

# Brigandine: The Legend of Forsena Character FAQ (w/ Gourry)

by Evil R

Updated to v2.00 on Apr 12, 2007

Brigandine: The Legend of Forsena Character FAQ

PSX

by Gourry and Evil R.

12/30/04

Version 1.20

My E-mail: kaoch@uga.edu

Evil R's e-mail: EvilR99@hotmail.com

=====  
Introduction

=====  
Brigandine is a strategy RPG made by Atlus. It is somewhat similar to Shining Force, except it uses hexagons, or hexes, instead of squares for unit movement. This allows units to be surrounded by six sides rather than four, which makes for a slightly more interesting experience than the four side square system.

Brigandine features six playable countries that are attempting to reunite the continent of Forsena. Each country has its own unique qualities and Knights. Knights are generals who are able to use Rune power to control monsters. Each Knight has a varying amount of Rune Power, and each monster has a different Rune power value. For success in the game, a player has to learn to micromanage Knights and monsters in order to make the most efficient use of Rune Power possible. Don't let the word 'micromanagement' frighten you, since any real micromanagement you do is minimal, and maximizing efficiency is not totally necessary for success in the game.

There are two phases in the game, the Organize phase and the Attack phase. Obviously, one can only attack during the attack phase. 3 Knights can attack a castle at a time. More than three can come to the assault, but only three will actually be attacking. Knights that don't participate in the siege can be used to fortify a castle the next turn. Despite the system's simplicity, Brigandine can get rather addicting.

The storyline for Brigandine is simple. Zemeckis, influenced by the Death Knight, Cadon, betrays and kills the king of Almekia. The Prince of Almekia, Lance, flees to Padstow for help. Prince Lance gains Padstow's armies, and he vows to take back what is rightfully his. Each country has its own agendas, which all amount to unifying (or in some cases, taking over) the continent.

The purpose of this FAQ is to inform readers on who's useful and who isn't. The first few versions had just potential power (I evaluated most people based on level 30 stats). However, since leveling everyone to level 30 is often impractical (who the hell is going to level Langueborg to level 30?), I made some changes that acknowledged potential power, but mainly focused on how well they'd do in the course of your conquests. Rune Power remains the most important aspect when it comes to rating knights, but this rewards some characters with high starting levels (who generally have poor stats in comparison to others at level 30 and thus may have received lower rankings) as well.

The new "Is s/he worth using" part of the Knights section is generally meant

to rate a Knight's performance in the context of the normal game, because it didn't make sense for a character with little in game use (Rain, for example) to rank higher than decent Knights who may not end up that great on level 30. Gauging level 30 Knights aren't the best way to measure a Knight's worth, since many Knights are only available for a short amount of time. The grades were also removed because they were mostly arbitrary (as grades often are). Instead, the justifications for rating the Knight's use were fleshed out and given more detail.

I added in Evil R's stats to reduce randomization. Also, his stats include setups for dual classing, if that's your bag (and it probably should be).

=====  
Table of Contents  
=====

- A. Copyright Info
- B. Tips/Strategies
- C. Monsters
- D. Classes
- E. Spells
- F. Game Mechanics [mech\_guide]
- G. Countries
  - 1. Brief country overview
  - 2. In-depth country and Rune Knight overview
    - a. New Almekia [teh\_salamander]
    - b. Caerleon [teh\_dorky]
    - c. Leonia [teh\_religious]
    - d. Iscalio [teh\_crazy]
    - e. Norgard [teh\_suck]
    - f. Esgares [teh\_evil]
    - g. Quest Knights [teh\_optional]
- H. Evil R's Knight Analysis
  - a. New Almekia [Evil\_NA]
  - b. Caerleon [Evil\_Caer]
  - c. Leonia [Evil\_Leon]
  - d. Iscalio [Evil\_Isca]
  - e. Norgard [Evil\_Norg]
  - f. Quest Knights [Evil\_Quest]
- I. Top Ten Knight Stats
- J. Brigandine: Grand Edition
- K. Stuff I still need
- L. Feedback/Filler
- M. Version History
- N. Credits

I made keywords to make it easier to jump specific sections. Use CTRL + F and search for the bracketed word.

=====  
A. Copyright Info  
=====

Copyright 2003 by Kao Chua. Do not reproduce this FAQ without my consent. You may not copy this into any other FAQ without my permission. You may use my FAQ on your website if you e-mail me first, but only if you do not alter it in any way.

=====  
B. Tips/Strategies  
=====

If you are a beginner, start with Lance or Cai. Lance (New Almekia) requires

some pampering, but most of his Knights are useful and he comes with a Salamander, an insanely powerful level 20 monster that is stronger than most Knights. He also has an alliance with Caerleon, which seals off his southern border. Cai (Caerleon) only has a single castle to defend from the beginning of the game, and he has several magic Knights that are valuable for their ability to rain magical death on your enemies. Do not try Lyonesse or Dryst until you've gotten a good feel of the game. Leonia is in a comfortable strategic situation, but its Knights and starting monsters are unimpressive. Dryst has decent monsters and competent Knights, but he doesn't have enough Knights to protect his borders and make strong assaults at the same time. Vaynard's difficulty is intermediate, because he's in a terrible strategic situation. What makes him manageable is that all of his Knights are relatively powerful. Controlling Zemeckis can be rather difficult, since his country is surrounded by all of the other countries and he starts out with 5 cities to defend. Take note that it's not necessarily the battles that make a country "easy" or "hard." Each country will eventually be on the same level of power, except Esgares, which has a few Knights that are extremely powerful at the beginning of the game, and Leonia, which has no good units at the beginning of the game. The real differences show up in how well you can deal with initial assaults. After you conquer your first country, you're pretty much set for the rest of the game.

When the leader in your country is injured (in other words, HP = 0), all of your Knights and monsters will retreat for that battle, so keep him/her well defended. Conversely, if an enemy ruler is defeated, their Knights and monsters will all run away. If you find yourself losing a battle (like if the enemy has too many monsters for you to deal with), try to attack and eliminate the ruler of that country. Lance and Lyonesse are easy targets, while Dryst, Vaynard, and Zemeckis are relatively difficult to take down. Cai is pretty easy to defeat, but he usually tears you a few holes in you during the process (if you have the initiative, a round of decent physical attack should off him). The AI can be stupidly aggressive with him and bring him to the front in order to get better position for magic, which makes him fairly easy to take out. The best ways to kill leaders are ranged attacks from Centaurs and concentrated magic attacks, because leaders rarely leave themselves undefended. This isn't always true, since Vaynard can be a moron and rush your army of dragons, so consider yourself lucky in these situations. Of course, you should probably use leader sniping as a last resort tactic, because it is often much more profitable to destroy the enemy's monsters and Knights for additional experience than to simply pound on one Knight to end a battle.

Don't put all your powerful generals together at first. It's best to have balance in the game. For example, try not to have Gereint, Meleagant, and Halley in the same fighting party. By doing so, you leave your kingdom with very few good defenders. It is best to have a few (maybe 2 or 3) pretty strong groups, than one godly trio and two weak ones. When you're putting groups together, keep Rune Power and monster costs in mind. You don't want a bunch of guys who can only carry one or two monsters. Remember that no matter how strong a Knight may become, monsters will always be the bulk of your army. In assessing whether a character is useful or not, I placed more value in Rune stats than unit stats, because a level 1 unit with 200 Rune Power is almost always more valuable than a level 20 unit with ~150. In general, more monsters means a higher chance of victory (to a point, because you can still pack your units with six Ghouls. But then you're dumb).

Several Knights under level 5 eventually become worth using. I call these characters "project Knights." Usually, they start out with low Rune Power, but have high growth and lots of levels to exploit that growth. Also, they usually end up becoming decent units. Lance is the poster-child of project

Knights, starting out as a mediocre unit but ending up as a nigh unstoppable killing machine with some leveling. Other project Knights won't end up quite as good, but they follow the same mold. In the country sections, I'll try to point out good project Knights.

Knights don't die in this game, though I sometimes wish they did. They are given the Wounded status if their HP goes down to 0 in battle. After the battle, they are sent to the country's capital (or the closest thing to it) and cannot perform any actions for a month. After that month, the Knight must be moved to another castle to do anything. This is a giant pain in the ass because it often means that it takes two months for that Knight to participate in the offense again, so try to avoid losing generals in battle. Quests can also give Knights the wounded status. There are some situations where a general may be wounded for more than a month (like being turned into a duck). Occasionally, Knights can be injured during the storyline. There is a trigger to "unwound" them in these cases, and it usually fixes itself given time.

Underestimating opponents was the cause of many of my losses in Brigandine early on. Don't be too aggressive in your invasions. Look at other castles during the attack screen and try to assess their strength before rushing in. Eventually, your judgment will improve, and you will be able to tell if your force is strong enough to take a given castle. If you think it's dead even, save, then charge in. You may end up taking a casualty that may not have been worthwhile.

The stars on the status screen of your Knights show how many levels he/she has gained in that class. When you level up in a class, you get a star (the process for getting stars in the Ninja class is unknown at this time). When you get 5 stars/levels in a class, the screen says EXPERT where there would have been stars. After you reach EXPERT, you can change into another class with your EXPERT class's abilities.

Example: Camden reaches EXPERT in Druid. He can change his class to something else (his basic stats, like HP, MP, STR, INT, AGI, and Rune Power stay the same), like a priest. In this new class, he still retains his old Druid abilities.

This makes things like spell-casting fighters possible. Dual classing can make for some very powerful Knights. However, important stats are often diluted in this process. Try not to give primarily physical characters magic classes. They miss out on much needed HP, STR, and AGI. It might be okay to give a Priest or Bishop a fighting class for improved durability, but they are usually lacking in INT afterwards. For the best results with dual-classing, it seems best to combine the Champion class with one of the other primary male paths (Cavalier/Paladin, Samurai/Shogun, Berserker/Avenger). Champion growth has a very positive impact on HP, STR, and AGI, which are vital stats for fighter classes. Magic users generally do well when switching between the healing and offensive mage classes. This creates a relatively versatile unit that can dish out damage or heal depending on the situation. Your mileage may vary, but these combinations have nearly always worked out for me.

After 12 turns of fighting, the battle ends and the attacking country retreats, no matter what the situation is like. If you are defending against someone you cannot beat, then have your Knights move to different parts of the map. If you just sit around different corners of the map, the computer won't be able to take all of you down if you're too far away. If you can keep this up for 12 turns (which isn't that hard), the enemy is forced to retreat. It's cheesy, but you might have to use it if you're desperate. You

might even be able to wound one of their Knights in the process.

Here's a boring story that illustrates this point: Once, I had Teath defend against an Esgares assault with a Roc, a Dragon, and a few Centaurs. Mira was closing in on him (she was leaving herself exposed by not placing monsters ahead of her). So I says to myself, "what the hell, I'll attack her." I moved in with the Centaurs first, then the Dragon, then Teath. Teath managed to kill her, and Esgares ran away. The sit-around-and-wait-out-the-enemy-for-twelve-turns strategy is often tedious and unexciting. If you're seriously out powered and can't outmaneuver your enemy, go for Knights or powerful monsters. In another one of my battles, I had Soleil grouped with a bunch of Centaurs and a Dragon. They were fighting Dryst, Iria, and Bagdemagus. I used all of my Centaurs and a couple Divine Rays to chop down Dryst's Bahamut, and he ran out of real fighting power. I ended up running, but I killed off Iscalio's most powerful monster. "Lost" battles may end up being profitable if you can take something down with you.

When you undergo a pincer attack (when you're attacked from 2 or more directions), try to focus your strength on Knights that come alone. Unless it's Zemeckis, three of your Knights should be able to overpower one of the enemy's. The AI usually runs if one of its Knights is injured, so this tactic is good if you're outgunned.

Elements are pretty important in this game. Blue opposes Red, White opposes Black, and Green doesn't oppose anything except itself (to my knowledge). The damage you take (and give) is increased by a percentage for the number of opposite elements you have. For example, if a Giant (1 Red) attacks a Lizard Man (1 Blue), the Lizard Man will take 25% more than usual. Conversely, if the Lizard Man attacks the Giant, it will take 25% more. For two spheres, damage is increased by 33%. For three, damage is increased by ~42% or so. This isn't exact, but these were values I noticed during the game. They're not exact values, but they should be around that area. If Dryst (1 Black, 1 Red) hits a White Dragon (1 White, 1 Red), the two reds will cancel out the weakness created by the Black and White, and Dryst's attack will yield normal damage. For more precise information on this, check the mechanics section of this FAQ.

Defend your borders! There's nothing more annoying than having to chase an invader across your own territory. You have to move your attacking Knights to retake the land that was yours. It's a real pain in the ass. Leave at least three Knights with enough monsters at vital areas. Note that the AI doesn't always take empty castles, but don't count on this.

Most of the Rangers/Grapplers are worth working with. Shast, Gallo, Dillard, Batercus, and Hyude are some of the best Knights if you build them up. Champions have good movement and high critical hit rates. Team this up with an attack rating of 270+, a good glove, and 750+ HP at higher levels, and you have an excellent Knight. The same is true for females in the Archer class. They can become an Artemis, which are excellent ranged units who can shoot from 4 hexes away (they're also nigh unhittable because of high AGI). A 4 range hex attack is incredibly useful to have around (that's more than some Knights' Rune Area).

Winning a battle nets your surviving Knights and monsters 200 EXP. This is very valuable for weak Knights and monsters. If you know you're in for an easy fight, take someone weak (it's easy to tell when the AI is going to run. They'll wait for a little while in the harder modes, but they still run after turn 1). They could use the experience more than some of your better generals.

Remember that more you can bring more than three people to attack a castle at the same time. However, only three may actually enter the battle. Once you have won, all of the Knights sent on the attack will be stationed at the castle you sent them. This saves you the trouble of moving them the next turn, and they can take part in future assaults from that castle.

Place high HP and DEF units in the front and low HP and DEF units towards the back. This may seem incredibly obvious, but sometimes it is very tempting to put a mage in the front where they can wreak the most havoc. When you find a good place to cast a mass-destruction spell, put them behind stronger units like Dragons. In general, G-Scorps are useful meat-shields as well, though they are obviously nothing close to dragons or hydras. Building a solid line of defense is probably the best tactic available in Brigandine, and even at its best, the AI just can't do much to a decent line of tanks.

When you destroy a country by taking all of its cities, you will receive some of its Knights. This may seem like an awesome deal, but your enemies get Knights as well. It also seems that they often get stronger Knights. It may be more profitable for someone else to destroy another country so you get the better Knights. For example, if you destroy Iscalio, you get Daffy and Victoria, who are mediocre compared to Bagdemagus. I've heard that you have a chance of getting Bagdemagus if you let someone else kill Iscalio off, but I have not confirmed this. The last time I played, an enemy destroyed Leonia, and I didn't get any of their Knights, so you don't always get Knights when someone else destroys a country. I've seen Bagdemagus, Batercus, Adilicia, Castor, MelTorefas, Faticia, Zerafin, Isfas, Charlene, Cierra, and Shast after their respective countries were destroyed.

Anyhow, here's a semi-complete list of transferred Knights. I still haven't completely figured out how the Knight dispersion method works yet, but I will add information as I find it.

If you beat:	You get:
New Almekia:	Carlota, Loufal
Caerleon:	Janfadar, Bilcock
Iscalio:	Daffy, Victoria
Esgares:	Ivan, Fiel
Leonia:	Langueborg, Chantail
Norgard:	Dillard, Kirkmond

Also, when acquiring certain Knights through questing, enemy countries also get some Knights sometimes. If you get Shiraha, the enemy gets Kazan. If you get Layoneil, the enemy gets Helrato. There are a few circumstances that require something special (such as Liguél joining Iscalio when meeting Miguel). Enemy countries do quest occasionally, because weaker countries can get Aldis.

When it comes to choosing a low-level Rune Knight with high Rune Power (like Dogal or Soleil), or a level 15+ Knight with 150+ Rune Power (like Layoneil), I would recommend taking the low level Knight. The additional monsters the lower leveled Knight could hold are always more valuable than anything a single Knight could provide.

Try to take out as many monsters as you can before you go for Knights. This injures that country's Mana reserves, as it has to make up for killed monsters by making new ones. It is fully possible to wage a war of attrition and win, even without taking all of a country's castles. Just keep killing their expensive monsters (Dragons and Angels especially). As a country loses its castles, it loses its ability to create and maintain new monsters, so eventually a country will only be able to make crappy fodder like Ghouls and G-Scorpions.

Given the choice, I would rather kill New Almekia's level 20 Salamander than Lance in a given battle. Promoted monsters are not easily replaced, while leaders just need a period of one month to become active again. However, if your army can't afford to waste time killing monsters, target the leaders instead. When you kill a leader, there is a good chance that one of his monsters will be left behind. If the castle a retreating Knight is in is surrounded or blocked off from that country's other castles, then retreating leaders will have to initiate a Force Retreat. Force Retreats increase the chance of abandoned monsters by quite a bit. For the best results with monster stealing, use Charm on the monster and kill it. Monsters that are outside a Knight's Rune Area when a Knight force retreats or gets injured have a higher probability of being left behind, so Dimension is a handy tactic there.

Units have unlimited counterattacks in Brigandine, except against ranged attacks and magic. Make sure you can take a counterattack before you make an attack. You can calculate the amount of damage you do by subtracting their defense from your attack. For example, if a Golem (ATK 250) attacks another Golem (DEF 120), then that attack will do 130 (give or take a few points), or 250 minus 120. With this knowledge and constant use of the status screen, you should be able to play much more intelligently, especially when figuring out if your group of monsters can destroy a certain unit.

Monsters are much weaker when they are outside their leader's Rune Area (the blue field that appears whenever you select your leader or his/her monsters). This is why leaders with a Rune Area of 3 are less useful. Their monsters must stay within 3 hexes of the leader to remain effective. The wider range of movement for Knights with higher Rune Area allows for more diverse strategies. This does not necessarily mean that you should keep monsters inside the Rune Area at all times, however. There are some instances where you may need to take a monster outside of this area in order to get an extra attack in. Still, keep the monster's lowered statistics into account in your planning. Masterless monsters that are left behind by wounded Knights also suffer from lowered stats.

Hitting monsters will give you around 50-100 EXP, but hitting Knights will almost always give you 100+ EXP if you hit hard enough. Killing a monster will net you anywhere between 200-1200 EXP. Killing a Knight will give you 600-1600+ EXP. To maximize experience gain, kill as many monsters as possible, then go for the Knights. Defeating (or even hitting) country leaders gives a lot of experience as well. The experience system in Brigandine is merit based, in a sense. The experience you get from a physical hit or a spell is proportional to the amount of damage that it does. Support spells give experience values equal to the spell's MP cost. Monsters with the Halo status always hit, and they also receive a 50% boost in experience, making the Halo spell a very useful leveling tool.

There are a lot of Knights that you will end up not using in this game. For example, Langueborg and Brusom are absolutely atrocious Knights. They really end up hindering your progress in battle, so they would probably end up helping you more if you sent them off to quest. When Knights quest, they will be gone for 1-3 months. They can get upgraded stats, new items, weapons, monsters, and they can even recruit other Rune Knights. The drawback is that they could also get wounded in the process. Some Knights have special quests, like Loufal, Lucia, Hyude, and Mira and Millet.

Centaur are a valuable part of any army. They might not be very strong, but their ranged attack makes for reliable damage (high AGI means that they rarely miss) with no retaliation. Also, they are relatively cheap (just 35

Rune, so even stiffs like Langueborg can fit a couple). High Centaurs can shoot from 3 hexes away, which is insanely useful. If you have a Scout, Archer, or Artemis, team them up with lots of Centaurs. This is probably the most powerful support attack group I can think of, since they can kill or mortally wound a unit every round. Another thing that makes them so useful is the fact that it is so easy to crowd around a single enemy. There are only six hexes around any single unit, and having all six open is rare, considering the enemy's allies and your own monsters. Their ranged attack gives a whole new row of offensive potential, and the increased range of the High Centaur makes for three potential rows of offense (one for frontline monsters, and the next two for Centaurs). Though the damage they do is never stellar, repeated snipes will wear down almost any opposition you face. I think Centaurs are the most effective creatures in the game for this reason.

This goes back to the point above, but if you find yourself in a situation with sucky Knights, and you are forced to defend a castle, the best possible last minute army is a group that purely consists of centaurs. Even the worst Rune Knight should fit at least 3 in their army. They're cost effective, and they're probably the best units you can muster up for quick defenses. Some would argue for dragons, but there's more than a 2/1 split between Dragons and Centaurs in terms of Rune Cost. Centaurs are arguably better in these situations (they can snipe invading Knights, while Dragons have to fight through frontline monsters first). In these situations, it's almost inevitable that you'll take casualties, but this works out fine because Centaurs aren't hard to replace at all.

Turn order is determined based on level. The Knight with the highest level will act first, and the rest of the characters follow this order. In case of a tie, the person who goes first is random. Adjust your strategies accordingly. If you think you'll need healing late in a turn, put your healing monsters on a low-leveled character. This takes a little planning, but you should pretty much know which of your groups is going to take a beating. Also, keep in mind that lower leveled Knights will probably end up behind higher level Knights and their monsters in full-frontal assaults, meaning that they might be trapped behind other units, unable to contribute to the battle.

Every STR point is 2 ATK points. Every 3 AGI points yields 1 defense point. AGI also determines hit and evade rates. INT affects damage you take from magic, and how effective healing and offensive spells are. It also effects how often status spells like Charm, Stone, Paralyze, etc. work.

Try not to make the first move in battles. If your enemy charges your army first, then destroying them becomes very easy. Conversely, if you attack first, then the enemy has the advantage. Make sure you form a strong defensive line that is difficult to penetrate. Strong frontline units like Dragons or Rocs should be in front of weaker units like Fairies, Centaurs, Unicorns, etc. Alternatively, you can make a defensive line using G-Scorpions or Ghouls as fodder and then move in for the kill. Both are pretty good strategies, but buying new cannon fodder gets expensive.

This game has a time limit. It's 60 years for Easy, 30 for Normal, and 15 for Hard. I really don't know how someone could drag the game out for 60 years, though. This is more than reasonable at any difficulty level, since your conquest should take you five to seven years at the most.

=====  
C. Monsters  
=====

Monsters are the most valuable part of any army. Even a level 30 Knight could



not hold long against the onslaught of several monsters. Each Knight has a stat called Rune Power, which determines how many monsters they can hold. Each monster has an amount of Rune Value, which is how much they cost. You will find probably that the most useful Knights are often ones with high Rune power. Most monsters can be upgraded at level 10, and others can be upgraded further at level 20. Some others require special promotion items to promote, but these upgrades aren't necessary.

The monster's stats are in this format:

Monster Name  
Elemental Affinities (if any)  
Summoning Cost (only for level 1 monsters)  
HP:  
MP:  
RuneCost:  
Upkeep:  
STR:  
INT:  
AGI:  
ATK:  
DEF:  
MOV:  
Base ATK:  
Base DEF:  
Comments:  
Rankings:

All summoned monsters start out on level one. All statistics except RuneCost and Upkeep are random. The numbers here are just approximations on the summon screen. A Ghoul you summon may have a higher STR rating, but the number I list is merely an average.

=====  
Monster Promotion Trees  
=====

The numbers in parentheses are the levels required before a unit is eligible for the upgrade. Promotions always occur once at level 10, and some classes have promotions beyond level 10. A few units (Thor, Loki, Lucifer, Lilith) require a special item to achieve the next promotion. More information about that is listed in the monster section. Now I will subject you to my wonderful promotion trees. Don't cry too much.

-> Dao (10)  
-> Marid (10)

Jinn

-> Djinni (10)  
-> Efreeti (10)

Clay Golem --> Stone Golem (10) --> Bronze Golem (20) --> Talos (30)

Roc --> Phoenix (10)

Wyvern --> Couatl (10) --> Bahamut (20)

Merman --> Triton (10) --> Poseidon (20)

Lizard Man --> Lizard Guard (10)

Hydra --> Tiamat (10)

G-Scorpion --> Death Needle (10)

-> Gigas (10) --> Thor (Promotion Item)

Giant --

-> Titan (10) --> Loki (Promotion Item)

--> Red Dragon (10) --> Salamander (20)

Dragon

--> White Dragon (10) --> Fafnir (20)

Pixie --> Fairy (10)

Mandrake --> Man-Eater (10)

Centaur -> High Centaur (10)

--> Pegasus (10)

Unicorn

--> Nightmare (10)

Gryphon --> HolyGriff (10)

Angel --> ArchAngel (10) > Seraph (20) --> Lucifer (Promotion Item)

Ghoul --> Vampire (10) --> Vampire Lord (20)

Hellhound --> Fenrir (10)

Demon --> ArchDemon (10) --> Satan (20) > Lilith (Promotion Item)

=====  
Monster Data and Rankings  
=====

Jinn.

120 Mana

HP: 310

MP: 100

RuneCost: 30

Upkeep: 12

STR: 45

INT: 60

AGI: 65

ATK: 205

DEF: 101

Base ATK: 115

Base DEF: 80

A level 10 Jinn is required before the promotion to Dao, Marid, Djinni, or Efreeti.

Stat Growth:

HP: 4-8

MP: 4-6

STR: 0-1

INT: 0-2

AGI: 1-2

Comments: Jinns are pretty solid units. They don't get to counterattack, but they get Air Storm, which hits two hexes in a straight line. Nothing can counterattack Air Storm. With the Power spell, Jinns dominate, because Power increases ATK by 1.5x, and this directly affects the damage that Jinn breaths

do (against 100 DEF, their damage spikes from an unboosted 105 to 208, with Power). They're very cheap units, and they can be tacked on most groups without being much of a burden on Rune Power. They're useful to upgrade as well, because you get to choose which element you want them to become. They level up fairly quickly, too. I killed a Knight with a Jinn and it gained 7 levels.

Their breath is usable even after movement. This is incredibly useful, because most spells and special attacks are unusable after movement. This allows Jinns to move wherever they need to be to get their breath attacks off. Jinns have good mobility, they don't get countered, and they can usually attack units past obstacles, such as mountains. However, the nature of the breaths means that they have to get pretty close to an enemy to deal damage. Jinns are not durable at all, so they are likely to get pasted quickly if left exposed. They have decent evasion, which helps a little, but it isn't something to be counted on. It may be best to have a Jinn move in and use its attack first, and then move the rest of your monsters in to protect it. The major drawback to level 1 Jinns is that they only get two shots of Air Storm at first. This changes quickly, but once they run out of MP, they're just deadweight. The AI really loves to pick on Jinns. Jinns can't counterattack, so there are no real drawbacks to targeting them.

How to deal with enemy Jinns: There isn't really anything to killing Jinns. They have a little bit of evasion (nothing that other flying units or ranged attacks can't handle), but poor HP and defenses makes them very easy to kill. The AI is usually pretty reckless with them, and they never use Power on them, so they're usually pretty non-threatening.

Lv10 Jinn

HP: 370  
MP: 145  
STR: 50  
INT: 69  
AGI: 80  
ATK: 215  
DEF: 106

Dao, Marid, Djinni, Efreeti (1 Black, 1 Blue, 1 White, and 1 Red respectively)

Rune Cost: 45  
Upkeep: 28  
Base ATK: 120  
Base DEF: 85

Stat Growth:

HP: 8-12  
MP: 4-6  
STR: 0-1  
INT: 1-2  
AGI: 1-2

Lv30 Dao/Marid/Djinni/Efreeti

HP: 570  
MP: 245  
STR: 60  
INT: 99  
AGI: 110  
ATK: 240  
DEF: 121

Comments: They're basically the same as Jinns, except they have a 3 hex range with the breath attack, and they're all of a different element. This is a decent upgrade, and it's usually worth the higher Rune costs. The element can be a drawback in some instances, so choose wisely (if you're going to use a Jinn to fight Leonia, don't pick a White element upgrade). As you can see, their attack power never gets that high, but they're still worthwhile because they're good at dealing chip damage and they can become heavy hitters with a well-placed Power spell. Their attacks are slightly more expensive than normal Jinns, but this isn't really a big deal.

How to deal with enemy Daos/Marids/Djinnis/Efreetis: The logic from the Jinn section also applies here. They now have an elemental weakness to exploit. They're a bit more evasive, but they're still not that threatening because they can't counter. Their HP never really grows that high, so they're still fairly easy to kill.

Clay Golem

240 Mana

HP: 540

MP: 0

RuneCost: 45

Upkeep: 24

STR: 85

INT: 0

AGI: 35

ATK: 230

DEF: 126

Base ATK: 60

Base DEF: 115

A level 10 Clay Golem is required before the promotion to Stone Golem

Stat Growth:

HP: 8-12

MP: 0

STR: 0-2

INT: 0

AGI: 0-1

Comments: Clay Golems and Giants are almost opposites of each other in terms of ATK and DEF. Golems have good defense and OK attack, while Giants have good attack and lousy defense. Given a choice, I would much rather have Golems in my party than Giants. Giants have a better MOV stat, but Golems are a better (and cheaper) unit as a whole. One major downside of Golems is their 0 in INT. This means that they'll take full damage from spells. Golems often fry to repeated Divine Rays or Curse spells. Also, Golems have a terrible hit rate due to poor AGI. They're immune to negative statuses like Poison, Paralysis, Stone, Stun, Charm, etc, which means that you can pit them against Rocs and Mandrakes without fear.

I feel that Golems are superior to Giants because they have passable offense and good defense. However, they still suffer the same accuracy problems that Giants do. A 0 in INT means that they're going to take the full brunt of any magic attack. Their good defense makes them serviceable front liners, and they serve well as "fodder" of sorts. Low mobility may hold them back a little, since they often are too far behind to get a spot to attack when the battle is joined. Still, they're much cheaper than Giants (45 Rune Power vs 60 Rune Power), and they're generally more effective units as a whole.

How to deal with enemy Clay Golems: Any high power damage spell (Divine Ray, Curse, Exa-Blast, Fall Berg, Thunder) will take a huge bite out of a Clay

Golem. They have fits against fliers, so Wyverns and Rocs are effective against them. If you have a Nightmare around, Dimension is pretty much an assured hit against Golems.

#### Lv10 Stone Golem

HP: 630

MP: 0

Rune Cost: 55

Upkeep 38

STR: 94

INT: 0

AGI: 40

ATK: 258

DEF: 133

Base ATK: 70

Base DEF: 120

A level 20 Stone Golem is required before the promotion to Bronze Golem

#### Stat Growth:

HP: 8-12

MP: 0

STR: 1-2

INT: 0

AGI: 0-1

#### Lv20 Bronze Golem

HP: 730

MP: 0

Rune Cost: 70

Upkeep: 80

STR: 109

INT: 0

AGI: 45

ATK: 298

DEF: 140

Base ATK: 80

Base DEF: 125

A level 30 Bronze Golem is required before the promotion to Talos

#### Stat Growth:

HP: 12-16

MP: 0

STR: 1-2

INT: 0

AGI: 0-1

#### Lv30 Talos

HP: 856

MP: 0

Rune Cost: 90

Upkeep: 66

STR: 124

INT: 0

AGI: 50

ATK: 338

DEF: 146

Base ATK: 90

Base DEF: 130

Stat Growth (useless, but hey):

HP: 16-20  
MP: 0  
STR: 1-2  
INT: 0  
AGI: 0-1

Comments: The Golem upgrades are almost all identical, so I clumped them all together. They all have Rock Throw, a ranged attack that doesn't get penalized against fliers (it's probably your best bet against flying units, despite the damage penalty). Also, the Golems get slightly more accurate with upgrades. All of them retain excellent defense, and the Talos has one of the highest ATK ratings in the game. As you promote, the problems found in Clay Golems become less apparent. The upgrades still take nasty damage from magic, though high HP makes up for this deficiency at higher levels. Talos golems rarely miss, and their mobility is passable. Still, getting a Talos will be somewhat rare, since it has to be level 30. That's a little less than 30,000 experience, which is an insane amount, even for Knights.

How to deal with enemy Golem upgrades: It's pretty much the same deal as Clay Golems, except that they're a lot tougher as you deal with better incarnations. As a general rule, offensive magic will always work well on Golems, and the Dimension trick will still work out. A Talos isn't very threatening if it's fifty hexes away, is it? If that doesn't work out, you'll probably end up having to fight the golem head to head. While they are generally more accurate than Clay Golems, they struggle with the same creatures. Wyverns and other fliers with high AGI still give golems fits, and you should probably use the Power spell on your best attacker to take the golems down. They're really hard not to kill, but high HP and DEF can make them last a long time.

