir (Dark Yellow) x 3
- 17 Mithril Golem
- 18 Vanir (Dark Yellow)
- 19 Vanir (Dark Yellow)
- 20 Vanir (Dark Yellow)
- 21 Vanir (Dark Yellow)
- 22 Vanir (Dark Yellow)
- 23 Vanir (Dark Yellow)
- 24 Bloodbane

BOSS: Surt, Vanir (Dark Yellow) x 2

Treasure Data

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



Shooting a crystal to freeze the patrolling Vanir exposes the treasure chest that was hidden behind the pillar.



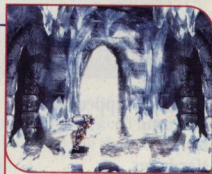
Beware the icicle spears that release as you traverse the stairway.



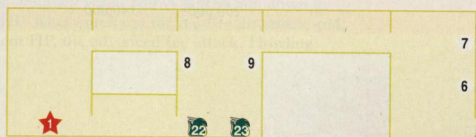
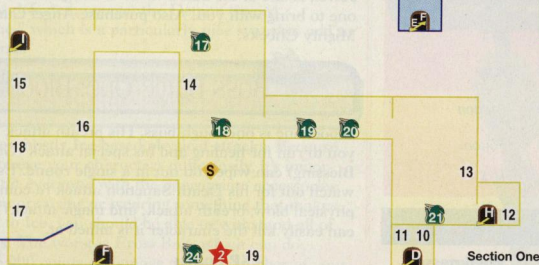
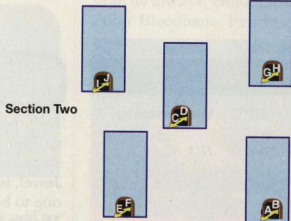
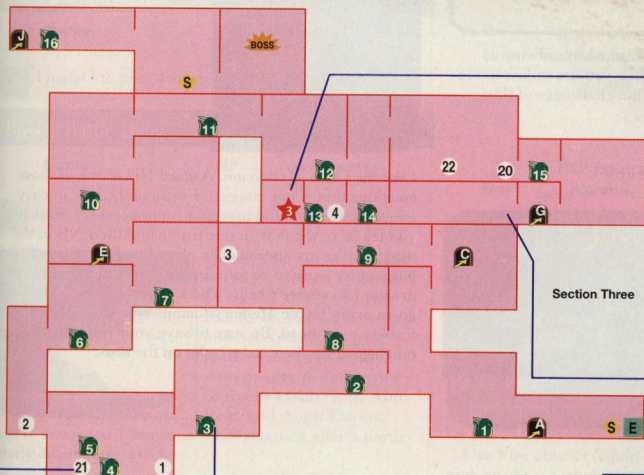
Build a hidden step using the crystals to reach the platform above and enter the chamber of Bloodbane



Examine the brazier to retrieve the Fire of Purgatory. Once you have it, you only have a short amount of time to race back to Point C before the flame is extinguished.



If you're fast enough, you can pass through this doorway and enter the final set of corridors within Jotunheim Palace before the Fire of Purgatory burns out.



E Entrance/Exit

S Save

★ Checkpoints

*Match letters to find where door leads.



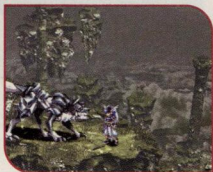
Asgard Hill

If you are sent to Asgard Hill instead of Jotunheim Palace at the end of Chapter 8, then you are in line to see Ending A—if you can withstand the challenges of this unmapped zone.



Checkpoint 2: Defeat Fenrir.

Checkpoint 1:
Defeat Bloodbane.



Asgard Hill at a Glance








Dungeon Appearance

Easy: No


Normal: Yes

Hard: Yes

Enemy Data

Name	HP	Weaknesses
 Charon	52,000	N/A
 Fire Elemental (Red, Big)	52,000	Ice
 Mind Flayer	54,900	N/A
 Phantom Lord	45,000	Holy
 Ram Guardian	25,600	Dragon
 Vanir (Blue, A)	14,000	Poison
 Vanir (Blue, B)	22,000	N/A

Boss 1 Battle Data

Name	HP	Weaknesses	EXP Points		
			Easy	Normal	Hard
 Bloodbane	222,000	N/A	—	200,000	140,000



Checkpoint 3: Defeat Loki.

Like the Cave of Oblivion, Asgard Hill is one of those locations that is not mapped. Fortunately, it is an easy enough structure that mapping is unnecessary. Basically, you travel to the NW in one frame and then NE in the next. Battles are sporadically placed and there is only one piece of treasure to be found, and that is disgorged from the dragon Bloodbane's belly. The locations of the bosses are given away by the Memory Camps placed strategically a frame or so ahead. Be sure to save your progress at each one before you proceed to take on the boss.

Tips and Tricks

Be sure to come equipped with the best armor and weapons that you can buy, find, or make. For example, the sword Gram, created from Orihalcon and the Creation Jewel, is one of the best swords in the game and a good one to bring with you. Also purchase Angel Curios and Mighty Checks.

Boss Battle One: Bloodbane

Bloodbane is one tough boss. His breath attack will cause you to run for healing and his special attack (Gravity Blessing) can wipe you out in a single round. Especially watch out for his Death Sanction attack (a combination of physical blow, breath attack, and magic attack) because it can easily kill the character it is aimed at.



Boss 2 Battle Data

Name	HP	Weaknesses	EXP Points		
			Easy	Normal	Hard
Fenrir	250,000	Fire	—	250,000	175,000

Boss 3 Battle Data

Name	HP	Weaknesses	EXP Points		
			Easy	Normal	Hard
Loki	400,000	N/A	—	0	0



To take him out, use chains of combo attacks followed by special attacks. Might Reinforce, Reflect Sorcery, and Sap Guard are good spells to use in this battle. Also be sure to equip your characters with Guts, Auto Item, and Angel Curios,

just to ensure that someone is left standing after a particularly debilitating attack.



Technical Arts Energy is Charged
Purify Weird Soul!!

Once he is defeated, you get the Demon Sword "Levantine," which is a particularly nice sword to add to your arsenal.

Boss Battle Two: Fenrir

Fenrir uses mostly Ice-based physical attacks. Because they can freeze your characters quite easily, it's important to outfit everyone with the appropriate accessories. Unless you are using or wearing something that makes you weak to Ice, you should be able to withstand all of his attacks. The worst is Frost Bait, which can do around 25,000 points of damage to each member of your party in addition to freezing them. This becomes his main mode of attack when you've gotten him down to one third HP. Also watch out for Ice Breath attack and, at 50 percent HP, the advanced Ice attack, Howling Hazard.



Use Fire attacks (equip Fire Lance for Big Magic fun) and, as always, chain those attacks and special attacks! After Bloodbane, Fenrir will seem easy to defeat!



Boss Battle Three: Loki

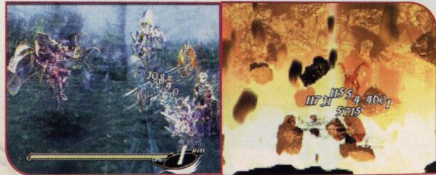
This is one of tri-Ace's signature two-part battles! The first part you cannot win, but the second part is a much fairer battle.

For the first battle, you only need to survive for a few rounds. Don't be surprised if your sword-equipped characters can do no damage to Loki. He seems to be vulnerable only to magic, and even then he's not that vulnerable. A team composed of Valkyrie and three sorcerer-types is a good configuration for this battle and the one that follows.



After a nice cinematic, Valkyrie gains full use of her Niebelung Valesti attack. This attack includes the stage-three ending that causes damage in the range of 10,000+ points. You can bet that this part of the attack alone will contribute most to Loki's demise.

Loki is easier to damage this time, although you will still find that your other swordsmen are useless for anything other than charging up the Special Attack Gauge. Loki's Extension Force attack is hard to defeat. It does about 25,000 damage to each person. The strength of this makes his Dragon Orb special attack seem weak in comparison.



Monster Encounters (in order of appearance)

Vanir (Blue, A) x 2
 Vanir (Blue, A) x 2, Vanir (Blue, B)
 Vanir (Blue, A) x 2, Vanir (Blue, B)
 Vanir (Blue, A) x 3, Vanir (Blue, B)
BOSS: Bloodbane
 Phantom Lord x 2
 Fire Elemental (Red, Big)
 Fire Elemental (Red, Big)
BOSS: Fenrir
 Phantom Lord x 3
 Charon
 Charon
 Mind Flyer
 Charon x 4
Mind Flyer, Ram Guardian
 Mind Flyer x 2, Ram Guardian x 2
 Phantom Lord x 4
BOSS: Loki

Treasure Data

Demon Sword "Levantine"



The Endings Game

Valkyrie Profile contains multiple endings, referred to as A, B, and C (in order from the most rewarding to the least). To preserve each ending's integrity, no narrative is provided (you'll have to see them for yourself). Instead, this chapter explains how to trigger each ending. If you consider instructions such as these spoilers, skip this chapter. Otherwise, use this as a guide to discover the true message of *Valkyrie Profile*.

Ending C

Modes Available: Easy, Normal, Hard

This ending is the ultimate in "Game Over" endings, and one that you are unlikely to get without going against the game's main rules. Namely, keep all artifacts and don't send any of your Einherjar up to Asgard. Doing this ensures that your Evaluation Rating will plummet to zero and trigger Freya's final appearance. Regardless of whether or not you win this final battle, the game ends.

Freya
This is unfortunate, Lenneth, but something has gone wrong inside you, and we have no time to repair a faulty machine.

Equipment	Use Item	Divine Den	Party	Ability
Transfer	Status	Configure	Data	
Valkyrie				
SP: 9 HP: 4555 EXP: 15000 After: 15000	Arngnir SP: 9 HP: 4555 EXP: 15000 After: 15000		Surt SP: 9 HP: 4555 EXP: 15000 After: 15000	Surt SP: 9 HP: 4555 EXP: 15000 After: 15000
Play Time: 7:28:47 New alliance point: 10000 Chapter 4 Period: 0:20 List: 1 Home to a map				

An Evaluation Rating of zero leads to Freya's final appearance.

Ending B

Modes Available: Easy, Normal, Hard

This ending is by far the most common ending and is the best you can get when playing in Easy mode. As long as you do as you're told and keep your Evaluation and Seal Ratings high, this is the ending you'll get.



Ending B is characterized by a trip to Jotunheim Palace and a battle with Surt!

Ending A

Modes Available: Normal, Hard

The B ending is good, but it doesn't answer the majority of questions that you will probably have after playing through the game entirely. Who is Platina in relation to Valkyrie? Who is Hrist, the Dark Valkyrie, and how does she know Lenneth? How do all of these strange creatures such as Brahmans and Lezard Valetth know Valkyrie and what are these memories that they keep mentioning?

Ending A answers all of these questions and more! It has even been suggested that you haven't really played *Valkyrie Profile* unless you've seen the A ending. Unfortunately, the A ending is one that you are unlikely to see on your own—unless you have extremely good instincts! The reason for this is twofold. First, the A ending requires you to play contrary to your main orders. Valkyrie is supposed to be a loyal follower of Odin, one who does not question her orders or Odin's motivations. Getting the A ending requires you to play Valkyrie with a little more curiosity and flexibility.

Secondly, and most importantly, the A ending is triggered when Valkyrie's Seal Rating is at a certain level at a certain point in the game. This is unlikely to happen by accident and requires a bit of manipulation on your part. Fortunately, we have a plan for you to follow.

The Hard Road to Ending A

The A ending is a series of explanatory cutscenes that occur over the last few chapters of the game. They explain many events, including the Prologue, and really leave you with a complete understanding of the game itself. While getting to the A ending is tricky and requires some forethought and planning, the results are really worthwhile. We recommend that you play the game through on Hard mode with the intent to see this ending, so that you can enjoy all that *Valkyrie Profile* has to offer.





The basic requirements for the A ending are as follows:

- **Defeat Lezard Valeth in his Tower after recruiting Lorenta in Chapter 4.**
- **Recruit Mystina in Chapter 5.**
- **Recruit Lucian in Chapter 5.**
- **Transfer Lucian to Valhalla by the end of Chapter 6.**
- **Valkyrie's Seal Rating must be below 37 during Sacred Phase 6-7.**
- **You must enter the Weeping Lily Valley at the end of Chapter 8.**

These requirements are pretty easy to fulfill once you know which events have positive and negative effects on Valkyrie's Seal Rating.



Valkyrie's Seal Rating can be found at the bottom of the first page of her Status Screen.

How to Change Valkyrie's Seal Rating

Event	Seal Points	Occurrence
Transfer a character to Valhalla	+12	—
Complete a chapter (i.e., enter Sacred Phase) without wearing the Nibelungen Ring	-2	—
Recruit a character (except those listed below)	-2	—
See the Special Event "The Weeping Lily Tombstone" in the Weeping Lily Valley	-15	—
See the Special Event "A Fateful Event" in Gerabellum	-15	Chapter 2 and on
See the Special Event "The Lord of the Immortals" in the Castle of Brahms*	-10	Chapter 3 and on
Defeat Lezard Valeth after the Lorenta Event	-15	Chapter 4
Recruit Mystina**	-15	Chapter 5
Recruit Lucian	-20	Chapter 5

*This event is triggered by not attacking Brahms in the Castle of Brahms. Instead, choose to think for a moment when prompted.

**This event won't occur unless you defeated Lezard Valeth in the previous chapter.

The easiest way to complete all of the necessary objectives is as follows. The instructions in this list are in addition to your normal duties in each of the chapters. Continue recruiting characters and clearing dungeons as required while performing the tasks below. The Seal Rating manipulation required to get the A ending should not affect your evaluations during the intervening Sacred Phases,

because you can easily transfer two characters in Chapter 4 and one character in Chapters 5 and 6 without adding too many Seal points.

Chapters 1-3: Do not see any of the events listed above ("The Weeping Lily Tombstone," "A Fateful Event," and "The Lord of the Immortals")! Do, however, keep your Seal Rating at 100 by transferring at least one, if not two, Einherjar per turn.

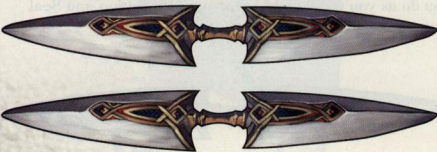
Chapter 4: Transfer two characters to Valhalla at the start of Chapter 4 or before you start viewing the different events and recruiting characters, etc. View the following events: "The Weeping Lily Tombstone," "A Fateful Event," and "The Lord of the Immortals." Then, recruit Lorenta and defeat Lezard Valeth in his tower. Remove the Nibelungen Ring and begin Sacred Phase 4-5. Valkyrie's Seal Rating should be hovering around 39 to 45.

Chapter 5: Recruit Mystina and Lucian. Also send one character up during this time. Be sure to keep an eye on your Evaluation Rating, lest it drop to zero! Remove the Nibelungen Ring and begin Sacred Phase 5-6. Valkyrie's Seal Rating should be hovering around 10 to 18 points.

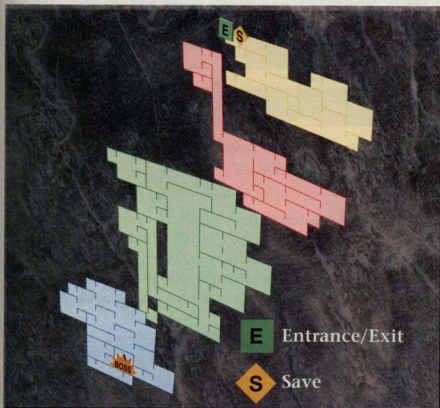
Chapter 6: You must transfer Lucian to Valhalla during this chapter! Doing so triggers a scene that sets up the first of the A ending events. With Valkyrie's Seal Rating at about 14 to 24, enter Sacred Phase 6-7.

If you've followed these instructions and entered Sacred Phase 6-7 with Valkyrie's Seal Rating under 37 points, you should witness a scene between Lucian and Loki. This marks the start of the A ending sequences. Afterward, play full-out to the end of the game, transferring two characters a turn and strengthening Valkyrie's Seal Rating. At the end of Chapter 8, you will be directed to the Weeping Lily Meadow for the scene, "Hrist Awakens," and the beginning of the A ending. The A ending is characterized by a trip to Asgard Hill instead of Jotunheim Palace.

It is important that you keep Valkyrie's Evaluation Rating (shown at the bottom of the Camp menu) above 50 during this entire process, lest you trigger the C ending by accident. This means keeping your theft of artifacts to a minimum.



The Seraphic Gate



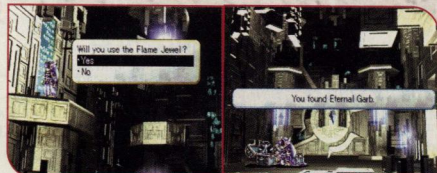
E Entrance/Exit
S Save

The Seraphic Gate is a bonus dungeon for all of you who just can't get enough of *Valkyrie Profile*. Entrance is granted once you've completed the game and have collected all eight of the Flame Jewels (you'll find a new option on the Start menu). You need them to access all of the game's treasure and extra characters. Of course, there's a catch: Flame Jewels are only found in the Hard mode of the game.

Location of the Eight Flame Jewels

Salerno Academy
Dark Tower of Xervah
Citadel of Fire
Sunken Shrine
Tombs of Amenti (two are found here)
Celestial Castle
Arianrod Labyrinth

You can still play through most of the Seraphic Gate in the other difficulty levels, you just won't be privy to the full experience. For instance, you need all of the Flame Jewels to access certain treasures and Warp Points. Most of the game's strongest equipment is hidden behind sealed doors that only the Flame Jewels can open, so you are cheating yourself if you attempt this dungeon without all of them!