Roc  
380 Mana  
HP: 580  
MP: 110  
RuneCost: 70  
Upkeep: 38  
STR: 85  
INT: 35  
AGI: 60  
ATK: 230  
DEF: 105  
Base ATK: 60  
Base DEF: 85  
Spells: Cry Bird  
A Lv10 Roc is required before the promotion to Phoenix.

Lv30 Roc.  
HP: 754  
MP: 197  
STR: 114  
INT: 64  
AGI: 89  
ATK: 288  
DEF: 115

Stat Growth:  
HP: 4-8  
MP: 2-4  
STR: 0-2  
INT: 0-2

Comments: Rocs are great. They have a chance to petrify their enemy, making them a very useful unit, especially if you petrify a Knight. They deal decent physical damage, and they're somewhat evasive (60 AGI isn't that special, but flying gives a 20% evasion boost against ground vs air physicals). The Cry Bird ability does damage to everyone in a 2 hex radius, and it may paralyze units that are hit, including your own. This is a pretty useful ability, but you have to consider the potential damage done to both sides before actually doing it. One strategy to utilize is to cast Protect on your Roc, then make it draw enemy fire. More often than not, the Roc will petrify enough enemies to make up for the damage taken. Also, if enough units cluster around the Roc, you can use Cry Bird for some damage and a chance of paralysis. This is a risky strategy, but it has paid off for me in the past. Even without complex strategies, Rocs are serviceable front-liners, since they can generally petrify at least one unit over the course of three or four hits. However, Rocs have poor defense and average HP, so you need to protect them. Their only other downside is that they're pretty expensive, and sometimes you don't want a unit to be petrified. Being petrified makes monsters more resilient to physicals (150 DEF), so it may end up hurting you if you need to kill a unit quickly.

How to deal with enemy Rocs: Enemy Rocs can be one of the most annoying units in the game, especially because the AI is so aggressive with them. I remember when I first played, Leonia won some battles with Rocs that it really shouldn't have. Ranged attacks like Centaur shots and magic deal with Rocs fairly well. Golems are immune to Stone, so they can attack Rocs without any real drawbacks, although they might have problems hitting them. Bring a couple units that can cast Cure along with you if you know you're going to fight a lot of Rocs. The stone effect doesn't kick in that often, but it's very annoying when it works, since it effectively removes that unit from participating in the battle.

#### Lv10 Phoenix

3 Red.

HP: 634

MP: 137

RuneCost: 95

Upkeep: 58

STR: 94

INT: 44

AGI: 69

ATK: 258

DEF: 113

Base ATK: 70

Base DEF: 90

Spells: Heal Voice

Regenerates 10% HP/turn

#### Lv30 Phoenix

HP: 834

MP: 237

STR: 114

INT: 64

AGI: 99

ATK: 298

DEF: 123

Stat Growth:

HP: 8-12

MP: 4-6  
STR: 0-2  
INT: 0-2  
AGI: 1-2

Comments: I like. They're strong attackers, and they have better defenses than Rocs. They regenerate 10% of their maximum HP a turn, which isn't bad since they can get respectable HP scores later on. Heal Voice is a useful healing move which affects both friend and foe, and it is more likely to help you than hurt you, unlike Cry Bird. Phoenixes maul most blue units, so pitting them against Hydras and female mage classes is generally a good idea.

The choice between a Roc and Phoenix is tough sometimes. On one hand, you lose the ability to petrify. On the other hand, you gain an even better attacker that has regeneration and a good area heal move. The choice is up to you, but the Phoenix tends to be better, statistically.

How to deal with enemy Phoenixes: They're generally somewhat tough to kill, but using enough blue elemental units will eventually take the Phoenix down, though you should anticipate a nasty counterattack. Poison cancels out regeneration, but that's not always practical. Enough Fall Bergs or even Frost spells will eventually take a Phoenix down. They're not nearly as hard to kill as high level Dragons are, so they don't warrant as much concern.

Wyvern.

320 Mana

HP: 540

MP: 100

RuneCost: 60

Upkeep: 32

STR: 80

INT: 30

AGI: 65

ATK: 220

DEF: 106

Base ATK: 60

Base DEF: 85

A level 10 Wyvern is required before the promotion to Couatl

Stat Growth:

HP: 4-8

MP: 2-4

STR: 1-2

INT: 0-1

AGI: 1-2

Comments: Wyverns are the most mobile unit in the game (7-7). They have passable attack power, but it's nothing stellar. Still, they're never a burden, and they can usually reach anyone you want to get to. Because they're so mobile, they can often fly past your Knight's Rune Area. This is more useful than you'd think, since you can finish off dying enemies this way. The Wyvern's evasion is noteworthy as well. If you pit one against a Giant or a Golem, the Wyvern will probably come out on top due to sheer evasion (as well as the Giant/Golem's poor accuracy). A good unit, overall. They're somewhat pricey, but they're much better than Giants, another unit that takes 60 Rune Power.

How do deal with enemy Wyverns: Because they're so evasive, things like Giants and Golems don't really stand a chance of hitting them. Instead, use other flying units (Rocs, Gryphons, other Wyverns) and ranged units



(Centaur). Ranged units don't get a penalty when hitting flying units, so they should be able to do decently well. Wyverns are very easy to kill once you hit them, and the AI tends to be very aggressive with them.

Lv10 Couatl.

HP: 594

MP: 130

Rune Cost: 80

Upkeep: 50

STR: 94

INT: 35

AGI: 79

ATK: 258

DEF: 116

Base ATK: 70

Base DEF: 90

Special Attacks: Dragon Roar

A level 20 Couatl is required before the promotion to Bahamut

Stat Growth:

HP: 4-8

MP: 2-4

STR: 1-2

INT: 0-1

AGI: 1-3

Comments: If you can afford the upgrade, there's no real reason not to like a souped up Wyvern. The boost in ATK gives Couatls a respectable offensive punch, and the upgrade is definitely worthwhile. Some problems with Wyverns are apparent, though. Couatls have poor HP for a pure slugging unit (especially one that's level 10), and they're pretty dependent on evasion to stay afloat. That works out well, until you run into the problem of units like Demons and Angels, who like to casually throw strong spells like Curse and Divine Ray around. They're still worth using, since they usually give most ground units fits, but they still need to be pampered a bit. Dragon Roar is a pretty crappy attack. It does damage to every target in an area for 1/6 max HP. This isn't really useful, since the Couatl could probably do more damage with its physical, and that wouldn't endanger friendly units in the area.

How to deal with enemy Couatls: They're harder to hit this time around, but the same principles that applied to Wyverns apply here. Also, note that the Wyvern tree never gets good INT growth, which means that magic tends to make mincemeat out of them.

Lv20 Bahamut

HP: 654

MP: 160

Rune Cost: 110

Upkeep: 76

STR: 109

INT: 40

AGI: 99

ATK: 298

DEF: 128

Base ATK: 80

Base DEF: 95

Special Attacks: Final Breath, Dragon Roar

Lv30 Bahamut

HP: 754  
MP: 190  
STR: 124  
INT: 44  
AGI: 113  
ATK: 328  
DEF: 132

Stat Growth:

HP: 8-12  
MP: 2-4  
STR: 1-2  
INT: 0-1  
AGI: 1-2

Comments: Couatls turn into Bahamuts, which are a dragon class. While the base stats for the Bahamut are lower than the other level 20 dragons, they're still quite powerful. They lose the mobility of the Wyvern and Couatl, but they get higher power in exchange. As usual, the Power + Breath combination with them is quite deadly, especially since they are non-elemental. They're not as strong as other dragon classes, but I think the non-elemental breath is more useful in some cases. They're not nearly as tanky as other top tier dragons because of lower HP, but they retain the high evasion that the previous Wyvern forms had. Still, they're not quite as costly as the top tier dragons, so it balances itself out.

How to kill enemy Bahamuts: This comes up quite a bit, since Iscalio has one. Even at level 20, the Wyvern only has the HPs of a level 1 Dragon, so it shouldn't be too hard to take down with enough magic and ranged shots. Still, be careful, since you can get your ass kicked if you try to engage it too recklessly. In the beginning of the game, the Bahamut is a real bastard to hit, and you often end up trying to hit it, missing, then eating a counter. Tanky units like the Dragon family shouldn't have huge troubles surviving Bahamut attacks. Iscalio is pretty aggressive with its Bahamut, so use this to your advantage.

Merman

1 Blue  
120 Mana  
HP: 410  
MP: 50  
RuneCost: 25  
Upkeep: 12  
STR: 65  
INT: 50  
AGI: 50  
ATK: 190  
DEF: 106  
Base ATK: 60  
Base DEF: 90

A Lv10 Merman is required before the promotion to Triton

Stat Growth:

HP: 8-12  
MP: 2-4  
STR: 0-2  
INT: 0-1  
AGI: 0-2

Comments: Mermen aren't very good unless you're defending a coastal town.

They have poor mobility on land, and they get a -10 hit penalty when fighting on the ground. They can only move and fight efficiently on water. They're passable against red monsters, though. They're pretty wussy overall, but if you need a Blue unit and you can't afford a Hydra or a Lizard Man, just put a Merman in your unit, since they're pretty cheap. If you know that you're going to have to fight in a city with water in it, Mermen become less horrible, because they can take advantage of water regeneration, along with hit and evasion boosts. Still, the other blue monster families badly outclass the Mermen family. If you're going to use one, be mindful that Mermen generally aren't that great at hitting things, and they're no good at taking hits either. Use them in a support role, possibly to soften an opponent up or finish it off.

How to deal with enemy Mermen: Hit them once or twice with a dragon. Seriously, they're insanely easy to take down. 410 HP doesn't really cut it for anyone, especially one with such an easily exploited weakness. Both red magic and physicals from giants and dragons are more than enough to overwhelm a merman. In my experience, Mermen often go down as collateral damage to Geno-Flame spells. At any rate, they're not threatening enough to really worry about.

Lvl10 Triton

2 Blue

HP: 500

MP: 77

RuneCost: 40

Upkeep: 28

STR: 74

INT: 55

AGI: 59

ATK: 218

DEF: 114

Base ATK: 70

Base DEF: 95

A level 20 Triton is required before the promotion to Poseidon

Stat Growth:

HP: 8-12

MP: 2-4

STR: 1-2

INT: 0-1

AGI: 0-2

Comments: The Triton promotion strikes me as a "might as well" upgrade, in a similar vein to Ghoul --> Vampire. Nothing substantial is gained with this upgrade (+10 ATK, +5 DEF, slightly better stat growth), but it's a piddling 15 Rune Power to upgrade, and the unit is still reasonably priced for what you get (though still kinda sad for a second tier unit). Tritons get the Maelstrom ability, which can be somewhat useful, but it's only usable in the water. They're slow and still receive land penalties, but they're still a step up from Mermen. The extra blue sphere makes them more effective against Dragons, but they still fry to most red aligned spells or units. Again, use these if you know you're going to defend or attack coastal towns (you can pretty much tell if a town has water in it if it's near a lake or the sea on the World Map).

How to deal with enemy Tritons: Same as Mermen, but be a tad more careful when sending red units against them. They're still not much of a threat, so don't alter your strategies to defend against one. Remember, Tritons are second tier, but that still doesn't mean that it's a particularly good unit.

Lv20 Poseidon

3 Blue

HP: 590

MP: 107

RuneCost: 55

Upkeep: 44

STR: 89

INT: 60

AGI: 69

ATK: 258

DEF: 123

Base ATK: 80

Base DEF: 100

Lv30 Poseidon

HP: 730

MP: 137

STR: 104

INT: 75

AGI: 79

ATK: 288

DEF: 126

Stat Growth:

HP: 12-16

MP: 2-4

STR: 1-2

INT: 1-2

AGI: 0-2

Comments: Poseidons, while still not that effective on land, are much more useful than their past forms. They have better movement, and they can actually do some damage. In the water, Poseidons own everything but Tiamats and flying dragons. While the Triton was a rather lackluster upgrade, the Poseidon is truly worth having around to screw red element units up. The Poseidon's 3 Blue element spheres ensure that they will make horrible messes of Dragons and red aligned Mages. However, it is rather difficult to get a level 20 unit in this class because the past forms are so pathetic. The only Poseidon you're likely to see is Caerleon's Triton, and that's only if you bother to use it. That's a big if.

Anyway, they get great bonuses in water, regeneration, and (most importantly) they lose their movement penalties, which means that they won't be lagging behind with your Golems. Still, the effort you have to put into a Merman/Triton to get one of these probably isn't worth it compared to other blue elemental monsters (Lizard Men and Hydras), which are usable without any real hassle.

How to deal with enemy Poseidons: If you ever see one (I have never seen the computer use one in all my playthroughs), don't panic. Exa-Blast and Thunder still screw them over pretty badly. They can deal pretty serious damage to red units, but it's usually a fair trade because red units usually have a decent enough offensive punch to make up for the elemental differences. Common sense will tell you to try to stay away from water, but you don't always have a choice, especially when some maps are filled with water. They're quite potent on water, since they get Maelstrom and evasion boosts, but you should be able to draw them away onto land, where they're manageable.

Lizard Man.

1 Blue  
140 Mana  
HP: 450  
MP: 50  
RuneCost: 30  
Upkeep: 14  
STR: 70  
INT: 30  
AGI: 60  
ATK: 200  
DEF: 125  
Base ATK: 60  
Base DEF: 105

A Lv10 Lizard Man is required before the promotion to Lizard Guard

Stat Growth:

HP: 8-12  
MP: 0-2  
STR: 0-2  
INT: 0-2  
AGI: 0-2

Comments: Lizard Men are pretty strong. They aren't very durable at first, but their physical defense is actually quite good for a level 1 unit. Stick with them, because they're good at fighting dragons. They have a hefty hit bonus, so they will hit almost anything consistently except the most evasive of creatures. Later on, their defense becomes very high, so you don't have to worry about their well being so much. They get hit and evasion bonuses when fighting on water. They have mediocre ATK power at first, but this quickly increases since Lizard Men have decent STR growth. They become respectable attackers by the time they reach level 10, when they can promote to Lizard Guards.

Lizard Men are especially useful when you consider how cheap they are. They cost only five Rune more than Mermen, but they have better ATK, accuracy, mobility, defense, and HP. 30 Rune will also buy 2 Ghouls or a Scorpion. Considering that a single Lizard Man could solo two Ghouls (I crunched the numbers. It's somewhat depressing), and Scorpions generally suck, the Lizard Man is probably one of the best units to fill empty spots with.

Lv10 Lizard Guard.

2 Blue  
HP: 540  
MP: 60  
RuneCost: 45  
Upkeep: 32  
STR: 79  
INT: 39  
AGI: 69  
ATK: 228  
DEF: 133  
Base ATK: 70  
Base DEF: 110  
Spells: Poison Breath

Lv30 Lizard Guard

HP: 740  
MP: 80  
STR: 109  
INT: 59

AGI: 99  
ATK: 288  
DEF: 143

Stat Growth:

HP: 8-12  
MP: 0-2  
STR: 1-2  
INT: 0-2  
AGI: 1-2

Comments: Lizard Guards are more than worth their upgrade. They get a 2-Hex breath attack, and they get very high defense later on (it nearly rivals petrification defense at level 30). They're also one of the most effective Dragon killers in the game. Though they'll get the short end of the bargain, they can do respectable damage to any dragon. Against other units, their offense is respectable but not spectacular. Even so, they generally deal more damage than they receive, which makes them very useful monsters. Poison Breath gives them a decent option for a close attack without a chance of a counterattack, and it gives them a little bit more range as well (also, as the name implies, it can cause poison!). They get the standard aquatic bonuses in water.

Again, the 45 in Rune Power is nothing compared to a lot of other second tier creatures. Hell, a lot of first tier units cost more, and they aren't nearly as effective. 45 is the equivalent of three Ghouls (which is just a waste of space) or a single Clay Golem. Lizard Guards don't have the accuracy or mobility problems that Clay Golems have, and they generally don't fry to magic. All that aside, Lizard Guards may be the most cost effective units in the game other than High Centaurs.

How to deal with enemy Lizard Guards: They're actually somewhat tough to kill, but Lizard Guards don't have impressive HP. A few concentrated attacks should be able to knock it out. As with Mermen, Exa-Blast, Flame, and Thunder really take a bite out of Lizard Guard's HP supply. While annoying to fight, Lizard Guards don't pose the offensive threat that Dragons do. But then, what does?

Hydra.

2 Blue  
460 Mana  
HP: 670  
MP: 110  
RuneCost: 80  
Upkeep: 46  
STR: 100  
INT: 30  
AGI: 35  
ATK: 260  
DEF: 111  
Base ATK: 60  
Base DEF: 100

Special Attacks: Ice Breath

A Lv10 Hydra is required before the promotion to Tiamat

Stat Growth:

HP: 4-8  
MP: 2-4  
STR: 1-2  
INT: 0-1

AGI: 0-2

Comments: Hydras are like Blue elemental dragons. However, they're really freaking slow (3 hex movement on land), and they have lackluster defense. However, when you finally get to the enemy, it will wreak some serious havoc. They have the highest ATK power of any level 1 monster, and their breath allows them to exploit this power to hit multiple units. In a one on one fight with a Dragon, the Hydra will win most of the time. Roads and the Accel or Flight spells help rectify this issue. Flight is particularly helpful, since it gives Hydras good mobility in addition to giving 20% evasion against ground hits. If you can put up with their low mobility, they're really worth having around. They have low accuracy, but breaths never miss, and you can just use the Halo spell otherwise.

How to deal with enemy Hydras: Dragons can't go toe to toe with Hydras, but they can still take a large bite out of their HP reserves. Despite excellent HP, Hydras tend to go down quickly due to average defenses. Fire magic does extremely well against hydras because of their Hydra's low INT. As with most units with accuracy problems, creatures like Rocs, Wyverns, and Gryphons have a good chance of dealing damage to Hydras without taking damage from counterattacks. If the AI is aggressive, you may not even have to fight Hydras because they'd be falling behind so much. In the water, Hydras are very hard to kill, so just pound at them with magic and concentrated physical attacks.

Lv10 Tiamat.

2 Blue, 1 Black

HP: 724

MP: 137

RuneCost: 110

Upkeep: 70

STR: 114

INT: 35

AGI: 44

ATK: 298

DEF: 119

Base ATK: 70

Base DEF: 105

Special Attacks: Death Breath, Dragon Roar

Lv30 Tiamat

HP: 924

MP: 197

STR: 144

INT: 55

AGI: 74

ATK: 358

DEF: 129

Stat Growth:

HP: 8-12

MP: 2-4

STR: 1-2

INT: 0-2

AGI: 1-2

Comments: Though Tiamats are still slow, they're such insane powerhouses that it doesn't matter. When they get to their destination, they'll just clobber anything in sight. Death Breath lives up to its name. It just murders monsters when Power'ed. High STR growth ensures that they will stay powerful

throughout the game, even though they don't have a second promotion. With the extra Black sphere, they can simply obliterate Unicorns and Angels. They have plenty of HP, and they have good durability because the upgrade makes their defenses passable. Decent AGI growth makes their accuracy issues a bit less apparent. They're pretty much unstoppable on the water. If you can put up with low mobility (which isn't that unbearable, since you have 12 turns, which is often more than enough to beat anything), Tiamats are very worthwhile.

How to beat enemy Tiamats: It is now weak to Divine Ray, so Tiamats aren't huge fans of Angels and Bishops. Attacking Tiamats head on with White units is a pretty poor idea, but there are some cases where it could work out. Dinadan, for example, should be able to hold his own against a Tiamat. Still, use caution, especially since Zemeckis likes to cast Power on his own Tiamat.

#### Scorpion

1 Red.

HP: 270

MP: 0

RuneCost: 20

Upkeep: 10

STR: 60

INT: 10

AGI: 45

ATK: 180

DEF: 135

Base ATK: 60

Base DEF: 120

A Lv10 G-Scorpion is required before the promotion to Death Needle

#### Stat Growth:

HP: 8-12

MP: 0

STR: 0-2

INT: 0-1

AGI: 0-2

Comments: Scorpions are pretty lousy. They never get much better, but they have pretty good defense. They have one red slot, which makes them good for taking hits from dragons. Even so, their only real use is as cannon fodder. They do have the ability to poison, but this isn't immensely useful, as Brigandine poison is a fairly benign status (though it can kill if your HP is low enough). Low HP and INT make it so that even the weakest Blue spell will be able to wreck Scorpions. However, they do decently well as meat-shields. Because they're inexpensive, just get a lot of them, place a mage behind them, and let him/her go nuts with magic. Alternatively, make a wall of scorpions and use breath attacks from afar. Like Ghouls, they gain levels quickly and are much better in their second form.

How to deal with enemy Scorpions: Scorpions are a nuisance at best. Any blue offensive spell will easily wreck Scorpions, and they don't even last a long time against other Red units. They have fairly bad accuracy, so they don't pose any real offensive threat either, even to blue units. The ability to poison is somewhat irritating, but as stated above, it's not a real threat. Their low INT makes Dimension a near guaranteed hit.

#### Lv10 Death Needle

2 Red.

HP: 360

MP: 0



RuneCost: 35  
Upkeep: 22  
STR: 69  
INT: 15  
AGI: 54  
ATK: 208  
DEF: 143  
Base ATK: 70  
Base DEF: 125

#### Lv30 Death Needle

HP: 640  
MP: 0  
STR: 89  
INT: 25  
AGI: 84  
ATK: 248  
DEF: 153

#### Stat Growth:

HP: 12-16  
MP: 0  
STR: 0-2  
INT: 0-1  
AGI: 1-2

Comments: Scorpions become more potent when they become Death Needles. For 15 Rune Power, the scorpion becomes stronger and more mobile. They get decent HP growth as well, which makes them a very physically durable unit later on. Also, it seems that they poison their enemies more often. They're still fodder, but they're fodder who can actually take beatings. Still, that seems to defeat the point of fodder units. Fodder units are supposed to die and be easily replaced, but it is a little harder relegating Death Needles to that role, because you put enough work into them so that they earned promotion. Maybe it's a personal thing.

At any rate, they still can't take Blue spells. They actually get good HP at the end of the game, and their physical durability may not be bad since Death Needle defenses eventually get better than petrified defense (150 DEF). They're still not an offensive threat, but that's not really what they're around for.

How to deal with enemy Death Needles: They're still not threatening, and they still tend to die in repeated Geno-Frost spells with no extra work. ~210 ATK isn't scaring anybody too much. 140+ DEF is impressive, but Death Needles are still easy to take down because of pathetic HP.

#### Giant.

1 Red.  
280 Mana.  
HP: 540  
MP: 180  
RuneCost: 60  
Upkeep: 28  
STR: 95  
INT: 45  
AGI: 40  
ATK: 245  
DEF: 103  
Base ATK: 55

Base DEF: 90

A Lv10 Giant is required before the promotion to Gigas or Titan

Stat Growth:

HP: 4-8

MP: 2-4

STR: 1-2

INT: 0-1

AGI: 0-2

Comments: Giants are very strong, but they have a lot of trouble hitting anything. It takes several tries to hit flying enemies (especially Wyverns and to a lesser extent, Rocs). As reference, they have roughly a 50-60% chance of hitting Wyverns at level 1. Giants have terrible defense for a frontline unit, and they don't really have the HP to make up for this. Because of their terrible hit rates, Giants won't do very well in the front lines in the early game. Though accuracy issues fade away with promotions, feeding Giants kills seems like a bit of a waste of time and effort. Golems are less mobile, but they have equal HP and better DEF, and they cost 15 less Rune.

Still, Giants may have their uses. Against low AGI units, they do quite well. They have good ATK, and they tend to deal heavy damage against Hydras. For the best results, use the Halo spell on them. Halo gives a 100% hit rate and increases experience gain, so feeding them kills this way is probably the easiest method of leveling Giants. I don't think they justify a 60 RuneCost, but they may be worth using if you can promote them.

How to deal with enemy Giants: The computer is pretty reckless with them, which is good for you because Giants don't last very long. Flying units do well against them because they don't hit very often. Lizard Men and Hydras generally give Giants a hard time.

Lv10 Giant

HP: 594

MP: 207

STR: 110

INT: 50

AGI: 49

ATK: 285

DEF: 111

Lv30 Titan/Gigas

HP: 794

MP: 307

STR: 140

INT: 70

AGI: 69

ATK: 345

DEF: 118

Note: Since the stat progression for Titans and Gigases are identical, I used the same stats for both.

Titan

1 White, 1 Red

RuneCost: 75

Upkeep: 48

Base ATK: 65

Base DEF: 95

A level 10 Titan and the Rage Lightning item are required for the promotion to Thor.

Gigas

1 Black, 1 Red

RuneCost: 75

Upkeep: 48

Base ATK: 65

Base DEF: 95

A level 10 Gigas and the Wisdom Seed item are required for the promotion to Loki.

Stat Growth:

HP: 8-12

MP: 4-6

STR: 1-2

INT: 0-2

AGI: 0-2

Comments: These two classes are basically the same, but they have different elemental affiliations. They have slightly better hit rates than normal giants, but it's still rather unimpressive, because they still whiff a lot against most fliers. As usual, Titans/Gigas pack in quite a punch provided that they hit. You may not have to rely on Halo as much to get them hits now. Their defenses are a little bit better, but they are still less durable than they seem. At level 30, they get some of the highest STR and ATK stats in the game.

As for the choice between Titans and Gigases, it's really up to you. Nothing distinguishes one class from the other except that one has a black element and the other has a white element. If you're going to fight Leonia, get a Gigas. If you're going to fight Esgares (which has Cadon, a Tiamat, a Vampire Lord and lots of Fenrirs), get a Titan. One matter of importance is that there is a marginal chance that you can get upgrade items through quests. If you already have one of these items, promote the Giant to the corresponding class. If you're just shooting to get one, Lokis are better, but the quest for the promotion item is so rare that you may not have a choice about it.

How to deal with enemy Titans/Gigases: They're potent offensive attackers, but they're still not that durable, and now they have easily exploitable weaknesses. Curse and Divine Ray can be used by Angels, Demons, and a lot of priest/mage classes.

Lv30 Thor

HP: 874

MP: 307

RuneCost: 75

Upkeep: 66

STR: 150

INT: 70

AGI: 69

ATK: 375

DEF: 123

Base ATK: 75

Base DEF: 100

Required Items: Rage Lightning

Special Attacks: Mjollnir

Stat Growth:

HP: 12-16

MP: 4-6  
STR: 1-3  
INT: 0-2  
AGI: 0-2

Lv30 Loki

HP: 874

MP: 307

RuneCost: 75

Upkeep: 66

STR: 140

INT: 80

AGI: 69

ATK: 355

DEF: 123

Base ATK: 75

Base DEF: 100

Required Items: Wisdom Seed

Spells: Meteor Doom

Stat Growth:

HP: 12-16

MP: 4-6

STR: 1-2

ING: 1-2

AGI: 0-2

Comments: These are the real reason to use Gigases or Titans. They both have insane attack power. Their defense is still sadly low for creatures of their caliber (equivalent of third tier), but they can take some abuse because of their high HP scores. The two spells these classes get are pretty powerful. Mjollnir is a decent area attack, and Meteor Doom is, well, Meteor Doom. It's insanely useful to have a unit that is able to cast Meteor Doom, but Lokis need a few levels to be able to cast it. They're both good monsters, and accuracy issues in these forms are minimal. The only real downside to these units is that the items required for the upgrades are incredibly rare, which means that you'll have to quest a lot before you even get the chance to see one. You're also not assured that you will get the right item. I had a Gigas once, but I got the opposite item, so I was royally screwed and I cursed God/the RNG for his cruelty.

If you're unfamiliar with item promotions, just use Rage Lightning on a Titan to get a Thor, and a Wisdom Seed on a Gigas to get a Loki. There are no level constraints. All you need is a Titan or a Gigas and the corresponding item to promote them.

How to deal with enemy Thors/Lokis: It won't ever be an issue, since the AI will never get one. On the off chance that you do meet one, they still have elemental weaknesses to exploit, but attacking them head on may be disastrous. Lokis need to be killed quickly, because you really don't want to eat a Meteor Doom.

Dragon

1 Red

420 Mana

HP: 630

MP: 100

RuneCost: 75

Upkeep: 42

STR: 90

INT: 40  
AGI: 40  
ATK: 240  
DEF: 113  
Base ATK: 60  
Base DEF: 100

Special Attacks: Acid Breath

A level 10 Dragon is required before the promotion to Red Dragon or White Dragon

Stat Growth:

HP: 4-8  
MP: 2-4  
STR: 1-2  
INT: 0-2  
AGI: 0-2

Comments: Dragons are the backbone of any good army. The best units in the game are from the Dragon promotion tree. They have excellent offense and have decent durability. They're expensive for first tier units, but they're strong enough to be worth it. As usual, Power + Breath is extremely useful. The prevalence of dragons makes this tactic very useful, especially in the beginning of the game. Their ability to dish out strong attacks and take abuse should get you through most of your troubles in your initial assaults. They have a few accuracy issues, but only against things like Wyverns or high level Knights. Also, they're not as mobile as a lot of other creatures, but this isn't a huge issue.

The choice between the White and Red Dragon promotion isn't always that easy. Red Dragons are excellent against Blue units, but White Dragons fly and can deal heavy damage to black units (they're also a little bit more expensive). Neither is a great deal better than the other, but Salamanders tend to be a bit more useful than Fafnirs.

How to deal with enemy Dragons: Dragons (and their subsequent forms) tend to do poorly against Frost and Fall Berg. Hydras can usually take a Dragon down quite easily. They're fairly hard to kill, but it can be done if you concentrate your fire on them.

White Dragon

1 White, 1 Red

HP: 684  
MP: 127  
RuneCost: 100  
Upkeep: 64  
STR: 105  
INT: 49  
AGI: 49  
ATK: 280  
DEF: 121  
Base ATK: 70  
Base DEF: 105

Special Attacks: Energy Bolt

A level 20 White Dragon is required before the promotion to Fafnir

Stat Growth:

HP: 4-8  
MP: 2-4  
STR: 1-2  
INT: 1-2

AGI: 0-2

Comments: White Dragons are just flying Dragons with an extra White element. Watch them destroy Demons and Hellhounds in two hits. It's funny. It's always nice to have a high-powered White unit around, since the other White monsters aren't that great offensively (Gryphons are OK, but White Dragons naturally have more power). The Black weakness makes them vulnerable to Curse, but their high HPs make them pretty hard to kill.

Lv20 Fafnir

2 White, 1 Red

HP: 738

MP: 157

RuneCost: 120

Upkeep: 86

STR: 120

INT: 64

AGI: 59

ATK: 310

DEF: 129

Base ATK: 70

Base DEF: 110

Lv30 Fafnir

HP: 838

MP: 187

STR: 135

INT: 79

AGI: 69

ATK: 340

DEF: 133

Stat Growth:

HP: 8-12

MP: 2-4

STR: 1-2

INT: 1-2

AGI: 0-2

Comments: They're the strongest White units in the game. Fafnirs are probably the best units around to take Tiamats down (1 Black, 2 Blue). They deal excellent damage, and they're very hard to kill. Salamanders tend to be a little bit better, but it's quite close.

How to deal with enemy Fafnirs: You'll probably see at least Fafnir down the road, since weak countries like to pick up Aldis and her Fafnir, Puro. Also, one of Vaynard's White Dragons may promote over the course of the game. A barrage of Curse spells should be able to put them down pretty quickly. Tiamats match up well with Fafnir weaknesses, but they'd probably lose if you tried to pit one against a Fafnir because Fafnirs dodge more.

Red Dragon

2 Red

HP: 684

MP: 127

RuneCost: 95

Upkeep: 64

STR: 105

INT: 49

AGI: 49

ATK: 280

DEF: 121

Base ATK: 70

Base DEF: 105

Special Attacks: Fire Breath

A level 20 Red Dragon is required before the promotion to Salamander

Stat Growth:

HP: 8-12

MP: 2-4

STR: 1-2

INT: 0-2

AGI: 0-2

Comments: They're identical to White Dragons, except they don't fly, and they have different elements. They are a little cheaper than White Dragons. They get added land mobility, and their damage is stellar. 2 Red spheres allow them to stomp on most blue units.