The Flame Jewels open specially sealed doors that lead to special treasures or special characters.

The other reason you'll want to play this in Hard mode is for the chance to recruit the three best characters in the game: Lezard Valeth, Brahm, and Freya. Of course, they can only accompany you while you are in the Seraphic Gate, but they make the experience much easier than your usual companions could.

To recruit these legends, you must defeat them in battle first. You can expect each battle to get more and more difficult, but the results are worth it. After you defeat them, you must train them as you would any other companion. Also search for their most powerful weapon. Freya and Brahm's attack power is really limited until you find these weapons.



Lezard Valeth



Brahms



Freya

The final two sections of the Seraphic Gate are guarded by Gabriel Celeste and the Iseria Queen. If you've played through the Cave of Trials in *Star Ocean: The Second Story*, then this pair will seem familiar to you. The bad news is that they are just as deadly as before. Both characters can take out your entire party with a single attack, so be sure to approach them with care and plenty of Union Plumes and Angel Curios!



107 Gabriel Celeste



2 Iseria Queen

The big secret of this dungeon is at the very end, once you've beaten the Iseria Queen. Clear the dungeon once and you win the Tri-Emblem item. Clear it a second time and you get a note. Clear the dungeon 10 times and you win an extra-special surprise!



The first two rewards for clearing the Seraphic Gate. The final must remain a secret...!

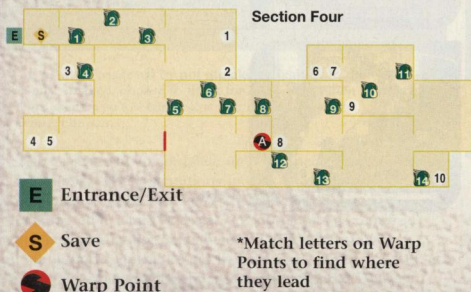
But there's a catch here, too. There's only one Memory Camp in the Seraphic Gate (right at the entrance) and the monsters that dwell here are resurrected every time you reenter a room. To clear the dungeon, you have to make it all the way through without saving and, more importantly, without dying!

NOTE

This dungeon is completely optional and totally unconnected to the plot of Valkyrie Profile—no matter how much the A ending might lead you to believe differently. Because it is set up to provide you with the ultimate challenge, we feel that it is inappropriate to provide a detailed walkthrough. With the exception of some general hints, you are on your own! Enjoy and good luck....

Section Four

This first section of the Seraphic Gate is not at all indicative of the rest. Search out the Eternal Garb (the game's best armor) and some of the other pieces of treasure. There are no traps or puzzles to hinder you—just a lot of enemies.



Treasure Data	
1	Spell Reinforce
2	Golden Egg
3	Golden Egg
4	Eternal Garb
5	Razor Shaft
6	Mighty Check
7	Gem of Creation
8	Golden Egg
9	Fire Lance
10	Might Reinforce

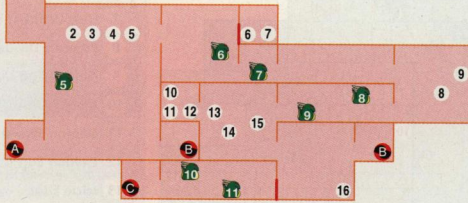
Monster Encounters	
1	Fire Elemental (Red) x 2
2	Gill-Man Leader x 2
3	Fire Elemental x 2
4	Unburied Dead x 2
5	Anemone, Bream Giant x 2
6	Brutal Gaze, Unburied Dead x 3
7	Lesser Vampire (Dark Yellow), Unburied Dead x 2
8	Lesser Vampire (Dark Yellow), Unburied Dead x 2
9	Ancient Golem
10	Unburied Dead x 3
11	Ancient Golem x 2
12	Lesser Vampire (Dark Yellow) x 2
13	Lesser Vampire (Dark Yellow) x 2, Unburied Dead x 2
14	Unburied Dead x 3



Section Three

Lezard Valetl lurks here. This powerful wizard packs a wallop and so do his companions. Prepare for a fierce battle! To get to the exit warp in this dungeon section, you'll need your grappling skills.

Section Three



E Entrance/Exit

S Save

● Warp Point

*Match letters on Warp Points to find where they lead

Treasure Data

- 1 Scout Orb
- 2 Golden Egg
- 3 Golden Egg
- 4 Mighty Check
- 5 Frigid Damsel
- 6 Soul Sword "Kusanagi"
- 7 Wand "Mystic Sage"
- 8 Golden Egg
- 9 Eternal Garb
- 10 Golden Egg
- 11 Fire Storm
- 12 Sap Guard
- 13 Eternal Garb
- 14 Golden Egg
- 15 Poison Blow
- 16 Golden Egg

Monster Encounters

- 1 Mummy x 3
- 2 Mummy x 2, Unholy Terror
- 3 Mummy x 2, Unholy Terror
- 4 Unliving Vapor x 2
- 5 King Kraken, Misery Seeker x 2
- 6 Venom x 2
- 7 Necro Centipede x 3
- 8 Unholy Terror x 2
- 9 King Kraken x 2
- 10 Unliving Vapor x 2
- 11 Unliving Vapor x 2
- 12 BOSS: Brutal Gaze, Hell Gaze, Lezard Valetl

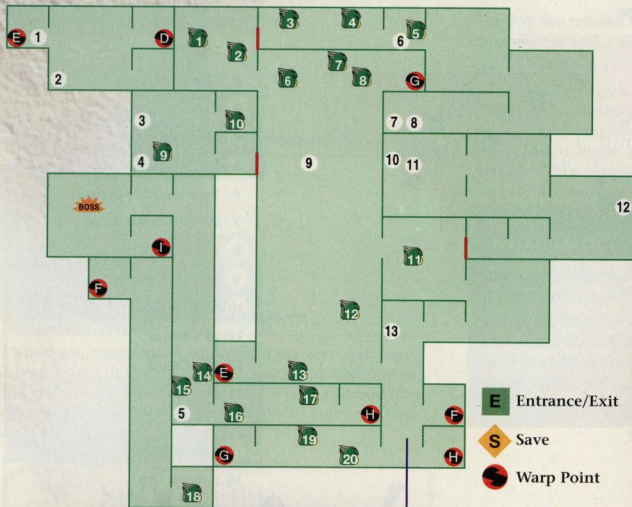




Section Two

Section Two is the busiest section of the Seraphic Gate. Brahm's, Freya, and Gabriel Celeste all lurk in this chamber. In addition, the monsters here are pretty fierce. Keep your characters well healed and choose your battles wisely.

Section Two



E Entrance/Exit

S Save

● Warp Point

*Match letters on Warp Points to find where they lead



It takes a lot of force to press the switch that opens the door to Warp H. To accomplish that you must fall from a high platform. It's a good thing that the glass panels in the floors above the switch shatter easily.

Treasure Data

- 1 Shield Critical
- 2 Golden Egg
- 3 Lightning Bolt
- 4 Eternal Garb
- 5 Golden Egg
- 6 Golden Egg
- 7 Holy Wand of Telos
- 8 Ethereal Divide
- 9 Golden Egg
- 10 Bloody-Duster
- 11 Demon Sword "Nefarious"
- 12 Golden Egg
- 13 Icicle Edge

Monster Encounters

- 1 Larvae x 3
 - 2 Abyss
 - 3 Necro Centipede x 3
 - 4 Larvae x 2, Necro Centipede x 2
 - 5 Larvae x 3
 - 6 Larvae x 2, Lycurgus
 - 7 Larvae x 2, Lycurgus
 - 8 Necro Centipede x 2, Wise Sorcerer, (Dark Yellow)
 - 9 Dragon Tyrant
 - 10 BOSS: Brahm's
 - 11 Dragon Tyrant x 2
 - 12 Necro Centipede x 2, Wise Sorcerer, (Dark Yellow)
 - 13 Lycurgus x 2, Wise Sorcerer, (Dark Yellow)
 - 14 Demon "Zorkrey!" x 4
 - 15 Accused One, Dragon Tyrant
 - 16 Demon "Zorkrey!" x 4
 - 17 Demon "Zorkrey!" x 2
 - 18 BOSS: Freya
 - 19 Lycurgus x 2, Wise Sorcerer, (Dark Yellow)
 - 20 Accused One x 2
- BOSS: Gabriel Celeste

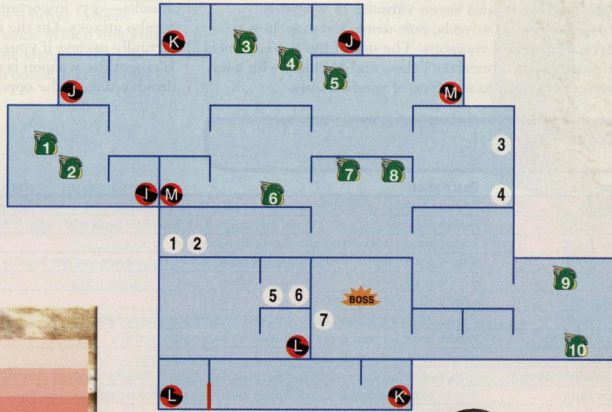
Section One

Section One is the most difficult chamber in the Seraphic Gate. The monsters here are really hard to beat, and yet, they compare in no way to Iseria Queen, the boss of the Seraphic Gate. If you can defeat her, then you truly are a champion!

Section One

Treasure Data

- 1 Quartz Gem
- 2 Wand of Exchange
- 3 Lapis Lazuli
- 4 Golden Egg
- 5 Dainslef
- 6 Ether Laser
- 7 Tri-Emblem



Monster Encounters

- 1 Setkhefre x 2
- 2 Setkhefre
- 3 Carnage Beast x 2
- 4 Disaster Eye, Setkhefre
- 5 Carnage Beast x 2
- 6 Carnage Beast
- 7 Lich
- 8 Disaster Eye x 3 (or, Giant Lord, Vanir
(Dark Yellow) x 2)
- 9 Loki Shade (or, Hamster x 4)
- 10 Dark Valkyrie

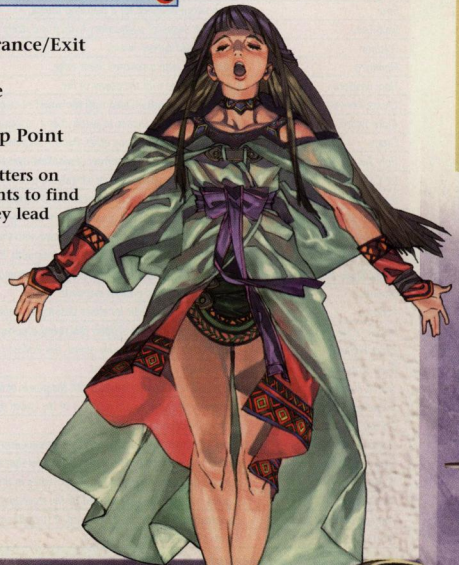
BOSS: Iseria Queen

E Entrance/Exit

S Save

W Warp Point

*Match letters on
Warp Points to find
where they lead



Items, Equipment, and Artifacts: A Complete Survey

Weapons

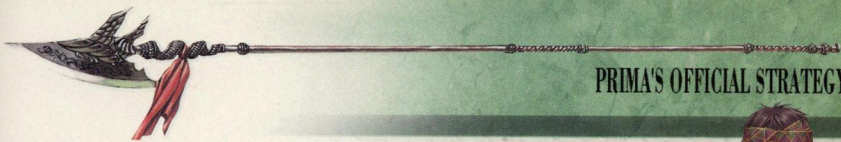
Valkyrie Profile contains seven varieties of weapons: swords, two-handed swords, pole-arms, katanas, bows, specters, and special weapons. The use of these weapons is determined by the character's class and abilities, with each character dedicated to one type of weapon only.

Swords

Weapons are either bought through the Divine Item function, or found as spoils in the game's many dungeons. Some of the strongest weapons are either recovered as artifacts or created through Transmutation.

When choosing weapons for your characters, be sure to take into account the following: Element-based bonuses, number of attacks, attack strength, and trust ratings. Element-imbued weapons are usually extremely reliable and allow your character to use two or three of his or her attacks—very important to pulling off long strings of combo attacks. On the other hand, these weapons are virtually useless if your opponent is strong against the Element the weapon is created from. This puts you at a big disadvantage if the opponent in question is a boss.

Name	Description	ATT
Angel Slayer	A sword intended to tip the cosmic balance, it has taken the soul of many an angel.	20,000
Antler Sword	A sword that evokes the image of a great stag's antlers. It is coated with a special ether coating that makes it impervious to breaking.	100
Bastard Sword	A sword that can be wielded with either one or two hands.	290
Beast Slayer	A sword with incredible power against beasts. It has no ether coating so it must have been forged by humans.	200
Broad Sword	A variety of long sword.	130
Colichemarde	A type of narrow-bladed rapier.	150
Daemon Slayer	A sword with incredible power against demons. It has no ether coating, so it must have been forged by humans.	200
Dainslef	Its name means god-slayer, but in fact its power lies in the opposite direction.	8,000
Damascus Sword	A steel sword forged by a special method.	700
Daemon Sword "Levantine"	A magical black sword said to be within the stomach of the dragon, Bloodbane. Its power increases as the life force of its wielder decreases.	2,200
Dragon Slayer	A sword with incredible power against dragons. It has no ether coating so it must have been forged by humans.	200
Estoc	A long sword designed for a thrusting attack.	570
Faim Fenn	The former sword of a legendary hero, it is a richly decorated and superbly balanced masterpiece.	60
Falchion	A wide-bladed curved sword.	350
Flamberg	A slim sword with a serrated flame-edge.	700
Flare Baselard	A sword imbued with the power of fire.	300
Glance Reviver	A sword of the Gods imbued with the power of creation.	6,000
Glare Sword	A sword that has a chance to petrify foes it strikes.	1,200
Gram	A sword unmatched by any other. But it is so powerful that the wielder will fall into darkness.	2,000
Holy Sword "Seraphy"	A sword imbued with the sorrow of mankind over the fate of a fallen angel.	200
Ice Coffin	Imbued with the power of light, this sword absorbs Ice-based magic attacks and transfers DME to its wielder.	550
Icicle Sword	A sword that has a chance to freeze foes it strikes.	1,200
Jewelled Blade "Grimrist"	As its name implies, it is a gaudily fashioned, bejeweled sword whose ferocity belies its beauty.	100
Lightning Edge	A sword whose razor-sharp edge is imbued with the power of lightning.	70
Long Sword	A long steel sword. Made by a simple blacksmith, it is not a weapon to rely on in a difficult fight.	98
Magic Blade "Cromrea"	Its violet blade contains magic crystals that imbue it with unique power.	1,800
Moonflax	A sword forged from a fallen meteorite.	200
Pallasch	A sword that is excellent for either slashing or stabbing.	200
Radiance Sword	Imbued with the power of light, this sword absorbs Holy-based magic attacks and transfers DME to its wielder.	170
Reiter Pallasch	Equipped with a large knuckle guard, this Pallasch affords the wielder greater defense.	400
Ruin's Fate	A sword with a disturbing name.	400
Scarlet Forge	This blood-red sword is imbued with the power of fire.	230
Schweizer-Sword	A uniquely designed sword with 1/3 of the sword double-bladed, and the remainder single-bladed.	620
Sinclair Saber	A straight-edged saber.	600
Slashing Sword "Farewell"	A sword whose damage increases by 5 percent each time a hit is made, up to a maximum of +200 percent.	320
Sword of Silvans	A long sword forged from a mysterious metal that flashes a brilliant white in combat.	800
Valkyrie-Favor	A sword that carries tremendous power when in the presence of Valkyrie.	1,600
Viking Sword	A great sword of the type wielded by the legendary berserkers.	70
Walloon Sword	Equipped with a large knuckle guard, it strengthens the wielder's defense.	300
Wassail-Rapier	A slim-bladed sword.	1,120



The number of attacks a weapon allows is another important factor to consider when equipping your characters. New weapons appear through Divine Item in waves. In even-numbered chapters, you can purchase armor upgrades as well as new Element-imbued weapons (one per weapon type). In odd-numbered chapters, two new weapons per type are available for purchase. Of these two new offerings, one weapon will usually have a high Attack strength but allows the user only one attack. The other, however, usually features a lower Attack strength but allows two or three attacks. Which one you choose is really a matter of taste. The weapon with the higher Attack strength allows for stronger, higher pow-

ered attacks, while the other allows your character to attack more often, filling up the Special Attack Gauge more effectively and allowing for the use of special attacks.