Lv20 Salamander

3 Red

HP: 784

MP: 157

RuneCost: 115

Upkeep: 86

STR: 120

INT: 59

AGI: 59

ATK: 320

DEF: 129

Base ATK: 80

Base DEF: 110

Lv30 Salamander

HP: 884

MP: 187

STR: 135

INT: 69

AGI: 75

ATK: 340

DEF: 133

Stat Growth:

HP: 8-12

MP: 2-4

STR: 1-2

INT: 0-2

AGI: 1-2

Comments: Salamanders are probably the strongest unit in the game. They have plenty of everything: their HP, STR, ATK, and DEF stats are great. Their breath attack, Grand Flame will punch massive holes in your enemy's lines. Their only drawback is that they are of the Red element, so they won't do much against Phoenixes or other dragons. This is hardly a drawback against Blue elemental units, however. Vaynard soils his dress every time he sees New Almekia's Salamander.

How to deal with enemy Salamanders: Cry. Fall Berg still does good damage against them, and Hydras/Tiamats can kind of hold their ground against them. You really want to avoid direct retaliation while fighting one, so ranged

attacks and magic may be the way to go. Using Red units against Salamanders may dilute their offensive prowess, but there's no guarantee that the Salamander will target your red units.

Pixie.

1 Green

120 Mana.

HP: 220

MP: 160

RuneCost: 30

Upkeep: 12

STR: 30

INT: 65

AGI: 80

ATK: 130

DEF: 86

Base ATK: 70

Base DEF: 60

Spells: Protect, Silent

A level 10 Pixie is required before the promotion to Fairy

Stat Growth:

HP: 4-8

MP: 4-6

STR: 0-1

INT: 0-2

AGI: 1-2

Comments: Pixies are useless for physical combat, but they have fairly useful support magic. Protect does wonders for a unit's defense, especially mages. Its long range makes it a very handy spell. Silent almost never works against human mages, but it has a fairly good chance of success against enemy Unicorns. One bad thing about them is that they're completely worthless when they run out of MP. They don't even serve well as targets since they die so quickly (in spite of good evasion). Despite this, they're fairly cheap, and they can be tacked onto a lot of groups. Pixies are generally well worth putting time into, because the Fairy upgrade gets the React spell.

Many monsters can dispose of Pixies with two hits, so you should just keep them towards the back of your ranks to cast support spells. Their Critical attack can do lot of damage, but you shouldn't be using their physical attacks in hope that they perform a critical. I believe that they can only critical off counters.

How to deal with enemy Pixies: Hit them twice with any non-Ghoul unit, seriously. They're irritating, and they like using Protect a lot on the most annoying units. The AI likes to waste MPs on Silent even it has a poor chance of connecting, so use this to your advantage. Pixies aren't threatening at all, so don't make them a high priority.

Lv10 Fairy

2 Green

HP: 274

MP: 205

Rune Cost: 45

Upkeep: 28

STR: 35

INT: 74

AGI: 95

ATK: 145



DEF: 96  
Base ATK: 75  
Base DEF: 65  
Spells: Protect, Silent, React

#### Lv30 Fairy

HP: 474  
MP: 345  
STR: 45  
INT: 104  
AGI: 125  
ATK: 165  
DEF: 106

#### Stat Growth:

HP: 8-12  
MP: 6-8  
STR: 0-1  
INT: 1-2  
AGI: 1-2

Comments: Though still useless for offensive purposes, Fairies get the best support spell in the game: React. For 126 MP, you give one unit two actions in the same turn. This could be very useful if cast on a strong mage. A few Fairies teamed up with Cai or any Knight who knows Meteor Doom or the Geno spells can indirectly cause a lot of destruction. The Fairy's new critical attack causes Charm, but again, you shouldn't depend on this. Other than that, Fairies aren't that much different than Pixies are. Still, the ability to allow allies to rain magical death upon opponents is well worth 45 Rune Power.

How to deal with enemy Fairies: If, by some freak accident, the computer actually gets a Fairy, you probably shouldn't worry too much about it. I've seen an enemy Fairy, and they still might waste MP on Protect rather than React. Even if they use React, the AI makes poor choices, and you should have no problem killing the Fairy off if need be.

#### Mandrake

1 Green  
200 Mana  
HP: 630  
MP: 0  
RuneCost: 35  
Upkeep: 20  
STR: 50  
INT: 5  
AGI: 30  
ATK: 160  
DEF: 100  
Base ATK: 60  
Base DEF: 90

A level 10 Mandrake is required before the promotion to Man-Eater

#### Stat Growth:

HP: 8-12  
MP: 0  
STR: 0-2  
INT: 0-1  
AGI: 0-1

Comments: They're really lousy in the beginning. Their only merit is that they have high HP. They've got awful defense, and they're not too mobile outside forest areas. They're also offensively hampered, struggling to do more than 50 damage to most any unit. One neat thing about Mandrakes is that their attacks have excellent hit rates despite low AGI. Another merit is that they have a good chance of paralyzing an enemy with their physical attack. This aspect is very handy, because if you have a Mandrake in the frontlines drawing attacks, you'll probably paralyze something through counterattacks. They're actually pretty useful frontline units, as they have durability and the paralyze ability. Thing is, they're pretty expensive for fodder. Ghouls are 15 Rune, and Scorpions are 20. 1 Mandrake would be equal to 2 Ghouls and almost 2 Scorps. If you're planning to use them to promote them, they're probably worthwhile, but if you're using them just as fodder, you may as well just pick up 2 Ghouls or Scorpions.

How to deal with enemy Mandrakes: Like Rocs, fighting Mandrakes can get really annoying. They have a lot of HP to eat through, and the paralysis effect is irritating. Have a couple units with Cure spells around, and blast 'em with magic. Dimension will almost always work because of the Mandrake's pathetically low INT (how smart do you expect a plant to be?).

#### Lv10 Man-Eater

HP: 720  
MP: 0  
RuneCost: 45  
Upkeep: 34  
STR: 59  
INT: 9  
AGI: 35  
ATK: 188  
DEF: 106  
Base ATK: 70  
Base DEF: 95

#### Lv30 Man-Eater

HP: 920  
MP: 0  
STR: 89  
INT: 19  
AGI: 55  
ATK: 248  
DEF: 113

#### Stat Growth:

HP: 8-12  
MP: 0  
STR: 1-2  
INT: 0-1  
AGI: 0-2

Comments: Souped up Mandrakes? Hell, why not? They cost just 10 more Rune than their previous incarnations, which is remarkably inexpensive for an upgrade. They still have great HP, and the defense boost is very helpful, considering the role that Man-Eaters have. They still have the paralysis effect on their physical and counters, but they also get a ranged attack, which means that they can stay back and attack as well (or attack units farther away from the front-lines). They're useful if you can actually get one, but it's not always easy to get a level 10 Mandrake. Use them as meatshields (well... plant-shields) to maximize their effectiveness. Use the Protect spell on them for the best results, as this combination makes them

pretty hard to kill.

How to deal with enemy Man-Eaters: Same as Mandrakes. It just takes a little longer.

Centaur

1 Green.

160 Mana.

HP: 360

MP: 0

RuneCost: 35

Upkeep: 16

STR: 60

INT: 45

AGI: 65

ATK: 180

DEF: 101

Base ATK: 60

Base DEF: 80

A level 10 Centaur is required before the promotion to High Centaur

Stat Growth:

HP: 8-12

MP: 0

STR: 0-2

INT: 0-1

AGI: 1-2

Comments: Centaurs should have a part in almost any good army, in my opinion. Ranged attacks are incredibly useful in a game like Brigandine. Whether it's picking off weak units or wearing stronger units down, Centaurs are the main monster for the job. Their one in Green makes their attacks against other Green creatures weaker, though. This isn't that bad for other elements, because Green is outside of the other elemental oppositions. They're pretty accurate, and they can hit flying units without getting penalized. Though the damage they deal isn't great, it adds up after four or five shots.

Centaurs are probably the most cost effective level one monsters around. Think of it this way: in most other situations, monster behind your frontline are rarely productive since they usually have to stay back and wait. If your second line of units consists of centaurs, however, you essentially gain a whole row of offense that would not have been utilized otherwise. Because of the game's hex system, this can be potentially deadly, because four to six snipes from centaurs is going to wear the target down, even if a few miss. Protecting them is a bit annoying sometimes, but they aren't horrible at surviving because of their decent AGI.

How to deal with Centaurs: Even though they have low HP, they're still annoying to kill because they usually hide behind other units to shoot you. Magic, breaths, and other ranged attacks can get through, and they're not hard to kill as long as you have a shot at them. Centaurs can get annoying, since they're dealing damage that can't be countered (well, unless they're a single hex away).

Lv10 High Centaur

HP: 450

MP: 0

RuneCost: 50

Upkeep: 32

STR: 69

INT: 50  
AGI: 80  
ATK: 208  
DEF: 111  
Base ATK: 70  
Base DEF: 85

#### Lv30 High Centaur

HP: 650  
MP: 0  
STR: 99  
INT: 60  
AGI: 120  
ATK: 268  
DEF: 125

#### Stat Growth:

HP: 8-12  
MP: 0  
STR: 1-2  
INT: 0-1  
AGI: 1-3

Comments: The upgrade to High Centaur is well worth it. They can attack from 3 hexes away now, and they're stronger than before. With a group of High Centaurs, your army will be pretty unstoppable. They're probably the most useful unit in the game.

If you take the second line of offense example from the Centaur commentary, imagine having a third line of Centaurs. Very little can survive 8-12 snipes, and your other units can clean up what's left. I'm not saying that your armies should consist solely of Centaurs, but their ranged attacks allow for offense that you would not have had if you were using other units.

How to deal with enemy High Centaurs: High Centaurs are annoying to take down, but they enemy can be unusually reckless with them, often going for shots even if it leaves the Centaur overextended. If this is the case, then the Centaur should be an easy kill.

#### Unicorn

1 White  
220 Mana  
HP: 350  
MP: 140  
RuneCost: 40  
Upkeep: 22  
STR: 55  
INT: 55  
AGI: 65  
ATK: 165  
DEF: 96  
Base ATK: 55  
Base DEF: 75

Spells: Heal, Cure

A level 10 Unicorn is required before the promotion to Pegasus or Nightmare

#### Stat Growth:

HP: 8-12  
MP: 2-4  
STR: 0-2

INT: 0-2

AGI: 1-2

Comments: Unicorns get healing spells, which make them decently useful. Protect them, because they're fragile. Their critical attack knocks the enemy back a hex. If the enemy is next to a wall, then they cannot counterattack after getting knocked back. Their ability to cure status effects also makes them worth using (Stone in particular is annoying at the beginning of the game). They lack any sort of offense, and they're pretty useless after running out of MP.

You have another choice to make here when Unicorns reach level 10. Pegasi can fly, which makes them fairly useful as mobile healers. Nightmares sacrifice healing for better physical stats and a few status spells. Pegasi are better in my experience, but you should consider if you have too much healing or not. If so, get a Nightmare. Nightmares have their uses, since Dimension is very useful if it succeeds.

How to deal with enemy Unicorns: Unicorns are fragile, so it doesn't take much. Hellhounds deal good damage against Unicorns. They don't have much offense, but they should be taken down, since their healing spells can get annoying. Sometimes Unicorns will prioritize healing a status rather than healing HP damage, so it's possible to waste their MP on curing something like Poison.

Pegasus.

2 White

HP: 440

MP: 167

RuneCost: 55

Upkeep: 38

STR: 64

INT: 64

AGI: 78

ATK: 188

DEF: 106

Base ATK: 60

Base DEF: 80

Spells: Heal, Cure, Halo

Lv30 Pegasus

HP: 640

MP: 267

STR: 74

INT: 89

AGI: 118

ATK: 224

DEF: 119

Stat Growth:

HP: 8-12

MP: 4-6

STR: 0-2

INT: 1-2

AGI: 1-3

Comments: Pegasi can fly and heal. They're fast and pretty useful, but keep them away from the frontlines. They also get the Halo spell, which can be used to help giants/golems hit things, or to help Knights level up quicker. There's no reason not to upgrade them, but they're still not that special.

Healing is always useful in a pinch, but they lack the offense to be truly good units.

How to deal with enemy Pegasi: Curse.

Nightmare

2 Black

HP: 440

MP: 167

RuneCost: 55

Upkeep: 38

STR: 64

INT: 64

AGI: 78

ATK: 198

DEF: 111

Base ATK: 70

Base DEF: 85

Spells: Dimension, Weakness

Lv30 Nightmare

HP: 640

MP: 227

STR: 94

INT: 94

AGI: 118

ATK: 258

DEF: 124

Stat Growth:

HP: 8-12

MP: 2-4

STR: 1-2

INT: 1-2

AGI: 1-3

Comments: Nightmares have better physical stats than Pegasi, but they aren't as useful. The Dimension spell can teleport a unit to another location on the map. This can be pretty handy against Knights, because that Knight's monsters will be severely weakened if the Knight is moved far away. However, the Nightmare's lowish INT gives its status spells poor accuracy. Weakness is also pretty useful when it works, but it's not that accurate. Still, against Golems, Mandrakes, Scorpions and monsters with near 0 INT, Dimension is an assured hit, so take advantage of this. Like Unicorns, Nightmares aren't much help after they lose their MP, but they can deal a little bit of damage.

How to deal with enemy Nightmares: Gryphons and Cavaliers generally murder Nightmares. Nightmares can be pretty annoying if Weakness is successful, so you may want to kill one quickly if the enemy has one.

Gryphon

1 White

300 Mana

HP: 500

MP: 0

RuneCost: 55

Upkeep: 30

STR: 80

INT: 35

AGI: 60

ATK: 220

DEF: 105

Base ATK: 60

Base DEF: 85

A level 10 Gryphon is required before the promotion to HolyGriff

Stat Growth:

HP: 4-8

MP: 0

STR: 1-2

INT: 0-2

AGI: 0-2

Comments: Gryphons are the main physical White monsters. They may seem pathetic at first, but they're deceptively strong. Gryphons are useful for taking out Demons and Hellhounds. Also, they're fast and hard to hit. They make a good addition to any army. They're basically a wussier Wyvern unit with less HP and mobility. Still, that's fairly useful, and they gain offense faster than Wyverns do. They have pretty poor durability, so they have a tendency to die if you are too aggressive with them.

How to deal with enemy Gryphons: Curse makes short work of Gryphons. They're fairly fragile for frontline units, and a few attacks from Dragons or a good physical Knight should easily take it out.

Lv10 HolyGriff

2 White

HP: 554

MP: 0

RuneCost: 80

Upkeep: 48

STR: 94

INT: 40

AGI: 65

ATK: 258

DEF: 111

Base ATK: 70

Base DEF: 90

Lv30 HolyGriff

HP: 754

MP: 0

STR: 124

INT: 70

AGI: 95

ATK: 318

DEF: 121

Special Attacks: Feather Storm

Stat Growth:

HP: 8-12

MP: 0

STR: 1-2

INT: 1-2

AGI: 1-2

Comments: HolyGriffs are quite a bit stronger than Gryphons. They get Feather Storm, a 2 hex ranged attack, which is actually fairly powerful because of the HolyGriff's decent ATK score. They're worth the expensive upgrade. A strong HolyGriff can take large chunks out of Avengers, and they handle

Hellhounds and Demons with very little problem. The only downside to a HolyGriff is that their defense is still rather low. Even so, it's the best physical White monster outside of Fafnirs, and it costs 35 less Rune.

How to deal with HolyGriffs: Same as Gryphons. Gryphons don't have good stat growth, so HolyGriffs aren't particularly hard to kill for a level 10 unit. Even so, they have enough offense to warrant some caution.

Angel

HP: 360

MP: 300

RuneCost: 85

Upkeep: 50

STR: 63

INT: 65

AGI: 70

ATK: 186

DEF: 113

Base ATK: 60

Base DEF: 90

Spells: Heal, Divine Ray.

A level 10 Angel is needed before the promotion to ArchAngel

Stat Growth:

HP: 8-12

MP: 2-4

STR: 0-2

INT: 1-2

AGI: 0-2

Comments: Angels are good units. While not physically imposing in any sense, they have Divine Ray, one of the strongest single target spells in the game. If you place an Angel two hexes away from a target, they can unleash Divine Ray the next turn. This gives them the best damage potential of the level 1 units. They're never a burden, and you should buy some if you can afford them. Of course, with that Rune Cost, you could have a Dragon instead, but Divine Ray is excellent single target damage. Your call.

How to deal with enemy Angels: Hellhounds and Curse spells from Demons and Druids kill Angels pretty quickly. 360 HP is nothing, and Angel defense isn't good enough for more than a couple of turns. Try to keep your distance from them, as Angels really like to cast Divine Ray. To avoid this, try to mortally injure any of his allies. The AI will almost always use Heal instead of Divine Ray if one of his allies is near death, which is good because Divine Ray hurts.

ArchAngel

HP: 450

MP: 327

RuneCost: 105

Upkeep: 74

STR: 73

INT: 80

AGI: 79

ATK: 216

DEF: 121

Base ATK: 70

Base DEF: 95

Spells: Heal, Halo, Divine Ray, Holy Word



Stat Growth:

HP: 8-12

MP: 4-6

STR: 0-2

INT: 1-2

AGI: 0-2

A level 20 ArchAngel is required before the promotion to Seraph

Comments: ArchAngels get some ATK and DEF boosts, which is nice, but the best addition by far is the Holy Word spell. Holy Word is pretty potent in the hands of ArchAngels, because they have decent INT. It is also an excellent option in tandem with other multi-target spells. After Holy Word, level 10 ArchAngels should have just enough MP for Divine Ray. You can use their MP offensively for 1 Holy Word and 1 Divine Ray, or you can relegate them to a support role for 5-6 Heal spells. I prefer to use them offensively since supporting roles are best left to Unicorns, and it's a big waste of the Holy Word spell.

How to deal with enemy ArchAngels: They can cast Holy Word, so you should probably make them into a high priority. Curse still works well, though high INT softens its impact. They're still not particularly durable, so wail away.

Lv20 Seraph.

3 White

HP: 550

MP: 374

RuneCost: 120

Upkeep: 98

STR: 83

INT: 95

AGI: 89

ATK: 246

DEF: 129

Base ATK: 80

Base DEF: 100

Spells: Heal, Area Heal, Cure, Halo, Divine Ray, Holy Word

Lv30 Seraph

HP: 650

MP: 424

STR: 94

INT: 110

AGI: 104

ATK: 268

DEF: 134

Stat Growth:

HP: 8-12

MP: 4-6

STR: 0-2

INT: 1-2

AGI: 1-2

A level 20 Seraph and the Fruit of Vice item are required before the promotion to Lucifer.

Comments: Seraphs get Light Feather, which is a ranged attack that can be used after movement. This is immensely useful. You don't have to put out very

much effort to keep these guys alive anymore, because of added defense (which Angels sorely need). They should be able Holy Word twice at level 20, so try to conserve your MP for that purpose. They're very expensive units, but their damage potential is high enough to justify the costs.

How to deal with enemy Seraphs: Same as ArchAngels.

Lv30 Lucifer

1 White, 1 Black, 1 Red

HP: 650

MP: 424

RuneCost: 120

Upkeep: 122

STR: 98

INT: 115

AGI: 119

ATK: 281

DEF: 139

Base ATK: 85

Base DEF: 100

Spells: Heal, Area Heal, Cure, Halo, Divine Ray, Holy Word, Meteor Doom, Dimension, Flame, Power

Required Item: Fruit of Vice

Stat Growth:

HP: 8-12

MP: 4-6

STR: 1-2

INT: 1-3

AGI: 1-3

Comments: Lucifers are excellent units if you can actually get a Fruit of Vice. It already takes a Seraph to promote one, so the chances of actually getting one are quite marginal. They get Meteor Doom, and they have excellent INT scores, so you probably know what to do. The Lucifer's Dimension spell will work pretty often because of high INT, and it even has the Power spell to supplement your other units (hey, something has to be done with the MP after Meteor Doom).

How to deal with enemy Lucifers: You don't.

Ghoul.

1 Black.

60 Mana

HP: 410

MP: 100

RuneCost: 15

Upkeep: 6

STR: 55

INT: 20

AGI: 50

ATK: 170

DEF: 96

Base ATK: 60

Base DEF: 80

Spells: None

A Lv10 Ghoul is required before the promotion to Vampire.

Stat Growth:

HP: 8-12  
MP: 2-4  
STR: 0-2  
INT: 0-1  
AGI: 0-2

Comments: To put it plainly, Ghouls suck. However, they do eventually become the formidable Vampire Lord. Until then, you'll have to put up with a lot of mediocrity. However, it's not so bad, because they gain levels very quickly. If a Ghoul kills an average monster, they are guaranteed to get at least one level. When they get to level 10, they can become a Vampire, which are average at best, but still a step up from Ghouls. You can use Ghouls as decoys. The AI likes to target them a lot for some reason. This is the only real good thing about them. You can use them to fill in your ranks, since they're the cheapest monsters around. They're great fodder since they draw fire and are quite easy to replace. It's really sad/hilarious to see Dinadan and White Dragons kill off your Ghouls in one hit.

How to deal with enemy Ghouls: Don't worry. They can't hurt you. They have a tendency to get in the way, but they're really not worth wasting a Divine Ray over. A couple smacks should get them into the range where the AI pulls a unit back.

Lv10 Vampire.

2 Black.

HP: 500

MP: 127

RuneCost: 30

Upkeep: 12

STR: 64

INT: 25

AGI: 59

ATK: 198

DEF: 104

Base ATK: 70

Base DEF: 85

Special Attacks: Blood Suck (heals some damage after hitting something)

5% HP regeneration

A Lv20 Vampire is required before the promotion to Vampire Lord

Stat Growth:

HP: 12-16

MP: 2-4

STR: 0-2

INT: 0-1

AGI: 1-2

Comments: The Ghouls you have that survive can become Vampires. Vampires are very average creatures, but average is still leagues ahead of Ghouls. Even so, they're on par with level 1 monsters. They are more expensive than Ghouls, and their upgrade isn't very cost-effective. They can suck a bit of blood from enemies, but the damage they do is so pathetic that any HP you get is inconsequential. They recover 5% of their max HP each turn, which is... something. They may be able to hold their own against Clerics and Unicorns. Vampires also level up quickly, which is nice considering that they become Vampire Lords.

How to deal with enemy Vampires: Divine Ray and Gryphons still take care of Vampires quite well. Like the Ghoul, they're more of an annoyance than

anything else. Dimension usually works on them, but it may not be worth the effort, since they're so easy to kill.

Lv20 Vampire Lord.

3 Black

HP: 640

MP: 154

RuneCost: 70

Upkeep: 42

STR: 74

INT: 29

AGI: 74

ATK: 228

DEF: 114

Base ATK: 80

Base DEF: 90

Special Attacks: Bat Attack

Spells: Weakness, Necro Rebirth

Lv30 Vampire Lord

HP: 780

MP: 204

STR: 84

INT: 44

AGI: 89

ATK: 248

DEF: 119

10% HP regeneration, heals 25% of melee damage done.

Stat Growth:

HP: 12-16

MP: 4-6

STR: 0-2

INT: 1-2

AGI: 1-2

Comments: Now we're talkin'. Finally, after all that crap, the dividends pay off. They regenerate 10% or so of their HP every turn and heal 25% of the damage they deal with their physical attack. They have a ranged attack called Bat Attack, which is pretty strong. They also get the Necro Rebirth spell, which turns the enemy's dead monsters against him/her. This is especially useful after you kill a promoted monster. The three black elements, along with decent attack, make Vampire Lords into one of the best monsters to kill White units with. They're still not great at pure slugfests, but they can usually hold their own. Vampire Lords are the prize you get for putting up with the horrible previous classes.

How to deal with enemy Vampire Lords: At this point, it may be worthwhile to Divine Ray these guys. They just stomp on your White units, but units like White Dragons, Fafnirs, HolyGriffs and Cavaliers/Paladins should be able to do well against them. Their offense is decent, but it's nothing too scary (Lv1 Dragon level), so they don't really have to be a high priority.

Hellhound

1 Black.

180 Mana

HP: 450

MP: 100

Rune Cost: 35

Upkeep: 18

STR: 65  
INT: 30  
AGI: 70  
ATK: 190  
DEF: 103  
Base ATK: 60  
Base DEF: 80

A level 10 Fenrir is required before the promotion to Fenrir

Stat Growth:

HP: 8-12  
MP: 2-4  
STR: 0-2  
INT: 0-1  
AGI: 0-2

Comments: Hellhounds are very useful. They lack strength, but they have the Hit&Away ability, which allows them to move again after attacking. This is very useful if you want to get rid of a certain unit, since it allows more units to get attacks in. Also, in higher difficulty modes, you can use a Hellhound to attack a certain unit, and then run back to your own lines. The AI on Hard difficulty is often reluctant to make the first move, so this tactic is useful for getting the computer off its ass (the AI goes on offensive mode only when you get too close or when you deal damage). Hellhounds get Hellfire, which attacks in a two hex line. It's not too strong, but it's nice to have around. They're helpful in any situation for their hit and run offense. They have poor HP and DEF, but they can usually hide behind other units after attacking.

How to deal with enemy Hellhounds: All things considered, these guys really aren't that much more durable than Ghouls are. Hellhounds are irritating because they run away after attacking, but they can't really take very many counters before dying. Divine Ray kills 'em dead, if you're willing to spend MP on it.

Lv10 Fenrir  
2 Black  
HP: 540  
MP: 127  
Rune Cost: 50  
Upkeep: 36  
STR: 75  
INT: 35  
AGI: 79  
ATK: 220  
DEF: 111  
Base ATK: 70  
Base DEF: 85

Lv30 Fenrir  
HP: 740  
MP: 187  
STR: 105  
INT: 55  
AGI: 109  
ATK: 280  
DEF: 121

Stat Growth:  
HP: 8-12

MP: 2-4  
STR: 1-2  
INT: 0-2  
AGI: 1-2

Comments: Fenrirs are one of the most useful Rune Monsters around. They deal good black elemental damage, and they are highly mobile. The Hit&Away ability is just as deadly as ever, especially when paired with decent offense. They're hard to hit, and they have a 3 hex breath attack to play around with. Have at least one around to harass your enemies. They're an absolute bargain at 50 Rune Power.

How to deal with enemy Fenrirs: Same as Hellhounds. They're much harder to kill, but Divine Ray and other heavy duty spells will do the job.

Demon  
2 Black  
480 Mana  
HP: 360  
MP: 300  
RuneCost: 85  
Upkeep: 48  
STR: 68  
INT: 65  
AGI: 70  
ATK: 196  
DEF: 113  
Base ATK: 60  
Base DEF: 90  
Spells: Venom, Curse

A level 10 Demon is required before the promotion to ArchDemon

Stat Growth:  
HP: 8-12  
MP: 2-4  
STR: 0-2  
INT: 1-2  
AGI: 0-2

Comments: Demons are the evil counterpart of Angels. They're generally stronger, and faster, but they lack the ability to heal. Venom and Curse are pretty handy attack spells. Venom is weak, but it has a very long range and it has a chance of causing the poison status. Curse requires the Demon to be relatively close to her target, but it dishes out very heavy black elemental damage, which is very handy for taking out enemy Bishops, Gryphons, Cavaliers, and White Dragons. They're very expensive, but it's nice to have a unit that can dispose of White element creatures quickly.

How to deal with enemy Demons: Demons are generally annoying because they can cast Venom from afar. If you don't get too close, however, they can't Curse you. Sadly, there's no real MP baiting tactic for Demons, so you'll probably have to waste them pretty quickly. Gryphons are excellent for this task, and Cavaliers also tend to do well.

Lv10 ArchDemon  
3 Black  
HP: 450  
MP: 327  
RuneCost: 100

Upkeep: 72  
STR: 77  
INT: 80  
AGI: 79  
ATK: 224  
DEF: 121  
Base ATK: 70  
Base DEF: 95  
Spells: Venom, Curse, Dimension, Weakness

Stat Growth:

HP: 8-12  
MP: 4-6  
STR: 0-2  
INT: 1-2  
AGI: 0-2

Comments: They're still fragile, but they now have all the Nightmare spells. Weakness is very useful and can be used with Power to make something die. Curse is as strong as ever, and Dimension is useful for stealing monsters (or just launching them across the battlefield). They're generally better than Nightmares, since they, you know, have offense. Also, ArchDemons tend to be more intelligent than Nightmares, which means that their status spells have a higher chance of working.

Lv20 Satan  
3 Black  
HP: 550  
MP: 374  
RuneCost: 120  
Upkeep: 96  
STR: 87  
INT: 95  
AGI: 89  
ATK: 254  
DEF: 129  
Base ATK: 80  
Base DEF: 100

Lv30 Satan  
HP: 650  
MP: 424  
STR: 97  
INT: 110  
AGI: 104  
ATK: 274  
DEF: 134  
Spells: Venom, Meteor Doom, Curse, Dimension, Weakness, Necro Rebirth  
Special Attacks: Death Lip, Nasty Needle

A level 20 Satan and the Liquor of Charm item are required for the promotion to Lilith.

Stat Growth:

HP: 8-12  
MP: 4-6  
STR: 0-2  
INT: 1-2  
AGI: 1-2

Comments: Look! Meteor Doom! Well, if you're like me, and you're careful not to catch too many of your allies in the crossfire, you should do fine. However, they only have enough MP for one casting, and little left for anything else (maybe a Curse or a Dimension). They're still great damage dealers (high intellect and Curse). They have a decent ranged attack in Nasty Needle. Dimension and Weakness have a pretty good chance of working on your opponent because Satans have excellent INT and their status spells are boosted a little bit (more on this in the mechanics section. Yes, I'm plugging my own FAQ within my own FAQ).

How to deal with Satans: Divine Ray will hurt, but White Dragons and HolyGriffs are probably your best bets. Satans actually last quite a while despite averagish HP because they have such high defenses. They're quite dangerous, since they can fling Meteor Doods around. If your opponent happens to have one, you should probably make it your first priority.

Lv30 Lilith

1 White, 1 Black, 1 Red

HP: 650

MP: 424

RuneCost: 120

Upkeep: 120

STR: 102

INT: 115

AGI: 109

ATK: 289

DEF: 136

Base ATK: 85

Base DEF: 100

Spells: Heal, Divine Ray, Venom, Meteor Doom, Curse, Dimension, Weakness, Necro Rebirth, Frost, Charm

Required Item: Liquor of Charm

Stat Growth:

HP: 8-12

MP: 4-6

STR: 1-2

INT: 1-3

AGI: 1-3

Comments: Liliths are quite useful. Meteor Doom is a very useful spell, as usual. The Lilith's Charm spell has an excellent chance of working because of the Lilith's insane INT (120 is unbeatable). Liliths have Divine Ray, Curse, and Frost, which means that they cover every important element (Green doesn't count) except Red. Getting one is insanely rare, but if you get the item, you should train up a Satan.

How to deal with enemy Liliths: No.

=====

D. Classes

=====

Rune Knights are basically soldiers who lug monsters around. Without a Rune Knight, monsters cannot be used. Rune Knights are the only units that can defend or take a castle. Monsters inside castles that aren't assigned to a Rune Knight are taken with the castle. Monsters in reserve cannot defend castles. Rune Knights are the most important part of the game. As their level increases, their Rune Power and other stats (HP, MP, STR, etc.) increase.

A weak Knight with a high Rune Power is more valuable than a strong Knight



with a low one. On level 10 and 20, Rune Knights can change classes or be promoted. Each level you get in a Class, you get a star. After 5 stars, you'll become an EXPERT in that class. EXPERT just means that you retain abilities from that class if you switch classes. It is also a prerequisite for many of the 2nd and 3rd tier classes.

=====

Male Classes

=====

-----

First Tier Classes

-----

Fighter

No Elements

Attacks: Fighter Blade, Power Strike

Class Change: Berserker, Cavalier, Samurai

Base ATK: 65

Base DEF: 95

Stat Growth:

HP: 8-12

MP: 2-4

STR: 1-2

INT: 0-1

AGI: 0-2

Comments: Fighters are the basic male Knights. Treat them like a monster that needs to be trained and defended well (feed them kills on dying enemies). Many of the Knights that start out as Fighters (Ector, Loufal, Eloute, Teath), usually have good potential, so it might be wise to build them up. The decision to become a Cavalier or a Samurai is pretty important in the evolution of your Knight, so choose well. If you have an excess of either Cavaliers or Samurais, choose the one you have less of. Samurai become pretty potent offensive forces, but Cavaliers aren't a bad option, overall.