1-2-3	AT	HT	Elemental Effects	Other Effects
0 0 0	1	210	—	<i>The most powerful sword in the game.</i>
0 X X	30	32	—	—
0 X X	50	48	—	6 percent chance of breaking.
0 0 0	100	175	—	Extremely strong against Beast-type enemies.
X X 0	20	26	—	6 percent chance of breaking.
0 X X	21	45	—	—
0 0 0	100	175	—	Extremely strong against Demon-type enemies. 5 percent chance of breaking.
0 0 0	35	100	Holy/Death	—
0 X 0	5	82	—	3 percent chance of breaking.
0 0 0	40	90	—	Damage it inflicts changes based on the current DME of the wielder. Damage is equal to 2 - Current DME/Max DME.
0 0 0	100	175	—	Extremely strong against Dragon-type enemies. 5 percent chance of breaking.
X X 0	45	62	—	8 percent chance of breaking.
0 0 0	1	25	—	—
0 X X	37	40	—	5 percent chance of breaking.
0 X 0	35	53	—	4 percent chance of breaking.
X 0 X	60	52	Fire/DMG+50 percent	5 percent chance of breaking.
0 0 0	75	95	Darkness/Death	8 percent chance of instantly killing enemy, converting part of the enemy's HP into DME for the wielder.
0 X 0	1	85	Poison/Death	5 percent chance of stoning opponents.
0 0 0	44	92	Darkness/Death	—
0 X 0	45	75	Holy/DMG+90 percent	10 percent chance of doubling the number of Magic Gems that appear.
0 0 0	64	92	Ice/DMG+50 percent	Absorbs Ice-based magic attacks and transfers DME to its wielder.
0 X 0	1	85	Ice/Death	5 percent chance of freezing opponents.
X X 0	1	30	Lightning/Death	—
0 X X	62	40	Lightning/DMG+90 percent	Absorbs Lightning-based magic attacks and transfers DME to its wielder.
0 X X	35	31	—	5 percent chance of breaking.
0 X 0	49	77	Darkness/DMG+50 percent	Reduces the damage from normal attacks by 70 percent, but increases the damage from special attacks by 50 percent.
0 X 0	20	37	Holy/DMG+50 percent	5 percent chance of breaking.
0 0 0	26	50	—	—
0 0 0	64	64	Holy/DMG+50 percent	Absorbs Holy-based magic attacks and transfers DME to its wielder.
0 0 0	16	82	—	—
0 X X	27	60	Darkness/DMG+50 percent	5 percent chance of breaking.
0 0 0	62	67	Fire/DMG+50 percent	Absorbs Fire-based magic attacks and transfers DME to its wielder.
0 X 0	40	70	—	—
0 X X	20	65	—	—
0 0 0	47	62	—	5 percent increase in damage every time a hit is made. Maximum increase is 200 percent.
0 0 0	30	75	Holy/DMG+50 percent	10 percent chance of paralyzing undead enemies.
0 0 0	29	102	—	—
X X 0	7	27	—	—
0 X X	12	40	—	—
0 X 0	65	65	—	7 percent chance of breaking.



Two-Handed Swords

Name	Description	ATT
Arectaris	A great sword named after a Fairy King who led thousands of fairies in their war against the demons.	750
Bahamut Tear	A great sword whose name refers to its power to defeat dragons.	1200
Brandish-Sword	A sword made of an orihalcon-alloy. An unusually light and easy-to-wield great sword.	400
Brutish-Edge	A variety of two-handed sword. With its gruesome-looking blade, it is a true killer's sword.	1,600
Claymore	A Scottish two-handed sword.	800
Demon Sword "Nefarious"	A great sword bestowed with a wicked name. It was given this dishonorable name in order to keep its great power at bay.	13,000
Elemental Edge	A great sword imbued with the power of the elements.	80
Flamberg	A great sword with a flame-like serrated edge. A sword as deadly as it is decorative.	200
Grand Sting	Blue flames flicker on and off on the blade of this enchanted great sword, almost as if it's breathing.	500
Hack-Blade	A German-made two-handed sword.	100
Ignite Sword	A great sword imbued with the power of a fiery explosion.	450
Infernas	A great sword imbued with the power of Muspelheim's flames.	285
Shadzard	A great sword that shines with the light of the heavens. Its creator sacrificed his life to imbue it with this power.	900
Striking-Sword	A type of two-handed sword.	500
Two-Handed Sword	A great sword designed to be wielded with two hands.	80
Vainslayer	A sword that cuts through flesh as well as warped spirits.	270
Violet Forge	A great sword whose blade flashes a brilliant violet.	1,200
Zweihander	A type of two-handed sword.	150



Pole-Arms

Name	Description	ATT
Ahlspieß	A spear with a uniquely long, sharp point, covering nearly half its length.	1,200
Arc Wind	A spear whose name means great wind.	600
Awl-Pike	A long, narrow sword blade affixed to a spear shaft.	100
Boarding-Pike	A spear with a slightly shortened shaft to allow it to be wielded in a variety of ways.	300
Corsesca	An evolved form of the Winged Spear. It has large, wing-like blades flowing out of its sides.	150
Crimson Edge	A spear with a great crimson blade. Legend holds that it was created by the gods for hunting demons.	1,200
Dragon Tyrant	A spear with special power against dragons.	300
Eternal Fault	A spiral-shaped lance that burns with a black light. It is so powerful that it causes the ground to open up.	900
Ethereal Divide	A spear that can slice through the invisible ether. It shimmers with a brilliant aura.	3,300
Fine Halberd	A finely crafted halberd.	1,000
Footman's Axe	A long, versatile axe.	500
Glave	A curved blade affixed atop a stout spear shaft.	95
Great Spear "Dinosaur"	A long, heavy spear with the tooth of a dinosaur affixed to its end.	3,000
Halberd	A spear with an axe-like blade on one side and a sharp point on the other. It works well for slashing or thrusting.	200
Heart Piercer	A flickering spear.	150
Holy Halberd	A spear blessed by gods.	200
Long Flail	A flail with several spiked metal balls on chains attached to it.	250
Lucerne Hammer	A variety of war hammer.	1,100
Pole-Axe	An axe with a long shaft like a spear. Carries unsurpassed destructive power.	600
Ranseur	A type of spear with a cross-shaped blade.	600
Saber-Halberd	A halberd with a long saber attached to one end, making it effective for either stabbing or slashing.	400
Short Spear	A spear with a shortened shaft to make it easier to wield. Made by a simple blacksmith, it is not a weapon to rely on in a difficult fight.	100
Spear "Basilisk"	A spear with a 10 percent chance of petrifying the enemy.	200
Spear "Dark Angel"	A legendary spear with both negative and positive power. It is said that its power depends upon who wields it.	65
Spinning Spear	Firestorm spear.	50
Warhammer	Hammer designed to overcome even the sturdiest armor.	300
Winged-Spear	A spear with "wings" protruding from both sides of its blade. Originally, they were to prevent the spear from stabbing too deeply but have since become stylized decorations.	80

1-2-3	AT	HT	Elemental Effects	Other Effects
0 X 0	7	115	Holy/DMG+50 percent	—
0 0 0	40	90	Lightning/DMG+50 percent	Raises special attack by 30 percent.
0 0 0	25	55	—	—
X X 0	25	67	—	—
X X 0	22	57	—	—
X X 0	25	90	Ice/Death	—
0 0 0	32	40	Holy/DMG+50 percent	Raises special attack by 30 percent.
0 0 0	22	52	—	—
X X 0	55	95	Lightning/DMG+50 percent	—
X X 0	15	45	—	—
0 X X	45	70	Fire/DMG+50 percent	Raises special attack by 30 percent.
0 0 0	45	70	Fire/Death	Reduces the wielder's DME by 3 percent with each attack.
0 0 0	70	72	Lightning/Death	—
X X 0	7	30	—	—
X X 0	15	45	—	—
0 0 X	55	57	Darkness/DMG+50 percent	5 percent chance of breaking.
0 X X	42	70	Poison/DMG+50 percent	Raises special attack by 30 percent.
0 0 X	22	45	—	—

1-2-3	AT	HT	Elemental Effects	Other Effects
X 0 X	40	70	—	—
0 0 0	52	92	Lightning/DMG+50 percent	Adds an additional 20CP (Capacity Points) when the wielder levels up.
0 X X	24	30	—	—
X 0 X	15	35	—	—
0 X 0	22	35	—	—
0 0 0	24	70	Fire/DMG+90 percent	—
0 0 0	10	99	—	—
0 0 0	82	92	Poison/DMG+90 percent	—
0 0 0	50	112	—	—
X 0 X	30	62	—	1 percent chance of breaking.
0 X X	29	50	—	5 percent chance of breaking.
X 0 X	27	23	—	5 percent chance of breaking.
X X 0	68	75	—	—
0 0 0	25	45	—	—
0 0 0	37	62	Ice/DMG+50 percent	Adds an additional 20CP (Capacity Points) when the wielder levels up.
0 0 0	45	65	Holy/DMG+50 percent	Adds an additional 20CP (Capacity Points) when the wielder levels up.
X X 0	27	37	—	5 percent chance of breaking.
X X 0	30	77	—	2 percent chance of breaking.
X 0 X	30	55	—	—
X X 0	29	65	—	5 percent chance of breaking.
0 0 0	32	65	—	—
0 X X	27	35	—	5 percent chance of breaking.
0 X X	21	52	—	10 percent chance of stoning the opponent.
0 X 0	42	40	—	—
0 0 0	35	35	Poison/DMG+50 percent	Adds an additional 20CP (Capacity Points) when the wielder levels up.
0 X X	27	50	—	5 percent chance of breaking.
X X 0	30	22	—	—



Katana

Name	Description	ATT
<i>Ama-no-murakumo Blade</i>	<i>A Heavenly Cloud Sword.</i>	500
<i>Demon Blade</i>	<i>A sword said to have been used to battle demons. It has a black blade with a red hilt.</i>	200
<i>Dragonbane</i>	<i>A short sword forged by a powerful ally of the gods. It is weak in destructive power, but it improves the magic ability of its wielder.</i>	600
<i>Go-shorai Blade</i>	<i>A sword that is said to have the power to call down lightning. A blue jewel is set in its hilt.</i>	50
<i>Kongou-to</i>	<i>A massive sword, more powerful and huge than the No-dachi.</i>	600
<i>Masamune</i>	<i>A sword unparalleled in lightness and ease of use.</i>	400
<i>Muramasa</i>	<i>A sword that exceeds all others in power.</i>	1,000
<i>No-dachi</i>	<i>A huge, two-handed sword, well over 4 feet long. It is powerful but difficult to wield.</i>	300
<i>Scarlet Lotus Sword</i>	<i>Its vivid red blade makes this sword stand out. It is imbued with the power of fire.</i>	140
<i>Seventh Sword</i>	<i>A unique sword with 7 smaller blades jutting out of the main blade like branches of a tree.</i>	150
<i>Shisen-to</i>	<i>A sword as huge as the No-dachi, but extremely light. Its name means "Flicker Sword."</i>	200
<i>Soul Sword "Kusanagi"</i>	<i>A sword from the legendary land of Yamato. Its color is said to change depending on the wielder.</i>	2990
<i>Tachi</i>	<i>A 3 foot long sword with a long, sweeping curve.</i>	100
<i>Ten-horin Blade</i>	<i>A sword emblazoned with the emblem of the Phoenix. The hilt is designed to evoke the Phoenix's fiery wings.</i>	150
<i>Wa-to</i>	<i>The most common type of sword from the legendary country of Yamato.</i>	70



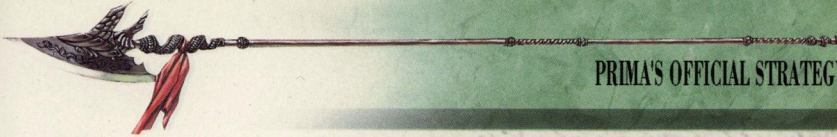
Bows

Name	Description	ATT
<i>Arbalest</i>	<i>A type of Windlass-Crossbow.</i>	600
<i>Berserker Bow</i>	<i>A bow made famous by slaying a berserker with a single shot.</i>	2,400
<i>Bolt-Aqqar</i>	<i>A crossbow with both speed and power.</i>	1,200
<i>Bolt-Crossbow</i>	<i>An improved variety of the crossbow.</i>	60
<i>Composite Bow</i>	<i>A bow made with a variety of materials for greater strength.</i>	300
<i>Cranequin-Crossbow</i>	<i>A crossbow that loads itself.</i>	500
<i>Crescent Arrow</i>	<i>A bow designed to fire arrows tipped with magical moon crystals.</i>	150
<i>Crossbow</i>	<i>A simple-to-use crossbow that fires a short, wooden shaft at a very high velocity. Its weak point is its slow loading time.</i>	100
<i>Elven Bow</i>	<i>A bow said to have been manufactured by elves.</i>	700
<i>Fire-Crossbow</i>	<i>An improved crossbow that fires explosive-tipped arrows.</i>	200
<i>Foul Slayer</i>	<i>A bow with the power to shoot down flying enemies.</i>	600
<i>Last Avenger</i>	<i>A bow that fires arrows with unerring accuracy.</i>	400
<i>Long Bow</i>	<i>A bow that is longer than the short bow.</i>	100
<i>Mage Slayer</i>	<i>A bow with incredible power against mages. It has no ether coating, so it must have been forged by humans.</i>	200
<i>Rapid Bow</i>	<i>A bow that allows rapid reloading.</i>	150
<i>Rapid-Crossbow</i>	<i>This rapid-fire crossbow doesn't sacrifice power for speed.</i>	150
<i>Raven Slayer</i>	<i>A bow with incredible power against birds. It has no an ether coating so it must have been forged by humans.</i>	200
<i>Razor Shaft</i>	<i>The enemy can't evade the stroke of this bow's razor-sharp arrows.</i>	3,000
<i>Serstine-lock-Gun</i>	<i>A variety of Fire-Crossbow.</i>	400
<i>Shiny Rupture</i>	<i>A bow that fires flashing arrows that carry tremendous destructive force.</i>	200
<i>Short Bow</i>	<i>A small bow. Made by mere humans, it is not to be relied upon in a battle against powerful enemies.</i>	100
<i>Soul Slayer</i>	<i>A bow that converts enemy HP into DME. Lacking ether coating, it must have been forged by humans.</i>	200
<i>Supreme Crossbow</i>	<i>A crossbow made of the finest materials with the finest workmanship.</i>	50
<i>Windlass-Crossbow</i>	<i>An improved crossbow with a crank-loading mechanism that allows it to fire at a greater velocity than the standard crossbow.</i>	150

Weapons with Special Properties

The following weapons have the ability to wreak havoc on specific types of enemies. These weapons are found only in dungeons and are extremely fragile. If you find one, keep it in your inventory and equip it only when you are going up against a monster that is weak to its power. These weapons can take out their intended foe in a blow or two (or three, depending upon the opponent's level), making them extremely valuable when the target is a boss.

Weapon	Target	Example
Beast Slayer	Beasts	Chimera, Pongo
Daemon Slayer	Demons	Greater Demon, Inferior
Dragon Slayer	Dragons	Dragon Zombie, Ram Guardian
Mage Slayer	Mages	Necromancer, Wise Sorcerer
Raven Slayer	Flying Enemies	Harpy, Vermin



1-2-3	AT	HT	Elemental Effects	Other Effects
0 0 0	43	92	Ice/DMG+50 percent	Reduces the wielder's Special Attack Gauge by 1.
0 0 0	48	67	Poison/DMG+50 percent	Reduces the wielder's Special Attack Gauge by 1.
X X X	1	1	—	Can only be used by sorcerers.
0 X 0	40	40	Lightning/DMG+50 percent	Reduces the wielder's Special Attack Gauge by 1.
X X 0	5	70	—	—
0 0 0	27	75	—	—
0 X X	27	77	—	—
X 0 X	20	60	—	—
0 0 X	10	50	Fire/DMG+50 percent	—
0 X 0	20	46	—	—
0 0 0	37	60	—	—
0 0 0	40	90	Holy/Death	—
X 0 X	30	37	—	—
0 0 0	41	66	Fire/DMG+50 percent	Reduces the wielder's Special Attack Gauge by 1.
0 X X	20	45	—	—

1-2-3	AT	HT	Elemental Effects	Other Effects
0 X X	45	60	—	—
X X 0	1	112	Poison/DMG+50 percent	—
0 X X	52	62	—	—
X 0 X	32	37	—	—
0 0 X	50	40	—	5 percent chance of breaking.
0 0 0	55	65	—	5 percent chance of breaking.
0 0 0	22	65	Lightning/DMG+50 percent	—
X X 0	22	22	—	—
0 0 0	67	135	—	—
0 0 0	1	40	—	—
0 0 0	1	100	—	—
0 0 0	22	95	Fire/DMG+50 percent	—
0 0 X	45	27	—	5 percent chance of breaking.
0 0 0	100	175	—	Extremely strong against Mage-type enemies. 5 percent chance of breaking.
0 0 X	45	32	—	5 percent chance of breaking.
0 0 X	22	40	—	—
0 0 0	100	175	—	Extremely strong against Flying-type enemies. 5 percent chance of breaking.
0 0 0	30	105	—	—
0 0 0	12	65	—	—
0 0 0	22	70	Poison/DMG+50 percent	—
0 0 X	45	22	—	5 percent chance of breaking.
0 0 0	100	175	—	10 percent of the damage inflicted upon the enemy is converted into DME. 5 percent chance of breaking.
0 0 0	22	35	Holy/DMG+50 percent	—
0 0 0	22	40	—	—



Scepters

Name	Description	ATT
<i>Absolute Force</i>	A wand that is as powerful as its name denotes.	600
<i>Acceptor Rod</i>	A rod that communicates with unseen beings in the natural world and transmits their power to the wielder.	400
<i>Alchemy Wand</i>	A wand fashioned in the image of a fairy.	500
<i>Crystal Wand</i>	A wand with a crystal set in its tip. Pulsating with 7 different colors, it is quite beautiful.	250
<i>Deluge Scepter</i>	A wand inscribed with the emblem of a crashing wave.	1,000
<i>Element Scepter</i>	A wand imbued with the power of the elements. Allows its wielder to perform great magic, but it cannot long endure the powers it wields.	300
<i>Ether Scepter</i>	A wand imbued with the power of ether. Allows its wielder to perform great magic, but it cannot long endure the powers it wields.	1600
<i>Holy Prayer</i>	A wand that amplifies the prayers of its wielder and transmits them to the gods.	200
<i>Holy Wand "Adventia"</i>	Said to have been carried by a holy man during the coming of the Messiah, it is undecorated and has a simple dignity.	750
<i>Holy Wand of Telos</i>	A wand that is said to grant unlimited magic power to its wielder.	9,920
<i>Infinity Rod</i>	Mystina's beloved magic wand. Decorated with gems on its tip, it allows its wielder to perform great magic.	880
<i>Lumiferous Wand</i>	A light-emitting wand.	0
<i>Noble Desire</i>	A wand that greatly enhances the wielder's magical power by synchronizing with their spiritual essence.	1200
<i>Ruby Mace</i>	A wand with a ruby red, pulsating gem set in its tip.	120
<i>Unicorn's Horn</i>	A unicorn horn that has been turned into a magician's wand. Allows the wielder to perform feats of great magic.	1,300
<i>Wand "Mystic Sage"</i>	A wand that grants wisdom upon its wielder.	8,500
<i>Wand of Apocalypse</i>	A wand in the shape of a great serpent. It's extremely evil, but it conveys great power to its wielder.	1,750



Special Weapons

Name	Description	ATT
<i>Bloody-Duster</i>	A tool that further increases the power of the Vampire lord, Brahms.	8,000
<i>Bloody-Knuckle</i>	Knuckles favored by the Vampire lord, Brahms.	1,500
<i>Ether Freeze</i>	A weapon created by the Goddess Freya from some invisible material. It appears to enhance magic power, but its true shape is unknown.	300
<i>Ether Laser</i>	A tool that further increases the power of the Goddess Freya. It is invisible, so its true form is unknown.	7800

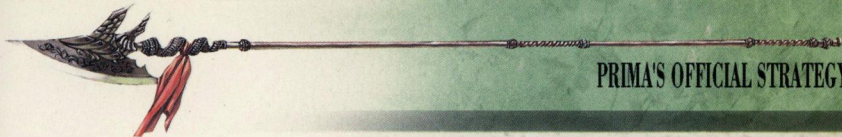


Armor and Other Equipment

In *Valkyrie Profile* you will find many different types of armor, helms, and accessories that are guaranteed to make your journey easier. New armor, helms, gauntlets, and greaves arrive in Divine Item at the start of every even-numbered chapter. New accessories in the form of Decorations and Possessions appear on the Divine Item list at the start of every chapter.