Barbarian

No Elements

Class Change: Berserker, Cavalier, Samurai

Base ATK: 70

Base DEF: 85

Stat Growth:

HP: 12-16

MP: 0-2

STR: 1-2

INT: 0-1

AGI: 0-2

Comments: Barbarians are Fighters with more ATK and less DEF. They generally don't hit as often, but have better HP and STR growth. They've got inferior defense, but later on, they can become Berserkers and Avengers. Avengers are stronger than Paladins, but they don't heal or have Holy Word. When they get to level 10, make these guys Berserkers.

Priest

1 White.

Class Change: Monk, Bishop

Spells: Heal, Cure

Base ATK: 60

Base DEF: 85

Stat Growth:

HP: 8-12

MP: 4-6

STR: 0-2

INT: 0-2

AGI: 0-2

Comments: Priests are the basis for the male healing classes. They lack offense, and training them can be a pain. It's best for them to attack weak black element units like Hellhounds, Demons, and Sorceresses. If you the Knight to focus on physical power, become a Monk. If you want better healing and a good offensive spell, become a Bishop. For all intents and purposes, these guys are slightly stronger Unicorns that require more protection.

Ranger

No Elements

Class Change: Grappler

Base ATK: 65

Base DEF: 90

Stat Growth:

HP: 12-16

MP: 0-2

STR: 1-2

INT: 0-1

AGI: 1-2

Comments: Rangers are pretty wussy at first, but stick with them. No ranger in the game is ever useless. They become grapplers, then Champions. Champions have the highest HP and STR growth in the game. Rangers have pretty high MOV, and they always end up being tough due to high HP, STR, and AGI growth.

Mage

1 Red

Class Change: Druid, Sorcerer

Spells: Flame, Geno-Flame, Thunder, Power

Base ATK: 50

Base DEF: 75

Stat Growth

HP: 4-8

MP: 4-8

STR: 0-1

INT: 1-2

AGI: 0-2

Comments: Mages are the basic male offensive magic class. Mages have strong Fire spells, but the Power spell is very useful as well. Because breath attacks are based on ATK and the Power spell increases ATK by 1.5x, any Powered Breath attack will deal excellent damage in a line. Mages don't really have troubles leveling like the other first tier male Knights do because Geno-Flame gives them good area damage (which gives lots of experience), and Thunder is a high powered attack spell that can easily kill monsters with around 150 HP. If you want Black element spells, promote your mage to a Druid. If you want a variety of red/blue spells, pick the Sorcerer. Dual-classing them to a Priest class probably isn't a bad idea, since they can Heal and use offensive magic at the same time.

-----

## Second Tier Classes

-----

### Bishop

2 White

Class Change: Cardinal

ATK: 65

DEF: 90

Spells: Heal, Area Heal, Cure, Halo, Divine Ray

#### Stat Growth:

HP: 8-12

MP: 4-6

STR: 0-2

INT: 1-2

AGI: 0-2

Comments: The Bishop upgrade gives a big boost in usefulness. Divine Ray provides good offense, which the Bishop sorely needs. Area Heal and Halo are good additions as well, but try to conserve your MP until you need it (in general, Priests are inferior to offensive mages in terms of MP). Don't cast Area Heal unless you've been hit with a big area spell or are just in dire straits. Otherwise, Heal is cheaper and more cost effective. If you have enough Unicorns around to give healing, you can use Divine Ray at your own leisure.

### Sorcerer

1 Red, 1 Blue

Class Change: Wizard

ATK: 55

DEF: 80

Spells: Flame, Geno-Flame, Thunder, Exa-Blast, Power, Frost, Fog

#### Stat Growth:

HP: 8-12

MP: 6-8

STR: 0-1

INT: 1-2

AGI: 0-2

Comments: Sorcerers have a large variety of spells. Exa-Blast is the most powerful Fire spell in the game. Geno-Thunder, while weaker, hits a circular range around a single hex. Frost makes the Sorcerer useful against Dragons and other red Creatures. Fog is pretty useless, but it can screw Giants over if it ends up working. Sorcerers have more variety than Druids, because they get access to both sides of the red/blue elemental opposition. However, Druids become Necromancers, who may be more useful than Wizards because of Meteor Doom.

### Druid

1 Red, 1 Black

Class Change: Necromancer

Base ATK: 55

Base DEF: 80

Spells: Venom, Curse, Weakness, Flame, Geno-Flame, Thunder, Power

#### Stat Growth:

HP: 8-12

MP: 6-8

STR: 0-1

INT: 1-2

AGI: 0-2

Comments: Druids can be more useful than Sorcerers in some cases. Venom has a lot of range, but it doesn't do much damage. Curse is a very powerful spell, and it will take down Unicorns and Angels very quickly. Weakness is pretty useful since it makes good use of the Druid's high INT. A Weakness spell on a monster along with a Power spell on one of your own units usually ends up with a dead enemy monster.

Monk

1 White

Class Change: Guardian

Special: Debar Knuckle may paralyze

Base ATK: 70

Base DEF: 95

Spells: Heal, Cure

Stat Growth:

HP: 12-16

MP: 2-4

STR: 1-3

INT: 0-2

AGI: 1-2

Comments: Monks are slightly stronger than Bishops, but they don't become potent fighters until much later. They don't get any more spells, but they get much better HP, STR, and AGI growth than Bishops do. As a tradeoff, a Monk's INT and MP growth is lower. Debar Knuckle has the annoying tendency (well, depending on who is on the receiving end) to paralyze an enemy. This class isn't a horrible option, but it's generally a poor man's Bishop/Grapppler. The stats are diluted, and you end up with a unit that isn't particularly great at anything. This isn't necessarily a bad thing, but it seems like you should just use a Grapppler or a Bishop instead.

Cavalier

1 White

Class Change: Paladin

Base ATK: 70

Base DEF: 105

Spells: Heal

Stat Growth:

HP: 8-12

MP: 4-6

STR: 1-2

INT: 0-2

AGI: 0-2

Comments: Cavaliers get the Heal spell, as well as a White element. In general, Cavaliers are weaker than Berserkers and Samurais, but they have the best defense of the three. They don't get anything special like regeneration or high hit rates, which makes dual-classing them a lot less useful. The Heal spell isn't that great for a unit that's primarily in battle as a frontline character, but it has its uses here and there. Cavaliers and Paladins get some decent swords if you quest enough.

Berserker

1 Black

Class Change: Avenger

Base ATK: 80

Base DEF: 95

Stat Growth:

HP: 12-16

MP: 0-2

STR: 1-3

INT: 0-1

AGI: 0-2

Comments: Berserkers are stronger than Cavaliers, but they have much lower base defense. They also have trouble hitting things sometimes, because Berserkers have lower AGI. Berserkers recover 5% of their max HP per round, which is handy. Berserkers get to use Axes, and there are some pretty powerful axes around if you can get them. If you get your hands on Balor (+18 ATK, Black element), the Berserker's physical can become pretty potent.

Samurai

Base ATK: 75

Base DEF: 100

Class Change: Shogun

Spells: Iai Slash (40 MP)

Stat Growth:

HP: 8-12

MP: 2-4

STR: 1-2

INT: 0-2

AGI: 1-2

Comments: Samurais are always a good class to change to if you can't choose between a Cavalier and a Berserker. They rarely miss, due to good AGI and their +10% to hit rates. They're pretty strong, and they get Iai Slash ability. This lets them attack from 2 hexes away at cost of 40 MP, allowing Samurai to be involved in the offense without having to get too close to the enemy. Even if the enemy is next to them, they cannot counterattack the Iai Slash. Usually, Samurai can cast this 2-3 times. They're not a great class to dual to, since they don't really give any great abilities (the added hit rate is nice, but it's not as good as regeneration or an increase in critical rates).

Grappler

Base ATK: 75

Base DEF: 95

Stat Growth:

HP: 12-16

MP: 0-2

STR: 1-3

INT: 0-1

AGI: 1-2

Comments: Grapplers are pretty good Knights. They get very good STR and HP growth, which makes them into deadly fighters. They also get a +10% to their Critical hit rate, which is especially good as a dual-class ability since it transfers over to other classes. Their defense isn't too great, but they usually have more than enough HP (or, later in the game, evasion) to take it.

-----  
Third Tier Classes  
-----

### Cardinal

2 White, 1 Blue

Base ATK: 70

Base DEF: 95

Spells: Heal, Area Heal, Cure, Halo, Divine Ray, Holy Word, Flight, Charm

#### Stat Growth:

HP: 8-12

MP: 4-6

STR: 1-2

INT: 1-3

AGI: 0-2

Comments: Cardinals are the final step on the Priest/Bishop path. They get a few Blue spells, as well as Holy Word. Flight is useful for Hydras/Tiamats or any other slow units. Charm works on a semi-regular basis because of high Cardinal INT, and Charmed monsters are almost always left behind after the Knight dies. Some Cardinals get decent attack ratings, too. Their INT growth seems to be consistently high. They're really not too bad, but lowish MP is still an issue, which may mean that you should plan to dual-class them with a mage class.

### Wizard:

1 Red, 1 Blue, 1 Green

Base ATK: 60

Base DEF: 85

Spells: Flame, Geno-Flame, Thunder, Geno-Thunder, Exa-Blast, Power, Frost, Geno-Frost, Fog, React

#### Stat Growth:

HP: 8-12

MP: 8-10

STR: 0-1

INT: 1-3

AGI: 0-2

Comments: Wizards are incredible magic units. They get every Geno-spell, and React. React probably won't be useful for a Wizard, but Geno-Thunder gives Wizards an offensive punch. It has a nice range, and it is pretty versatile in its ability to deal damage because you choose where it targets. Think of a Wizard as a Mini-Cai.

### Necromancer

2 Black, 1 Red

Base ATK: 60

Base DEF: 85

Spells: Venom, Meteor Doom, Curse, Dimension, Weakness, Necro Rebirth, Flame, Geno-Flame, Thunder, Power

#### Stat Growth:

HP: 8-12

MP: 8-10

STR: 0-1

INT: 2-3

AGI: 0-1

Comments: Necromancers are very powerful. At higher levels, they can cast Meteor Doom twice in a fight. Screw everything else, just use Meteor Doom a lot. It's hard to set up sometimes, and sometimes you have to take a hit to use it, but the raw damage you can do to large areas with this spell is

unmatched. The Necromancer's other spells besides Meteor Doom are pretty insignificant in comparison, though Dimension and Necro Rebirth can be handy in a pinch.

#### Shogun

No Elements

Base ATK: 85

Base DEF: 105

Spells: Iai Slash (45 MP)

#### Stat Growth:

HP: 8-12

MP: 2-4

STR: 1-3

INT: 0-2

AGI: 1-2

Comments: Shoguns almost never miss (+20% Hit Rate), making them good candidates for fighting more evasive flying units. They get good HP at level 30 (780+), and they can get +3 in STR when they level up now. There's nothing bad about them. Also, the fact that they have no elements makes able to deal good damage against any unit. Iai Slash's MP cost is increased for Shoguns, but this isn't a major issue.

#### Avenger

2 Black

Base ATK: 85

Base DEF: 105

Spells: Curse, Weakness

#### Stat Growth:

HP: 12-16

MP: 2-4

STR: 1-3

INT: 0-2

AGI: 0-2

Comments: Avengers are probably the strongest physical class in the game, except Champions. They regenerate 10% of their maximum HP a turn, and they can absolutely womp White units. The Curse spell is useful to weaken the enemy from afar, if you have the MP to use it (many Avengers don't at first). They use swords, but they lose the use of Berserker/Barbarian axes. Most of the strongest Knights in the game are Avengers. They usually end up with more than 115+ STR at level 30.

#### Paladin

2 White

Base ATK: 80

Base DEF: 110

Spells: Heal, Cure, Holy Word

#### Stat Growth:

HP: 12-16

MP: 4-6

STR: 1-2

INT: 0-2

AGI: 0-2

Comments: Paladins get better DEF, blah, blah, blah. They get Holy Word, but many cannot use it until a later level. Holy Word isn't a bad spell, but it's

not too frightening with Paladin INT. Paladins are good fighters, but they're generally inferior to Avengers, Shoguns, and Champions in terms of physical ability. They're pretty good at knocking Demons and Hellhounds out, and their good defense should make them last a while.

Guardian

2 White

Base ATK: 80

Base DEF: 100

Spells: Heal, Area Heal, Cure, Halo

Stat Growth:

HP: 16-20

MP: 2-4

STR: 1-3

INT: 1-2

AGI: 1-2

Comments: Guardians don't really get that much new. Guardians can still paralyze, and this is still probably their most useful ability. The Guardian's new spells don't help him that much. Area Heal is good, but it's not something that Guardians need. Guardians get Champion level HP and STR growth, but the fact that they started out as priests makes them weaker in the long run. They end up as passable fighters, but Champions are clearly superior.

Champion

No Elements

Base ATK: 85

Base DEF: 100

Stat Growth:

HP: 16-20

MP: 0-2

STR: 2-3

INT: 0-1

AGI: 1-2

Comments: Champions are probably the best male physical class. They get incredibly high Critical rates, and many can get HP values of 900 and up! They're never a burden, but some suffer from subpar defense. Sometimes, their criticals can do up to 300+ damage. These aren't a bad investment, especially considering that its weaker class forms aren't bad at all. Later on, Champions become very hard to hit because of their decent AGI. Dualling them with Avengers is generally agreed to be one of the best combinations in the game.

=====

Female Classes

=====

-----

First Tier Classes

-----

Scout

No Elements

Class Change: Archer, Lancer

Base ATK: 65

Base DEF: 90

Stat Growth:



HP: 8-12  
MP: 2-4  
STR: 0-2  
INT: 0-1  
AGI: 1-2

Comments: Scouts are slightly stronger Centaurs with no elemental affiliation. They can become Archers or Lancers. Pick their class based on what you need. Archers can still shoot, but from a longer distance (3 hexes as compared to 2). Lancers are the best melee attackers that females can become. Scouts are not hard to train at all because they can attack without fear of reprisal.

#### Enchantress

1 Blue

Class Change: Sorceress, Mystic

Spells: Frost, Geno-Frost, Fog, Charm

Base ATK: 50

Base DEF: 75

#### Stat Growth:

HP: 4-8

MP: 4-6

STR: 0-1

INT: 1-2

AGI: 0-2

Comments: Enchantresses are the basic female offensive magicians. Frost and Geno-Frost make them very useful against Dragons and Scorpions. Charm works wonders against some enemies, and it's very helpful if you're trying to steal monsters. Fog is pretty useless, so stick with Frost. They can become Sorceresses or Mystics at level 10. Mystics are somewhat useful since they get heal and have good MP growth, but the Sorceress path will eventually lead to Meteor Doom.

#### Cleric

1 White

Class Change: Lector, Mystic

Spells: Heal, Halo

Base ATK: 60

Base DEF: 85

#### Stat Growth:

HP: 8-12

MP: 4-6

STR: 0-2

INT: 0-2

AGI: 0-2

Comments: Clerics are very weak. They have no damage output, but they're pretty good as support units. Halo helps Giants and Golems out by giving a 100% hit rate. However, they're pretty much deadweight until they become Lectors or Mystics. Lectors get Holy Word, but Mystics get more offensive variety. Your choice.

#### ----- Second Tier Classes -----

#### Lector

2 White

Class Change: Saint

Base ATK: 65

Base DEF: 90

Spells: Heal, Area Heal, Cure, Halo, Holy Word

Stat Growth:

HP: 8-12

MP: 4-6

STR: 0-2

INT: 1-2

AGI: 0-2

Comments: Lectors are infinitely more useful than Clerics because of Holy Word. With this spell, they finally get an offensive ability. Use Holy Word to weaken enemy units for your monster parties. They also get Area Heal, but Holy Word is generally more useful.

Archer

1 Green

Class Change: Artemis

Base ATK: 70

Base DEF: 95

Spells: Accel, Paralyze, Silent

Stat Growth:

HP: 8-12

MP: 2-4

STR: 0-2

INT: 0-1

AGI: 1-3

Comments: Archers aren't exceptionally good offensive units, but they can attack from very long distances. Accel and Paralyze are good spells to use, but Silent is best left to Fairies. Accel increases a unit's MOV stat (helpful for Hydras), and Paralyze has a pretty good chance to make a target immobile. Archers are worth using, if not just because they can become Artemi. In a choice between Archers and Lancers, I would really consider using Archers. Their long attack range, good mobility, high AGI (evasion and increased defense), status attacks, and a group of good Centaurs are more than enough to justify their presence in your army. Lancers are good if you really need a strong Blue elemental melee fighter, but Lizard Guards and Tiamats cover the Blue element pretty well.

Lancer

1 Blue

Class Change: Valkyrie

Base ATK: 75

Base DEF: 100

Spells: Fog

Stat Growth:

HP: 8-12

MP: 2-4

STR: 1-2

INT: 0-1

AGI: 1-2

Comments: Lancers are the only way for a female character to become a competent melee attacker. They're not too strong, but they tend to be hard to hit at the beginning of the game. They get Spear Throw, which allows them to

attack from 2 hexes away. They're decent, but they may not be worth choosing over the Archer path. Still, Lancers that start out on the Lancer path are still useful. There are a lot of good spears floating around, like the Gae Bolg (+18 ATK). Considering trying to quest for one if you think your Lancers are too weak.

#### Mystic

1 White, 1 Blue

Class Change: Sage

Base ATK: 65

Base DEF: 80

Spells: Heal, Halo, Frost, Geno-Frost, Flight, Fog, Charm

#### Stat Growth:

HP: 8-12

MP: 6-8

STR: 0-1

INT: 1-2

AGI: 0-2

Comments: Mystics are relatively useful, but they don't have much that the Enchantress doesn't. Halo and Flight are OK, but their use is mostly situational. Heal is the only thing that the Mystic really gets that the Sorceress doesn't. This is kind of useful, but it takes away potential Geno-Frosts. It doesn't make much of a difference, but they get a higher base attack than the Sorceress does (you'd have to be pretty damn desperate if you're actually using their physicals).

#### Sorceress

1 Blue, 1 Black

Base ATK: 55

Base DEF: 80

Spells: Venom, Dimension, Frost, Geno-Frost, Fall Berg, Fog, Charm

#### Stat Growth:

HP: 8-12

MP: 6-8

STR: 0-1

INT: 1-2

AGI: 0-2

Comments: Sorceresses have a good spell set. Fall Berg is an immensely powerful Blue spell (best for Dragon hunting), and Dimension can teleport a Knight far, far away, if you're lucky (the chances aren't that bad, since Sorceresses have good INT). Venom is also good for a long ranged attack.

=====

#### Third Tier Classes

=====

#### Valkyrie

1 White, 1 Blue

Base ATK: 85

Base DEF: 105

Spells: Heal, Holy Word, Fog

#### Stat Growth:

HP: 12-16

MP: 2-4

STR: 1-2

INT: 0-2

AGI: 1-2

Comments: Valkyries are the best female warriors around. They are very hard to hit, and they tend to deal decent damage. They can heal and cast Holy Word, which makes them more useful than some other classes. Use them with caution, because they're somewhat fragile against Dragons and Tiamats. Still, the added White element makes them good against Demons and other black elemental creatures.

Saint

3 White

Base ATK: 70

Base DEF: 95

Spells: Heal, Area Heal, Cure, Halo, Divine Ray, Holy Word

Stat Growth:

HP: 8-12

MP: 4-6

STR: 0-2

INT: 1-3

AGI: 0-2

Comments: Saints are the same as Lectors, but they get a concentrated damage spell, Divine Ray. With the Saint's high INT, Divine Ray is pretty devastating. Other than this, they're just slightly stronger Lectors. They're essentially watered down versions of Lyonesse, which isn't bad, per se.

Artemis

2 Green

Base ATK: 75

Base DEF: 100

Spells: Accel, Protect, Paralyze, Solid, React, Silent

Stat Growth:

HP: 8-12

MP: 4-6

STR: 0-2

INT: 0-2

AGI: 1-3

Comments: The Artemis is one of the most useful classes in the game. They can attack from 4 hexes away! That's farther than the range of most magic spells. They are pretty strong, but they need protection. Solid is one of the most annoying spells in the game (for the opponent). Give an Artemis a lot of High Centaurs, and you're pretty much set. The computer can't really handle this at all, and Artemi are insanely evasive.

Sage

1 White, 1 Red, 1 Blue

Base ATK: 70

Base DEF: 85

Spells: Heal, Area Heal, Halo, Exa-Blast, Power, Frost, Geno-Frost, Flight, Fog, Charm

Stat Growth:

HP: 8-12

MP: 8-10

STR: 0-1

INT: 1-3

AGI: 0-2

Comments: Sages get a large variety of spells. Exa-Blast is useful against stronger Blue opponents (Vaynard), and Power is an insanely useful spell for monsters with breaths. However, her best Area attack is still Geno-Frost. This tones down her usefulness a little bit, since other third tier mages have something like Geno-Thunder and Meteor Doom.

Witch

2 Black, 1 Blue

Base ATK: 60

Base DEF: 85

Spells: Venom, Dimension, Frost, Geno-Frost, Fall Berg, Fog, Charm, Meteor Doom, Necro Rebirth

Stat Growth:

HP: 8-12

MP: 8-10

STR: 0-1

INT: 1-3

AGI: 0-2

Comments: Meteor Doom. 'Nuff said. If you want actual commentary, they don't actually get that much except Meteor Doom. Necro Rebirth can be a pretty useful spell, but it doesn't cause the destruction the Meteor Doom does. MD is rather expensive, but most Witches should be able to cast it and Geno-Frost in the same battle.

=====  
Rulers and Unique Classes  
=====

Prince

No Elements

Base ATK: 75

Base DEF: 100

Attacks: Twin Blade, Wing Slash

Spells: Heal, Flame

Stat Growth:

HP: 12-16

MP: 4-6

STR: 1-2

INT: 1-2

AGI: 1-2

Comments: Lance's class. He gets pretty good stat growth, as well as the Flame and Heal spell. At first, he'll have to be a support Knight with Heal, but later on he can attack other units with high efficiency. He's a hassle, but he's worth putting up with, because he's pretty unstoppable at higher levels.

King

1 Red

Base ATK: 80

Base DEF: 100

Spells: Heal, Flame, Geno-Flame

Stat Growth:

HP: 12-16

MP: 4-6

STR: 1-3

INT: 1-2

AGI: 1-2

Comments: By the time Lance is a King, he won't be a burden anymore (that is, if you used him at all). The King is just a Prince with enhanced stat growth and the Geno-Flame spell. With Geno-Flame, Lance finally has an area attack, making him several times more useful. To get Lance to the King class, bring him to Logres (Esgares's capital), and let him stay there. You'll get a scene, and he'll become a King.

Lord

1 Blue

Base ATK: 80

Base DEF: 109?

Attacks: Caladbolg, Wolf Fang

Spells: Frost, Geno-Frost, Fog

Stat Growth:

HP: 12-16

MP: 2-4

STR: 1-3

INT: 1-2

AGI: 1-2

Comments: Vaynard's class. Vaynard has good STR growth, and he gets pretty intelligent later on. He's mainly a physical powerhouse. Towards level 20+, he can cast Geno-Frost twice. He can crush G-Scorpions in one hit, and Dragons in a couple more. However, keep him away from red monsters that are too strong, like Lance's Salamander or Phoenixes.

Emperor

2 Red

Base ATK: 80

Base DEF: 110

Attacks: Tempest Bow, Lightning Bow

Spells: Geno-Thunder, Power

Stat Growth:

HP: 12-16

MP: 2-4

STR: 2-3

INT: 0-2

AGI: 1-2

Comments: Zemeckis's class. Zemeckis rules. He can attack as far as a High Centaur. He can cast power on himself to do even more damage. He also has Geno-Thunder to wreak havoc upon a concentrated area. He'll never lose in a one on one duel, because he can just move away, cast Power, then counterattack. Non-Esgares players are lucky that he has such mediocre stats for a high level Knight. His high starting level makes it so that most early game monsters don't stand a chance against him.

Queen

2 White

Base ATK: 115

Base DEF: 90

Attacks: Liath-Fail

Spells: Heal, Area Heal, Cure, Divine Ray, Holy Word, Charm, Protect

Stat Growth:

HP: 4-8

MP: 6-8  
STR: 0-1  
INT: 1-2  
AGI: 1-2

Comments: Lyonesse's class. She's very frail, but she's not really meant for the front lines. She can cast Holy Word 2-3 times at the end of the game. That's enough to severely weaken the enemy's armies. Divine Ray along with her high INT growth is deadly. Her Heal spell heals about 280 at level 30. She has surprisingly high base ATK, but that is made up by her crappy STR stat. Lyonesse is probably the weakest Lord, but she's certainly worth using.

#### Tyrant

1 Black, 1 Red  
Base ATK: 80  
Base DEF: 110  
Attacks: Vandal Scythe, Dark Spiral  
Spells: Curse, Weakness, Flame, Power

#### Stat Growth

HP: 8-12  
MP: 4-6  
STR: 1-3  
INT: 0-2  
AGI: 1-3

Comments: Dryst's class. Dryst is not as strong or as intelligent as some of the other leaders, but he's fast. His attack packs a wallop against White element units. He also has a pretty good assortment of spells. Power and Curse are probably his best. A Power spell cast on Dryst's Bahamut spells trouble for the enemy.

#### SuperTyrant

Comments: For Dryst to become a SuperTyrant, all you have to do is get him to level 30. It's pretty much the same as normal Tyrant, except he gets different attack names and Meteor Doom. He usually doesn't have enough MP for Meteor Doom, either. This means that

- A. Never cast Meteor Doom, since you can't.
- or
- B. Kill New Almekia, get Carlota and Loufal, and take Carlota's Ring.
- C. Quest for Potions

I like B better.

#### Warlock

1 Red, 1 Blue, 1 Green  
Base ATK: 60  
Base DEF: 90  
Attacks: Word of Magic  
Spells: Heal, Flame, Geno-Flame, Thunder, Geno-Thunder, Exa-Blast, Frost, Geno-Frost, Flight, Silent

#### Stat Growth

HP: 4-8  
MP: 6-8  
STR: 0-2  
INT: 2-3  
AGI: 1-2

Comments: Cai's class. The Warlock is an uber'd Wizard with better INT growth. He also gets the Heal spell, which makes the Warlock more useful than other offensive mage classes. Flight increases a ground unit's defense and increases mobility. The Warlock is a magic powerhouse later in the game. Cai can cast Geno-Thunder 3 times with some tweaking. That's more than enough to kill almost anything the computer throws at you.

#### Death Knight

2 Black, 1 Red

Base ATK: 85

Base DEF: 110

Attacks: Death Bringer, Dolorious Stroke

Spells: Curse, Geno-Flame

#### Stat Growth:

HP: 12-16

MP: 6-8

STR: 2-3

INT: 1-2

AGI: 1-3

Comments: Cador's class. The Death Knight is pretty impressive, but his stats aren't the only scary thing about him. He's on level 29 when all of your characters are relatively weak. He's not as good as he's cracked up to be later in the game, but he's still pretty tough. Curse and Geno-Flame are very good attack spells. Also, he can take down Unicorns with one shot if he gets in a critical. Be cautious if you fight him. He's probably the strongest unit that

Esgares can throw at you in the beginning of the game.

#### Ninja

1 Black, 1 Green

Base ATK: 70

Base DEF: 95

Attacks: Kunai, Illusion, Shuriken

Spells: Weakness, Accel, Paralyze

#### Stat Growth:

HP: 8-12

MP: 0-2

STR: 1-2

INT: 0-1

AGI: 1-3

Comments: Shiraha and Kazan's class. Like Hellhounds, Ninjas have the Hit and Away ability, which means that they can move after they attack. They also have a ranged attack, the Shuriken, which is useable after movement. Their spells are pretty useful, but it would be more wise to just attack (their statuses are INT based). Ninjas are very fast and hard to hit. I've used Shiraha to defend castles alone. This sounds really stupid, but the regeneration and defensive bonuses you get from the castle allows him to survive for a very long time, even with six attacks coming his way (many of which will miss because of his evasion). This doesn't always work, but it's funny to see.

#### Ninja Master

1 Black, 2 Green

Base ATK: 80

Base DEF: 100

Same attacks as Ninja



Spells: Dimension, Weakness, Accel, Protect, Paralyze, Solid, Silent

Stat Growth:

HP: 8-12

MP: 2-4

STR: 1-2

INT: 0-2

AGI: 1-3

Comments: Take everything useful about a ninja, add Protect, Solid, Silent, Dimension, and higher stat growth, and you get a Ninja Master. They actually have respectable HP growth. Ninja Masters are the 2nd fastest class in the game (behind Artemis). Their Shuriken now can hit from 3 hexes away. They're probably the funnest class in the game to play around with, but there just aren't that many of them. They're also the hardest to hit. Sometimes, Shoguns miss Ninja Masters, which is just nuts. The ability to snipe using Shuriken or Hit and Away is very handy.

Claimer

No Elements

Base ATK: 70

Base DEF: 95

Attacks: Endless Seeker

Spells: Venom, Meteor Doom, Curse, Dimension, Weakness, Necro Rebirth, Geno-Thunder, Exa-Blast, Fall Berg, Solid

Stat Growth:

HP: 12-16

MP: 6-8

STR: 1-2

INT: 2-3

AGI: 1-3

Comments: Bulnoil's class. This class was dummied out of the original game. There have been an insane amount of rumors about being able to fight Bulnoil, but none of them have been confirmed. This info is just here for fun.

=====

E. Spells

=====

As a precursory note, spell damage works like this:

$(\text{Caster's INT} - \text{Target's INT}) + \text{Base Spell Power}$

For example, if a 120 INT casts Flame (120 spell power) on a Roc (40 INT), it would do  $120 - 40 + 120$ , which equals 160. I'll add more in my mechanics section.

Unless stated otherwise, healing spells heal only allies, and offensive spells will only hit enemies. There are a few exceptions.

-----

White

-----

1. Heal (65 MP): 180 Base Spell Power. 3 Hex Range. I'm not exactly sure how healing works, but Lyonesse can heal up to 280+ at higher levels.

2. Cure (54 MP): Heals status effects. 4 Hex Range.

3. Divine Ray (112 MP): 180 Base Spell Power. 2 Hex Range.

4. Area Heal (147 MP): 120 Base Spell Power. Heals all allies up to 2 hexes away from the caster.

5. Halo (88 MP): Ensures that a target's attack will hit. Also increases experience gained. 4 Hex Range.

6. Holy Word (183 MP): 70 Base Spell Power. Hits all in a 4 hex area around the caster.

-----  
Black

-----  
1. Weakness (66 MP): Halves an enemy's ATK and DEF. 4 Hex Range.

2. Dimension (93 MP): Teleports an enemy away. Teleported enemies tend to get left behind when if the event of a rout.

3. Venom (45 MP): 70 Base Attack Power. 3 Hex Range.

4. Curse (108 MP): 170 Base Attack Power. 2 Hex Range.

5. Necro Rebirth (97 MP): Brings a dead unit back to life. Lasts until combat ends. 1 Hex Range.

6. Meteor Doom (255 MP): 140 Base Attack Power. 3 Hex Range. Affects a circle with a radius of 3 hexes. Friendly fire.

---  
Red

---  
1. Flame (68 MP): 120 Base Spell Power. 3 Hex Range.

2. Geno-Flame (166 MP): 90 Base Spell Power. Attacks all enemies within a 3 hex range of the caster.

3. Power (62 MP): Multiplies target's ATK by 1.5x. 4 Hex Range

4. Thunder (91 MP): 150 Base Spell Power.

5. Exa-Blast (152 MP): 200 Base Spell Power. 2 Hex Range.

6. Geno-Thunder (193 MP): 120 Base Spell Power. Has a 3 Hex range, and affects all hexes around the target hex.

----  
Blue

----  
1. Fog (49 MP). Lowers target's hit rate. 4 Hex Range.