Unlike weapons, choosing how to armor your characters is easy. Each character class is restricted to a certain type of armor, with the exception of Valkyrie, who has many choices. Be sure to check the defense properties and choose things that are likely to defend your characters the best.

Each character is limited to wearing two Decorations and three Possessions. You are likely to find many more interesting Decorations than Possessions, so be sure to choose them wisely. This is especially important in the case of Valkyrie because many of the accessories in the game are specifically designed for her use only. Recommended accessories include: Angel Curio, Treasure Search, Gem of Activity, Gem of Creation, Mighty Check, Earring of Healing, Ring of Learning, Coin of Fortune, and Dimension Slip.



1-2-3	AT	HT	Special Effects
XXX	1	1	—
XXX	1	1	—
XXX	1	1	—
XXX	1	1	—
XXX	1	1	—
XXX	1	1	Can perform Big Magic. 50 percent chance of breaking.
XXX	1	1	Can perform Big Magic. 30 percent chance of breaking.
XXX	1	1	—
XXX	1	1	—
XXX	1	50	—
XXX	1	1	Can perform Big Magic. 10 percent chance of breaking.
XXX	1	50	—
XXX	1	1	—
XXX	1	1	—
XXX	1	1	Can perform Big Magic.
XXX	1	1	Can perform Big Magic.
XXX	1	1	Can perform Big Magic.

1-2-3	AT	HT	Special Effects
0 0 0	32	125	Used by Brahms only.
0 X X	40	100	Used by Brahms only.
X O X	70	100	Used by Freya only.
0 0 0	3	215	Used by Freya only.



Armor

Name	Description	Reduce Damage
Aegea Garb	A brilliant blue battle armor.	55
Anointed Cloak	A cloak anointed with holy water.	250
Anointed Garb	A cloth garment purified by the power of the gods.	600
Armor of Aleph	The bane of the undead Genevieve, this armor has the power to almost completely seal off Poison-based attacks.	2,000
Breastplate	Metal armor that covers the chest.	320
Chainmail	Armor made from linked metal chains.	100
Cloak	A cloth cloak coated with an ether coating, rendering it indestructible.	30
Cuirass	An iron breastplate, it is covered with an ether coating that renders it indestructible.	50
Divinity Garb	Battle armor containing the power of the gods.	1,000
Duel Armor	A steel breastplate.	300
Eternal Garb	A divine garment that protects its wearer from danger with inscribed runes of protection.	3,000
Eternal Shine	A garment that shines with an otherworldly light.	10
Full Plate	Metal armor that covers the entire body.	820
Heraldic Garb	Battle armor emblazoned with emblems.	120
Lamellar	Armor made of metal plates sewn onto leather.	320
Leather Armor	Simple leather armor.	100
Mirage Robe	A robe that creates a mirage to help its wearer evade attack.	400
Mithril Plate	Mithril full-body armor.	1,600
Radiant Garb	Battle armor imbued with the power of light.	350
Reflect Armor	Armor whose true power has already been lost. It is still a thing of beauty to behold.	1,500
Robe of Bryttain	A garment from the enchanted isle of Bryttain, it carries the prayers of thousands of souls within its woven body.	1,400
Robe of Elbereth	The robe of the Star Goddess, Elbereth.	0
Seraphic Garb	Battle armor blessed with the fortune of the gods.	1,700
Silver Cloak	A cloak with silver threads woven into it to increase its strength.	70
Silver Cuirass	A silver breastplate.	100
Silver Mail	Chainmail forged from silver.	820
Silver Plate	Silver full-body armor.	1,600
Supreme Garb	A cloth garment imbued with magic.	1,200
Sylphan Robe	A garment blessed by the spirits of the forest. It has the power to protect against Dark attacks.	1,800
Valiant Armor	An armor of incredible strength. Allows its wearer to face even the most powerful foes.	1,500
Valor Armor	A beautifully crafted breastplate fit to be worn by the greatest of heroes.	800

Helmets and Circlets

Name	Description	Reduce Damage
Aerial Garland	A hat named after the spirits of the air.	40
Anointed Garland	A hair adornment blessed by the gods.	16
Anointed Tiara	A jeweled tiara anointed with holy water.	8
Crown of Felmar	A crown named after its owner, it has no other particularly unique qualities.	2
Dragon Faith	A helmet formed in the shape of a dragon. It appears to have been made for ceremonial purposes but the details are unclear.	200
Duel Helm	A full helm that entirely covers the wearer's head. Inscribed with an image of the Goddess of Death.	20
Empress Garland	A tiara given to the Goddess Freya by Odin the All-Father. It signifies her status as a Goddess of the 2nd rank.	100
Feathered Helm	Helmet decorated with white feathers.	10
Feathered Tiara	A tiara decorated with white feathers.	5
Handwoven Bandana	The bandana Badrach received from his sister.	5
Mask of the Dead King	A mask worn by the mad king, Akhetamen.	100
Rust-Red Circlet	A rusty, red circlet of iron.	20
Sallet	A helmet that protects the wearer with nose and chin guards. It is covered with an ether coating that renders it indestructible.	5
Seraphic Garland	A hat decorated with beautiful feathers.	80
Silver Sallet	Sallet forged from silver.	10
Silver Tiara	A jeweled tiara made of silver.	4
Supreme Garland	A finely crafted hair adornment imbued with powerful magic.	24
Tiara	A richly jeweled crown covered with an ether coating that renders it indestructible.	2
Tiara of the Holy Empress	A tiara worn by an Empress who was revered greatly by the people. A truly beautiful object.	15
Valiant Helm	A type of full helm. Strongest of all helms that can be created.	80
Valor Helm	A type of full helm. A mighty helm that is fit for the greatest of heroes.	40
Winged Helm	A helmet shaped like the wings of an angel.	20



Defend Trust	Elemental Effects	Wearer
1	Darkness/DMG-50 percent	Valkyrie only
1	Fire/DMG-50 percent	Sorcerers
30	—	Sorcerers
192	Poison/DMG-90 percent	Swordsman, Archer
22	—	Swordsman, Archer
1	—	Swordsman, Archer
1	Fire/DMG-50 percent	Sorcerers
1	—	Swordsman, Archer
90	Lightning/DMG-50 percent	Valkyrie only
22	—	Swordsman, Archer
280	Lightning/DMG-90 percent	Sorcerers
101	—	Freya only
72	—	Swordsman, Archer
1	Poison/DMG-50 percent	Valkyrie only
2	—	Swordsman, Archer
1	—	Swordsman, Archer
10	Poison/DMG-90 percent	Sorcerers
150	Holy/DMG-90 percent	Swordsman, Archer
23	Holy/DMG-50 percent	Valkyrie only
150	Holy/DMG-90 percent	Swordsman, Archer
140	Holy/DMG-90 percent	Female Sorcerers only
1	—	Sorcerers
160	Ice/DMG-50 percent	Valkyrie only
1	Fire/DMG-50 percent	Sorcerers
6	—	Swordsman, Archer
52	—	Swordsman, Archer
130	—	Swordsman, Archer
90	—	Sorcerers
180	Darkness/DMG-90 percent	Sorcerers
144	—	Swordsman, Archer
73	—	Swordsman, Archer

Defend Trust	Elemental Effects	Wearer
4	Poison/DMG-50 percent	Valkyrie only
1	—	Sorcerers
1	—	Sorcerers
1	Darkness/DMG-50 percent	No limit
20	Lightning/DMG-50 percent	Swordsmen, Archers
2	—	Swordsmen, Archers
10	—	Freya only
1	Ice/DMG-50 percent	Valkyrie only
1	Fire/DMG-50 percent	Valkyrie only
1	Holy/DMG-50 percent	Male Swordsmen/Archers only
10	Holy/Weak Point	No limit
2	Holy/DMG-50 percent	Sorcerers
1	—	Swordsmen, Archers
8	Holy/DMG-50 percent	Valkyrie only
1	—	Swordsmen, Archers
1	—	Sorcerers
2	—	Sorcerers
1	—	Sorcerers
1	Darkness/DMG-50 percent	Female Sorcerers only
8	—	Swordsmen, Archers
4	—	Swordsmen, Archers
2	Lightning/DMG-50 percent	Valkyrie only

Gauntlets

Name	Description	Reduce Damage
Blaze Guard	Gauntlets that reduce fire damage. Counterattacks by shooting fire at enemy.	0
Duel Gauntlet	A gauntlet forged from steel.	20
Extreme Guard	Gauntlets studded with Fire Gems. Counterattacks by shooting flame at enemies.	0
Gauntlet	A heavy, iron glove designed to protect the hand. It is covered with an ether coating that renders it indestructible.	5
Glare Guard	Gauntlets that reduce darkness damage. Counterattacks by shooting dark light at enemy, which has a chance of petrifying them.	0
Iceicle Guard	Gauntlets that reduce ice damage. Counterattacks by shooting ice at enemy, which has a chance of freezing them.	0
Silver Gauntlet	A gauntlet forged from silver.	10
Star Guard	Gauntlets studded with jewels containing the power of the stars. Counterattacks by firing multiple beams of light at enemies.	0
Valiant Gauntlet	A gauntlet with unmatched protective power. Allows its wearer to face even the most fearsome foes.	80
Valor Gauntlet	A finely crafted gauntlet suitable for a hero.	40

Greaves

Name	Description	Reduce Damage
Duel Greaves	Steel leg armor.	8
Elven Boots	Light boots said to have been crafted by elves.	20
Greaves	Iron leg armor. It is covered with an ether coating that renders it indestructible.	2
Leather Boots	Stiff leather boots.	1
Orihalcon Boots	Boots created by the Goddess Freya for her own use. They are made with Orihalcon, a mysterious alloy that give them the ability to float.	10
Silver Greaves	Silver leg armor.	4
Suede Boots	Soft, comfortable boots made of brushed leather.	5
Valiant Greaves	Leg armor with unmatched protective power. Allows its wearer to face even the most fearsome foes.	32
Valor Greaves	A finely crafted leg armor suitable for a hero.	16

Decorations

Name	Description
Angel Curio	A small angel statue that automatically heals holder of unconscious status. Chance of breaking: 30 percent.
Bracelet of Basilisk	An armband inscribed with the mythical Basilisk. Reduces Poison damage by 90%.
Bracelet of Zoe	An armband named after a beautiful maiden, it enhances life force. Raises DME by 300 when the wearer's level goes up.
Brisingal	A necklace that brings disaster upon its wearer. However, the Goddess Freya imbued it with her own power to supplement its negative energy.
Combo Jewel	A jewel that increases Special Attack Gauge by 2.
Crack Ring	A ring that raises hit power and makes it easier to perform a Guard Crush.
Curse Check	A charm that renders user invulnerable to Curse.
Earring of Healing	An earring that restores 10 percent DME per turn.
Emerald Necklace	A necklace of emeralds that shines with a glorious greenish-blue light. Increases CP by 100 when the wearer's level goes up.
Energy Ring	A ring that raises Special Attack Gauge by 2.
Fairy Earring	An earrings that reduce CT (Charge Turn) by 1. However, CT will not go below 1.
Fairy Ring	A ring that reduces CT by 2. However, CT will not go below 1.
Freeze Check	A charm that renders the user invulnerable to Freeze.
Gem of Activity	A gem that increases chance of fire stones appearing by 50 percent and increases their number by 3.
Gem of Creation	A gem that increases chance of magic gems appearing by 50 percent and increases their number by 3.
Goddess Pendant	A pendant decorated with the Battle-Maiden's image.
Haste Ring	A ring that reduces CT by 1. However, it will not reduce CT below 1.
Magic Bangle	An armband that raises magic attack by 30 percent of base value.
Magic Charm	A charm that renders user invulnerable to magic damage. A chance of breaking: 25 percent.
Material Earring	An earring that raises maximum DME by 15 percent.
Material Gem	A gem that raises maximum DME by 30 percent.
Mighty Check	A charm that renders user invulnerable to abnormal statuses.
Nibelungen Ring	A ring bestowed upon Valkyrie by Odin, showing his faith in her. If it is removed, Valkyrie's evaluation value is reduced. It may have other powers or compensations.
Paralyze Check	A charm that renders user invulnerable to Paralyze.

Defend Trust	Elemental Effects	Wearer
15	Fire/DMG -50 percent	No limit
17	—	Swordsmen, Archers
20	Fire/DMG -50 percent	No limit
10	—	Swordsmen, Archers
15	Darkness/DMG -50 percent	No limit
15	Ice/DMG -50 percent	No limit
11	—	Swordsmen, Archers
20	Holy/DMG -50 percent	Swordsmen, Archers
30	—	Swordsmen, Archers
24	—	Swordsmen, Archers

Defend Trust	Elemental Effects	Wearer
1	—	Swordsmen, Archers
2	Ice/DMG -50 percent	Sorcerers
1	—	No limit
1	—	Sorcerers
1	—	Freya only
1	—	Swordsmen, Archers
1	Ice/DMG -50 percent	Sorcerers
3	—	Swordsmen, Archers
1	—	Swordsmen, Archers

Name	Description
Poison Check	Reduces Poison damage by 50%.
Power Bangle	An armband that raises physical attack by 30 percent of base value. Physical attack refers to damage caused by a body or weapon.
Pressed Flower	A pressed flower made by Asaka.
Protect Charm	A charm that renders user invulnerable to physical damage. Chance of breaking: 30 percent. Physical damage also includes abnormal status attacks.
Protect Jewel	A jewel that raises RDM (Reduce Damage) by 30 percent of base value.
Resist Charm	A charm that renders user invulnerable to abnormal status. Chance of breaking: 25 percent.
Resist Jewel	A jewel that raises RST (Magic Resist) by 30 percent of base value.
Ring of Healing	A ring that restores 5 percent DME per turn.
Ring of Learning	A ring that increases amount of experience gained by 30 percent.
Scout Orb	An orb that reduces the chance of an enemy attacking first by half.
Stone Check	A charm that renders user invulnerable to Petrify.
Stun Check	A charm that renders user invulnerable to Faint.
Timer Ring	A ring imprinted with the symbol for time. When it is equipped, the enemy's speed is halved. Only Valkyrie can equip it.
Tri-Emblem	An emblem inscribed with 3 triangles. Reduces Fire damage by 90%.



Possessions

Name	Description
Amber of Happiness	A sweet piece of amber. One small lick and the taster is overcome by a feeling of happiness. Used in Asgard.
Angel Lips	Red rouge that improves one's ability to negotiate with others. Used in Asgard.
Coin of Fortune	A gold coin that grants good luck to its holder.
Creation Gem	A gem that is used to transmute divinely created items. It can be equipped and used by Valkyrie.
Creation Jewel	A gem that is used to transmute divinely created items. Greater and more powerful items can be created. It can be equipped and used by Valkyrie.
Demonic Tome	An illustrated tome containing information about demons. Used in Asgard.
Dimension Slip	A ring that shifts its wearer into another dimension. When equipped, there will be no encounters. Only Valkyrie can equip it.
Enemy Search	A ring that warns its wearer of the presence of enemies. When equipped, a red mark appears. Only Valkyrie can equip it.
Flame Bandana	A bandana emblazoned with the symbol of fire. Imparts the wearer with courage. Used in Asgard.
Malice Search	A ring that warns its wearer of danger. When equipped, enemies with wicked intent flash red. Only Valkyrie can equip it.
Mirror of Pleiades	A mirror that repelled the power of the witches during the Pleiades War. Has 50 percent chance of reflecting and doubling a spell's damage back upon its caster.
Monster Tome	An encyclopedia containing information about all of the monsters in existence. Used in Asgard.
Pearl of Karula	A milk-white jewel fashioned as a protective charm for fishermen. It is said to protect the holder from drowning. Used in Asgard.
Phoenix Feather	A feather from the legendary Phoenix. Automatically cures holder of unconscious status. Chance of breaking: 10 percent.
Rabbit's Foot	An amulet that is said to imbue the holder with good luck. Used in Asgard.
Shell of Lullu	When placed to the ear, this shell transmits the sound of crashing waves. For some reason, hearing this improves the listener's powers of perception. Used in Asgard.
Skull of Devone	A skull ornament fashioned by a witch from the bones of an undead creature. It is said to impart knowledge of undead creatures.
Sleipnir's Mane	Rumored to have been cut from the mane of Odin's 8-legged steed, Sleipnir. Used in Asgard.
Teachings of Bethanus	A book of teachings from the great prophet, Bethanus. It teaches all who read it the value of life. Used in Asgard.
Timer Ring	A ring imprinted with the symbol for time. When it is equipped, the enemy's speed is halved. Only Valkyrie can equip it.
Trap Search	When equipped, informs its wearer of treasure chest conditions. Red = trap. Yellow = easily breakable. Only Valkyrie can equip it.
Treasure Search	A ring that warns the wearer of the presence of treasure. When equipped, a blue mark appears. Only Valkyrie can equip it.



Usable Items

Because you cannot cast spells while you're not in battle, items such as Union Plumes, Elixers, and Banish potions play an important role in the success of your quest. But restoratives are not the only type of items found in *Valkyrie Profile*. You can find crystals and gems that allow non-magic users to cast spells in battle as well as grimoires full of new spells and skills for your Einherjar.



Potions

Name	Description
Aqua Vitae	A potion supposedly created by a wise sage. However, the wise sage was actually an impostor and the potion has no effect.
Banish	A potion that cures abnormal conditions (Poison, Faint, Freeze, and Paralyze). It is the weakest potion of its kind and doesn't cure Stoned and Cursed.
Burgundy Flask	A burgundy-colored drink. Its ingredients are a mystery but its taste is an unqualified success. It is a treat for the senses.
Charge Break	A potion that uses 30 percent of user's DME to reduce CT (Charge Time) to 0. Useful when immediate action is needed.
Combo Potion	A potion that increases Special Attack Gauge by 5. Effects last for 2 turns.
Elixir	A potion that restores DME. Restores 50 percent of maximum DME.
Holy Drop	A drink that raises the user's abilities. Improves STR, INT, DEX, and AGL.
Holy Water	Water consecrated and purified in a holy ceremony. Useful in repelling demons.
Invisibility Potion	A foul and evil drug created by a small, foolish man. It has no value.
Lucid Potion	A potion that prevents user from being targeted by rendering them transparent. Lasts for 5 turns. Any attack behavior on the part of the user immediately negates its effect.
Material Potion	A potion that strengthens material essence. Raises DME by 100.
Might Potion	A potion that raises attack power by 50 percent of base value. Effects last for 2 turns.
Nectar Potion	A potion that shields user from abnormal status. Lasts for 2 turns. Potion only protects, doesn't cure.




Name	Description
Noble Banish	A potion that cures abnormal status of all 4 party members including Valkyrie. Cures Poison, Paralyze, Faint, Freeze, Stoned, and Cursed conditions.
Noble Elixir	A potion that restores lost DME of all 4 party members including Valkyrie. Restores 99 percent of maximum DME.
Prime Banish	A potion that cures Stoned and Cursed conditions. It works only on these conditions and doesn't cure Poison, Faint, Freeze, and Paralyze.
Prime Elixir	A potion that restores lost DME. Restores 99 percent of maximum DME.
Secure Potion	A potion that prevents user from fainting. Lasts for 2 turns. It will not cure Faint status, only prevent it.
Skill Potion	A potion that raises CP (Capacity Points) by 20.
Union Plume	A feather that revives characters from unconsciousness. Actually gathers the 3 life elements (Material, Astral, and Mental) from within the Valkyrie and reconstitutes them.

Grimoires

Name	Description
Adept Illusion	Allows characters to learn the skill "Adept Illusion."
Attack Pow	Allows characters to learn the skill "Attack Power."
Auto Item	Allows characters to learn the skill "Auto Item."
Avoid	Allows characters to learn the skill "Avoid."
Book of Everlasting Life	A vulgar book written by a small, foolish man. It has no value.
Book of Riddles (1-8)	Eight books containing an enigmatic message.
Charge	Allows characters to learn the skill "Charge."
Combo Counter	Allows characters to learn the skill "Combo Counter."
Concentration	Allows characters to learn the skill "Concentration."
Cure Condition	Allows characters to learn the skill "Cure Condition."
Dampen Magic	A scroll that allows you to memorize "Dampen Magic."
Dancing Sword	Allows characters to learn the skill "Dancing Sword."
Dark	Allows characters to learn the skill "Dark."
Dark Savior	A scroll that allows you to memorize "Dark Savior."
Darkness Arrow	Allows characters to learn the skill "Darkness Arrow."
Defend	Allows characters to learn the skill "Defend."
False Arrow	Allows characters to learn the skill "False Arrow."
Fire Lance	A scroll that allows you to memorize "Fire Lance."
Fire Storm	A scroll that allows you to memorize "Fire Storm."
Frigid Damsel	A scroll that allows you to memorize "Frigid Damsel."
Guard Reinforce	A scroll that allows you to memorize "Guard Reinforce."
Guts	Allows characters to learn the skill "Guts."
Heal	A scroll that allows you to memorize "Heal."
Hit	Allows characters to learn the skill "Hit."
Icicle Edge	A scroll that allows you to memorize "Icicle Edge."
Invoke Feather	A scroll that allows you to memorize "Invoke Feather."
Last Trial	Allows characters to learn the skill "Last Trial."
Lightning Bolt	A scroll that allows you to memorize "Lightning Bolt."
Magic Pow	Allows characters to learn the skill "Magic Power."
Mental Reaction	Allows characters to learn the skill "Mental Reaction."

Name	Description
Might Reinforce	A scroll that allows you to memorize "Might Reinforce."
Mystic Cross	A scroll that allows you to memorize "Mystic Cross."
Noise Arrow	Allows characters to learn the skill "Noise Arrow."
Normalize	A scroll that allows you to memorize "Normalize."
Poison Blow	A scroll that allows you to memorize "Poison Blow."
Prismatic Missile	A scroll that allows you to memorize "Prismatic Missile."
Reflect Sorcery	A scroll that allows you to memorize "Reflect Sorcery."
Resist Damage	Allows characters to learn the skill "Resist Damage."
Resist Magic	Allows characters to learn the skill "Resist Magic."
Reverie	Allows characters to learn the skill "Reverie."
Sacred Javelin	A scroll that allows you to memorize "Sacred Javelin."
Sap Guard	A scroll that allows you to memorize "Sap Guard."
Sap Power	A scroll that allows you to memorize "Sap Power."
Scarlet Edge	Allows characters to learn the skill "Scarlet Edge."
Shadow Servant	A scroll that allows you to memorize "Shadow Servant."
Shield Critical	A scroll that allows you to memorize "Shield Critical."
Slanting Rain	Allows characters to learn the skill "Slanting Rain."
Spell Reinforce	A scroll that allows you to memorize "Spell Reinforce."
Splash	Allows characters to learn the skill "Splash."
Steal Magic	Allows characters to learn the skill "Steal Magic."
Stone Torch	A scroll that allows you to memorize "Stone Torch."
Strike Edge	Allows characters to learn the skill "Strike Edge."
Stun Magic	Allows characters to learn the skill "Stun Magic."
Teachings of Asa	A book discussing how feeble and powerless a single person's life is. It's nothing but self-righteous blather.
Throw	Allows characters to learn the skill "Throw."
Tome of Alchemy	A book detailing the secrets of Alchemy. It has the power to eliminate all enemies and transform them into magic gems.
Trick Step	Allows characters to learn the skill "Trick Step."
Triple Distress	Allows characters to learn the skill "Triple Distress."
Wait Reaction	Allows characters to learn the skill "Wait Reaction."





Other Items

Name	Description
Accursed Flame Gem	A gem created by the great dragon, Fafnir. Imbued with its power through a magic ceremony, but it appears that its crystal is somewhat damaged.
Aconite	An extremely poisonous herb. It is apparently used in magical ceremonies.
Ambrosia	The fruit from the legendary Tree of Life. Raises maximum DME by 6,000.
Base Metal	Some type of metal that rusts easily in the air. Perhaps lead or zinc.
Basilisk Scale	A single scale from a Basilisk.
Beast's Fangs	The fang from some type of monster.
Broken Armor	During its lifetime, this armor saved its wearers on countless occasions. It is now broken and beyond repair.
Broken Blade	A long sword that was broken by rough handling. Rusted and stained from much blood-soaking.
Broken Bow	A broken bow that has seen one too many battles. Completely broken and useless.
Broken Spear	A broken spear that has seen one too many battles. Completely broken and useless.
Citrine	A crystal that is normally clear, but has turned yellow due to some impurity. For some reason, it is highly valued in the Underworld.
Ebony Powder	A beautiful black powder created by grinding down black pearls.
Eye of Heaven	A gem that enables the user to see areas of the current dungeon that they have not yet visited.
Feather	A feather from an unknown bird.
Flame Jewel	A jewel that has a flame burning within it. Sometimes an angel can be seen within the flame.
Flare Crystal	This crystal releases a fire attack on all enemies.
Flare Gem	When used, this gem releases a magic fire attack.
Foxglove	An herb that conveys courage upon its user. If overdosed, it can be poisonous.
Fresh Meat	Some type of raw fish.
Gem of Illusion	A gem that allows spectacles to be used without limit.
Ghoul Powder	A drug created through research into dark magic. Robs the user's soul and transforms him or her into a monster.
Golden Egg	A golden egg that randomly raises STR, INT, DEX, and AGL.
Holy Crystal	This crystal releases a holy attack on all enemies.
Holy Gem	When used, this gem releases a magic holy attack.
Holy Relic	Foolish people mistook a mere dead body for a god and so "created" this false relic.
Holy Water of Mithra	Holy water that causes 100,000 points of damage to the undead.
Hourglass of the Gods	An hourglass wrought by the gods, it has the power to reverse time up to 5 periods in the past.
Ice Crystal	This crystal releases a ice attack on all enemies.
Ice Gem	When used, this gem releases a magic ice attack.
Incense Burner of Darlis	By using this incense burner and meditating, the entire party's maximum DME is raised by 100. However, meditation requires 2 full periods.
Iron Ore	A large nugget of iron ore.
Iron-Barred Key	Iron key. It must fit a door somewhere.....
Lapis Lazari	Increases MP by 200.
Mandrake	A plant that resembles the face of an old woman. If you pluck its lovely flowers, it gives off a horrible wailing cry that drives any who hear it insane.
Mithril Ore	A magical metal that is unsurpassed in strength and lightness.
Neckless Doll	A doll with its head completely smashed. Perhaps its owner suffered a similar fate.
Nightshade	An herb that causes illusions. Apparently, it is used in magic ceremonies.
Orihalcon	A magical alloy with unsurpassed defensive power.
Poison Crystal	This crystal releases a poison attack on all enemies.
Poison Gem	When used, this gem releases a magic poison attack.
Quartz Gem	Increases CP by 20.
Raptor's Claw	The talon from some type of predatory bird.
Raw Meat	A scrap of raw meat. It would be dangerous to eat it.
Sage	A type of herb. It has long been used as a drug in the belief that it contributes to longevity.
Savory	An herb that gives off a refreshing smell. Has the power to purify a user's body.
Shadow Crystal	This crystal releases a darkness attack on all enemies.
Shadow Gem	When used, this gem releases a magic darkness attack.
Spectacles	Crystal spectacles that allow the user to "see" an enemy's abilities and weak points. The enemy's material and astral dimensions are analyzed and communicated to Valkyrie.
Thunder Crystal	This crystal releases a lightning attack on all enemies.
Thunder Gem	When used, this gem releases a magic lightning attack.
Unicorn Horn	The horn of a unicorn.
Vegetable Seed	Some type of plant seed.
Wand of Exchange	A mysterious wand that allows the wielder to change the party's formation.



Artifacts

When recovering Artifacts, the big decision is whether to keep them or return them to Odin, as is recommended. Keeping an Artifact costs you five Evaluation points and those can add up after a while, causing you to lose the game in a most spectacular way. Instead, use the information in this chapter to help you decide whether or not the Artifact in question is truly worth the loss of points. Artifacts with additional information covered in previous tables are noted.

Name	Description	Other Information
Accursed Flame Gem	A gem created by the great dragon, Fafnir.	See Items Section
Arcetaris	A great sword named after a Fairy King.	See Two-Handed Swords Section
Armor of Aleph	The bane of the undead Genevieve.	See Armor Section.
Bark of the Dryad	The bark from a tree inhabited by Dryads.	Transmute into Dimension Slip
Berserker Bow	A bow made famous by slaying a berserker.	See Bows Section
Bewitching Statue	The statue of a beautiful, seductive woman.	Transmute into Unicorn Horn
Bracelet of Basilisk	An armband inscribed with the mythical Basilisk.	See Decorations Section
Bracelet of Zoe	An armband named after a beautiful maiden, it enhances life force.	See Decorations Section
Coin of Fortune	A gold coin that grants good luck.	See Possessions Section
Crown of Felmar	A crown named after its owner.	See Helms Section
Dragon Faith	A helmet formed in the shape of a dragon.	See Helms Section
Dragon Tyrant	A spear with special power against dragons.	See Spears Section
Elven Bow	A bow said to have been manufactured by elves.	See Bows Section
Emerald Necklace	A necklace of emeralds that shines with a glorious greenish-blue light.	See Decorations Section
Eternal Lamp	A small flame that burns for all of eternity. Even unequipped, it prevents all allies from being frozen.	—
Extreme Guard	Gauntlets studded with Fire Gems.	See Gauntlets Section
Faim Fenn	the former sword of a legendary hero.	See Swords section.
Fairy Bottle	A bottle created by a sorceress with extremely bad taste.	Transmute into Orihalcon
Gargoye Statue	An extremely unpleasant-looking statue of a gargoyle.	Transmute into Angel Curio
Golden Fowl	A unique bird that lays several golden eggs each chapter.	—
Grand Sting	Blue flames flicker on and off on the blade of this enchanted great sword.	See Two-Handed Swords Section
Harp of Atrasia	A harp carried by the holy woman, Atrasia.	—
Holy Grail	It can be drunk from but once each chapter, and it raises the STR, INT, DEX, and AGI of the drinker.	Transmute into Bracelet of Zoe
Holy Sword "Seraphy"	A sword imbued with the sorrow of mankind over the fate of a fallen angel.	See Swords Section.
Holy Wand "Adventia"	Said to have been carried by a holy man during the coming of the Messiah.	See Scepters Section
Holy Water of Mithra	Holy water that is powerful against the undead.	See Items Section
Hourglass of the Gods	An hourglass wrought by the gods, it has the power to reverse time.	See Items Section
Incense Burner of Darlis	this burner allows a powerful meditation with benefits for all.	See Items Section
Infernas	A great sword imbued with the power of Muspelheim's flames.	See Two-Handed Swords Section
Inscribed Fragment	A fragment with some kind of important matters inscribed upon it.	Transmute into Trap Search
Jeweled Blade "Grimrist"	A bejeweled sword.	See Swords section.
Manual of Resurrection	An Ancient tome containing the Secret of Life. However, it is written in a code language that makes it difficult to understand.	Transmute into Orihalcon
Mask of the Dead King	A mask worn by the mad king, Akhetamen.	See Helms Section
Mirage Robe	A robe that creates a mirage to help its wearer evade attack.	See Robes Section
Mirror of Pleiades	A mirror that repelled the power of witches during the Pleiades War. Has 50 percent chance of reflecting and doubling a spell's damage back upon its caster.	Transmute into Incense Burner of Darlis
Phoenix Feather	A feather from the legendary Phoenix.	See Possessions Section
Reflect Armor	A beautiful set of armor.	See Armor Section.
Richebourg	A drink made by the God of Grapes, Bacchus. It refreshes the spirit as well as the pallet.	—
Robe of Bryttain	A garment from the enchanted isle of Bryttain.	See Robes Section
Ruby Music Box	A music box carved from a single ruby. Just looking inside it makes one feel good.	—
Rust-Red Circlet	A rusty, red circlet of iron.	See Helms Section
Scarlet Lotus Sword	Its vivid red blade makes this sword stand out.	See Katana Section
Scroll of Golem	Instructions for creating a Golem.	—
Sealed Box	A small, mysteriously sealed box. Impossible to open, its contents remain a mystery.	Transmute into Noble Elixir
Secret of Damascus	A book containing the secrets for creating Damascus steel.	Transmute into Fairy Earring
Secrets of Zolon	The secret writings of Zolon the Sage.	—
Shadzard	A great sword that shines with the light of the heavens.	See Two-Handed Swords Section
Slashing Sword "Farewell"	A sword whose name matches its purpose.	See Swords Section.
Spear "Basilisk"	A spear that petrifies the enemy.	See Spears Section
Spear "Dark Angel"	A legendary spear with both negative and positive powers.	See Spears Section
Star Guard	Gauntlets studded with jewels containing the power of the stars.	See Gauntlets Section
Tear of the Cosmos	A crystal that sparkles like the countless stars in the night sky.	Transmute into Holy Water of Mithra
Tiara of the Holy Empress	A tiara worn by a Holy Empress.	See Helms Section
Unicorn's Horn	A unicorn horn that has been turned into a magician's wand.	See Scepters Section

The Magic of Transmutation

One of the options under the Use Item option on the Camp menu is the enigmatic Transmutate. This option allows you to magically transform items into something hopefully more useful—and all for the measly sum of five MP. The catch is this: not all things can be transformed and not all transformations are positive. On the other hand, transmutation is the only way to get several skills and several powerful weapons and pieces of equipment.