2. Frost (68 MP): 120 Base Spell Power. 3 Hex Range.

3. Geno-Frost (166 MP): 90 Base Spell Power. Attacks all enemies within a 3 Hex Range around caster.

4. Charm (110 MP). Makes an enemy fight other enemies. Charmed units almost always stay behind. 2 Hex Range.

5. Flight (90 MP). Allows target to fly. Flying targets can move farther and

get a 20% evasion boost against ground units. 3 Hex Range.

6. Fall Berg (135 MP): 190 Base Spell Power. 2 Hex Range.

-----  
Green  
-----

1. Silent (50 MP): Target is unable to use magic. 4 Hex Range

2. Protect (61 MP): Adds 30 DEF to a target. 4 Hex Range

3. Solid (77 MP): Turns an enemy into a statue. Petrified enemies have 150 DEF, which means that they're hard to damage, but they can't counterattack.

4. Accel (59 MP): Increases a unit's MOV stat. 3 Hex Range.

5. Paralyze (77 MP): Causes Paralysis. Paralyzed enemies can't counterattack. 3 Hex Range.

6. React (126 MP): Enables another unit to go twice in a turn. 2 Hex Range

=====

#### F. Game Mechanics [mech\_guide]

=====

This section details the basic mechanics of the game. In it, I detail how various things work, like damage, elemental weaknesses and strength, magic, and status. Knowing the inner workings of the game should help you become a more intelligent player. Note that some of these are based on Brigandine: Grand Edition mechanics, so not everything may apply. The only thing I'm not sure about is status rates, which need to be tested some more. Everything else should be the same, mostly.

Brigandine uses a subtraction system for all its hit rates and damage, except when elemental weaknesses are factored in. Many of these are based off of Brigandine: GE, so they might not all apply to the original Brigandine.

-----  
Physical Damage  
-----

Assuming no elemental strengths or weaknesses) the damage done in a melee attack is simply:

$$\text{Attacker's ATK} - \text{Target's DEF} = \text{damage}$$

There is random some variance involved, but it is not substantial. Critical hits deal 25% more damage than normal, and they're factored in after elements (look below).

-----  
Magic Damage  
-----

Assuming no elemental strengths or weaknesses, the damage done in a magic attack is:

$$\text{Caster's INT} + \text{Base Spell Power} - \text{Target's INT} = \text{damage}$$

Base spell powers (for reference)  
---

Holy Word: 70 Base Spell Power

Venom: 70 Base Spell Power

Geno-Flame and Geno-Frost: 90 Spell Power  
Flame and Frost: 120 Base Spell Power  
Geno-Thunder: 120 Base Spell Power  
Meteor Doom: 140 Base Spell Power  
Thunder: 150 Base Spell Power  
Curse: 170 Base Spell Power  
Divine Ray: 180 Base Spell Power  
Fall Berg: 190 Base Spell Power  
Exa-Blast: 200 Base Spell Power

-----  
Status Success Rates  
-----

For statuses, the chance for a status to hit is not dependent on the spell. Each spell has the same base hit rate. The formula is:

Caster's INT + Base status chance - Target's INT = % of status hitting.

Base status chance varies based on the caster. "Weak" casters (in GE, this includes Archers, Avengers, Nightmares, Enchantresses, Pixies, Ninjas) have a base status chance of 38%. Second tier mages and a few monsters (Druids, Sorcerers, Sorceresses, Mystics, ArchDemons, Ninja Masters, Cador, Dryst) have a 43% base status chance. Third tier mages (Cai, Lyonesse, Wizards, Cardinals, Witches, Necromancers, some higher level Demons) have a 48% base chance.

"Friendly" statuses such as Protect, Power, Flight, Accel, Halo, and React always hit.

This base status chance is targeted on monsters with no resistance. In GE, units have differing levels of status resistance. This list is by no means complete, but it should have more in newer updates.

-----  
Status Resistances  
-----

Tier 0: No resistance (most physically based monsters and fighter type Knights).  
Tier 1 (Ninja, Cavalier, Fairies, Unicorns): -3%  
Tier 2 (Lance, Zemeckis, first tier mages): -5%  
Tier 3 (Cador, Dryst, Demon, Samurai, second tier mages): -10%  
Tier 4 (Lyonesse, Samurai Master, Cai?): -15%?

-----  
Hit Rates  
-----

Attacker's AGI + Base Hit Rate - Defender's AGI = % chance to hit.

Base Hit Rates vary for different units. 98 is the most common value for Base Hit Rates, but there are a few strange ones, like the Mandrake (142) and Lyonesse (130). It should also be noted that most promotions give small hit rate boosts, which explains why the Golems get progressively more accurate despite virtually no AGI growth. The Samurai and Lizard Man hit rate boosts are factored directly into their Base Hit Rates.

If pressed, I'll get a list of base hit rates, but for your calculations, just remember that most units have a base hit rate around 100.

Ground units have a 20% penalty to hit flying units. Ranged units do not suffer from this penalty.

Offensive magic has a 100% hit rate. Casting the Halo spell on a unit will make its physical attack have a 100% hit rate.

The numbers you see in the lower right corner of the status window are bonuses a unit gets from terrain. The first number indicates a hit rate bonus, and the second indicates the evasion boost. Flying units do not get boosted or penalized by any terrain. In general, castles give units a +15% evasion boost. Forests give a 10% evasion boost (except for Mandrakes, who receive a +10/+10 bonus). Mountains give a +15% evasion boost. Ground units suffer a 10% penalty in both accuracy and evasion in water, while blue monsters receive bonuses in the water, ranging from +15/+15 to +25/+25 depending on the monster.

-----  
Elements  
-----

Blue and Red oppose each other, and Black and White oppose each other. Green isn't strong against anything, but Green attacks will do less against other green units.

The element of the attacker/spell is the main factor in elemental damage bonuses when hitting weaknesses. The multiplier is applied whenever you hit an elemental weakness, but this multiplier is not dependent on the number of spheres the target has. Rather, the multiplier is dependent on how many spheres of the opposing element that the attacker has. For example, if a Gryphon (1 White) hits a Hellhound (1 Black), the multiplier would not change if the same Gryphon hit a Fenrir (2 Black).

Elemental spheres multipliers when applied to a weakness:

1 Sphere: ~1.25x  
2 Spheres: ~1.33x  
3 Spheres: ~1.41x

The multiplier is applied after damage is calculated, whether it is physical or magical.

Spells vary in elemental intensity:

Flame: 2 Red  
Geno-Flame: 2 Red  
Geno-Thunder: 2 Red  
Thunder: 2 Red  
Exa-Blast: 2 Red  
Holy Word: 2 White  
Divine Ray: 3 White  
Venom: 2 Black  
Curse: 3 Black  
Meteor Doom: 2 Black  
Frost: 2 Blue  
Geno-Frost: 2 Blue  
Fall Berg: 3 Blue

If a White Dragon (1 White, 1 Red) hits Dryst (1 Black, 1 Red), the weakness caused by the opposite white and black spheres is cancelled by the two compatible reds, resulting in normal damage. Weaknesses and strengths cancel each other out.

When two creatures of the same elements hit each other, a different set of multipliers is used. In this case, damage is reduced based on the number of elemental spheres that the target has. So, the more spheres a unit in a

certain element, the more it reduces damage from that element.

Elemental sphere multipliers when applied to resistance:

- 1 Sphere: 0.76x
- 2 Spheres: 0.67x
- 3 Spheres: 0.56x

=====  
Example Calculations  
=====

1. From the Gryphon/Hellhound example, let's say that the level 1 Gryphon (220 ATK, 1 White) hits a level 1 Hellhound (103 DEF, 1 Black).

$$220 \text{ (Gryphon's ATK)} - 103 \text{ (Hellhound's DEF)} = 117.$$

117 is the damage that the Gryphon would do if it wasn't hitting a weakness. However, it is hitting a weakness in this case. Gryphons have 1 White sphere, so it does 25% extra damage.

$$117 * 1.25 = 146.$$

2. Now, let's take a level 1 Angel (65 INT) and have it cast Divine Ray (3 White) on a level 1 Hellhound (30 INT, 1 Black).

$$65 \text{ (Caster INT)} + 180 \text{ (Divine Ray's spell Power)} - 30 \text{ (Hellhound's INT)} = 215.$$

Divine Ray has a 3 in White, so it does 1.41x more damage to black aligned units.

$$215 * 1.41 = 303.$$

3. Let's say a dragon (240 ATK, 1 Red) hits a Salamander (130 DEF, 3 Red).

$$240 - 130 = 110.$$

Salamanders have a 3 in Red, which means that the damage taken when hit by any red attack is multiplied by 0.56.

$$110 * 0.56 = 62.$$

-----  
I hope this section was useful. Hopefully, it will help you make more rational decisions about combat. If you have questions or if anything was unclear, feel free to e-mail me at kaoch@uga.edu

=====  
G. Countries  
=====

Most of Brigandine's replay value comes from beating the game with each of the six rulers. Each has its own set of Knights and each ruler is unique.

-----  
G1. Brief country overview  
-----

\*New Almekia, led by Prince Lance. Red

Basic Plot: Lance retreats from the coup in Logres to Padstow, a country still loyal to Old Almekia. King Coel asks a question to Lance and his own son, Meleagant: What does it take to be a good ruler? Meleagant says authority, and Lance says trust. Because Lance answers this question

correctly, King Coel abdicates in favor of Lance. Now, Lance fights to reunite the continent and take what was stolen from him.

Location: New Almekia is located in the west. New Almekia neighbors 3 countries, 2 of which are hostile. It makes a treaty with Caerleon early on which protects its southern border.

Difficulty: Easy

\*Caerleon, led by King Cai. Green

Basic Plot: The leader of Caerleon is Cai, the Silent Wise King. Caerleon has always been loyal to Almekia, and it forges an alliance with New Almekia at the beginning of the game. He is aided by his little sister, Merriot, a competent archer, and Dinadan, the powerful Knight Master. Cai aims to help Lance regain the throne.

Location: Caerleon is a country close to the sea in the southwest corner of the continent. It is rather isolated compared to other countries, having just a single border to defend at the beginning of the game. Caerleon establishes an alliance with New Almekia early on, leaving 2 hostile countries for him to deal with.

Difficulty: Very Easy

\*Leonia, led by Queen Lyonesse. Light Blue

Basic Plot: Lyonesse is the young Queen of Leonia, a country full of priests, cardinals, and other clergymen. It is located in the east. Though normally a neutral nation, Leonia declares war on Norgard early on because of Vaynard's rude behavior at a conference. Leonia doesn't have a lot of firepower, but Lyonesse and her childhood friend Kiloph want to bring peace to the continent.

Location: Leonia is located in the eastern part of Forsena. Leonia's southernmost city (the one that borders Iscalio) is easily blocked off due to a narrow mountain pass. Just stick a bunch of monsters in there to block the pass off, and it's impregnable. If you do this, invading Norgard shouldn't be too much of a problem.

Difficulty: Medium

\*Norgard, led by King Vaynard. Blue

Basic Plot: Norgard was crippled after a war with Almekia, but it has a young and ambitious King, Vaynard. Even though the old king had a daughter, Vaynard was given control of the country. The coup in Esgares gives Vaynard the chance he needs to regain power.

Geography: Norgard is a country in the north that is constantly covered with snow, but it's considered the same as grassland in battle. It does not have a very good strategic position. It has many cities that need to be defended on its borders. 4 choke points can be a real pain to defend if not handled properly.

Difficulty: Hard

\*Iscalio, led by Mad Monarch Dryst

Basic Plot: Iscalio is a very chaotic country. Led by the Madman, Dryst, no

one knows quite what will happen there. Wild parties and celebrations seem to be a daily occurrence there. With Knights like clowns, guys named Daffy, and an insane tyrant as the leader, Iscalio has a very strange collection of warriors. Dryst isn't a bad person, though. All he wants to do is take over the world.

Location: Iscalio is in the southeastern corner of the map. It is in a horrible strategic position, as its two border cities are surrounded by several cities belonging to other countries.

Difficulty: Hard

\*Esgares, led by Emperor Zemeckis. To play as Esgares, press L1, R2, and Start on the ruler screen.

Basic Plot: Esgares, formerly Almekia, is a country full of Knights loyal to Zemeckis, as well as people who fight against their will. Since it's a secret country, Esgares doesn't have much plot, and it can't get Quest Knights.

Location: Esgares is in the middle of the continent, and has 5 borders to defend. Starting out is difficult, but it is possible if played intelligently.

Difficulty: Very Hard

=====  
G2. In Depth Country Overview  
=====

Each country has its own advantages. However, you'll probably want to know a lot more about a country before devoting your time to one. It isn't wise for a beginner to start a game as Iscalio or Esgares, because you should figure out how the game works first.

Each section is dedicated to a country and its Knights. I also give brief commentaries about each Knight after I post their stats. Note that Rune Power is a very large factor when I rate them. I also rate them based on practical use in the game, so Knights from a country like Esgares may get higher rankings, since you have to use all of your Knights pretty effectively to win.

=====  
G2a. New Almekia [teh\_salamander]  
=====

New Almekia (formerly Padstow) is a country led by the exiled Prince Lance. It is a country full of powerful Knights, and it is in a relatively favorable strategic position. Blocking off contact with Esgares is very easy. Just put strong Knights like Meleagant, Adilicia, and Coel on that border, and you'll be fine. Caerleon is your ally from the south, and Cai help may take a bite out of Esgares and Iscalio for you. On the first month, don't bother putting defenses in the lower castle, because that's Cai's territory.

Lance is an annoying weakling at the beginning, but he becomes the most powerful Knight in the game towards the end. New Almekia is always a fun country to play. New Almekia has some of the most powerful Knights in the game, which is always nice to know when picking countries. Invading through Norgard, and beating Esgares and Leonia in the south and east is probably the best way to go. Attacking Esgares from the west isn't always that easy, because you have to defend a lot of borders that way.

Country Statistics



---

Starting Castles: Calmary, Phazard, BaydonHill, Camelford, Gorule (5)  
Starting Mana: 797  
Starting Knights: Lance, Gereint, Coel, Meleagant, Carlota, Batercus, Adilicia, Brusom, Aphelia, Gilsus, Liguel, Loufal (12)  
Knights gained through storyline: Glauze, Halley (temporary), Alsace (3)  
Starting # of Monsters: 31  
Recommended Knights: Lance, Gereint, Halley, Coel, Meleagant, Adilicia, Batercus, Glauze  
Promoted Monsters: Lv20 Salamander, Lv10 Iron Golem, Lv10 Nightmare

-----  
Rune Knight Summary  
-----

Lance.

Lvl Prince [Ruler]

HP: 446

MP: 161

RunePow: 220

RuneArea: 5

Rune Growth: High (6-8)

STR: 64

INT: 63

AGI: 65

ATK: 203

DEF: 121

Starting Monsters: Salamander, Clay Golem

Lv30 King [parenthesized stats indicate King growths from level 1]

1 Red.

HP: 852!

MP: 306

RunePow: 423!

STR: 108 (122)

INT: 107

AGI: 109

ATK: 296 (324)

DEF: 141

Is s/he worth using?

In a word, kyar. 220 Rune Power at level 1 is stellar, and his Rune growth is top tier. Some people think that it might be worthwhile to wait until you take Logres to actually use him (Kings have better strength growth than the Prince class). I suppose there is merit in that (after he gets Geno-Flame, it should be relatively easy to gain levels), but I personally use Lance from the get-go. It's really easy to level him up (feeding him kills is insanely fun to me, for some reason), and he should expect to have a little less than ~300 Rune Power by level 10. Gooooood stuff.

At level 30, Lance is very powerful. I wouldn't really hesitate to call him the best Knight in the game. He is basically an all-rounder, but his physical statistics may be the most noteworthy thing about him. He can cast spells and kick ass at the same time. Also, he can heal for a lot, due to his above average INT. In the beginning, have him stand towards the back, and set up kills for him (I would use the Flame spell). He gains levels pretty quickly, and he'll probably be your strongest Knight later in the game (unless you don't use him, of course). He gains lots of Rune Power, and he gets really high defense later on, which means he stops being a burden. Also, he has a kickass Salamander with him when you start the game. Lots of people don't like him because he's so weak in the beginning, though.

The King gets 5 more attack points, 5 more defense points, 1 red element sphere, and the Geno-Flame spell. In a normal game, you'll probably be able to level him up to level 20 if you use him in all your invasions. The only downside to him is that he'll only be able to cast Geno-Flame once without using items or equipping a Ring.

Background: The former Prince of Almekia, which was overthrown by Zemeckis. A young man who is reckless, but kind. His gallant figures reminds one of a fresh wind. After the coup, Lance fled to Padstow. He vows to unite the continent once again.

Coel.

Lv16 Bishop

HP: 498

MP: 291

RunePow: 254

RuneArea: 5

Rune Growth: Good (5-7)

STR: 62

INT: 79

AGI: 66

ATK: 189

DEF: 112

Starting Monsters: Dragon, Gryphon, Stone Golem

Lv30 Cardinal

HP: 618

MP: 361

RunePow: 338

STR: 76

INT: 105

AGI: 80

ATK: 222

DEF: 121

Is s/he worth using?

I'd say so. Bishops often get a bad rap, since they're relatively weak on offense. They're decently good support units, with Halo and quite a bit of healing. Even if you don't like Bishops, I feel that Coel's worth using. He has excellent Rune stats (ruler level Rune Area, which makes sense since he was the former king), and he fits well in most parties. If you don't like the bishop class, you can switch him to a regular mage class so that he gets some offense. He won't have great MP, but he'll have offense (Divine Ray is great for single target damage, but this obviously wouldn't be as devastating as a Geno spell). Despite being level 16, he's rather fragile, so you have to watch out for him.

One thing about him is that you'll probably quest him in one of the first few months to get Glauze. This may hamper some plans for early conquests. It's not much of a hindrance, since Glauze is a pretty good Knight himself.

Background: The King of the Padstow Kingdom. He is loyal to Almekia Kingdom and accepts Lance after the rebellion. His people are very fond of him since he is gentle and humble towards his people.

Gereint.

Lv19 Samurai

HP: 651

MP: 132

RunePow: 284  
RuneArea: 5  
Rune Growth: Low (3-5)  
STR: 90  
INT: 64  
AGI: 82  
ATK: 263 (+8 from Tora)  
DEF: 127  
Starting Monsters: Dragon, Wyvern, Centaur, Centaur

Lv30 Shogun  
HP: 761  
MP: 165  
RunePow: 321  
STR: 112  
INT: 75  
AGI: 99  
ATK: 317 (+8 from Tora)  
DEF: 138

Is s/he worth using?

Yes. 284 Rune Power is great, and he has impressive stats at the beginning of the game. You probably shouldn't expect to get too many levels out of him (maybe around 5), but that still leaves him in a great position in the end of the game. 1 more level and he can become a Shogun, which lets ups his offense and improves his already decent defense. Also, Iai Slash becomes a 3 hex attack.

By the end of the game, he should have about 3-4 Iai Slashes, making him very powerful. As a Shogun, he'll almost never miss, due to the Shogun's added hit rate. He also comes with a special sword, the Tora. The only drawback with him is that his Rune Power doesn't increase that much when he levels up. This isn't so bad, since his starting Rune is more than enough for most any party you can come up with.

Background: Has fought in over 100 battles and is famous for his experience. A little unmannerly, his loyalty to Prince Lance is steadfast. He finds his duty in protecting the Prince and to reinstate Almekia.

Meleagant.

Lv20 Avenger  
HP: 650  
MP: 139  
RunePow: 209  
RuneArea: 4  
Rune Growth: Good (5-7)  
STR: 89  
INT: 58  
AGI: 78  
ATK: 263  
DEF: 131  
Starting Monsters: Nightmare, Hell Hound

Lv30 Avenger  
HP: 790  
MP: 169  
RunePow: 270  
STR: 109  
INT: 68  
AGI: 88

ATK: 303

DEF: 134

Is s/he worth using?

Yes. Despite pathetic Rune Power for a level 20 character, 209 is still solid compared to most characters at the beginning of the game. Where this hurts, however, is that a lot of lower levelled characters have similar Rune Power and can easily pass him. Still, he has alright growth and solid stats, which should make early conquests very easy for New Almekia. He's probably the smartest Avenger (as useless as that distinction may sound). Still, Curse is handy for early game damage and for taking out pesky Gryphons.

Overall, Meleagant is pretty strong. His strength is pretty good, and he's pretty fast and smart for an Avenger. Anyway, give him a good sword, you and he's set to go. Meleagant and Gereint are very close in power when they start out, but Gereint's higher Rune Power makes him a little more useful. He should probably be in one of your primary attack parties instead of border duty.

Background: Son of Old King Coel, successor to the Padstow Kingdom. He finds importance in his authority and hates to show his weakness to others. His mental immaturity dictates whatever that comes to mind without thinking first.

Carlota.

Lv8 Enchantress

HP: 341

MP: 389 (419 w/ Ring of Sorcery)

RunePow: 170

RuneArea: 4

Rune Growth: Good (5-7)

STR: 45

INT: 69 (73 w/ Ring of Sorcery)

AGI: 72

ATK: 140

DEF: 99

Starting Monsters: Gryphon, Mandrake, Pixie

Lv30 Witch

HP: 553

MP: 549 (579 w/ Ring of Sorcery)

RunePow: 301

STR: 56

INT: 107 (111 w/ Ring of Sorcery)

AGI: 94

ATK: 172

DEF: 116

Is s/he worth using?

Eh. The most useful thing about her is the Ring of Sorcery (the +30 MP is very handy for other characters) she comes with. Gilsus was generally more effective for me as a magician, but New Almekia is relatively weak in the magic department in general. 170 Rune Power is very ordinary, and despite decent growth, it's doubtful that she'll be much more than a border defender/quest knight for most people. If you put work into her, she could be pretty good, but New Almekia has so many other options.

The Ring of Sorcery should go to someone else in the country. Gilsus or Aphia are probably the best choices. Lance may be able to use it after he becomes a King so that he can cast 2 Geno-Flames in a single battle.

Background: Her dream is to become a great magician and gain the respect of the people. She seems conceited, but in reality, she is a pure and sensitive person. She tends to nag at Prince Lance like an older sister, but that's only because she cares about him.

Batercus.

Lv13 Grappler

HP: 604

MP: 94

RunePow: 176

RuneArea: 4

Rune Growth: Good (5-7)

STR: 77

INT: 48

AGI: 78

ATK: 229

DEF: 121

Starting Monsters: Giant, 2 Ghouls

Lv30 Champion

HP: 882

MP: 111

RunePow: 287

STR: 116!

INT: 57

AGI: 104

ATK: 317

DEF: 134

Spells: None

Is s/he worth using?

Yes. I have a slight bias for the Ranger/Grappler/Champion path, but Batercus is very useful. He doesn't really need to be spoonfed like many of the other Knights in the game. He can take care of himself and still do good damage. 176 Rune Power is very underwhelming (this is generally a problem for Grapplers), but I think Batercus is decent enough to use in spite of this. He's always a pretty decent pickup after New Almekia falls (it's kinda rare, but it happens). He always ends up getting the seven levels he needs to become a Champion, and he's pretty nasty at that point. His INT is a bit low, so magic can take a big bite out of his HP reserves.

Later on, he gets a 320+ attack rating, which is phenomenal. Champions have an incredible Critical Hit rate, so you can expect hits of 300+ pretty often at higher levels. He's even better if you can find a decent Knuckle weapon for him.

Adilicia.

Lvl1 Lancer

HP: 502

MP: 152

RunePow: 230

RuneArea: 4

Rune Growth: Good (5-7)

STR: 74

INT: 57

AGI: 77

ATK: 223

DEF: 125

Starting Monsters: Angel, Gryphon

Lv30 Valkyrie

HP: 732

MP: 209

RunePow: 343!

STR: 103

INT: 72

AGI: 107

ATK: 291

DEF: 140

Is s/he worth using?

Yes. 230 Rune Power is good, and she has solid enough growth to make her worthwhile later on. Her stats aren't stellar, but her Rune stats make her worth using, IMO. Halley's better, but she's temporary. I recommend that you take Halley's Brionac and give it to Adilicia before Halley leaves. Later on, Holy Word is useful for quick offense. Statistically, Adilicia's pretty decent, with good STR and AGI for a Valkyrie.

Background: Looking at the way she uses her spear, one can hardly imagine that she is from a distinctive family. The enemies fear her and call her the "Death Lady". On the other hand, she has a very likable personality.

Brusom.

Lv13 Samurai

HP: 497

MP: 104

RunePow: 158

Rune Area: 3

Rune Growth: Low (3-5)

STR: 78

INT: 49

AGI: 70

ATK: 231

DEF: 123

Starting Monsters: Wyvern, 2 Scorpions

Lv30 Shogun

HP: 667

MP: 155

RunePow: 228

STR: 108

INT: 66

AGI: 96

ATK: 301

DEF: 137

Is s/he worth using?

Ugh, no. Gereint is so much better than Brusom that it isn't funny. Brusom's HP score is atrocious, and his Rune stats make him almost unusable. 158 Rune Power would cut it if he were level 1, but he's level thirteen. Only insane stats would justify using a character with such pitiable rune stats, but his stats are very average. I don't recommend using him for conquests for any purpose, except possibly as a last resort border patrol. He's a quest knight, at best.

It might seem kinda cruel, but I used the monsters that he came with more than I used him.

Background: The mentor of Melegant. He was feared and respected during his

prime. His simple minded demeanor make it hard for people to get along with him. However, he is a man of unyielding spirit, earning him the title of "Brusom the Gale".

Aphelia.

Lv9 Cleric

HP: 451

MP: 288

RunePow: 183

RuneArea: 3

Rune Growth: Good (5-7)

STR: 61

INT: 68

AGI: 69

ATK: 182

DEF: 108

Starting Monsters; Angel, Giant, Pixie

Lv30 Saint

HP: 661

MP: 393

RunePow: 315

STR: 82

INT: 104

AGI: 90

ATK: 234

DEF: 125

Is s/he worth using?

Possibly. She might fit in for a third string party or as support in one of your main assault units, but she's not very impressive until she promotes. Luckily, she's just a level away from promotion, and Lectors are generally decent enough because of Holy Word. The downside is that she'll have a single shot of that for a while. To fix this problem, you could give her Carlota's Ring of Sorcery. You're not likely to get that much mileage out of her, but you might be able to promote her to Saint if you use her a lot. She's one of the easier Clerics in the game to use, since you only need to spoonfeed her a single level. After becoming a Lector, she shouldn't have any problems getting levels, since Holy Word is excellent for experience. Her Rune Area is bad, but her Rune Power is salvageable, so using her isn't a terrible idea. I gave her a shot once, and I wasn't unhappy about it.

I'm not sure if it's a property of Lectors, but she has surprisingly decent STR at level 30. Huh.

Background: She was living in a monastery in Padstow when she heard about the rebellion and came to assist King Coel. She seems like a classy woman with no faults, but her friend Adilicia states, "Aphelia is actually a wolf in sheep's clothing."

Gilsus.

Lvl1 Sorcerer

HP: 378

MP: 344

RunePow: 189

RuneArea: 3

Rune Growth: Low (3-5)

STR: 58

INT: 72

AGI: 64

ATK: 171 (181)

DEF: 101

Starting Monsters: Scorpion, Unicorn

Lv30 Wizard

HP: 568

MP: 490

RunePow: 271

STR: 68

INT: 106

AGI: 83

ATK: 196 (206)

DEF: 112

Is s/he worth using?

Sure. He's probably New Almekia's best magic user (shut up, best out of two is still the best). He's also the only person in the country with Power, and Power + Grand Breath is a devastating combo. Bad Rune stats make him pretty hard to use sometimes, but he's a decent mage in a magically bereft country. The Power + Grand Breath combo alone is potent enough to justify his use in some cases. If you crunch the numbers, that combo will do 350 damage or so to everything in the line (assuming 100 DEF and no elements). That's just sick.

I personally don't use him that often, because his Rune stats are so poor. If you put him with Lance and Gereint, those two should provide more than enough Rune Power to create a fairly powerful army. Gilsus can contribute 190 himself, so you may not be short-handed if you use Gilsus.

Background: The most handsome man in Padstow. He has never been without a woman and this causes problems among other male Knights. He is nice to any female, regardless of age or their social status. However, he is very strict with men.

Liguel.

Lv2 Scout

HP: 398

MP: 123

RunePow: 163

RuneArea: 4

Rune Growth: High (6-8)

STR: 57

INT: 51

AGI: 63

ATK: 179

DEF: 111

Starting Monsters: Unicorn, Pixie

Lv30 Artemis.

HP: 678

MP: 207

RunePow: 365

STR: 85

INT: 70

AGI: 115

ATK: 245

DEF: 138

Is s/he worth using?

It depends. Like Lance and Alsace, Liguel's pretty weak at the beginning of the game. She never gets that strong statistically, but she gets lots of Rune



Power, and she makes a good leader for a group of Centaurs (she should be able to fit 4, initially. This works out well enough, and she'll probably be able to get five after killing a Knight). She was part of my Sniper group, and I could take down any Knight within one round with her. Training her isn't nearly as hard as it is for most Knights, because her ranged attacks prevent counters. She can be immensely useful if you can fit her on a team, but that isn't always the case. If you don't actively use her, she doesn't do badly as border patrol.

Make sure you don't have her fight any of her brothers (Castor and Miguel), because she'll defect to their country. I think that she can recruit them to your country as well, but I'm not too sure what the conditions are.

Her levels 30 stats are pretty impressive, but it's doubtful that you'll ever get her that high normally.

Background: The youngest of the Rand Family. She grew up being loved by her two brothers. She had to be separated from them for the sake of the family name. However, she doesn't care about her name and would rather live together with her brothers.

Loufal.

Lv6 Fighter

HP: 482

MP: 125

RunePow: 165

RuneArea: 3

Rune Growth: Low (3-5), then High (6-8) after the promotion quest.

STR: 70

INT: 56

AGI: 65

ATK: 205

DEF: 116

Starting Monsters: Lizard Man, Merman

Lv30 Paladin

HP: 762

MP: 237

RunePow: 313

STR: 106

INT: 78

AGI: 89

ATK: 297

DEF: 139

Is s/he worth using?

Despite atrocious starting Rune stats, it may be worth using him for a little while. Give him 4 levels, promote him to Cavalier, and quest him. He'll receive his father's Mithril Sword, which is pretty handy. After that, it's really up to you whether you want to use him or not. His Rune Power at that level will be low, but passable (~180). Still, the 3 in Rune Area may turn some away. Glauze always seemed more useful than him despite slightly worse stats (on equal levels, of course). He's really quite powerful for a Cavalier at level 30, but that takes a lot of work.

Background: He has been working in the palace for a long time, but due to his personality, he lost his chance to get promoted. He is too confident with himself. His father was regarded as the greatest Cavalier in Padstow, placing Loufal under his shadow.

Glauze.

Lv15 Cavalier

HP: 575

MP: 143

RunePow: 222

RuneArea: 4

Rune Growth: Good (5-7)

STR: 80

INT: 61

AGI: 72

ATK: 230

DEF: 139

Lv30 Paladin

HP: 765

MP: 218

RunePow: 312

STR: 103

INT: 76

AGI: 87

ATK: 286

DEF: 139

Is s/he worth using?

Probably. He's not available automatically, but he's around early enough to get good use from him. His Rune stats and decent stats make him a decent candidate for a 2nd or 3rd string team. However, if you're using Loufal, it may not be practical using two characters that are on the Cavalier path in the same party, so you may want to separate them. As a fighter, Glauze isn't bad, but he lacks the raw power that Gereint and Meleagant have.

You get him after you quest Coel. Within the first few months, Coel should say something like, "Hmm... I wonder where officer Glauze is" (not exact), so quest him. In the next month or so, you'll get Glauze.

Background: Glauze is from a family whom used to work for Almekia. His father was falsely accused of a crime and was banished from the country. King Coel saved him and became a Knight under him. Due to this, Glauze has mixed feelings for Prince Lance.

Halley.

Lv21 Valkyrie

HP: 603

MP: 221

RunePow: 292

RuneArea: 4

Rune Growth: Good (5-7)

STR: 88

INT: 71

AGI: 95

ATK: 277 (+16 from Brionac)

DEF: 136

Lv30 Halley

HP: 729

MP: 248

RunePow: 347

STR: 102

INT: 80

AGI: 109

ATK: 289 (305)

DEF: 141

Is s/he worth using?