There are three levels of transmutation accessible in the game. The lowest level is the default level available at the start of the game. This allows you to do many basic transformations, including turning one spell book into another (e.g., Fire Storm to Fire Lance and vice versa), one type of gem to another (Thunder Gem to Poison Gem), broken blades to swords, ingredient vials into potions, etc....

Mid- and high level transmutation requires the use of two specific items. To enable midlevel transmutation, you must seek out the Creation Gem in the Tower of Lezard Valetth. Once Valkyrie has equipped it, you'll find that new items are eligible for transmutation and old items can be turned

into different items. For example, Fire spells can be turned into Ice spells, etc.

High-level transmutation requires the use of the Creation Jewel. While not found in the game, you create this item from a very rare ore called Orihalcon. You can buy this in Chapter 6 for a huge sum (1,000,000 MP), or you can use the Creation Gem to turn the artifacts Fairy Bottle and/or the Manual of Resurrection into this desirable ore. Regardless, once you have a piece of Orihalcon you can transform it into the Creation Jewel using the Creation Gem.

High-level transmutation covers fewer items than the other two levels, but allows you to create items found nowhere else in the game. For example, you can turn the skill book, Dark, into the skill, Reverie; Stun Magic becomes Steal Magic, Broken Armor becomes a Glare Sword, Holy Relics and Books of Everlasting Life turn into Icicle Swords, and Orihalcon becomes the wonder sword, Gram.

Use the table below to determine how best to transform the items in your inventory, and remember that you can switch between transmutation levels simply by equipping or unequipping the Creation Gem and Creation Jewel.

Item Name	Basic Transmutation	With Creation Gem	With Creation Jewel
Aconite	Flare Crystal	Flare Crystal	—
Adept Illusion	Dancing Sword	—	—
Ahlspless	Poison Crystal	Poison Crystal	Poison Crystal
Alchemy Wand	Shadow Crystal	Shadow Crystal	Shadow Crystal
Antler Sword	Flare Gem	Flare Gem	Flare Gem
Aqua Vitae	Quartz Gem	Icicle Guard	—
Arbalest	Holy Crystal	Holy Crystal	Holy Crystal
Attack Pow	Defend	—	—
Auto Item	Cure Condition	—	—
Avoid	Guts	—	—
Awl-Pike	Poison Gem	Poison Gem	Poison Gem
Bark of the Dryad	—	Dimension Slip	—
Base Metal	Ebony Powder	Crack Ring	Gem of Illusion
Basilisk Scale	Union Plume	Union Plume	Union Plume
Beast's Fangs	Holy Crystal	Holy Crystal	—
Bewitching Statue	Gem of Activity	False Arrow	Unicorn's Horn
Boarding-Pike	Poison Gem	Poison Gem	Poison Gem
Bolt-Aqgar	Holy Crystal	Holy Crystal	Holy Crystal
Bolt-Crossbow	Holy Gem	Holy Gem	Holy Gem
Book of Everlasting Life	—	Lapis Lazuli	Icicle Sword
Brandish-Sword	Thunder Crystal	Thunder Crystal	Thunder Crystal
Broken Armor	Chainmail	Breastplate	Glare Sword
Broken Blade	Broad Sword	Bastard Sword	Glare Guard
Broken Bow	Long Bow	Rapid Bow	Cranequin-Crossbow
Broken Spear	Glaive	Warhammer	Crimson Edge
Brutish-Edge	Thunder Crystal	Thunder Crystal	Thunder Crystal
Burgundy Flask	Shadow Crystal	Shadow Crystal	—
Charge	Strike Edge	—	—
Citrine	Lapis Lazuli	Quartz Gem	Quartz Gem
Claymore	Thunder Crystal	Thunder Crystal	Thunder Crystal
Colichemarde	Flare Gem	Flare Gem	Flare Gem
Combo Counter	Slanting Rain	—	—
Concentration	—	—	Mental Reaction
Corsesca	Poison Gem	Poison Gem	Poison Gem
Crossbow	Holy Gem	Holy Gem	Holy Gem

Item Name	Basic Transmutation	With Creation Gem	With Creation Jewel
Crystal Wand	Shadow Gem	Shadow Gem	Shadow Gem
Cure Condition	Auto Item	—	—
Dampen Magic	Sap Power	—	—
Dancing Sword	Adept Illusion	—	—
Dark	—	—	Reverie
Dark Savior	Shadow Servant	Sacred Javelin	—
Darkness Arrow	—	—	False Arrow
Defend	Attack Pow	—	—
Deluge Scepter	Shadow Crystal	Shadow Crystal	Shadow Crystal
Ebony Powder	Skill Potion	Skill Potion	Material Potion
Element Scepter	Tome of Alchemy	Tome of Alchemy	Tome of Alchemy
Ether Scepter	Tome of Alchemy	Tome of Alchemy	Tome of Alchemy
Fairy Bottle	Gem of Creation	Orihalcon	Gem of Illusion
False Arrow	—	—	Darkness Arrow
Feather	Elixir	Prime Banish	Noble Elixir
Fire Lance	Fire Storm	Icicle Edge	—
Fire Storm	Fire Lance	Frigid Damsel	—
Fire-Crossbow	Holy Crystal	Holy Crystal	Holy Crystal
Flamberge	Thunder Crystal	Thunder Crystal	Thunder Crystal
Flare Crystal	Ice Crystal	Ice Crystal	Ice Crystal
Flare Gem	Ice Gem	Ice Gem	Flare Crystal
Foxglove	Union Plume	Union Plume	Union Plume
Fresh Meat	Banish	Prime Elixir	Noble Banish
Frigid Damsel	Icicle Edge	Fire Storm	—
Gargoyle Statue	Angel Curio	Angel Curio	Angel Curio
Ghoul Powder	Ice Crystal	Ice Crystal	—
Golden Egg	Bracelet of Zoe	—	—
Guard Reinforce	Spell Reinforce	—	—
Guts	Avoid	—	—
Hack-Blade	Thunder Gem	Thunder Gem	Thunder Gem
Halberd	Poison Crystal	Poison Crystal	Poison Crystal
Heal	Normalize	—	—
Hit	Magic Pow	—	—
Holy Crystal	Shadow Crystal	Shadow Crystal	Shadow Crystal
Holy Gem	Shadow Gem	Shadow Gem	Holy Crystal
Holy Grail	Bracelet of Zoe	—	—
Holy Relic	—	Quartz Gem	Icicle Sword
Holy Water	Lapis Lazuli	Blaze Guard	—
Ice Crystal	Thunder Crystal	Thunder Crystal	Thunder Crystal
Ice Gem	Thunder Gem	Thunder Gem	Ice Gem
Icicle Edge	Frigid Damsel	Fire Lance	—
Incense Burner of Darlis	Mirror of Pleiades	—	—
Inscribed Fragment	Trap Search	Trap Search	Trap Search
Invisibility Potion	Lucid Potion	Lucid Potion	Lucid Potion
Invoke Feather	Shield Critical	—	—
Iron Ore	Ebony Powder	Energy Ring	—
Kongou-to	Ice Crystal	Ice Crystal	Ice Crystal
Lapis Lazari	Enemy Search	—	Last Trial
Last Trial	—	—	Resist Damage
Lightning Bolt	Prismatic Missile	Poison Blow	—
Magic Pow	Hit	—	—
Mandrake	Thunder Crystal	Thunder Crystal	—
Manual of Resurrection	—	Orihalcon	—
Masamune	Ice Crystal	Ice Crystal	Ice Crystal
Mental Reaction	—	—	Magic Pow
Mirage Robe	Bracelet of Zoe	—	—
Mirror of Pleiades	Incense Burner of Darlis	—	—
Mithril Ore	Earring of Healing	Ring of Healing	Ring of Learning
Muramasa	Ice Crystal	Ice Crystal	Ice Crystal
Mystic Cross	Sacred Javelin	Shadow Servant	—
Neckless Doll	Scout Orb	Haste Ring	Gem of Creation
Nightshade	Combo Potion	Combo Potion	Combo Potion



Item Name	Basic Transmutation	With Creation Gem	With Creation Jewel
No-dachi	Ice Gem	Ice Gem	Ice Gem
Noise Arrow	Wait Reaction	—	—
Normalize	Heal	—	—
Orihalcon	—	Creation Jewel	Gram
Pallasch	Flare Crystal	Flare Crystal	Flare Crystal
Poison Blow	Stone Torch	Lightning Bolt	—
Poison Crystal	Holy Crystal	Holy Crystal	Holy Crystal
Poison Gem	Holy Gem	Holy Gem	Poison Crystal
Pole-Axe	Poison Crystal	Poison Crystal	Poison Crystal
Prismatic Missile	Lightning Bolt	Stone Torch	—
Quartz Gem	Malice Search	—	Scarlet Edge
Rapid-Crossbow	Holy Gem	Holy Gem	Holy Gem
Raptor's Claw	Poison Crystal	Poison Crystal	—
Raw Meat	Elixir	Prime Banish	Noble Elixir
Reflect Sorcery	Dampen Magic	—	—
Reiter Pallasch	Flare Crystal	Flare Crystal	Flare Crystal
Resist Damage	—	—	Triple Distress
Resist Magic	—	—	Noise Arrow
Reverie	—	—	Dark
Ruby Mace	Shadow Gem	Shadow Gem	Shadow Gem
Saber-Halberd	Poison Crystal	Poison Crystal	Poison Crystal
Sacred Javelin	Mystic Cross	Dark Savior	—
Sage	Banish	Prime Elixir	Noble Banish
Sap Guard	Dampen Magic	—	—
Sap Pow	Sap Guard	—	—
Savory	Banish	Prime Elixir	Noble Banish
Scarlet Edge	—	—	Charge
Schweizer Sword	Flare Crystal	Flare Crystal	Flare Crystal
Sealed Box	Noble Elixir	Noble Elixir	Noble Elixir
Secret of Damascus	Fairy Earring	Fairy Earring	Fairy Earring
Serotine-lock Gun	Holy Crystal	Holy Crystal	Holy Crystal
Seventh Sword	Ice Gem	Ice Gem	Ice Gem
Shadow Crystal	Flare Crystal	Flare Crystal	Flare Crystal
Shadow Gem	Flare Gem	Flare Gem	Shadow Crystal
Shadow Servant	Dark Savior	Mystic Cross	—
Shield Critical	Invoke Feather	—	—
Shisen-to	Ice Crystal	Ice Crystal	Ice Crystal
Sinclair Saber	Flare Crystal	Flare Crystal	Flare Crystal
Slanting Rain	Combo Counter	—	—
Spell Reinforce	Reflect Sorcery	—	—
Splash	Throw	—	—
Steal Magic	—	—	Stun Magic
Stone Torch	Poison Blow	Prismatic Missile	—
Strike Edge	Scarlet Edge	—	—
Striking-Sword	Thunder Gem	Thunder Gem	Thunder Gem
Stun Magic	—	—	Steal Magic
Tachi	Ice Gem	Ice Gem	Ice Gem
Teachings of Asa	Lapis Lazuli	—	—
Tear of the Cosmos	—	—	Holy Water of Mithra
Throw	Splash	—	—
Thunder Crystal	Poison Crystal	Poison Crystal	Poison Crystal
Thunder Gem	Poison Gem	Poison Gem	Thunder Crystal
Trick Step	Noise Arrow	—	—
Triple Distress	—	—	Last Trial
Two-Handed Sword	Thunder Gem	Thunder Gem	Thunder Gem
Unicorn Horn	—	—	Unicorn's Horn
Vegetable Seed	Elixir	Prime Banish	Noble Elixir
Viking Sword	Flare Gem	Flare Gem	Flare Gem
Wait Reaction	Trick Step	—	—
Walloon Sword	Flare Gem	Flare Gem	Flare Gem
Wa-to	Ice Gem	Ice Gem	Ice Gem
Windlass-Crossbow	Holy Gem	Holy Gem	Holy Gem
Winged-Spear	Poison Gem	Poison Gem	Poison Gem
Zweihander	Thunder Gem	Thunder Gem	Thunder Gem

The Bestiary

Enemies of Midgard

The following table contains information about all of the monsters and enemy units found within the main game of *Valkyrie Profile*.

Name	HP	Weakness**	Easy*	Normal*	Hard*	Appearance	Items Dropped
Akhetamen	130,000	Holy	—	—	140,000	Tombs of Amenti	Ring of Healing
Argent Knight	18,000	N/A	—	—	3,500	Arianrod Labyrinth	Cranequin-Crossbow, Mithril Plate
Banshee	400	N/A	1,350	450	185	Dragoncastle Caverns, Cave of Oblivion 3, 5, 6, 7	Frigid Damsel, Fire Storm
Barbarossa	62,700	N/A	0	0	0	Lost City of Dipan	N/A
Basilisk	22,000	Beast	—	—	2,800	Tombs of Amenti, Cave of Oblivion 7	Basilisk Scale, Mandrake
Beetle Giant	5,000	Ice	3,450	1,150	805	Citadel of Flame, Cave of Oblivion 1, 2, 3	Aconite, Nightshade
Blood Sucker	4,000	N/A	2,400	800	560	Tower of Lezard Valeth, Cave of Oblivion 2, 5, 6, 7	Ghoul Powder, Raptor's Claw
Bloodbane	222,000	N/A	600,000	200,000	140,000	Jatunheim Palace, Asgard Hill	Angel Curio
Brackish Muck	7,000	N/A	4,200	1,400	840	Arkdain Ruins	Base Metal, Burgundy Flask
Brahms	52,000	N/A	—	0	0	Brahms Castle	N/A
Bream Giant	18,400	Poison, Holy	—	—	840	Sunken Shrine	Normalize, Mystic Cross
Charon	52,000	N/A	—	62,000	43,400	Asgard Hill	Spell Reinforce, Sap Guard
Chimera	20,000	Beast	—	18,000	12,600	Clockwork Mansion	Bracelet of Zoe
Cockatrice	50,000	Fire, Beast	150,000	50,000	35,000	Forest of Spirits	Feather
Corrosive Vine	7,000	Fire	9,000	3,000	2,100	Forest of Spirits	Vegetable Seed, Savory
Corsair Beetle	3,600	Fire	6,000	2,000	1,400	Forest of Spirits	Burgundy Flask, Beast's Fangs
Crab Giant	1,000	Fire	1,800	600	420	Cave of Thacrus, Cave of Oblivion 1, 3	Fresh Meat, Broken Bow
Crustacean Monster	14,300	Fire	7,350	2,450	1,715	Forest of Spirits	Wassail-Rapier
Crystall Soul	3,650	N/A	—	—	560	Dark Tower of Xervah	Fire Storm, Lightning Bolt
Current Fish	1,300	Fire	435	145	—	Dragoncastle Caverns, Cave of Oblivion 3, 5, 6, 7	Fresh Meat, Beast's Fangs
Dark Lord	415,000	Holy	—	—	210,000	Arianrod Labyrinth	Magic Blade "Cromea"
Dark Pudding	9,200	N/A	—	3,500	2,450	Palace of the Dragon, Cave of Oblivion 3, 5	Broken Blade, Broken Bow
Dark Sorceress	18,700	Poison, Demon	—	—	2,240	Arianrod Labyrinth	Invoke Feather, Heal
Demon "Vallan"	70,000	Demon	—	—	10,500	Arianrod Labyrinth	Mithril Ore
Demon "Wlead"	55,700	Demon	—	51,500	36,050	Arianrod Labyrinth, Cave of Oblivion 6	Ghoul Powder, Nightshade
Demon Servant	2,000	Demon	—	1,000	700	Brahms Castle	Chainmail, Falchion
Demonic Baron	42,000	N/A	—	—	14,000	Celestial Castle	Quartz Gem
Dragon Servant	500	Ice, Dragon	900	300	210	Artolian Mountain Ruins, Forest of Woe, Solde Catacombs, Cave of Oblivion 1, 3, 5	Chainmail, Broad Sword
Dragon Zombie (Blue)	24,000	Lightning, Dragon	30,000	10,000	7,000	Tower of Lezard Valeth, Cave of Oblivion 4, 5, 6, 7	Broken Spear, Broken Armor
Dragon Zombie (Dark Red)	15,000	Holy, Dragon	30,000	10,000	7,000	Cave of Thacrus, Cave of Oblivion 3, 4, 5, 6, 7	Aconite, Mithril Ore
Dragon Zombie (Dark Yellow)	13,400	Holy, Fire, Lightning, Dragon	18,000	6,000	4,200	Nethow Swamp, Oddrock Caves, Cave of Oblivion 3, 4	Neckless Doll, Broken Armor
Dragonewt	20,000	Dragon	—	3,100	2,170	Palace of the Dragon, Cave of Oblivion 2, 3, 5, 6	Broken Spear, Broken Armor
Dragon-Tooth Warrior (Red)	15,000	Holy, Dragon	10,800	3,600	2,520	Black Dream Tower, Tower of Lezard Valeth, Cave of Oblivion 1-7	Breastplate, Rapid Bow
Dragon-Tooth Warrior (White)	14,000	Dragon	7,500	2,500	1,750	Tower of Lezard Valeth, Cave of Oblivion 4	N/A
Drow Shaman	1,000	Mage	1,500	500	350	Solde Catacombs, Gorchla Cult HQ, Oddrock Caves, Cave of Oblivion 1	Sap Power
Dullahan	35,000	N/A	—	—	22,400	Tombs of Amenti	Broken Blade, Broken Armor



Name	HP	Weakness**	Easy*	Normal*	Hard*	Appearance	Items Dropped
Dullahan Lord	40,000	N/A	—	120,000	84,000	Palace of the Dragon	Broken Spear, Broken Bow
Cyne	18,000	Mage	3,000	1,000	700	Lost City of Dipan	Noble Elixir
Elder Vampire	4,800	N/A	3,000	1,000	700	Artolian Mountain Ruins	Aqua Vitae
Eternal Chimera	40,000	Beast	—	24,000	16,800	Palace of the Dragon	Shield Critical, Prismatic Missile
Evil Eye	24,900	N/A	80,100	26,700	18,690	Lost City of Dipan, Cave of Oblivion 1, 2, 6, 8	Neckless Doll, Invisibility Potion
Fatal Glimmer	9,200	Darkness	12,600	4,200	2940	Tower of Lezard Valeth, Cave of Oblivion 1, 2, 3, 5, 6	Shadow Servant, Poison Blow
Fenrir	250,000	Fire	—	250,000	175,000	Asgard Hill	Ambrosia
Flgment (Blue)	650	N/A	960	320	224	Nethow Swamp, Salerno Academy, Cave of Oblivion 1, 2, 3, 5, 6	Fire Storm, Fire Lance
Flgment (Red)	3,500	Ice	—	—	686	Citadel of Flame, Cave of Oblivion 2	Fire Lance, Sap Guard
Fire Elemental (Blue, Big)	36,000	Ice	—	—	31,500	Citadel of Flame	Bracelet of Zoe
Fire Elemental (Blue, Small)	15,200	Ice	3,900	1,300	910	Citadel of Flame,	Sap Power, Lightning Bolt
Fire Elemental (Red, Big)	52,000	Ice	—	25,000	17,500	Asgard Hill	Spell Reinforce, Sap Guard
Fire Elemental (Red, Small)	6,000	Ice	—	—	483	Dark Tower of Xervah	Sap Guard, Sap Power
Forager	44,000	Beast	—	—	28,000	Celestial Castle	Cranequin-Crossbow
Freya	360,000	N/A	0	0	0	Event	N/A
Gandar	35,000	N/A	—	0	0	Palace of the Dragon	N/A
Dallas	18,000	Mage	3,000	1,000	700	Lost City of Dipan	Noble Banish
Gelatinous Ooze	7,500	N/A	—	—	1,022	Citadel of Flame, Cave of Oblivion 2	Foxglove, Iron Ore
Genevieve	10,000	N/A	0	0	0	Crell Monferaigne	N/A
Genevieve	188,800	N/A	—	—	140,000	Celestial Castle	Ether Scepter
Ghast	600	N/A	480	160	112	Artolian Mountain Ruins, Forest of Woe, Solde Catacombs, Cave of Oblivion 1	Leather Armor, Long Sword
Ghoul	2,000	N/A	0	0	0	Opening	N/A
Giant Squid	42,600	Holy, Poison	—	8,000	5,600	Sunken Shrine, Cave of Oblivion 2, 8	Fresh Meat, Savory
Gill-Man	15,300	Poison	—	—	980	Sunken Shrine, Cave of Oblivion 1, 2	Composite Bow, Silver Mail
Grave Mist	2,500	N/A	2,400	800	560	Black Dream Tower, Cave of Oblivion 1, 2, 3, 5, 6, 7	Sap Guard, Sap Power
Greater Demon	22,000	Demon	—	13,000	9,100	Oddrock Caves	Poison Blow
Grey Bones	27,000	Dragon	—	8,000	5,600	Palace of the Dragon, Celestial Castle, Cave of Oblivion 4	Damascus Sword, Lucerne Hammer
Harpy (Black)	22,000	Fire, Flying	11,200	5,600	3,920	Lost City of Dipan, Cave of Oblivion 1, 2, 4, 6, 7, 8	Prismatic Missile, Poison Blow
Harpy (Blue)	6,000	Flying	7,800	2,600	1,820	Black Dream Tower, Cave of Thackus, Cave of Oblivion 1, 3, 4, 7, 8	Invoke Feather, Rapid Bow
Harpy (Gold)	23,000	Ice, Flying	30,000	10,000	7,000	Forest of Spirits, Cave of Oblivion 4, 8	Dark Savior, Reflect Sorcery
Harpy (Green)	12,000	Fire, Poison, Flying	30,000	10,000	7,000	Salerno Academy, Cave of Oblivion 4, 8	Bracelet of Zoe
Harpy (Purple)	30,000	Flying	—	25,000	17,500	Celestial Castle, Cave of Oblivion 2, 3, 5	Base Metal, Nightshade
Haut	62,000	Holy	150,000	50,000	35,000	Celestial Castle, Cave of Oblivion 5, 6	Sacred Javelin, Heal
Hell Gaze	20,000	N/A	93,000	31,000	21,700	Arianrod Labyrinth, Cave of Oblivion 8	Shield Critical, Reflect Sorcery
Hell Servant	22,000	N/A	60,000	—	14,000	Dark Tower of Xervah, Cave of Oblivion 8	Dampen Magic
Hrist	12,000	N/A	—	0	0	Weeping Lily Meadow	N/A
Inferior	4,900	Holy, Darkness, Poison, Demon	—	—	455	Dark Tower of Xervah, Celestial Castle, Cave of Oblivion 3, 5, 6	Breastplate, Long Flail
Inferior Eye	40,000	N/A	48,000	24,000	16,800	Sunken Shrine, Cave of Oblivion 1, 2, 5, 7, 8	Sacred Javelin, Raw Meat
Insane Yeti	5,200	Fire, Beast	2,100	700	—	Forest of Woe	Ebony Powder
Iron Golem	20,000	N/A	—	—	14,000	Dark Tower of Xervah	Burgundy Flask, Raptor's Claw
King Kraken	64,000	N/A	120,000	40,000	—	Cave of Oblivion 8	Dragon Faith
King Squid	64,000	N/A	12,000	40,000	—	Cave of Oblivion 8	Fresh Meat
Knight Fiend	2,500	N/A	1,560	520	364	Gorhla Cult HQ, Oddrock Caves, Cave of Oblivion 1, 3, 6	Warhammer, Falchion

Name	HP	Weakness**	Easy*	Normal*	Hard*	Appearance	Items Dropped
Kraken	24,000	Fire	72,000	24,000	16,800	Cave of Thacus, Cave of Oblivion 8	Dampen Magic
Lesser Demon	2,400	Demon	1,950	650	455	Black Dream Tower, Dark Tower of Xeviah, Cave of Oblivion 1, 2, 5, 6, 7	Bastard Sword, Lamellar
Lesser Dragon	9,000	Holy, Lightning, Poison, Dragon	15,000	5,000	—	Dragoncastle Caverns	Holy Water
Lesser Harpy	600	—	0	0	0	Opening	N/A
Lesser Vampire (Black)	2,500	N/A	2,100	700	490	Gorhla Cult HQ, Oddrock Caves, Brahms Castle, Cave of Oblivion 1, 2, 3, 6	Broken Blade, Broken Spear
Lesser Vampire (Blue)	400	N/A	450	150	105	Artolian Mountain Ruins, Forest of Woe, Solde Catacombs, Gorhla Cult HQ, Oddrock Caves, Cave of Oblivion 1, 3, 6	Vegetable Seed, Sage
Lezard Valeth	10,000	N/A	—	0	0	Tower of Lezard Valeth	N/A
Life Stealer	25,700	Lightning	5,360	2,680	1,876	Lost City of Dipan, Cave of Oblivion 1, 2, 6, 7	Aconite, Raptor's Claw
Lizardman	15,000	Holy, Dragon	9,000	3,000	2,100	Tombs of Amenti, Cave of Oblivion 1, 2, 6, 7	Silver Chain, Wassail Rapier
Loki	400,000	N/A	—	0	0	Asgard Hill	N/A
Lombert	600	—	0	0	0	Opening	N/A
Lyseria	12,000	N/A	—	—	0	Arkdain Ruins	N/A
Mage Lord	12,000	Poison, Mage	12,000	4,000	2,800	Palace of the Dragon, Celestial Castle, Cave of Oblivion 2, 3, 5, 6	Dampen Magic, Might Reinforce
Mandradora	32,500	Fire	12,000	4,000	2,800	Forest of Spirits, Celestial Castle, Cave of Oblivion 7	Shield Critical, Dampen Magic
Manticore	13,000	Beast	19,500	6,500	4,550	Tower of Lezard Valeth, Cave of Oblivion 7	Broken Blade, Broken Bow
Mantrap Plant	1,800	Darkness, Fire	1,590	530	371	Nethov Swamp, Salerno Academy, Cave of Oblivion 2, 3, 5	Vegetable Seed, Beast's Fangs
Mind Flayer	54,900	N/A	—	53,000	37,100	Asgard Hill	Haste Ring
Mire Creeper	2,200	N/A	2,970	990	693	Cave of Thacus, Cave of Oblivion 1, 5, 7	Bastard Sword, Lamellar
Mithril Golem	100,000	N/A	450,000	150,000	105,000	Jotunheim Palace	Vegetable Seed, Foxglove
Monstrous Glowfly	7,000	Darkness	6,600	3,300	2,310	Black Dream Tower, Cave of Thacus, Cave of Oblivion 1, 3, 5, 6, 7, 8	Normalize, Sap Guard
Monstrous Vermin	10,200	Flying	7,600	3,800	2,660	Celestial Castle, Cave of Oblivion 2, 4, 7, 8	Feather, Iron Ore
Monstrous Viper	900	N/A	300	150	—	Dragoncastle Caverns, Cave of Oblivion 7	Broken Blade, Aconite
Necromancer	1,000	Mage	1,800	600	420	Gorhla Cult HQ, Oddrock Caves, Cave of Oblivion 1, 3	Ice Edge, Stone Torch
Necrophidius	3,600	N/A	—	—	630	Clockwork Mansion, Cave of Oblivion 1	Beast's Fangs, Bastard Sword
Necrophiliac	6,000	Poison, Mage	6,000	2,000	1,400	Arkdain Ruins, Citadel of Flame, Cave of Oblivion 1	Mystic Cross, Lightning Bolt
Noble Vampire	10,500	N/A	27,000	9,000	—	Gorhla Cult HQ	Citrine
Orbitous Dragon	10,000	Holy, Dragon	—	—	10,920	Cave of Oblivion 4	Aconite, Mithril Ore
Phantom Lord	45,000	Holy	—	32,000	22,400	Asgard Hill	N/A
Pongo	1,000	Beast	525	175	122	Artolian Mountain Ruins, Cave of Oblivion 2	Normalize, Fire Lance
Pongo Robustus	2,300	Darkness, Beast	1,200	400	280	Nethov Swamp, Salerno Academy, Cave of Oblivion 2, 5	Short Spear, Long Bow
Ram Guardian	25,600	Dragon	—	13,000	9,100	Brahms Castle, Tombs of Amenti, Asgard Hill, Cave of Oblivion 7	Ebony Powder, Vegetable Seed
Ramapithicus	4,000	Beast	—	3,800	2,660	Solde Catacombs	Mandrake
Raver Lord	16,000	N/A	60,000	20,000	14,000	Arkdain Ruins	Tome of Alchemy
Red Lobster	20,000	Holy, Poison	—	—	2,100	Sunken Shrine	Fresh Meat, Ghoul Powder

Name	HP	Weakness**	Easy*	Normal*	Hard*	Appearance	Items Dropped
Rib Forager	6,800	N/A	3,300	1,100	770	Arkdain Ruins, Citadel of Flame, Cave of Oblivion 1, 3	Estoc, Footman's Axe
Ridiculer	18,700	Mage	—	—	2,800	Arianrod Labyrinth	N/A
Roper	17,200	Holy, Poison	—	—	1,120	Sunken Shrine	Broken Spear, Foxglove
Silver Golem	80,000	Ice, Lightning	—	—	35,000	Arianrod Labyrinth	Frigid Damsel, Poison Blow
Sivapithecus	42,000	Ice, Beast	150,000	50,000	35,000	Forest of Spirits	N/A
Spectator	24,600	Ice	—	6,600	4,620	Arianrod Labyrinth, Cave of Oblivion 1, 2, 3, 5, 6	Neckless Doll, Savory
Stealer Robin	9,000	Flying	7,500	2,500	1,750	Tombs of Amenti, Cave of Oblivion 2, 3, 5, 6, 7	Feather, Raptor's Claw
Succubus	2,000	Holy, Demon	—	500	350	Brahms Castle	Heal, Dampen Magic
Surt	300,000	N/A	0	0	0	Jotunheim Palace	N/A
Thaumaturgist	2,200	Poison, Mage	2,400	800	560	Gorhla Cult HQ, Cave of Oblivion 3, 6	Shadow Servant
Two-Sword Fencer	13,600	Dragon	—	4,000	2,800	Cave of Oblivion 4	Silver Chain, Fine Halberd
Undead Carcass	4,600	Beast	—	—	427	Dark Tower of Xervah	Raw Meat, Mandrake
Undead Slave	19,000	Holy	—	—	1,680	Tombs of Amenti, Cave of Oblivion 7	Icicle Edge, Guard Reinforce
Vampire Lord	5,000	N/A	—	600	420	Brahms Castle	Invoke Feather, Shadow Servant
Vanir (Black)	22,000	N/A	18,000	6,000	4,200	Jotunheim Palace	Sap Guard, Sap Power
Vanir (Blue, A)	14,000	Poison	18,000	6,000	4,200	Jotunheim Palace, Asgard Hill	Guard Reinforce, Might Reinforce
Vanir (Blue, B)	22,000	N/A	—	11,000	7,700	Asgard Hill	Shield Critical, Spell Reinforce
Vanir (Dark Yellow)	22,000	N/A	18,000	6,000	4,200	Jotunheim Palace	Dampen Magic, Reflect Sorcery
Venomous Spider (Blue)	30,000	Holy	1,500	500	350	Forest of Spirits	Long Sword, Chainmail
Venomous Spider (Yellow)	1,500	Ice	840	280	196	Dragoncastle Caverns, Cave of Oblivion 1, 5, 7	Long Sword, Chainmail
Vermin	530	Flying	1,950	650	455	Nethow Swamp, Salerno Academy, Cave of Oblivion 1, 2, 3, 5, 6	Feather, Beast's Fangs
Victory	10,000	Lightning	4,800	1,600	1,120	Lost City of Dipan, Cave of Oblivion 1, 2, 7	Flamberg, Full Plate
Viscous Clod	8,049	N/A	7,500	2,500	1,750	Forest of Spirits	Composite Bow, Full Plate
Will-O'-Wisp	6,500	Darkness	1,600	800	—	Gorhla Cult HQ	Mystic Cross, Lightning Bolt
Wise Sorcerer (Black)	10,000	Poison, Mage	15,000	5,000	3,500	Jotunheim Palace	Sap Guard, Sap Power
Wise Sorcerer (Blue)	5,600	Poison, Mage	5,400	1,800	1,260	Lost City of Dipan, Cave of Oblivion 2, 7	Shield Critical, Dark Savior
Wise Sorcerer (Dark Green)	10,000	Poison, Mage	9,600	3,200	2,240	Tombs of Amenti, Cave of Oblivion 1, 2, 6, 7	Guard Reinforce, Frigid Damsel
Wise Sorcerer (Dark Yellow)	4,400	Poison, Mage	5,250	1,750	1,225	Tower of Lezard Valeth, Cave of Oblivion 2, 6, 7	Invoke Feather, Stone Torch
Wise Sorcerer (Green)	12,500	Mage	45,000	15,000	10,500	Black Dream Tower	Holy Relic
Walther	30,000	N/A	120,000	40,000	28,000	Lost City of Dipan	Fairy Ring
Wrath	100,000	N/A	—	—	70,000	Sunken Shrine	Magic Charm
Wrath Lord	65,000	Holy	—	—	70,000	Arianrod Labyrinth	Frigid Damsel, Poison Blow

*The figures in the columns marked Easy, Normal, and Hard are the experience points earned for defeating an enemy.

**The following weakness corresponds to a certain weapon:

Beast: Beast Slayer
Demon: Deamon Slayer
Dragon: Dragon Slayer
Flying: Raven Slayer
Mage: Mage Slayer



Enemies in the Seraphic Gate

The following table contains information about all of the monsters and enemy units found within the bonus dungeon, the Seraphic Gate.