Yes. You don't get her for quite a while, but she's good enough to replace one of your other frontliners for a little while. Brionac gives her an excellent ATK score, and her stats are good all around. She's probably the best Valkyrie in the game (compare her stats with Iria's sometime). Her attack power is better than Gereint's and Meleagant's, which is quite a feat. Her only downside is that you only get to use her for about a year or so, and then she splits. Make sure you take the Brionac before she leaves, though, since Adilicia can use it as well. She has more than enough MP to cast Holy Word, which is always a nice option to have around.

Background: A female Knight, who has a sad look in her eyes. She is called the "shooting Star Halley" for her beautiful, yet fierce way of fighting. She searches around the continent for Bulnoil, the magician who killed Leland, the only man she ever loved.

Alsace.

Lvl Fighter

HP: 422

MP: 107

RunePow: 155

RuneArea: 4

Rune Growth: Very High (7-9)

STR: 63

INT: 55

AGI: 64

ATK: 191

DEF: 116

Lv30 Avenger

HP: 792

MP: 174

RunePow: 380

STR: 117

INT: 75

AGI: 93

ATK: 319

DEF: 136

Is s/he worth using?

I personally never use him, but he's pure potential. You get him late into the game, and using a level 1 character at that point isn't very appealing, especially since his starting rune power is so poor. While raising him isn't that hard, it might not be worthwhile. Still, he's functional if you decide to use him. Assuming Halo + killing a Knight, he should gain 5-7 levels, which puts him above 200 Rune Power, on average. Considering that you can achieve this in a single battle, it doesn't take much work to make Alsace usable.

As you can see, his level 30 stats are very impressive. Despite having mediocre HP for an Avenger, he makes up for it with his sheer strength. He's got plenty of Rune Power, which makes him useful if you plan on building him up.

Background: The number one fan of Prince Lance. He has a pure heart, which helps him overcome anything. He is never tired of saying, "I'll also become a King someday!". Adults admire his youthful innocence because it reminds them

of their own childhood.

=====

G2b. Caerleon [teh\_dorky]

=====

Caerleon is led by Cai, the Silent Wise King. Cai is said to be one of the most intelligent men on the continent. He has very powerful magic, making him a tough opponent. With him are Dinadan, the Knight Master, BeauArte, Cai's head adviser, and Cai's younger sister, Merriot. Together, they form a powerful group of Knights.

Caerleon borders the sea, which means that it has a lot of aquatic creatures and cities. It also borders three countries, Iscalio, New Almekia, and Esgares. Early on, New Almekia and Caerleon forge an alliance, which gives Caerleon only one city to defend from the start. It has the best starting strategic position in the game, as it is free to beat the crap out of Iscalio or Esgares at its own leisure. Caerleon can just stay in Hervery until it is ready for a large-scale attack. I feel Caerleon is the easiest country to win with. Since Caerleon is lacking in physical attack Knights in the beginning, you might consider questing to get Layoneil, Hyude, or Dogal. You may wish to do so anyway, since Caerleon has a limited amount of Knights to work with anyway.

#### Country Statistics

---

Starting Castles: Linnuis, Kail, Squest, Baynock, Hervery (6)

Starting Mana: 682

Starting Knights: Cai, Dinadan, Merriot, BeauArte, Shast, Janfadar, Cierra, Bilcock (8)

Knights gained through storyline: Millia, Eloute, Gush, Lecarra (4)

Starting # of Monsters: 23

Recommended Knights: Cai, Dinadan, Merriot, BeauArte, Shast (level him up and he's great), Janfadar, Cierra, Eloute, Millia, Lecarra (everyone but Bilcock and Gush, I guess)

Promoted Monsters: Lv10 High Centaur, Lv10 Couatl, Lv10 Triton

-----

#### Rune Knight Summary

-----

Cai.

Lv22 Warlock [Ruler]

HP: 480

MP: 533

RunePow: 319

RuneArea: 5

Rune Growth: High (6-8)

STR: 59

INT: 96

AGI: 62

ATK: 178

DEF: 110

Starting Monsters: Dragon, High Centaur, 2 Lizard Men

Lv30 Warlock

HP: 528

MP: 589

RunePow: 375

STR: 67

INT: 116

AGI: 74

ATK: 194

DEF: 114

Is s/he worth using?

Hell yes. In a country that consists mainly of mages, Cai stands out. He's like an uber-Wizard, with every Geno spell and even some healing. Considering how insane his intelligence is, the healing he provides should be ample. With his MP supply, he can cast Geno-Flame and Geno-Frost three times in a single fight. Very little can survive three Geno-spells, and the rest should be at least half dead anyway. His single target spells also pack quite a punch, especially Exa-Blast (watch him blow Mermen and Lizard Men out of the water with it).

Cai's only downside is that he's very fragile. He has less HP than a lot of level 1 monsters, and this means that you should be careful not to send him too far into the frontlines, as tempting as that may be. Geno-Thunder has plenty of range, but that may not be enough for some. Like the other rulers, his Rune stats are superb.

Background: King of Caerleon, which is the known as the "Magic-Kingdom". A young man so gentle that he may give the impression that he is a weak king, but he has profound wisdom and passion in his heart. He is also known as the "Silent Wise King".

Merriot.

Lv3 Scout

HP: 396

MP: 134

RunePow: 221

RuneArea: 4

Rune Growth: High (6-8)

STR: 56

INT: 60

AGI: 72

ATK: 187 (+6 from Elven Bow)

DEF: 114

Starting Monsters: Pixie, Unicorn, Jinn

Lv30 Artemis

HP: 666

MP: 215

RunePow: 407

STR: 83

INT: 78

AGI: 123

ATK: 241 (247)

DEF: 141

Is s/he worth using?

Sure. I have a bit of a bias towards the Archer path, but they can be really awesome if trained well. Treat her as a Lance-type character (with a lesser amount of protection, since she's not a country leader). The Elven Bow gives her a minor boost in power. You can probably quest and get something much better, but anything works at the beginning.

Her high initial Rune Power and solid Rune Area make her worth using, IMO. By level 10, she should be just a little short of 300 Rune Power. Good stuff. Just watch out, since she's very fragile, though this shouldn't be too much of a problem because of her ranged attack. She's one of the easiest knights of her type (starts out as a mediocre character, ends up stellar) to train.

At level 30, her Rune Power is one of the highest in the game.

Dinadan.

Lv25 Paladin

HP: 675

MP: 204

RunePow: 307

RuneArea: 5

Rune Growth: Good (5-7)

STR: 100

INT: 69

AGI: 90

ATK: 280

DEF: 140

Starting Monsters: Couatl

Lv30 Paladin

HP: 745

MP: 229

RunePow: 339

STR: 108

INT: 74

AGI: 95

ATK: 296

DEF: 141

Is s/he worth using?

Hell yeah. Dinadan is Caerleon's only real dedicated physical Knight (it doesn't really get another one unless you really train Shast), and he's a damn good one. He's your main man against Cador in the beginning few fights (the two can basically take each other out if left alone. If you support Dinadan, you'd beat him quite easily). 307 Rune Power at the beginning of the game is very handy. He should probably be part of all your main assaults. It's always fun to see him wipe out a Hellhound in a single blow. Dinadan can use Holy Word for additional magic damage if need be.

His level 30 stats aren't the best, but that's true of most Knights level 25 and over. Obviously, their utility comes in the early/middle part of the games, where they're unstoppable powerhouses, and they're usually still perfectly functional knights at endgame.

Background: The strongest Knight in Caerleon and the only Knight Master on the continent. He has a malicious tongue. He doesn't like anything that has to do with the palace. King Cai is the only reason he continues to work in the palace.

Some of the dialogues he has with other Knights are amusing.

BeauArte.

Lvl2 Bishop

HP: 479

MP: 260

RunePow: 224

RuneArea: 4

Rune Growth: Good (5-7)

STR: 61

INT: 74

AGI: 62

ATK: 187

DEF: 110

Starting Monsters: Giant, Mandrake

Lv30 Cardinal

HP: 659

MP: 350

RunePow: 331

STR: 84

INT: 106

AGI: 80

ATK: 238

DEF: 121

Is s/he worth using?

Eh. Sure. As bland as he is, he's decent enough at what he does (carry monsters around and support them). 224 Rune Power is good, and Caerleon doesn't have many other Knights to use. You could switch him over to a mage class so that you can have added firepower and a higher MP score (Mage MP growth > Bishop MP growth). His high-powered Divine Ray may make him a decent choice to take along with Dinadan to fight Cadon in the first few fights.

Background: A Bishop who has worked for the Caerleon Royal Family since the late King. People think of him as being a coward but this isn't true. He controls young Knights who may act recklessly, and supports the King.

Janfadar

Lvl2 Druid

HP: 376

MP: 359

RunePow: 198

RuneArea: 3

Rune Growth: Good (5-7)

STR: 48

INT: 84 (+6 from Ancient Book)

AGI: 61

ATK: 151

DEF: 100

Starting Monsters: 2 Golems, 2 Ghouls

Lv30 Necromancer

HP: 556

MP: 505

RunePow: 309

STR: 58

INT: 115 (121)

AGI: 74

ATK: 176

DEF: 109

Is s/he worth using?

Sure. A word of advice, though. The Ancient Book he has is a bit more useful for Cai). The boost isn't substantial, but every little bit counts when you consider that Cai usually throws three Geno-spells out a battle. Janfadar's INT is still good without the Ancient Book. His Rune Power isn't bad, though the 3 in Rune Area hampers him a little bit. Along with Cai and Cierra, you probably have roughly 7 Geno spells to throw around in a single fight. This is by no means an ideal party, but its raw magical potential may overcome any physical deficiencies the party may have (honestly, you use 2nd and 3rd tier Dragons if you want lots of physical power). Once he gets the Necromancer promotion (not too unreasonable if you use him a bit), Meteor Doom crushes

stuff pretty badly. Early on, his Power spell is invaluable (Dinadan is probably the best to use it on, as Caerleon doesn't have a "go to" monster that New Almekia and Iscalio have).

Background: A magician who has devoted his entire life to perfect the art of magic. Due to the time he spends on his research, he has distinguished himself as the most knowledgeable magician in Caerleon.

Cierra.

Lv15 Sorceress

HP: 403

MP: 457

RunePow: 180

RuneArea: 3

Rune Growth: Good (5-7)

STR: 50

INT: 81

AGI: 75

ATK: 155

DEF: 107 (+2 from Earring of the Sea)

Starting Monsters: Hydra, Triton, Merman

Lv30 Witch

HP: 553

MP: 582

RunePow: 269

STR: 58

INT: 109

AGI: 90

ATK: 176

DEF: 115 (117)

Is s/he worth using?

Possibly. She's not quite as impressive as Janfadar, but she's pretty good. The extra MP she has lets her cast more spells after repeated Genos, and she can get a third Geno much more easily than Janfadar can. What really holds her back, however, is the fact that her Rune Power is worse than Janfadar's, and she's three levels higher. This is bad, since 180 isn't too impressive for a promoted Knight, and she's a little harder to extensively train. Still, if you can get past that, she might be worth the trouble.

By the time she's level 20, she can cast Meteor Doom once (just missing the second). Building her up to this is really the point of using her.

Shast.

Lv12 Grappler

HP: 601

MP: 113

RunePow: 172

RuneArea: 4

Rune Growth: Good (5-7)

STR: 78

INT: 51

AGI: 81

ATK: 231

DEF: 122

Starting Monsters: Wyvern, Gryphon

Lv30 Champion

HP: 893



MP: 131  
RunePow: 286  
STR: 119  
INT: 61  
AGI: 109  
ATK: 323  
DEF: 136

Is s/he worth using?

I'd say so. Keep in mind that his Rune Power is bad at first. He's at a level where it's not impossible to remedy, though. He has high stats, and he has the potential to be one of the strongest units you have in your game. He's also a big asset to Caerleon since he's one of its only real physical fighters. Keep this in mind when you make your parties. He's also at a point where he's not really a liability to train, since his offense is pretty good.

Background: An enthusiastic Knight of Caerleon, he considers justice to be the key to everything and he is willing to fight anyone who opposes. He always gets into an argument with Dinadan, however, their teamwork on the battlefield is unique.

Bilcock.

Lv5 Priest

HP: 421

MP: 216

RunePow: 156

RuneArea: 3

Rune Growth: Low (3-5)

STR: 60

INT: 63

AGI: 58

ATK: 180

DEF: 104

Starting Monsters: Jinn, Pixie

Lv30 Cardinal

HP: 669

MP: 339

RunePow: 257

STR: 86 (+1 after beating up his robot)

INT: 103

AGI: 83

ATK: 242

DEF: 134

Is s/he worth using?

Sure... as a Quest Knight. Caerleon has a far superior person on this path (BeauArte), making Bilcock pretty much obsolete. His stats are low, his Rune Power and Growth are atrocious, and his Rune Area is terrible. This, along with average to bad stats across the board, makes him quite unusable as a whole. Quest Knights are useful in their own right, though. Just not on the battlefield.

Background: A Priest who spends more time on his inventions instead of praying, which casues BeauArte headaches. His inventions are usually not practical, but King Cai states, "They are practical, they amuse Merriot."

Millia

Lv5 Enchantress

HP: 392

MP: 383  
RunePower: 194  
Rune Area: 5  
Rune Growth: High (6-8)  
STR: 45  
INT: 70  
AGI: 64  
ATK: 142  
DEF: 90

Lv30 Witch  
HP: 622  
MP: 568  
RunePow: 375  
STR: 59  
INT: 113  
AGI: 89  
ATK: 178  
DEF: 114

Is s/he worth using?

Statistically, she's excellent. She has 70 INT at level 5, and her Rune Growth is impressive considering she can get up to 25 levels of it. 194 starting Rune Power isn't bad, and that value shoots up quickly. Unfortunately, she's not always reliable, since you have to quest her to get Eloute, Gush, and Lecarra.

If it weren't for that, she'd be more useful, and I'd definitely use her over Cierra (who has worse Rune Power 10 levels above Millia). Of course, Caerleon is so easy to defend that you could probably afford to wait it out.

At level 30, she's above average in most categories, for a Witch. It might be worth your while to build her.

Background: Um.

Eloute.  
Lv9 Fighter  
HP: 513  
MP: 121  
RunePower: 208  
RuneArea: 4  
Rune Growth: Good (5-7)  
STR: 72  
INT: 79  
AGI: 64  
ATK: 209  
DEF: 116

Lv30 Shogun  
HP: 723  
MP: 184  
RunePow: 336  
STR: 109  
INT: 100  
AGI: 95  
ATK: 303  
DEF: 136

Is s/he worth using?

Depends. I made him a Samurai, but that doesn't really matter much. His high initial intellect seems to indicate that he'd make a pretty good Cavalier/Paladin, though (or even an Avenger, with a high-powered Curse). Caerleon is hurting for physical Knights, so if you're willing to work with a lower levelled character, I'd say he's worth your while. If not, quest him. Again, if you do use him, you may have to leave him out of a few assaults early on to get Caerleon's other quest Knights. His Rune Stats are fairly good for his level. He could be worth using on minor assaults or on defense.

Background: ?

Gush.

Lvl11 Monk

HP: 474

MP: 262

RunePow: 167

RuneArea: 3

Rune Growth: Low (3-5)

STR: 68

INT: 67

AGI: 71

ATK: 206

DEF: 118

Lv30 Guardian

HP: 780

MP: 319

RunePow: 244

STR: 105

INT: 87

AGI: 94

ATK: 290

DEF: 131

Is s/he worth using?

Gush is fairly worthless. His Rune stats are atrocious, and there's nothing distinguishing about him at all. Caerleon needs physical Knights, but he's really not worth using. Monks generally have low HP for fighters, which makes them liabilities sometimes. Monks like Isfas are decent, but Gush is nowhere close to his level of ability. It's kind of sad that a country hurting for physical Knights would pass him up. QUEST HIM. He may get someone worthwhile, like Hyude.

Background: He is involved in the martial arts and has mastered many different techniques. Shast was both his fellow pupil and his rival. Since he believes that all people are created equal, he has never served under any Lord. He has confidence in his skills.

Lecarra.

Lvl16 Mystic

HP: 418

MP: 494

RunePow: 217

Rune Area: 4

Rune Growth: Good (5-7)

STR: 49

INT: 82

AGI: 73

ATK: 163

DEF: 104

Lv30 Sage  
HP: 558  
MP: 612  
RunePow: 305  
STR: 56  
INT: 108  
AGI: 87  
ATK: 163  
DEF: 114

Is s/he worth using?

Sure. She's the big bonus you get for having to quest Millia and Eloute all the time (no one really cares about Gush). You might get her a tad late, but the Mystic class is fun. Lots of people disparage it for being too restrictive, but it's quite good at what it does. Her real power comes when she's promoted. She gets lots of useful fire spells, namely Exa-Blast and Power. She has passable Rune Power, and her high MP pool should be a real asset. If you play your cards right, she can cast 4 Geno-spells by level 30. Of course, this is of questionable use because anything and everything will probably die by the time you cast three Geno-spells, but it's still worth mentioning.

Background: She talks with a different accent since she was brought up in a rural area of Iscalio. She supported herself by telling fortunes in Logres, the old capital of Almekia. There, she met Millia and felt a strange fate with her. She decided to follow her.

=====

G2c. Leonia [teh\_religious]

=====

Leonia is a holy country located in East Forsena. Led by the young Queen Lyonesse, Leonia houses a lot of Monks and Priests. It borders Norgard and Iscalio. Lyonesse declares war on Norgard early on, and Iscalio is at war with the world. Leonia is the only country that does not border Esgares. This gives them a slight advantage, because it does not have to worry about early assaults from Cador and Zemeckis until later. Most Leonian castles can make holy element monsters, such as Unicorns, Angels, and Gryphons.

Offensively, it is not in a very favorable strategic position. However, it is rather easy to defend. When starting out, I recommend that you keep a strong force to keep Iscalio at bay, then attack Norgard. The Castle of Asten (Iscalio), opens up a very hostile area. If you take Asten, then you will be surrounded by four castles, making any attack from Asten pretty ineffective. Unless you want to destroy some of Iscalio's monsters, try not to attack Asten. I feel attacking Humber (Norgard) at first is easier, because after taking Humber, only two castles are adjacent to you. However, Vaynard usually keeps his borders pretty safe. I still feel it is better because you can concentrate on one country instead of three. Also, you should note that Leonia's southernmost castle is easily blocked off by strong monsters, because it has a narrow mountain pass that only a few units can fit through. The main strategy on this map is to fit two tough monsters (Dragons, for example), keep them alive through Leonia's plentiful healing, and wait the opponent out.

Country Statistics

---

Starting Castles: Tallas, Kelilauns, Damas, Whisland, Glume, Hadrian (6)

Starting Mana: 797

Starting Knights: Lyonesse, Kiloph, Paternus, Asmit, Chantail, Raizen, Filo,

Sophia, Isfas, Charlene, Langueborg (11)

Knights gained through storyline: Baleen, Galonwand, Georg (3)

Starting # of Monsters: 26

Recommended Knights: Lyonesse, Kiloph, Paternus, Isfas, Asmit, Charlene

Promoted Monsters: Lv10 HolyGriff, Lv10 Phoenix, Lv10 Pegasus

-----  
Rune Knight Summary  
-----

Lyonesse.

Lv3 Queen [Ruler]

HP: 358

MP: 362

RunePow: 262

Rune Area: 5

Rune Growth: Low (3-5)

STR: 33

INT: 81

AGI: 57

ATK: 181

DEF: 109

Spells: Heal, Area Heal, Cure, Divine Ray, Holy Word, Charm, Protect

Starting Monsters: Holygriff, Angel, Pixie

Lv30 Queen

HP: 520

MP: 551

RunePow: 373

STR: 47

INT: 122

AGI: 98

ATK: 209

DEF: 122

Is s/he worth using?

Yeah. She almost has the highest starting Rune power in Leonia (second only to Paternus). There are two ways of using her. One is to just keep her in the back, using protect and healing spells. The other way is to keep her near the front, making sure to surround her with strong monsters. Use Holy Word a lot. Later on, she gets 2 Holy Word spells. Holy Word is pretty MP intensive, so decide whether it is more beneficial to use Holy Word for widespread damage or to use her MP for healing and support. She also has the potential to be the most intelligent Knight in Forsena, depending on the random growth.

She's never really a liability due to Holy Word, and she should be the premier member of Leonia's Big Bad Holy Word club. The spell itself isn't that great, but the fact that you can cast it en masse usually adds up to respectable chip damage. If you're willing to get close to an enemy, Lyonesse's Divine Ray spells generally hurt quite badly.

Background: The Queen of Leonia, a sacred country. She used to be an ordinary village girl, but was chosen to the Queen by the prophecy. Everyone is moved by the way she strives to fulfill her duty as Queen. Kiloph has been her close friend since childhood.

Kiloph.

Lv3 Barbarian

HP: 501

MP: 83

RunePow: 203

RuneArea: 4  
Rune Growth: High (7-9)  
STR: 72  
INT: 51  
AGI: 63  
ATK: 214  
DEF: 106  
Starting Monsters: Phoenix

Lv30 Avenger/Champion

HP: 899  
MP: 120  
RunePow: 421  
STR: 126  
INT: 69  
AGI: 99  
ATK: 337  
DEF: 133

Lv30 Champion

HP: 919  
MP: 113  
STR: 128  
INT: 65  
AGI: 104  
ATK: 341  
DEF: 134

Is s/he worth using?

Hell yes. Check out his level 30 stats. He's probably the strongest Knight in the game. The excellent Rune stats are an added bonus. He can go for the Avenger/Champion combo for hard hits with a good critical rate, as well as regeneration. After a few levels, he's an absolute monster on the battlefield. He's even more useful because he's in Leonia, since it is generally weak on physical Knights (whether he alone makes up for this deficiency is actually arguable). I haven't talked to anyone who has ever regretted using him.

Background: A friend of Lyonesse since childhood, Kiloph became a Knight so that he could protect her. Despite his attitude, he is very kind at heart. Although he may act snappish towards Lyonesse, he is really fond of her.

Paternus.

Lv20 Cardinal  
HP: 582  
MP: 307  
RunePow: 273  
Rune Area: 5  
Rune Growth: Good (5-7)  
STR: 78  
INT: 87  
AGI: 72  
ATK: 238 (+8 from Gravity Mace)  
DEF: 119  
Starting Monsters: Gryphon, Pegasus, Centaur

Lv30 Cardinal

HP: 682  
MP: 357  
RunePow: 335

STR: 93  
INT: 107  
AGI: 82  
ATK: 256 (264)  
DEF: 122

Is s/he worth using?

Sure. He's more of a crutch for Leonia at the beginning, but his usefulness never really fades. His Rune stats are excellent all around. He is part of the Holy Word club as well, but his limited MP score allows him to cast it only once. He has a surprisingly good attack score for a Priest class. SMASH IN THE NAME OF GOD, and such.

He also gets extra points for calling Dryst a moron. I had Paternus kill Dryst in that one, too.

Background: He's a Cardinal who supports Queen Lyonesse. Since Lyonesse is not familiar with politics, he administers the affairs of the state. He watches over Lyonesse and Kiloph like a guardian.

Asmit.

Lv13 Bishop  
HP: 491  
MP: 272  
RunePow: 214  
Rune Area: 4  
Rune Growth: Good (5-7)  
STR: 71 (+3 from Almighty Ring)  
INT: 83 (+3 from Almighty Ring)  
AGI: 71 (+3 from Almighty Ring)  
ATK: 207  
DEF: 116 (+3 from Almighty Ring)  
Starting Monsters: Gryphon, Centaur

Lv30 Cardinal  
HP: 661  
MP: 357  
RunePow: 313  
STR: 90 (93)  
INT: 111 (114)  
AGI: 85 (88)  
ATK: 250 (256)  
DEF: 124

Is s/he worth using?

Eh. He's not that bad, but he's massively overshadowed by Paternus. The Almighty Ring should probably go to someone else, too (Kiloph, maybe). However, I've gotten good use from him by switching him over to the Mage path so that he has some offense. This helps with him quite a bit, since Leonia's only natural mage blows. His Rune stats make him worth using, but he's utterly average otherwise (well, outside of his exceptional intelligence score).

Background: A wise Knight in Leonia, who is also known as the "Perfect Man". His perfectionism usually puts people off. However, the Queen places complete trust in him. Kiloph may be jealous of him because the Queen relies on Asmit on most occasions.

Chantail.  
Lv6 Mage

HP: 337  
MP: 326  
RunePow: 168  
Rune Area: 4  
Rune Growth: Low (3-5)  
STR: 46  
INT: 61  
AGI: 54  
ATK: 142  
DEF: 93  
Starting Monsters: Mandrake, Unicorn

Lv30 Wizard  
HP: 561  
MP: 510  
RunePow: 263  
STR: 58  
INT: 102  
AGI: 78  
ATK: 176  
DEF: 111

Is s/he worth using?

His initial Rune stats and his crappy Rune Growth scream out "QUEST ME." He has the Power spell, but Asmit can switch over to the Mage path as soon as he's level 15 for the same effect. Characters with poor Rune Power and Growth need something else to justify use, but Chantail just doesn't have anything worth mentioning. He and Languborg join your country if you take over Leonia, making for quite possibly the most pathetic combination of Knights you could get.

Background: A magician of Leonia who can deal with anything with composure. He loves his baby very much and talks about him all the time, even in front of the Queen. His dream is to make his son the palace magician of Leonia.

Raizen.  
Lv11 Monk  
HP: 485  
MP: 246  
RunePow: 160  
Rune Area: 4  
Rune Growth: Good (5-7)  
STR: 70  
INT: 65  
AGI: 68  
ATK: 216 (+6 from Rivet Knuckle)  
DEF: 117  
Starting Monsters: 2 Giants

Lv30 Guardian  
HP: 791  
MP: 303  
RunePow: 274  
STR: 108  
INT: 85  
AGI: 91  
ATK: 296 (302)  
DEF: 130

Is s/he worth using?



OK, 160 Rune Power at level 11 is really horrible. However, his growth and Rune Area aren't bad, so he can potentially be salvaged (if you go through a game normally, you can probably expect to gain 10 levels out of someone you use quite a bit. More if they're low levelled to start with). Guardians aren't bad, but you'll probably be near the end of the game when you get him to that path. He's okay for defensive purposes, but I'd never use him in a real assault. The Rivet Knuckle he has fits much better on Isfas.

Background: A man obsessed with fighting. He never talks to the other Knights, but is always in search of someone to fight. He accidentally killed a man during Kumite and is now despised by his people. However, he never made any excuses for the action.

Filo.

Lv7 Cleric

HP: 405

MP: 279

RunePow: 193

Rune Area: 4

Rune Growth: Good (5-7)

STR: 58

INT: 68

AGI: 67

ATK: 176

DEF: 107

Starting Monsters: Wyvern, Unicorn, Jinn

Lv30 Saint

HP: 635

MP: 394

RunePow: 328

STR: 81

INT: 105

AGI: 90

ATK: 232

DEF: 125

Is s/he worth using?

I dunno. I used her, Sophia, and Raizen to defend the lower pass. The map there is incredibly easy to defend, because you can wedge two monsters in there, and only three enemies and ranged units can attack (the best monsters to stick there are Dragons, since they can use breaths). If you keep those two monsters healthy (which you can, with all the healing that Sophia, Filo, and the abundance of white aligned monsters around), you're pretty much set. On her own, Filo's not that special. If you can get Filo and Sophia to level 10, they can start the mass Holy Word'ing.

Lectors are handy since they have some decent offense, I suppose, but the method above is difficult to gain experience in (since you're mostly healing and supporting).

Background: A female officer of Leonia. She always listens to Lyonesse discuss her problems. Her gentle personality calms those around her. However, she can be strong-willed whenever things get rough.

Sophia.

Lv7 Cleric

HP: 398

MP: 281

RunePow: 171

Rune Area: 4  
Rune Growth: Good (5-7)  
STR: 61  
INT: 70  
AGI: 62  
ATK: 182  
DEF: 105  
Starting Monsters: Gryphon, Jinn, Pixie

Lv30 Saint  
HP: 628  
MP: 396  
RunePow: 322  
STR: 84  
INT: 107  
AGI: 85  
ATK: 238  
DEF: 123

Is s/he worth using?  
Same as Filo, but with worse Rune Power.

Background: A very intelligent female officer of Leonia. She often makes little mistakes for being talkative. She has visited the Wiseman Solon with her friend Filo to increase their intelligence. Her bravery and logical way of thinking deserves everyone's applause.

Isfas.  
Lv16 Monk  
HP: 557  
MP: 266  
RunePow: 233  
Rune Area: 4  
Rune Growth: Good (5-7)  
STR: 76  
INT: 74  
AGI: 70  
ATK: 222  
DEF: 118  
Starting Monsters: Roc, 2 Golems

Lv30 Guardian  
HP: 793  
MP: 308  
RunePow: 317  
STR: 104  
INT: 93  
AGI: 91  
ATK: 288  
DEF: 130

Is s/he worth using?  
While most Monks are rather ordinary, Isfas stands out since he's a good physical Knight in Leonia. His Rune stats are good, and he's decent support for his monsters. Still, like all Monks, he's weak on HP and defense, so he still needs to be protected more than most other physical Knights. However, once he becomes a Guardian, he receives a decent boost. Guardians have Champion level growth (at least for HP and STR), which is always a plus. Still, I just can't shake the feeling that Guardians are just watered down Champions who have minor healing spells.

Background: A smiling giant with a gentle heart who works under Cardinal Paternus. His hobby is gardening and is often seen feeding birds. Isfas acts like a big brother to Kiloph and would put his own life on the line for the Queen.

Charlene

Lvl2 Lancer

HP: 506

MP: 164

RunePow: 226

RuneArea: 4

Rune Growth: Low (3-5)

STR: 69

INT: 64

AGI: 80

ATK: 223

DEF: 126

Starting Monsters: Angel, Pixie

Lv30 Valkyrie

HP: 758

MP: 218

RunePow: 299

STR: 96

INT: 78

AGI: 107

ATK: 277 (287)

DEF: 140

Is s/he worth using?

Sure. She doesn't really distinguish herself too much, but she has good starting Rune Power. Low growth doesn't hamper this that much, since her Rune Power will be decent throughout the game. It'll just get annoying when you're promoting monsters. The Ice Javelin makes her a decent attacker, and she's fairly evasive.

Background: Her father brought her up to be a soldier, since he had no son. She has a very rational personality. Referred to as the "Snow Crystal of Leonia" by the people, she is admired for never letting her personal feelings interfere with her duties.

Languborg.

Lvl10 Cavalier

HP: 538

MP: 127

RunePow: 138 (terrible)

RuneArea: 3

Rune Growth: Low (3-5)

STR: 76

INT: 49

AGI: 67

ATK: 216

DEF: 127

Starting Monsters: 2 G-Scorpions

Languborg. Lv30 Paladin

HP: 778

MP: 227

RunePow: 218

STR: 106  
INT: 69  
AGI: 87  
ATK: 292  
DEF: 139

Is s/he worth using?

Langueborg sucks. He has a friggin' 138 in Rune Power. That means he might be able to have 2 moderately powered monsters, while most of the others can have 3 or 4. He can heal, but his 2 monsters will probably die before he even gets a chance. Even if he does get to heal, his 49 INT makes the amount he heals very insignificant. He's probably the worst Rune Knight in the entire game. Unlike some other "project" Knights, there are no real incentives to use him, since he doesn't become anything worthwhile at any level. QUEST.

At level 30, his stats aren't all that bad. Still, 218 Rune Power doesn't cut it for anyone, and he's too statistically average to actually use. He's really not worth the trouble.

Background: He calls himself "The Brain". Originally Norgard, but he left when Vaynard took over the throne. He didn't think Vaynard had the ability to make a good King. He always bothers Queen Lyonesse with suggestions that have no meaning.

Baleen.

Lvl Scout

HP: 385

MP: 120

RunePow: 187

RuneArea: 3

Rune Growth: Good (5-7)

STR: 57

INT: 49

AGI: 66

ATK: 179

DEF: 112

Starting Monsters: None

Baleen. Lv30 Artemis.

HP: 675

MP: 227

RunePow: 358

STR: 86

INT: 69

AGI: 120

ATK: 247

DEF: 140

Is s/he worth using?