Name	HP	Weakness*	Easy*	Normal*	Hard*	Appearance	Items Dropped
<i>Abyss</i>	205,000	N/A	450,000	150,000	105,000	Section 2	N/A
<i>Accused One</i>	380,000	Dragon	240,000	80,000	56,000	Section 2	Lapis Lazuli
<i>Ancient Golem</i>	120,000	N/A	180,000	60,000	42,000	Section 4	Mage Slayer, Raven Slayer
<i>Anemone</i>	42,600	N/A	33,000	11,000	7,700	Section 4	Demon Slayer, Beast Slayer
<i>Brahms</i>	172,000	N/A	—	—	210,000	Section 2	Razor Shaft
<i>Bream Giant</i>	18,400	Poison, Holy	3,600	1,200	840	Section 4	Normalize, Mystic Cross
<i>Brutal Gaze</i>	54,900	N/A	93,000	31,000	21,700	Section 3, 4	Wand of Exchange, Lapis Lazuli
<i>Carnage Beast</i>	652,000	Fire	540,000	180,000	126,000	Section 1	Demon Sword "Nefarious"
<i>Dark Valkyrie</i>	440,000	N/A	600,000	200,000	140,000	Section 1	Glance Reviver
<i>Demon "Zorkreyll"</i>	299,900	Evil	240,000	80,000	56,000	Section 2	Lapis Lazuli
<i>Disaster Eye</i>	500,000	N/A	600,000	200,000	140,000	Section 1	Lapis Lazuli
<i>Dragon Tyrant</i>	950,000	N/A	450,000	150,000	105,000	Section 2	Lapis Lazuli
<i>Fire Elemental</i>	52,000	Ice	75,000	25,000	17,500	Section 4	Spell Reinforce, Sap Guard
<i>Freya</i>	300,000	N/A	—	—	0	Section 2	N/A
<i>Gabriel Celeste</i>	800,000	N/A	900,000	300,000	210,000	Section 2	N/A
<i>Giant Lord</i>	750,000	N/A	900,000	300,000	210,000	Section 1	Wand "Mystic Sage," Holy Wand of Telos
<i>Gill-Man Leader</i>	30,000	Lightning	15,000	5,000	3,500	Section 4	N/A
<i>Hamster</i>	400,000	N/A	3,702	1,234	863	Section 1	Wand "Mystic Sage," Dainslef
<i>Hell Gaze</i>	20,000	N/A	—	—	21,700	Section 3	Shield Critical, Reflect Sorcery
<i>Iseria Queen</i>	2,300,000	N/A	3,000,000	1,000,000	700,000	Section 1	N/A
<i>King Kraken</i>	64,000	N/A	120,000	40,000	28,000	Section 3	Dragon Foath
<i>Larvae</i>	282,600	N/A	60,000	20,000	14,000	Section 2	N/A
<i>Lesser Vampire</i>	22,600	N/A	10,800	3,600	2,520	Section 4	Beast's Fangs, Burgundy Flask
<i>Lezard Valet</i>	100,000	N/A	—	—	140,000	Section 3	Glance Reviver
<i>Lich</i>	546,000	N/A	390,000	130,000	91,000	Section 1	Eternal Carb
<i>Loki Shade</i>	752,000	N/A	600,000	200,000	140,000	Section 1	Ethereal Divide
<i>Lycurgus</i>	188,000	Poison, Mage	105,000	35,000	24,500	Section 2	N/A
<i>Misery Seeker</i>	47,700	N/A	24,000	8,000	5,600	Section 3	N/A
<i>Mummy</i>	45,600	Fire	28,500	9,500	6,650	Section 3	N/A
<i>Necro Centipede</i>	41,600	Poison	30,000	10,000	7,000	Section 2, 3	N/A
<i>Setkhefe</i>	500,000	N/A	450,000	150,000	105,000	Section 1	Noble Elixir, Noble Banish
<i>Unburied Dead</i>	21,600	N/A	15,000	5,000	3,500	Section 4	N/A
<i>Unholy Terror</i>	62,000	N/A	204,000	68,000	47,600	Section 3	Dimension Slip, Lapis Lazuli
<i>Unliving Viper</i>	52,300	Holy	22,800	7,600	5,320	Section 3	N/A
<i>Vanir</i>	22,000	N/A	18,000	6,000	4,200	Section 1	Dampen Magic, Reflect Sorcery
<i>Venom</i>	100,000	Dragon	192,000	64,000	44,800	Section 3	N/A
<i>Wise Sorcerer</i>	260,000	Poison, Mage	156,000	52,000	35,400	Section 2	N/A

*The figures in the columns marked Easy, Normal, and Hard are the experience points earned for defeating an enemy.

**The following weakness corresponds to a certain weapon:

Beast: Beast Slayer
Demon: Deamon Slayer
Dragon: Dragon Slayer
Flying: Raven Slayer
Mage: Mage Slayer



The Skill System


If you've ever played *Star Ocean: The Second Story* or any of tri-Ace's other games, you'll understand the importance of skills in the scope of this game. Skills in *Valkyrie Profile* are divided into four categories and bless your characters with special abilities, augmented attacks, or just maximized stats. In addition to their benefits in dungeons and in battle, these skills are tested and graded once your characters are sent on to Valhalla to serve with Odin's armies. Don't take this system lightly; increase your characters' skills with every level increase.

Transmutation: A notation of (CJ) after an item name refers to the Transmutation Item you need to perform the change.

S: Swordsman—skills specific to **Swordsmen only**.

A: Archer—skills specific to **Archers only**.

M: Mage—skills specific to **Mage/Sorcerers only**.



Reaction Skills

Your character performs the following skills automatically when attacked. Most of these skills are restorative, allowing the character to heal and/or cure other party members or revive themselves. Mage-specific skills are more defensive, allowing these characters to dodge attacks and punish attackers. Each character may equip two such skills in the Setup menu.

Skill Name	Where Found	Transmutation	Effects	S	A	M
First Aid	Default Skill	—	15% chance of restoring another party member's DME after injury. The amount restored = Max DME x Skill LV x 3%. A good skill to use at beginning of game.	X	X	X
Auto Item	Black Dream Tower, Xervah, Sacred Phase 3-4	Cure Condition	Character uses items automatically, depending on an item's preset conditions. Press ■ in the Skill Setup window to set usage priorities for each item. Percentage points = Skill LV x 40%. This skill is a must in game's later stages!	X	X	X
Throw	Castle of Brahms, Sacred Phase 2-3	Splash	Enables character to hurl a magic blades at enemy. Accuracy is only fair, but this skill can be instrumental in crushing an enemy's guard. These hits are added to your Hit Number.	X	—	—
Cure Condition	Nethov	Auto Item	Enables character to cure status abnormalities. Curable states increase with skill level (percentage of success shown in parentheses): LV1 = Poison (30%); LV3 = Freeze (30%); LV4 = Paralyze (30%); LV5 = Silence (40%); LV6 = Curse (40%); LV8 = Stone (40%)	X	X	X
Guts	Gorhla, Clockwork Mansion	Avoid	Enables characters to revive themselves from death automatically. Chances of success increase with skill level. At Skill Level 1, chance of success = 40%. Beyond that, this formula applies: Skill LV x 5 + 40%. This skill is a must!	X	X	X
Adept Illusion	Gorhla, Clockwork Mansion	Dancing Sword	Enables character to create an illusion to dodge an attack. Percentage of success = Skill LV x 5%.	—	—	X
Dancing Sword	Black Dream Tower, Tower of LV	Adept Illusion	If the character avoids or blocks an attack, two swords appear and counterattack. Percentage of success = Skill LV x 7%.	—	—	X
Last Trial	—	Triple Distress (CJ), Lapis Lazuli (C)	When struck down, character curses opponent, causing opponent to receive damage equal to 10% of current DME and chance of Stone or Paralyze. Percentage of success = Skill LV x 10%.	—	—	X

Support Skills

Support skills increase the user's ability to attack, usually by increasing the number of attacks or the effects of those attacks, or by enabling the user to attack more quickly. The type of support a character receives is based on character class. Each character can equip one skill in the Setup menu.

Skill Name	Where Found	Transmutation	Effects	S	A	M
Splash	Black Dream Tower, Tower of LV, Sacred Phase 2-3	Throw	Generates extra Shock Waves, damaging opponent. (These do not contribute to Hit Number.)	X	—	—
Reverie	—	Dark (C)	While attacking, character is shadowed by a double that inflicts 30% of character's usual damage. It disappears when it receives a certain amount of damage. Double reappears in next battle.	X	—	—
Combo Counter	Castle of Brahms	Slanting Rain	Allows character to counterattack using number of attacks available during normal attack; i.e., if character's weapon allows three attacks, character may counter using those three attacks.	X	X	—
Noise Arrow	Black Dream Tower, Xervah	Resist Magic (C)	Seals off enemy ability to cast magic for 2 turns (has no effect on Big Magic attacks). Percentage of success = Skill LV x 5%.	—	X	—
Triple Distress	Dipán	Resist Damage (C)	Reduces enemy ability to avoid, defend, and counterattack for one turn. Percentage of success = Skill LV x 5%.	—	X	—
Steal Magic	—	Stun Magic (C)	Caster absorbs DME of foes defeated by magic attack. Amount of DME absorbed = enemy's Max DME x Skill LV x 2%.	—	—	X
Stun Magic	Arkdain	Steal Magic (C)	Adds Faint to a successful magic attack. Percentage of success = Skill LV x 2%.	—	—	X
Concentration	Dipán, Celestial Castle, Sacred Phases 4-5	—	When caster uses Big Magic, the amount of CT accumulated will be the same as that of normal magic by consuming DME. DME subtracted = Max DME x 70% - Skill LV x 5%.	—	—	X

Attack Skills

Attack skills resemble Support skills, but they come into play when a character actually attacks an opponent. Swordsman-specific skills tend to increase attack strength or make it easier for the user to land an attack. Archer-specific skills allow the user to attack a group of enemies at once or simply weaken an enemy's guard. Mage Attack skills enable the spellcaster to attack while recharging or restoring CT immediately. Each character may equip one such skill in the Setup menu.

Skill Name	Where Found	Transmutation	Effects	S	A	M
Scarlet Edge	Jotunheim	Strike Edge, Quartz Gem (C)	Adds ability to knock down opponent to user's normal attack. Costs 5% of user's Max DME. To use, press Character button repeatedly.	X	—	—
Charge	Nethov, Sunken Shrine	Scarlet Edge (C)	Fires blast damaging equivalent of 1.5 x user's Attack Power. Costs 5% of user's Max DME. To use, press Character button repeatedly.	X	—	—
Strike Edge	Thacus	Charge	Gives user 50% chance of causing Faint. Costs 5% of user's Max DME. To use, press Character button repeatedly.	X	—	—
Dark	Arkdain, Sunken Shrine	Reverie (C)	Enables user to attack from behind. Reduces enemy's Perfect Guard by 50%. To use, press left directional button before attacking.	X	—	—
Trick Step	Oddrock Caves	Wait Reaction	When attacking, user steps back so opponents may counterattack X and fail, lowering their guard. Effect increases with counterattack frequency. To use, press left directional button before attacking.	—	—	—
Slanting Rain	Oddrock Caves, Salerno	Combo Counter	Attacks all enemies with an arrow attack, but user loses combo attacks. To use, press Character button, then left directional button.	—	X	—
Darkness Arrow	Arkdain, Amenti, Sacred Phase 3-4	False Arrow (C)	Utilizes an arrow attack that reduces enemy evasion by 50% for 2 turns. User may no longer perform Combo Attacks. To use, press Character button, then left directional button.	—	X	—
False Arrow	—	Darkness Arrow (C), Bewitching Statue (C)	Fires 3 arrows to make enemy put up guard. Enemy hit can't guard during next round. To use, press Character button, then left directional button.	—	X	—
Mental Reaction	Jotunheim	Concentration (C)	User exchanges DME to make CT 0. DME used = Max DME x (50% - Skill LV x 5%). To use, press Character button.	—	—	X
Wait Reaction	Nethov, Sacred Phases 1-2	Noise Arrow	Character attacks with his or her particular familiar during Charge Turn(s). Familiar's attack strength equals Skill LV x 100; its attack can't be guarded against.	—	—	X

Status Skills

Status Skills may not seem exciting compared to the preceding categories, but they're equally important, if not more so. If you plan to use a character in your battle party, building up that character's Status Skills increases his or her stats, for a stronger, faster, smarter, and more durable character. (See the relevant Tip.) When preparing to Transfer characters to Valhalla, concentrate on maxing out their Status Skills to increase their Hero Values. Remember, Einherjar are evaluated largely on the strength of their Support Skills, so level up all Status Skills to Level 4 or higher.

TIP

If you feel uncertain about which skills to learn first, you'll find our Skill-Learning Strategies helpful. First, decide whether you'll use a character as a battle party member. This choice is easier to make once you reach the game's midpoint, but you must make the choice, regardless. Characters used in battle even briefly need skills others don't.

Teach such a character the Counter skill first. Next comes Survival (for beefing up a character's DME) and Fight (for everything else). In Hard or Normal mode, max out Attack Power (or Magic Power), Avoid, Defense, and Hit. Guts is a must for all members of your battle party, as are First Aid and Auto Item. Dark and Reverie are good choices for Swordsmen, and Wait Reaction lets your Sorcerer function after casting a spell. Triple Distress is a good choice for Archers.

If you don't plan to use a character in battle, max out the skills required for that chapter, and then level up as many other Support Skills as possible to Level 4. This ensures the character favorable evaluations in Valhalla.

Skill Name	Where Found	Transmutation	Effects	S	A	M
Tactics	Default Skill	—	Raises INT the equivalent of Skill LV x 1.	X	X	X
Hear Noise	Default Skill	—	Raises AGL the equivalent of Skill LV x 1.	X	X	X
Find Trap	Default Skill	—	—	X	X	X
Survival	Default Skill	—	Increases character's Max DME the equivalent of Skill LV x 200.	X	X	X
Identify	Default Skill	—	—	X	X	X
Leadership	Default Skill	—	—	X	X	X
Fight	Default Skill	—	Raises STR, INT, AGL, and DEX the equivalent of Skill LV x 2.	X	X	X
Trick	Default Skill	—	Raises INT the equivalent of Skill LV x 2.	X	X	X
March	Default Skill	—	Raises INT the equivalent of Skill LV x 1.	X	X	X
Formation	Default Skill	—	Raises INT the equivalent of Skill LV x 1.	X	X	X
Attack Power	Solde Catacombs	Defend	Raises STR the equivalent of Skill LV x 30.	X	X	—
Defend	Oddrock Caves	Attack Power	Raises RDM the equivalent of Skill LV x 10	X	X	X
Avoid	Solde Catacombs	Guts	Raises AGL, the equivalent of Skill LV x 3.	X	X	X
Hit	Black Dream Tower, Xervah	Magic Power	Raises DEX the equivalent of Skill LV x 3	X	X	—
Resist Damage	Arkdain; Sacred Phase 4-5	Last Trial (CJ)	Raises RDM the equivalent of Skill LV x 30	X	X	X
Magic Power	Solde Catacombs	Hit, Mental Reaction (CJ)	Raises INT the equivalent of Skill LV x 20	—	—	X
Resist Magic	Arkdain; Amenti	—	Raises RST the equivalent of Skill LV x 5.	X	X	X
Monster Int.	Default Skill	—	—	X	X	X
Undead Int.	Default Skill	—	—	X	X	X
Demon Int.	Default Skill	—	—	X	X	X
Counter	Default Skill	—	When the character evades an attack, a tiny dagger icon will appear over his or her head, indicating you may counterattack by pressing the Character button.	X	X	—



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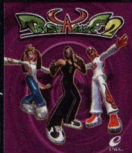
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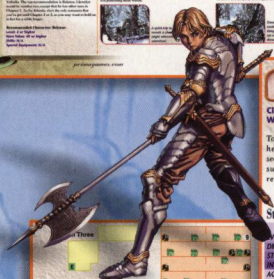
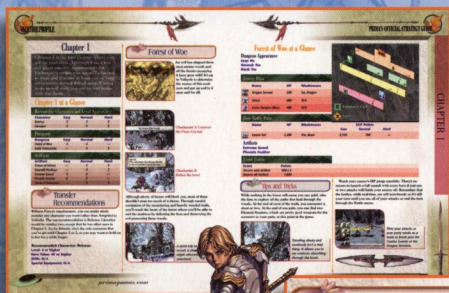
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Starting Statistics			
	Easy	Normal	Hard
HP	2,954	192	1,000
SP	114	214	12
MP	196	196	#
AGL	33	33	#
DEF	33	33	#

Resistance

Fire	Ice	Lightning	Poison	Holy	Darkness
---	---	---	---	---	---

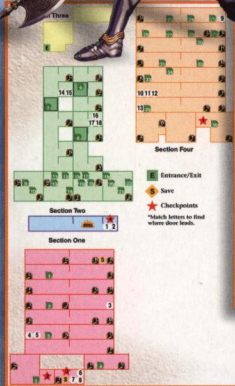
Normal Attacks

Gleam Charge	Round Dance	Hind Edge
Mix: 1 Direction: + Gauge: 25	Mix: 1 Direction: + Gauge: 15	Mix: 1 Direction: + Gauge: 10

Special Attack

Emotional Raid

Mix: 7 Gauge: 56-(8 x 7) CT: 4		
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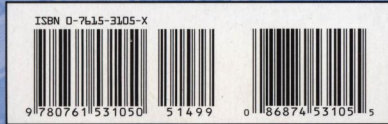
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