Sure. If you can find space for her, I'd go for it. It's always worthwhile to have someone on the Archer path around for a sniping team (Centaur). She joins early, and her initial Rune stats are workable. The 3 in Rune Area is a bit of a hamper, but it can be overlooked for her other merits. Her initial stats are low, but she gets pretty impressive if you train her.

Background: A dark skinned girl from a savage tribe. She has a sharp mind as well as a short fuse. She is a close friend of Kiloph, but they argue every time they see each other. She tries to be more lady-like, but that is a difficult task for her.

Galonwand.

Lv2 Barbarian

HP: 484

MP: 81

RunePow: 157

RuneArea: 3

Rune Growth: Low (3-5)

STR: 66

INT: 54

AGI: 55

ATK: 202

DEF: 103

Starting Monsters: None

Galonwand. Lv30 Avenger

HP: 866

MP: 129

RunePow: 259

STR: 119

INT: 74

AGI: 83

ATK: 323

DEF: 132

Is s/he worth using?

Probably not. Low starting Rune Power and growth make for a godawful combination. He is rather strong for a level 2 character, but that alone doesn't make him worthwhile. He's not totally unusable, but it's much better to quest him and use Kiloph.

Background: Kiloph's best friend. Rough and optimistic, his motto is "Do things as they come". But when either his friends or his mother country get involved, he doesn't mind risking his life for them. Also, there is a girl that he has a crush on.

Georg.

Lv8 Priest

HP: 438

MP: 215

RunePow: 177

RuneArea: 3

Rune Growth: Low (3-5)

STR: 59

INT: 68

AGI: 56

ATK: 178

DEF: 103

Starting Monsters: None

Lv30 Cardinal

HP: 658

MP: 325

RunePow: 267

STR: 86

INT: 105 (110)

AGI: 78

ATK: 242

DEF: 126 (131)

Is s/he worth using?

Georg is a priest who you get from a quest. He's a pretty interesting guy, but he's not very battle worthy. It's much better for him to be one of Leonia's many quest Knights. The last thing Leonia needs is more priests.

His level 30 stats are alright, but his inferior Rune stats bring him down.

=====  
G2d. Iscalio [teh\_crazy]  
=====

Iscalio is a rather unpredictable country located in the southeast. It is led by the great and mighty Dryst, who is a nutter. It's never boring there. With clowns for Knights and an insane leader with a creepy grin plastered on his face, Iscalio probably has the most interesting assortment of Knights in the game. Aside from its Knights, there isn't much to say about Iscalio.

Beginning players probably should not try Iscalio first. Iscalio is not in a good strategic position for offense. It is in an incredible defensive position, though. It is blocked off with two castles, but there aren't enough powerful Knights to launch an effective offensive and make good border patrols. I had Bagdemagus, Camden, and Gallo start attacking Leonia, leaving Miguel, Lucia, and Daffy to defend Asten. They actually did a pretty decent defense job. They fended off Cador, Esmeree, and some weak Knight (I think it was Fiel), and managed to wound both Cador and Fiel. Managing your limited Knights in this situation is difficult, so I advise that you quest to try to get someone like Hyude or Dogal as soon as possible. Iscalio's Knights are all above average.

#### Country Statistics

---  
Starting Castles: 6  
Starting Mana: 797  
Starting Knights: Dryst, Iria, Camden, Ulster, Bagdemagus, Gallo, Hula, Teath, Daffy, Miguel, Lucia (12)  
Knights gained through storyline: 0  
Starting # of Monsters: 33  
Good Knights to use: All of them are pretty good, and you need to use most of them to win with Iscalio. Avoid Victoria, though. She sucks.  
Promoted Monsters: Lv20 Bahamut, Lv10 Gigas

#### ----- Rune Knight Summary -----

Dryst.  
Lv21 Tyrant [Ruler]  
1 Red. 1 Black  
HP: 652  
MP: 202  
RunePow: 322  
RuneArea: 5  
Rune Growth: Good (6-8)  
STR: 91  
INT: 65  
AGI: 89  
ATK: 262  
DEF: 136  
Spells: Curse, Weakness, Flame, Power  
Starting Monsters: Bahamut!, Demon, Hell Hound

Lv30 Super Tyrant  
1 Red. 1 Black

HP: 742  
MP: 247  
RunePow: 385  
STR: 109  
INT: 74  
AGI: 116  
ATK: 298  
DEF: 140  
Spells: Meteor Doom, Curse, Weakness, Flame, Power

Is s/he worth using?

Dryst is pretty damn good. He starts out with a Bahamut and the Power spell. When you cast Power on his Bahamut, the breath attack will do about 300+ damage to all creatures in a line. He has the Curse and Flame spell, but I generally don't use those, because Dryst's intelligence is rather low (He's a genius, though, no matter what that INT stat says) for a leader. He also has very good physical stats. His physical attack does good damage, and high AGI makes him pretty hard to hit. However, he seems to be inferior compared to other leaders. Unlike the other rulers (except Lance), Dryst doesn't get a mass destruction spell until much later on in the game. When he gets to level 30, he becomes a Super Tyrant, which (from what I can tell. This might not be the only improvement) gives him the Meteor Doom spell. This is great, but more often than not, he doesn't have enough MP to cast it, which means you have to give him a Ring of Sorcery (you can get one from Carlota after destroying New Almekia or a potion). It would seriously suck if Dryst had Meteor Doom and couldn't cast it. Even when he is able to cast Meteor Doom, he can cast it once for OK damage, due to his crappy INT.

Background: Known as the "Mad King of Iscalio", he is selfish, self-righteous, and far from being respectful or virtuous. However, he is extremely powerful. His actions cannot be explained with logic as he is a man who does as he pleases.

Iria.

Lv20 Valykrie  
HP: 593  
MP: 180  
RunePow: 248  
RuneArea: 5  
Rune Growth: Good (5-7)  
STR: 83  
INT: 62  
AGI: 96  
ATK: 257 (+6 from Black Spear, which is a black element)  
DEF: 137  
Starting Monsters: Demon, Hell Hound, Pixie

Lv30 Valkyrie  
HP: 733  
MP: 210  
RunePow: 317  
STR: 98  
INT: 72  
AGI: 111  
ATK: 281 (287)  
DEF: 142

Is s/he worth using?

Iria is excellent. She has great physical stats and really high Rune Power and Area. When she gains a few levels, she can cast Holy Word, giving her a

decent ranged spell. Her defense is top-notch, and she's incredibly hard to hit at the beginning of the game. She has a Black Spear, letting her attack white element enemies with more efficiency. She should definitely be a part of your assault squads. One interesting thing about her is that the element of her weapon is Black, and she's White/Blue. This means that she'll be able to damage white units very well, since she does increased damage while still retaining an innate white sphere for defense purposes.

Background: Mysterious female Knight who follows around King Dryst as his shadow. Nicknamed the "Killer Doll". Dryst's orders are absolute for her. No one knows her background other than that Dryst found her somewhere several years ago.

Camden.

Lvl4 Druid

HP: 409

MP: 380

RunePow: 235

RuneArea: 4

Rune Growth: Low (3-5)

STR: 51

INT: 79

AGI: 69

ATK: 157

DEF: 103

Starting Monsters: Gigas, 2 Ghouls

Lv30 Necromancer

HP: 569

MP: 512

RunePow: 303

STR: 59

INT: 113

AGI: 80

ATK: 178

DEF: 111

Is s/he worth using?

Camden is alright. His Rune Power will not grow much higher than it is at the start of the game, but it starts off high enough to offset this. He is a Druid, so he gets lots of Black and Red Element attack spells. He also has the Power spell, which you can use on Dragons or Jinns for improved damage. He's not that smart for a Necromancer, though. Still, he's only six levels away from Meteor Doom, so he should work out pretty well for most people.

Background: A well known brown noser around King Dryst, he isn't liked by Ulster. However, one should not underestimate his ability. Competence and nobleness often do not go hand in hand in Iscalio.

Ulster.

Lvl2 Bishop

HP: 483

MP: 254

RunePow: 228

RuneArea: 4

Rune Growth: Good (5-7)

STR: 65

INT: 72

AGI: 66

ATK: 195



DEF: 112

Starting Monsters: Dragon, Golem, Jinn

Lv30 Cardinal

HP: 663

MP: 314

RunePow: 334

STR: 83

INT: 104

AGI: 84

ATK: 236

DEF: 123

Is s/he worth using?

Ulster is very good. He has pretty good INT stats, and his Rune stats are above average. However, like most Bishops, he lacks the MP to make a significant impact on a battle. A reasonable course of action may be to convert him into a mage class so that he can reap the benefits of higher MP growth while getting decent attack spells. This is pretty simple, since you just need to put three more levels in Bishop to get the EXPERT status. He becomes a potent magic user, and his list of 18 spells with this combo is quite impressive. I put him in a group with Dryst and Iria, and they were my best group.

Background: A very smart man of good sense who is somewhat oppressed by the people. Despite his numerous suggestions for the future of Iscalio, none of them have been adopted by the King. Life continues for this unfortunate man.

Bagdemagus.

Lv16 Berserker

HP: 676

MP: 98

RunePow: 215

RuneArea: 4

Rune Growth: Good (5-7)

STR: 90

INT: 38

AGI: 69

ATK: 268 (+8 from Power Glove)

DEF: 122 (+4 from Power Glove)

Starting Monsters: Dragon, Lizard Man, Mandrake

Lv30 Avenger

HP: 872

MP: 132

RunePow: 299

STR: 124

INT: 50

AGI: 83

ATK: 333 (341)

DEF: 132 (136)

Spells: Curse, Weakness

Is s/he worth using?

Bagdemagus is the main powerhouse of Iscalio. He has a lot of HP, but his defense is rather mediocre. His AGI and INT aren't so hot, either. You may not feel that INT is very important, but it really makes a difference for those Curse spells and magic defense. Low INT means that he takes big hits from even small fry spells like Flame. As an Avenger, the spells he gets aren't that useful because of his lousy INT stat, but he's not made to cast

spells. He's just there to walk around and hit stuff for a lot of damage, and he does this quite well. Low agility makes hitting things an issue with him sometimes, but this usually isn't a huge problem.

Background: A barbarian who is fond of Dryst and enjoys running wildly with him. He's not very smart, but he's extremely powerful. The way he laughs out loud with his mouth open signifies that he doesn't have any worries.

He also doesn't mind picking on Camden. YAY!

Gallo.

Lv9 Ranger

HP: 571

MP: 109

RunePow: 197

RuneArea: 4

Rune Growth: Good (5-7)

STR: 72

INT: 49

AGI: 80

ATK: 209

DEF: 116

Starting Monsters: Wyvern, Hellhound, Centaur

Lv30 Champion

HP: 905

MP: 130

RunePow: 323

STR: 119

INT: 60

AGI: 112

ATK: 323

DEF: 137

Is s/he worth using?

Sure. Gallo isn't very impressive when you first get him, but if you work with him, he'll be one of your best (a statement that can be applied to almost any ranger/Grappler). He's a single level from becoming a Grappler, and his starting stats are actually rather impressive for his level, particularly the 80 in AGI, which gives him good accuracy and evasion. As a Champion, he has excellent offense and rarely gets hit. His Rune stats aren't bad, either.

Background: He is a Knight with a painted face. He was a traveling performance before hearing about the reputation of King Dryst and coming to Iscalio. He makes friends with anybody since he is a smooth talker. Gallo even gets along well with Bagdemagus.

Hula.

Lv1 Cleric

HP: 336

MP: 239

RunePow: 175

RuneArea: 3

Rune Growth: High (7-9)

STR: 48

INT: 60

AGI: 57

ATK: 156

DEF: 104

Starting Monsters: Unicorn

Lv30 Saint

HP: 626

MP: 384

RunePow: 401!

STR: 77

INT: 104

AGI: 86

ATK: 224

DEF: 123

Is s/he worth using?

Hula has the potential to be a very good Knight, but she starts out incredibly weak. Send her on a few battles towards the beginning, and her levels and Rune will skyrocket (~260 RP by level 10). Lots of people switch her between many classes, but she should have some sort of focus. Make her all-magic or all physical, because most of the dual-classing between magical and physical classes give you weak Knights (there are some exceptions). If you can improve her Rune Area (there are potions and items that increase Rune Area), she can be great. Her high STR even as a Saint makes me wonder if she was meant to be a physical Knight... nah. Starting her on the path of a physical Knight isn't easy, because her starting strength is so poor.

Background. She is a Knight of Iscalio, but acts as a maid to King Dryst. Pure and honest, but a little naive, she completely trusts King Dryst. The people are nervous because she is defenseless around him.

Teath.

Lv2 Fighter

HP: 429

MP: 101

RunePow: 153

RuneArea: 3

Rune Growth: Good (5-7)

STR: 61

INT: 50

AGI: 62

ATK: 187

DEF: 115

Starting Monsters: 2 Lizard Men, 1 Mandrake

Lv30 Shogun

HP: 709

MP: 185

RunePow: 317

STR: 108

INT: 74

AGI: 100

ATK: 301

DEF: 138

Is s/he worth using?

Probably not. Since he starts out so weak, he's tough to train. However, if you do train him, he becomes passable. He's got lousy Rune Power at first, and his Rune Area prevents him from being a very effective leader. This prevents him from ever being truly efficient, and it's why I rarely use him. Teath is pretty fast and strong, and he has very good AGI for a Samurai. You can train him any way you like, but I just decided to make him a Shogun for some reason. Still, it's hard to justify the use of someone who just doesn't

end up that good.

Background: For an ordinary Knight, he had a warped background. However, everything changed when he met a girl named Hula. Ever since the met, he has made an effort to better himself as a Knight.

Daffy.

Lvl2 Samurai

HP: 598

MP: 91

RunePow: 181

RuneArea: 3

Rune Growth: Good (5-7)

STR: 79

INT: 52

AGI: 67

ATK: 233

DEF: 127 (+5 from the Horned Helm)

Starting Monsters: Roc, 2 Ghouls

Lv30 Shogun

HP: 778

MP: 145

RunePow: 289

STR: 111

INT: 70

AGI: 94

ATK: 307

DEF: 141 (+5 from Horned Helm)

Is s/he worth using?

Sure. Daffy's very strong for a Samurai. He's probably the strongest level 30 Shogun in the game. At the same levels, he's stronger than Gereint, though Gereint's a bit faster and he has more MP. Daffy is pretty important for Dryst's success, because he starts out decently tough, and Dryst needs all the Knights he can get. He has below average rune stats, but he's someone that you'll probably end up using anyway, because he's moderately powerful as an attack unit. The Horned Helm makes him a decent tank early on.

Background: Nicknamed the "Wallet with a hole", he is always complaining about how his reward is not enough. It is because of this that makes him look more like a mercenary. However, those who are not careful have been hospitalized.

Miguel.

Lvl10 Cavalier

HP: 514

MP: 138

RunePow: 178

RuneArea: 4

Rune Growth: Good (5-7)

STR: 74

INT: 54

AGI: 70

ATK: 218

DEF: 128

Starting Monsters: Wyvern, Giant

Lv30 Paladin

HP: 754

MP: 238  
RunePow: 301  
STR: 104  
INT: 74  
AGI: 90  
ATK: 288  
DEF: 140

Is s/he worth using?

Maybe. Miguel really isn't that special, but he's not a bad Knight. He gets good Rune Power each level, and he's pretty strong. Like Daffy, he starts with unimpressive Rune Power, but you have to use him either way. Because Iscalio makes you work with Knights that don't have great Rune Power, you probably need to use more cost effective monsters (Cost effective meaning not two dragons and a Ghoul. More like a mix of Centaurs, Lizard Men, maybe a Wyvern or two). Anyhow, Miguel is probably best left to defense situations. He's not particularly good or bad, but he doesn't distinguish himself either.

Background: The eldest son of the Rand Family. The three siblings had to be separated and forced to work for different countries in order to maintain the family name.

Lucia.

Lv8 Scout  
HP: 443  
MP: 140  
RunePow: 165  
RuneArea: 4  
Rune Growth: High (6-8)  
STR: 63  
INT: 53  
AGI: 73  
ATK: 191  
DEF: 114  
Starting Monsters: 2 Centaurs, Unicorn, Pixie

Lv30 Artemis  
HP: 663  
MP: 226  
RunePow: 330  
STR: 90  
INT: 74  
AGI: 121  
ATK: 255  
DEF: 140

Is s/he worth using?

At first, Lucia isn't impressive at all. She has low Rune Power and strength. Quest her until she gets the scene with the boy. A few months later, quest her again, and she'll receive a giant bonus from it (+5 on STR, INT, AGI, and +30 Rune Power!). At any rate, these are about 3-4 levels of stats!

After that, use her along with a group of Centaurs. When she becomes an Artemis, her effectiveness increases tenfold. She can shoot from 4 hexes away, which is godly. She's excellent. However, she might turn out weaker, because Artemis's strength growth is erratic (I've seen 0-2, and sometimes, I would get 5 levels of +2's and 5 levels of +0's). If you can get her quest done, she can become a valuable part of your army. Her high Rune Growth the the general high utility of the Archer class can make her worth the trouble of training her even if you avoid doing her quest.

Background. One of the few Knights who has common sense in the Iscalio Palace, where the most people are rather weird. She used to have a bright personality and was always smiling. However, she hasn't smiled since the "Incident" that occurred several years ago.

Victoria.

Lvl1 Sorceress

HP: 353

MP: 401

RunePow: 144

Rune Area: 3

Rune Growth: Low (3-5)

STR: 47

INT: 74

AGI: 68

ATK: 149

DEF: 104 (+2 from Pixie Hat)

Lv30 Witch

HP: 543

MP: 553

RunePow: 216

STR: 57

INT: 108

AGI: 87

ATK: 174

DEF: 114

Is s/he worth using?

Nah. Victoria isn't very useful at all. She has very low Rune Power and Rune Area (she may have the worst Rune stats in the game), and her spellcasting ability does not offset this weakness. Iscalio lacks Knights, but I never had to use her at all, except as a quest Knight. She's Iscalio's only female mage, but if you really want a good Sorceress, go for some quest knight like Cortina.

Background: A beautiful witch infamous for her wicked character and strong perfume, self conscious to a point that she could stare in the mirror all day. She only likes authority when she has it, not when someone else does. However, with all this, people still like her.

=====

G2e. Norgard [teh\_suck]

=====

Norgard is a country to the north, where the harsh snows make the Knights who live there very tough and hardy. It is led by the White Wolf, Vaynard, who gained the throne after King Doremiditt died. Princess Brangien, Doremiditt's daughter, is angry about this, and she holds a large grudge against Vaynard. As a whole, Norgard is very strong.

It has good Knights who have pretty high levels. However, it has several border cities, so it needs all the Knights that it can get. Make sure to win your first battle, so that you can get Luintail quickly. Morholt should join shortly afterwards. Fortunately, people who play Norgard shouldn't have too much trouble defending their borders, because its Knights and monsters are strong enough defend from most any siege. Because Leonia is initially so weak, attack them first. I would also advise you to attack bordering Esgares castles, while carrying out your conquest of Leonia (shouldn't be too hard. Iscalio might help you out by taking out Leonia's southern borders).

Afterwards, stab into Iscalian territory. If you have enough Knights, you can even try to invade New Almekia. You should have a decent foothold in Esgares, and it is the easiest country to take out (besides Leonia). Afterwards, the game is cake.

#### Country Statistics

---

Starting Castles: Flogeru (Capital), Kardiff, Senadon, Humber, Jukes, Listinoise, Alliryme (7)

Starting Mana: 1265

Starting Knights: Vaynard, Brangien, Guinglain, Yvain, Palomides, Roadbull, Elaine, Zerafin, Faticia, Ector, Noie, Kirkmond, Dillard (13)

Knights gained through storyline: Morholt and Luintail (2)

Starting # of Monsters: 44

Recommended Knights: Vaynard, Brangien, Guinglain, Yvain, Morholt, Luintail, Palomides, Roadbull, Dillard

Promoted Monsters: 2 Lv1 White Dragons, 1 Lv10 Efreeti

-----

#### Rune Knight Summary

-----

Vaynard.

Lv18 Lord [Ruler]

1 Blue

HP: 637

MP: 304

RunePow: 332

RuneArea: 5

Rune Growth: High (6-8)

STR: 93

INT: 82

AGI: 79

ATK: 266

DEF: 135

Starting Monsters: White Dragon, Dragon, Wyvern, Hell Hound

Lv30 Lord

HP: 805

MP: 340

RunePow: 420!

STR: 117

INT: 100

AGI: 97

ATK: 314

DEF: 141

Is s/he worth using?

Kyar. As a whole, Vaynard is probably the second best physical fighter among the rulers, barring Zemeckis. As with all rulers, his Rune stats are excellent. He gets Geno-Frost, which gives him good area damage when paired with his high INT. He's pretty tough, and he doesn't need to be pampered as much as Lance and Lyonesse do. His stats as a whole are pretty good, but he's somewhat lacking in AGI. His other qualities make up for this, but he can have trouble hitting more evasive opponents. Also, being a blue element is a double-edged sword. Powerhouse units (the Dragon family, Phoenixes, and Giants) are all red elemental, so they'll hit Vaynard hard. On the other hand, he hits them back just as hard. Still, this isn't always an ideal tradeoff, because monsters are (mostly) expendable, but you lose the battle if Vaynard gets injured (0 HP). Just be careful with him, especially against New Almekia's Salamander.

He's somewhat hard pressed to get two Geno-Frosts, so you may want to quest for MP potions early on. Failing that, take over New Alemekia and swipe Carlota's Ring of Sorcery.

Background: A young King who rules the country of Norgard. Known as the "White Wolf" for his bravery. As one of the best strategists on the continent, he is able to analyze any situation. His older sister is the wife of Zemeckis, the Emporer of Esgares.

Brangien.

Lvl0 Archer

HP: 448

MP: 171

RunePow: 257

RuneArea: 5

Rune Growth: Good (5-7)

STR: 68

INT: 64

AGI: 83

ATK: 221 (+15 from Heaven Bow)

DEF: 122

Starting Monsters: Demon, Gryphon, Efreeti, Pixie

Lv30 Artemis

HP: 648

MP: 241

RunePow: 378

STR: 90 (+2 from storyline sequence)

INT: 79

AGI: 123

ATK: 270 (+15 from Heaven Bow)

DEF: 141

Is s/he worth using?

Yes. She's arguably the best Archer in the game, and that's quite a feat since the Archer classes are so useful. With a special bow and good Strength growth, she usually outpowers most of the other archers. She's the fastest character in the game at level 30. Also, she has very high Rune stats, with ~260 to start off with and a 5 in Rune Area. As with the other archers, surround her with some Centaurs and you're pretty much set.

Background: The daughter of the late King Doremiditt. She lost her father in the battle against Almekia. Since women are not qualified to succeed to the throne of the King, she had to give it up to Vaynard, who is one of her relatives. She is not happy with this.

Guinglain.

Lvl17 Cavalier

HP: 611

MP: 163

RunePow: 294

RuneArea: 5

Rune Growth: Good (5-7)

STR: 86

INT: 80

AGI: 77

ATK: 256 (+14 from Answeller)

DEF: 130



Lv30 Paladin

HP: 781

MP: 228

RunePow: 373

STR: 106

INT: 93

AGI: 90

ATK: 306 (+14 from Answeller)

DEF: 141

Starting Monsters: White Dragon, Gryphon, Lizard Man, Hell Hound

Is s/he worth using?

Definitely. He's quite intelligent for a Paladin, which makes his Holy Word spell pretty potent. With the Answeller (white element), he is a respectable physical attacker, and he absolutely wrecks most black elemental units. This makes him one of the better people to use to fight against Cadon at the beginning of the game. His Rune stats are also superb. Though his level 30 stats aren't the best, this doesn't really matter because he's the second best Knight in Norgard in the normal game (the first being Vaynard, of course).

Background: A good friend of King Vaynard and a master strategist. He does everything with prudence. He grew up with Vaynard and is his right hand man. He often becomes perplexed by the bold acts of Vaynard, but supports him in an exquisite manner.

Yvain.

Lv13 Cavalier

HP: 546

MP: 148

RunePow: 231

RuneArea: 4

Rune Growth: Good (5-7)

STR: 81

INT: 70

AGI: 75

ATK: 232

DEF: 135

Starting Monsters: Dragon, Wyvern, Centaur

Lv30 Paladin

HP: 756

MP: 213

RunePow: 334

STR: 107

INT: 87

AGI: 92

ATK: 294

DEF: 140

Is s/he worth using?

Sure. Yvain may seem like Guinglain's mini-me, but that's not necessarily a bad thing. At the same levels, he'll end up being faster and stronger, but less intelligent. However, INT isn't that important for a Cavalier/Paladin. Yvain and Palomides (White and Black elements) make a very useful team. His Rune stats make him a worthwhile investment.

Background: A handsome Knight from Norgard, who charms everyone around him with his beautiful way of fighting. Elegant to a point that he is able to read the thoughts of Vaynard. A long time friend of Palomides, who often

fights together in battle.

Palomides.

Lv13 Berserker

HP: 644

MP: 72

RunePow: 211

RuneArea: 4

Rune Growth: Good (5-7)

STR: 85

INT: 46

AGI: 67

ATK: 250

DEF: 117

Starting Monsters: Roc, 2 Giants

Lv30 Avenger

HP: 882

MP: 109

RunePow: 320

STR: 119

INT: 60

AGI: 84

ATK: 323

DEF: 133

Is s/he worth using?

Sure. Palomides is quite strong for his level, and he has excellent HP. The conversion to the black element after becoming an Avenger may mean that his best use may come from attacking Leonia, a country full of White element Knights and monsters. As with most Berserkers, he has pitiable intelligence, but it's particularly bad in his case. He has a little trouble hitting Wyverns and Gryphons sometimes, but you should notice this becoming a little less of an issue when he becomes an Avenger. There is a concern that he won't get enough MP for the Curse spell at level 20, but it's not really worth worrying about, because his INT is so low that his Curse wouldn't do that much damage.

Background: The savage hero of Norgard. He is impulsive and acts without hesitation. He has the ability to cut his way through any situation. He is a good friend of Yvain, who is very different than he is. This is a mystery for even a smart man like King Vaynard.

Roadbull.

Lv14 Bishop

HP: 503

MP: 289

RunePow: 247

RuneArea: 4

Rune Growth: Low (3-5)

STR: 69

INT: 81

AGI: 64

ATK: 203

DEF: 111

Starting Monsters: Hydra, Wyvern, Hell Hound

Lv30 Cardinal

HP: 663

MP: 369

RunePow: 313  
STR: 85  
INT: 110  
AGI: 80  
ATK: 240  
DEF: 121

Is s/he worth using?

Yes. He has exceptional intelligence, and he ended up getting beaten by Cai and Lyonesse for me. His high INT goes to good use with Divine Ray. Roadbull's Divine Ray deals roughly 250 damage to Cador, which is excellent if you can get close enough. Other than that, he's like most other Bishops. Change him to a Mage if you want more MP, the Power spell, and a good area attack. His Rune Growth is poor, but his starting Rune Power is so high that it doesn't matter.

Background: He has been working for Norgard since the late King Doremiditt. He was in constant disagreement with King Vaynard right after he took over the throne, but once he saw the ability and talent of Vaynard, he started to think more highly of him.

Elaine.

Lvl Enchantress

HP: 290

MP: 351

RunePow: 151

RuneArea: 3

Rune Growth: Good (5-7)

STR: 42

INT: 62

AGI: 59

ATK: 134

DEF: 94

Starting Monsters: Clay Golem, Unicorn, Pixie

Lv30 Witch

HP: 542

MP: 566

RunePow: 318

STR: 57

INT: 111

AGI: 88

ATK: 174

DEF: 114

Is s/he worth using?

It depends. She's a project Knight, and those usually turn out surprisingly well. Mage projects are easier to train than fighter projects, but they usually end up less effective, overall. Norgard lacks any other knights in the female mage path, but this doesn't mean that you should use her. Her starting Rune stats are horrifyingly poor, she can easily be killed in one hit if you don't protect her. However, she can become decently powerful if you bother to use her (a single good kill against a Knight can propel her ~5 levels. Maybe more with the Halo spell), but I've never felt that she was worthwhile, especially since Norgard has plenty of other mages to choose from. If you decide to use Noie as an Enchantress, Elaine is effectively obsolete.

Background: A beloved daughter of Roadbull. She respects her father and decided to take on the same job. The way she defends Vaynard may be reflected

by her feelings for him. She took her mental strength after her father, and expresses herself clearly.

The way she suckers Roadbull out of his dinner is classic.

Noie.

Lv2 Cleric

HP: 302

MP: 264

RunePow: 201

RuneArea: 4

Rune Growth: High (6-8)

STR: 38

INT: 67 (+4 from Madonna's Rod)

AGI: 59

ATK: 136

DEF: 104

Starting Monsters: Wyvern, 2 Unicorns, Pixie

Lv30 Saint

HP: 582

MP: 404

RunePow: 405!

STR: 66

INT: 110 (+4 from Madonna's Rod)

AGI: 87

ATK: 202

DEF: 124

Is s/he worth using?

Project Knight! 405 Rune Power is quite impressive, but that's at level 30. Still, her starting Rune Power is not bad at all, and her growth is above average. She has 28 levels of growth averaging 7 a level, so she'll be able to carry lots of monsters around by the time she promotes. This is easier said than done, however. The Cleric class is crippled offensively, and it's rather difficult to feed her kills. You basically have to get the opponent below 30 HP, because her ATK is so poor. However, if you can get her to level 10, her offensive problems are resolved (also 270 Rune Power omg), because of the Lector's Holy Word spell. At this point, she stops being an offensive liability.

It is fully possible to turn her into an Enchantress at the beginning of the game. In fact, this solves her offensive woes, so it may be the best way to go. She already has a level in Cleric, but this doesn't matter that much. A Saint/Witch dual class is possible, which isn't a bad combination, since the stat growth of the classes complement each other, and it combines support and offensive magic.

Background: A girl with an angel's voice who is loved by everybody. However, only a few know of her illness, from which she will die. She decides to devote the rest of her life serving Vaynard and goes out into the battlefield, despite her illness.

It's funny. She has a fatal illness, but the game doesn't let her die until you've beaten the game. This means that she can be in her late 70's and still be alive, despite her illness. OK, that's not funny at all, but it is interesting.

Kirkmond.

Lvl2 Sorcerer

HP: 384  
MP: 357  
RunePow: 191  
RuneArea: 3  
Rune Growth: Low (3-5)  
STR: 51  
INT: 76  
AGI: 66  
ATK: 157  
DEF: 102  
Starting Monsters: Demon, Clay Golem, Lizard Man, Ghoul

Lv30 Wizard  
HP: 564  
MP: 503  
RunePow: 262  
STR: 60  
INT: 108  
AGI: 84  
ATK: 180  
DEF: 113

Is s/he worth using?

Kirkmond, while a decent Wizard, isn't too useful. He's got bad Rune stats, and he's really nothing special. Power is always a good spell to have around for Vaynard's White Dragons or Norgard's Dao, I suppose. If you can tolerate his poor Rune stats, he may be worthwhile. Still, Morholt is much better, and he's closer to promotion.

Background: Kirkmond acts as a mediator between King Vaynard and the old ministers, since the death of King Doremiditt. He is adept at directing soldiers on the battlefields and is often given many responsibilities on a strategic level.

Dillard.  
Lv10 Grappler  
HP: 582  
MP: 107  
RunePow: 180  
RuneArea: 4  
Rune Growth: Good (5-7)  
STR: 73  
INT: 57  
AGI: 79  
ATK: 221  
DEF: 121  
Starting Monsters: Dragon, Lizard Man

Lv30 Champion  
HP: 902  
MP: 137  
RunePow: 304  
STR: 118  
INT: 67  
AGI: 109  
ATK: 321  
DEF: 136

Is s/he worth using?

Sure. He should level pretty quickly, which makes up for his 180 starting

Rune Power. Though his offense isn't that special at first, Grapplers quickly accumulate STR (and thus, ATK), and they end up being very powerful and evasive, with lots of HP to make up for average defenses. If you can make him into a Champion, you're set. At the end of the game, Dillard is awesome. He gets some of the highest physical stats in the game (he has the highest HP), and he is probably the best Champion at level 30.

Background: He was hired after King Vaynard took over the throne. A man of few words and speaks only when necessary. Therefore, it's hard to see what's on his mind. However, he is trustworthy since he delivers what is expected of him.

Zerafin.

Lv7 Mage

HP: 345

MP: 323

RunePow: 175

RuneArea: 3

Rune Growth: Low (3-5)

STR: 49

INT: 66

AGI: 60

ATK: 148

DEF: 95

Starting Monsters: Clay Golem, 2 Scorpions, Ghoul

Lv30 Wizard

HP: 563

MP: 498

RunePow: 261

STR: 61

INT: 106

AGI: 83

ATK: 182

DEF: 112

Is s/he worth using?

No. Mediocrity personified. He's almost exactly like Kirkmond, but he starts out at a lower level. Quest and hope he brings in someone worth using.

Background: A magician who survived the battle of Fort Lidney, where the late King Doremiditt was killed. He feels very bad about not being able to save the King. That is the reason why he is determined to protect his King this time.

Faticia.

Lv10 Lancer

HP: 491

MP: 153

RunePow: 164

RuneArea: 3

Rune Growth: Low (3-5)

STR: 71

INT: 70

AGI: 78

ATK: 217

DEF: 126

Starting Monsters: Gryphon, Centaur, Jinn

Lv30 Valkyrie

HP: 731  
MP: 213  
RunePow: 254  
STR: 101  
INT: 85  
AGI: 108  
ATK: 289  
DEF: 141

Is s/he worth using?

Not really. Usually, the incentive for using Knights with poor rune power at lower levels is that they have lots of room to accumulate Rune Power and other stats, but Faticia's lousy in every aspect when it comes to Rune stats. Her other stats aren't that bad, but you really need to be a powerhouse to justify such crappy Rune stats.

Background: A female Knight who assists Guinglain and is a loyal follower of his tactics. She gives the impression of having a solemn personality due to her diligent work habits. However, she tends not to smile when she is not on duty.

Ector.

Lv5 Fighter

HP: 461

MP: 118

RunePow: 161

RuneArea: 4

Rune Growth: Very High (7-9)

STR: 67

INT: 53

AGI: 66

ATK: 199

DEF: 117

Starting Monsters: Roc, Centaur, Jinn

Lv30 Shogun

HP: 711

MP: 193

RunePow: 363

STR: 110

INT: 71

AGI: 101

ATK: 307

DEF: 139

Is s/he worth using?

Maybe. He's actually similar to Faticia, except he has top tier Rune Power, which makes him a helluva lot better. Also, he starts at a lower lower level, so he can take advantage of this growth more. Though his starting Rune Power isn't impressive, he should near 200 (passable) by level 10. It's hard to say what to promote him to. He has excellent MPs, and he can use Iai Slash 4 (almost 5) times in a battle as a Shogun. High MPs may imply that he could make a decent Cavalier/Paladin later on, but his low INT score ruins that a bit. I felt that Shogun was the way to go, because Norgard is already packed with physically oriented Knights. It has two Cavalier/Paladins and two Berserker/Avengers, but no Shoguns. That's not a reason to use him, but it's what influenced my decision for his promotion path when I did use him.

Background: A Knight of the lowest rank in Norgard. He is very bright and energetic which causes him to be recognized. Loyal to King Vaynard, he makes

a constant effort to become an excellent Knight and hopes to someday become his right-hand man.

Morholt.

Lvl6 Druid

HP: 420

MP: 379

RunePow: 205

RuneArea: 4

Rune Growth: Good (5-7)

STR: 51

INT: 80

AGI: 69

ATK: 157

DEF: 103

Lv30 Necromancer

HP: 560

MP: 497

RunePow: 288

STR: 58

INT: 111

AGI: 83

ATK: 176

DEF: 112

Is s/he worth using?

Yes. Morholt's level 30 stats aren't too impressive, but the fact that he starts out on a high level makes him useful. He starts out with good intelligence and plenty of MP, which are the only things a mage needs. He can rip enemies apart with Curse and Geno-Flame, and support Vaynard's Dragons with Power. He joins a few months after the game starts, so you may need to fix your parties accordingly. He might be the only Norgard mage that is usable, since Kirkmond and Zerafin generally suck. His Rune stats aren't too hot for his level, but they're not a huge hindrance.

Background: He used to be a Knight of Almekia Kingdom. He lost his only brother in the rebellion. He applied to work for Norgard, because he thinks Vaynard is the only one with the ambition and ability to defeat Zemeckis. He is the other strategist in Norgard.

Luintail.

Lvl7 Berserker

HP: 684

MP: 105

RunePow: 225

RuneArea: 3

Rune Growth: Good (5-7)

STR: 88

INT: 60

AGI: 66

ATK: 256

DEF: 117

Lv30 Avenger

HP: 866

MP: 138

RunePow: 306

STR: 114

INT: 71



AGI: 79  
ATK: 313  
DEF: 131

Is s/he worth using?

Sure. Luintail is one of Norgard's best Knights. He's got good Rune Power, but bad Rune Area. Once he becomes an Avenger (only three levels away), he becomes more useful due to his Curse attack (he'll definitely have enough MP for one Curse spell by the time he's level 20). Palomides is arguably better because he is statistically superior to Luintail in every stat but INT, along with better Rune stats overall, but Luintail holds a decent level advantage over him. Luintail joins after Vaynard's first victory. If you play your cards right, you can net both Luintail and Schutleis in the same month. Just invade Esgares first.

Background: A former cabinet member under the rule of the late King Doremiditt. He originally quit working in the palace after Vaynard took the throne. He didn't want to serve such a young King. However, he begins to acknowledge Vaynard as a great leader.

Dammit, where did the rest of those cabinet members go? Norgard really needs more Knights like Luintail.

=====  
G2f. Esgares [teh\_evil]  
=====

Esgares has many strong Knights, but it has several cities that it has to defend. Luckily, Knights like Zemeckis and Cador make this process much easier. There's no easy way to play Esgares. The first order of business is to take over the New Almekia castle that borders you (can't remember the name). Destroy New Almekia. Then, you can slowly start taking out either Caerleon or Norgard. Make sure you use all of your Knights to their fullest potential. All of the Knights in Esgares are good except for Ivan and Irvin.

Starting Castles: Logres, Lidney, Fato, Toria, Dilworth, Cadbury, Orkney, Eorsia, Oltroute, Salisbury, Karnabone (11)  
Starting Mana: 833  
Starting Knights: Zemeckis, Esmeree, Cador, Ivan, MelTorefas, Soleil, Esclados, Shiraha, Paradoll, Roecod, Fiel, Ranguinus, Gish, Eniende, Castor, Mira, Millet, Irvin (18)  
Knights gained through storyline: None (0)  
Starting # of Monsters: 58  
Recommended Knights: Zemeckis, Esmeree, Cador, Gish, Esclados, Mira, Millet, Soleil, Shiraha  
Promoted Monsters: Lv10 Tiamat, 3 Lv10 Fenrirs, Lv20 Vampire Lord

-----  
Rune Knight Summary  
-----

Zemeckis.  
Lv27 Emperor [Ruler]  
2 Red.  
HP: 738  
MP: 196  
RunePow: 351  
RuneArea: 6!  
Rune Growth: High (6-8)  
STR: 98  
INT: 74  
AGI: 78

ATK: 276

DEF: 136

Starting Monsters: Tiamat, Demon, 2 Fenrirs

Lv30 Emporer

HP: 780

MP: 205

RunePow: 372

STR: 106

INT: 77

AGI: 84

ATK: 292

DEF: 140

Spells: Geno-Thunder, Power

Is s/he worth using?

YES. Zemeckis is scary. He can shoot as far as a High Centaur can, and he has Geno-Thunder. Sometimes, he can kill female mages (blue element) in a single hit. Still, he isn't the hardest guy to kill. The problem is that he probably has that annoying Tiamat and many other monsters. Luckily for you, the CPU uses Zemeckis very aggressively. Instead of sticking back at taking shots at you, he gets up close, sometimes in front of his monsters, letting you beat him mercilessly (OK, he'll beat you mercilessly in the process, but there is power in numbers).

When you control Esgares, it's quite obvious that he's the best Knight to use. He's nearly unkillable in the beginning of the game. Ranged attacks make him insanely useful, and he is able to employ the sniping strategy as effectively as Artemi. He still ends up as the best ranged unit at the end of the game despite somewhat unimpressive stats because of his excellent ATK power. Power is a great spell for him, especially in conjunction with the Tiamat he comes with. Geno-Thunder is very useful, because it's stronger than the other Geno spells (sacrificing some range).

Background: The former commander of the Almekian army. He is now the Emperor of the Esgares Empire. His goal is to dominate the continent by force. He looks like a demon standing on the battlefield with a giant crossbow.

Esmeree.

Lv17 Lector

HP: 506

MP: 353

RunePow: 304

RuneArea: 5

Rune Growth: Good (5-7)

STR: 56

INT: 83

AGI: 73

ATK: 177

DEF: 114

Starting Monsters: Angel, Demon, 2 Unicorns

Lv30 Saint

HP: 636

MP: 418

RunePow: 382

STR: 69

INT: 107

AGI: 86

ATK: 208

DEF: 123

Is s/he worth using?

Yes. Statistically, Esmeree is pretty impressive. Her Rune stats are among the best in the game, and she's very intelligent. Her Holy Word can be devastating due to her high INT, and she has very good Rune stats. With a Rune Area of 5 and a starting Rune Power of 300+, she should be one of your leaders during Esgares's conquests. She's just one or two levels away from being able to cast Holy Word twice. Still, she has a few drawbacks. She's very easy to kill, and repeated hits from the weakest of black units (well, not Ghouls) can knock her out.

Background: The older sister of the King of Norgard and the wife of the Emperor of Esgares. She was sent to Almekia as a hostage under the rule of the late King of Norgard and became the wife of Zemeckis who at that time was the commander of the Kingdom Army.

Cador.

Lv29 Death Knight

2 Black. 1 Red.

HP: 708

MP: 284

RunePow: 275

RuneArea: 5

Rune Growth: Good (5-7)

STR: 101

INT: 78

AGI: 81

ATK: 287

DEF: 137

Spells: Curse, Geno-Flame

Starting Monsters: Vampire Lord, Wyvern, Fenrir

Lv30 Black Knight

HP: 722

MP: 291

RunePow: 281

STR: 104

INT: 80

AGI: 83

ATK: 293

DEF: 132

Is s/he worth using?

Yes. Cador is really nothing special compared to many other level 20+ Knights, but he still stomps most units in the beginning of the game. Let's put it this way: at the beginning of the game, you formulate strategies specifically designed to kill or incapacitate Cador. He has Geno-Flame and Curse, two decent offensive spells. He's a good physical attacker, and he can usually take out most White monsters in two or three hits. Still, he's not even close to being invincible. Guinglain and Dinadan both tear into Cador quite badly, and any concentrated assault with Divine Rays or Gryphons will put him out of commission. Even strong Blue attacks can take a bite out of his HP supply.

If you're Esgares, I highly recommend using him. He's a high-powered unit who takes no training to become useful, and his Rune stats are more than passable, even at the end of the game. One thing to note is that if you take Esgares down to four (I'm not sure if this is the exact number) or so castles, he disappears. This seems to apply when you don't control Esgares

as well, which means that the best way to get rid of him is to whittle Esgares's cities down.

Background: He is also known as the "Death Knight" for his supreme power and unusual appearance. No one knows his background and everything about him is mysterious. He is the head of the 4 leaders of the Empire, as well as the right-hand man of Zemeckis.

Ivan.

Lv10 Druid

HP: 358

MP: 336

RunePow: 154

RuneArea: 3

Rune Growth: Low (3-5)

STR: 46

INT: 69

AGI: 56

ATK: 147

DEF: 98

Starting Monsters: Hydra, Merman

Lv30 Necromancer

HP: 558

MP: 496

RunePow: 237

STR: 56

INT: 109

AGI: 76

ATK: 172

DEF: 109

Is s/he worth using?

No. Ivan is just mediocre. He's probably worse than Kirkmond and Zerafin, which is quite a feat. There's nothing good about him at all, besides the fact that he can cast Geno-Flame twice. Gish and Ranguinus are so much better than Ivan it isn't funny. Quest him, or use him as desperation. His stats wouldn't be a huge hindrance if his Rune Power weren't so bad, but 154 Rune Power on a level 10 Knight is just unacceptable.

Background: A magician who used to work for the former Almekia Kingdom. He is a close friend of Gereint. Ivan is very indecisive and tends to be easily influenced by trends. He feels bad for Gereint, but is reluctant to leave his current position.

MelTorefas.

Lv7 Fighter

HP: 503

MP: 112

RunePow: 152

RuneArea: 4

Rune Growth: High (6-8)

STR: 69

INT: 51

AGI: 65

ATK: 203

DEF: 116

Starting Monsters: Hell Hound, Merman, Scorpion

Lv30 Avenger

HP: 813  
MP: 161  
RunePow: 318  
STR: 114  
INT: 68  
AGI: 88  
ATK: 313  
DEF: 134

Is s/he worth using?

Project Knight. Despite his terrible name, MelTorefas can be fairly powerful. His low starting Rune Power can be rather annoying, but high growth makes up for this, somewhat. His stats don't really push him towards any class, so make him anything you want. He's not really a great Knight to use, but Esgares generally needs all the Knights it can get. As a whole, he's usable, but you have to pamper him for quite a while.

Background: He fights to be recognized for his power by the others. He worships Cadon and became his follower. He believes that power is the key to everything.

Soleil.

Lvl1 Bishop

HP: 474

MP: 269

RunePow: 311

RuneArea: 5

Rune Growth: Low (3-5)

STR: 67

INT: 73

AGI: 68

ATK: 199

DEF: 112

Starting Monsters: 2 Gryphons, Centaur, Pixie

Lv30 Cardinal

HP: 664

MP: 364

RunePow: 383

STR: 86

INT: 108

AGI: 87

ATK: 242

DEF: 124

Is s/he worth using?

Yes. Despite being in the Bishop path, Soleil's insane Rune Power makes him well worth using. Low growth isn't a problem, because his starting Rune Power is so good (he's only behind a few rulers and some others at the beginning of the game, and he's only level 11). He's not too bad in battle, either. His INT isn't too bad, and you can switch him to be a mage at level 15 if you want more offense.

After Esgares falls, Soleil will join the country that Schutleis is in. Schutleis is always in some country, because he joins the first country to take an Esgares castle. For this reason, I suggest that you try to get Schutleis as soon as possible, though this is not possible with Leonia.

Background: Known as the "Beast Ruler", a title usually reserved for animal lovers. He has an opinion of one's own. He was thought to be loyal to the

King of Almekia, but he showed up as a Knight for the Empire. Schutleis is like a brother to him.

Esclados.

Lv26 Shogun

HP: 665

MP: 158

RunePow: 218

RuneArea: 4

Rune Growth: Good (5-7)

STR: 99

INT: 63

AGI: 92

ATK: 283

DEF: 135

Starting Monsters: Dragon, Wyvern, Lizard Man, Ghoul

Lv30 Shogun

HP: 705

MP: 170

RunePow: 241

STR: 107

INT: 67

AGI: 98

ATK: 299

DEF: 137

Is s/he worth using?

Yes. As with most level 25+ characters, Esclados has poor stats in a relative sense. He's really not as good as Gereint is at equal levels. Still, his high starting level alone makes him worthwhile. He's agile enough to evade most of what's thrown at him, and he packs in quite a punch. His Rune stats are very poor for his level, but they're passable as a whole. Decent growth makes this a non-issue, but he only has three levels to grow.

Background: One of the 4 leaders of the Esgares Empire, who used to be an instructor in Almekia. He was also Gereint's master. He has been respected by many warriors in other countries. It is a mystery why he has become a Knight of the Empire.

Shiraha.

Lv14 Ninja

HP: 626

MP: 125

RunePow: 173

RuneArea: 4

Rune Growth: Good (5-7)

STR: 77

INT: 59

AGI: 88

ATK: 232 (+8 from Painless Knife)

DEF: 124

Spells: Weakness, Accel, Paralyze

Starting Monsters: Roc, 2 Hell Hounds, Ghoul

Lv30 Ninja Master

HP: 786

MP: 161

RunePow: 261

STR: 101

INT: 74  
AGI: 120  
ATK: 290 (+8 from Painless Knife)  
DEF: 140  
Spells: Dimension, Weakness, Accel, Protect, Paralyze, Solid, Silent,

Is s/he worth using?

Yes. Shiraha is one of the most useful Knights in the game. The Hit and Away ability lets him act like a Hellhound. He can move and still use his Shuriken attack to strike from a distance. He's very hard to hit, and even if he is hit, his defense is surprisingly good. He also has above average HP. As a Ninja Master, he gets insanely useful. With a sizable bonus to ATK and DEF, as well as more status spells, he becomes a force to be reckoned with. His Rune Power is low, but he's so useful it doesn't matter.

After Esgares falls, you can recruit him by questing. Once you get him, Kazan will join another country.

Background: A member of the assassin group hired by a minister of the former Almekia Kingdom to defeat Zemeckis. The assassin group was annihilated except for him and one other member. For an unknown reason, he became a Knight for the Empire.

Paradoll.

Lvl1 Bishop  
HP: 456  
MP: 249  
RunePow: 182  
RuneArea: 3  
Rune Growth: Low (3-5)  
STR: 63  
INT: 70  
AGI: 64  
ATK: 191  
DEF: 111  
Starting Monsters: Roc, 2 Scorpions

Lv30 Cardinal

HP: 646  
MP: 344  
RunePow: 262  
STR: 82  
INT: 105  
AGI: 83  
ATK: 234  
DEF: 122

Is s/he worth using?

No. Use Soleil. Paradoll's stats aren't bad, but his Rune stats are, and good stats on a Bishop aren't that useful. He's a poor investment, with poor Rune Power and growth. However, you'll probably end up using him sometime since you're Esgares, so you don't really have much choice.

Background: A priest who supported the conspiracy in Almekia. He instigated the conspiracy by causing mass hysteria. He was a promising priest, but now he is simply doing it for a place in the palace. His dream is to have the power to rule the world.

Roecod.

Lvl1 Cavalier

HP: 527  
MP: 130  
RunePow: 177  
RuneArea: 4  
Rune Growth: Good (5-7)  
STR: 75  
INT: 53  
AGI: 68  
ATK: 220  
DEF: 127  
Starting Monsters: Dragon, Gryphon, Fairy

Lv30 Paladin

HP: 757  
MP: 225  
RunePow: 293  
STR: 104  
INT: 72  
AGI: 87  
ATK: 288  
DEF: 139

Is s/he worth using?

Fiel is stronger than he is, but Roecod has better Rune stats. Neither of them are anything special. You're probably going to be forced to use the two sucky Cavaliers anyway. Roecod fails to distinguish himself even at level 30, and he'd probably fail to crack any other country's roster.

Background: The leader of the Priest Knight Corps, who supported the rebellion of Zemeckis. He believes in Zemeckis and is against Prince Lance. A man of strong will and sticks to his ideals. Paradoll convinced him to join the army of Zemeckis.

Fiel.

Lvl2 Cavalier

HP: 618  
MP: 91  
RunePow: 166  
RuneArea: 3  
Rune Growth: Good (5-7)  
STR: 78  
INT: 50  
AGI: 64  
ATK: 226  
DEF: 126  
Starting Monsters: Centaur, Jinn

Lv30 Paladin

HP: 838  
MP: 181  
RunePow: 270  
STR: 105  
INT: 68  
AGI: 82  
ATK: 290  
DEF: 137

Is s/he worth using?

He's better than Roecod! Fiel's got Champion level HP and good STR. He gets Holy Word at level 30 (barely). Fiel is durable, and he's superior to Roecod



on the field. He's a bit of a dumbass, so try to keep him away from enemy Curse spells. Like Roecod, poor Rune Power cripples his use, but you're probably going to have to use every Knight you can with Esgares (though it's fully possible to keep the computer from attacking if you pack your units with enough monsters).

Background: A member of the Priest Knight Corps. However, the title means nothing to him as he was forced to become a Knight to stay alive. He was treated as a Knight of Esgares during the rebellion against his will, but he just thinks of it as "God's Will".

Ranguinus.

Lvl6 Sorcerer

HP: 413

MP: 402

RunePow: 216

RuneArea: 4

Rune Growth: Good (5-7)

STR: 51

INT: 84

AGI: 64

ATK: 157

DEF: 101

Starting Monsters: Gryphon, Lizard Man, Unicorn, Scorpion

Lv30 Wizard

HP: 553

MP: 520

RunePow: 298

STR: 58

INT: 110

AGI: 78

ATK: 176

DEF: 111

Is s/he worth using?

Yes. Though Gish is superior in every way stat-wise, Ranguinus's Rune stats are much better. He's got a lot of MP, he's pretty intelligent, and he can use two Geno-spells in a battle. Gish does overshadow him, but I used Ranguinus a lot more for his Rune Power. Esgares's Druids really suck, so you probably need to use Ranguinus and Gish as your primary magical punch.

Ranguinus can join you after Esgares falls, but my memory of this is a little sketchy. You need to have Rain with you, but I'm not sure of anything besides that.

Background: The head of the Carlsen Family which is known for its powerful magic. He is Rain's father and Millet's foster father. During the rebellion, he stayed in the castle, because he was worrying about his people. This led to him becoming a soldier of Esgares.

Gish.

Lv20 Wizard

HP: 468

MP: 445

RunePow: 232

RuneArea: 3

Rune Growth: Low (3-5)

STR: 56

INT: 91

AGI: 74  
ATK: 172  
DEF: 117 (+8 from Dark Robe)  
Starting Monsters: Dragon, Centaur, Jinn, 2 Ghouls

Lv30 Wizard  
HP: 568  
MP: 535  
RunePow: 271  
STR: 61  
INT: 111  
AGI: 84  
ATK: 182  
DEF: 121 (+8 from Dark Robe)

Is s/he worth using?

Yes. Gish is a magic powerhouse. He's pretty much the same as Cai except he has a little bit less INT and a slightly different spell selection (he has Power and React. Cai has Heal and Flight). He has bad rune Area, but his magic more than makes up for this deficiency. Gish is very important to Esgares, because its other magic Knights tend to be subpar (well, Ranguinus is alright). The Dark Robe makes him slightly better at taking hits, though it hardly makes him into a tank.

Background: One of the 4 leaders of the Empire. He used to be the palace magician of Almekia, and often gave advice to the late King. However, ever since the rebellion, he has been supporting Zemeckis as if he was a totally different person.

It doesn't explain why he was totally changed. Maybe it's the work of that dastard, Cador.

Eniende.  
Lv11 Archer  
HP: 419  
MP: 149  
RunePow: 192  
RuneArea: 4  
Rune Growth: Low (3-5)  
STR: 69  
INT: 56  
AGI: 78  
ATK: 208  
DEF: 121  
Starting Monsters: Wyvern, Centaur, Unicorn

Lv30 Artemis  
HP: 609  
MP: 226  
RunePow: 271  
STR: 88  
INT: 71  
AGI: 116  
ATK: 251  
DEF: 138

Is s/he worth using?

Possibly. Eniende has mediocre Rune stats, but she's a competent archer. 95 STR is pretty high for a level 30 Artemis, and her attack comes from 4 hexes away. She's also nearly unhittable at that level. In the normal game, she's

not that bad because 192 Rune Power is still enough to hold 5 Centaurs, which is my primary strategy for the Archer classes. Still, you might run into a few snags when these Centaurs hit level 10, since a few of them may not be able to promote. Even so, the Centaur strategy works well with her, and she's not bad, statistically.

Background: A daughter of a Knight who was forced to leave the country by Zemeckis in the Almekian era. She became a Knight for the Empire without revealing her true self. Revenge may be the reason why she is working for the Empire.

It never says why she fights. It doesn't help that Atlus didn't give Esgares any plot at all.

Castor.

Lv8 Fighter

HP: 517

MP: 106

RunePow: 169

RuneArea: 4

Rune Growth: Good (5-7)

STR: 68

INT: 52

AGI: 65

ATK: 201

DEF: 116

Starting Monsters: Giant, Ghoul, Pixie

Lv30 Shogun

HP: 737

MP: 172

RunePow: 302

STR: 106

INT: 73

AGI: 97

ATK: 297

DEF: 137

Is s/he worth using?

Depends. He's a project Knight, but very little about him sets him apart from other Fighters. He has poor Rune stats, and this never really changes.

Statistically, he's actually not that bad. If you manage to get him to level 10, the choice probably isn't that hard. Esgares has an abundance of Cavaliers (even though they generally suck), and it already has a strong Samurai in Esclados. Making another Samurai can't really hurt, but it's pretty much down to Samurai or Berserker. I generally make MelTorefas into a Berserker, so I make Castor into a Samurai, but that's just a personal thing.

Once Esgares falls, he will join a country where one of his siblings is in. If he meets Liguel in battle, he joins her country, so make sure not to use Castor in battles against her. You should be able to tell if it's her because she's the only New Almekian Scout. This usually doesn't come up much, since New Almekia doesn't like to use her.

Background: The second son of the Rand Family. He became an officer of the Esgares Empire, thinking that there may be an opportunity for him to become successful. His dream is to someday call his brother and sister to live with him.

Mira.

Lv10 Lancer  
HP: 493  
MP: 146  
RunePow: 223  
RuneArea: 4  
Rune Growth: Good (5-7)  
STR: 72  
INT: 61  
AGI: 79  
ATK: 227 (+8 from Goddess Spear)  
DEF: 126  
Starting Monsters: Dragon, Jinn, Pixie

Lv30 Valkyrie  
HP: 733  
MP: 206  
RunePow: 344  
STR: 102  
INT: 76  
AGI: 109  
ATK: 297 (+8 from Goddess Spear)  
DEF: 141

Is s/he worth using?

Yes. Both Millet and Mira are very useful Knights. They've got high Rune Power and Rune Growth, which gives them insane Rune Power potential late in the game (~280-290 by level 20, on average). It doesn't hurt that Mira's stats aren't bad. Also, she starts out with a special spear, which makes her a decent attacker. In the beginning, her main use is to cart monsters around, but she soon stops being a burden when she comes into her own as an attacker. As with all Lancers, high AGI makes her pretty difficult to hit. She's one of the better Valkyries at level 30.

Mira and Millet both become available after Esgares falls by questing. A series of quests will lead to Rain, Carmine, and an accessory that grants +8 to defense.

Background: The adopted daughter of the Nastor Family, a distinguished warrior family from Almekia. She has a twin sister, Millet, who was raised differently. As a tomboy, she has been interested in swordsmanship ever since she was a child.

Millet.  
Lv10 Sorceress  
HP: 471  
MP: 403  
RunePow: 219  
RuneArea: 4  
Rune Growth: Good (5-7)  
STR: 50  
INT: 77  
AGI: 76  
ATK: 161  
DEF: 105  
Starting Monsters: Wyvern, Clay Golem, Pixie

Lv30 Witch  
HP: 671  
MP: 563  
RunePow: 355

STR: 60  
INT: 112  
AGI: 96  
ATK: 180  
DEF: 117

Is s/he worth using?

Yes. Millet starts out able to cast Geno-Frost twice, which is very useful. She's intelligent and has decent HP for a magician (the other Sorceresses pale in comparison). Like her sister, she has high Rune Power and Growth, which makes her a good investment. Mira and Millet are two very important Knights for Esgares's success.

If you quest after Esgares is defeated, you can recruit Mira and Millet.

Background: A girl adopted to the Carlsen Family, of whom are famous for their magic. She has a twin sister, Mira, and this fact has made their lives complicated. She pledges the reinstatement of her family with her sister and has applied to work for the Empire.

Irvin.

Lv3 Mage

HP: 322

MP: 310

RunePow: 162

RuneArea: 3

Rune Growth: Low (3-5)

STR: 47

INT: 62

AGI: 57

ATK: 144

DEF: 94

Starting Monsters: Demon

Lv30 Necromancer

HP: 564

MP: 505

RunePow: 272

STR: 61

INT: 107

AGI: 84

ATK: 182

DEF: 113

Is s/he worth using?

No. Irvin has average stats, and he's not worth building up at all. Irvin's another "no RP, no growth" character that is really not worth spending time training up. Even at the end of the game, other Necromancers are more intelligent, and most of them have better Rune stats. Esgares already has several mages to choose from, and most of them don't suck this badly. Stupid punk.

Background: He grew up with Prince Lance as if they were brothers. It was thought that when Prince Lance grew up, Irvin would become his right-hand man. However, he has become a Knight of the Empire. No one knows why he betrayed Lance.

=====

G2g. Quest Knights [teh\_optional]

=====

Quest Knights are characters that you can usually get by questing or through other various means. It's possible that I've missed some characters, so if I have, please e-mail me at [gourry\\_gabrieiev2@yahoo.com](mailto:gourry_gabrieiev2@yahoo.com). Unless I've stated otherwise, you can get all of these characters by doing quests. These Knights don't get rankings based on practical use, since many of them come in so late in the game.

Hyude.

Lv4 Ranger

HP: 500

MP: 103

RunePow: 202

RuneArea: 4

Rune Growth: Good (5-7)

STR: 64

INT: 50

AGI: 69

ATK: 193

DEF: 113

Lv30 Champion

HP: 884

MP: 129

RunePow: 358

STR: 118

INT: 63

AGI: 108

ATK: 321

DEF: 136

Is s/he worth using?

Yes. Lots of countries can use someone like Hyude around for a Knight with decent Rune Power and physical prowess, especially Caerleon, Leonia, and Iscalio (they'd want him for different reasons). He's not much at first, but 202 Rune Power overcomes most any complaint against him. He's a bit of an anomaly because other Rangers/Grapplers have poor Rune stats. At the end of the game, Hyude is a great Champion. He has the second highest HP in the game. If you want, dual him into the Avenger path so he gets regeneration, too. If you get him early on, he'll be a strong contributor to your country.

Background: A wandering Knight who loves freedom and therefore goes from country to another without working for any particular Lord. He may be more of an adventurer than a Knight.

Limlight.

Lv5 Mage

HP: 326

MP: 348

RunePow: 150

RuneArea: 3

Rune Growth: Low (3-5)

STR: 44

INT: 76

AGI: 62

ATK: 138

DEF: 95

Lv30 Necromancer

HP: 556

MP: 543

RunePow: 250  
STR: 57  
INT: 119  
AGI: 87  
ATK: 174  
DEF: 114

Is s/he worth using?

No, probably not. First off, to get him, you need to quest Hyude for a bit, and it's a rather long quest (he goes to the Elf Village and stays for a while, and Limlight joins after he leaves). It takes three or more months, so this puts Hyude out of commission for a while. If your country needs Hyude, this can be pretty annoying. As for Limlight himself, poor Rune stats and growth shut down any possible use for him. He's one of the worst Knights in this regard, ending up as the eighth worst Rune Knight in this regard (close to Faticia) despite 25 levels of growth. Limlight does have remarkable intelligence and MP, but this does not make up for his deficiencies.

Background: A young man from the village of the Elves that live in the Fileria Forest. He is a wandering Knight who loves his freedom and therefore is free-spirited.

Layoneil.

Lvl6 Samurai  
HP: 609  
MP: 137  
RunePow: 172  
RuneArea: 3  
Rune Growth: Low (3-5)  
STR: 87  
INT: 56  
AGI: 80  
ATK: 249  
DEF: 126

Lv30 Shogun  
HP: 749  
MP: 179  
RunePow: 228  
STR: 113  
INT: 70  
AGI: 101  
ATK: 311  
DEF: 138

Is s/he worth using?

Probably not. He's a competent warrior, but his Rune stats are atrocious. He's not even the best Samurai around, so unless you're hurting for Samurai for whatever reason (I could see it in Caerleon's case, perhaps), he's probably best left to questing. He actually ends up worse than Limlight Rune Power-wise, and this is quite a feat.

His presence in your country will prompt Helrato and his monsters to join another country.

Background: Born in Norgard, he is a swordsman who has traveled everywhere to improve his technique. He always says, "There isn't anyone in I can't defeat in this world." He has shown his ability to uphold this statement.

Carmine.

Lv10 Bishop

HP: 465

MP: 219

RunePow: 184

Rune Area: 4

Rune Growth: Good (5-7)

STR: 64

INT: 78

AGI: 63

ATK: 193

DEF: 111

Lv30 Cardinal

HP: 665

MP: 319

RunePow: 304

STR: 84

INT: 113

AGI: 83

ATK: 238

DEF: 123

Is s/he worth using?

Probably not. To recruit him, you have to have recruited Mira and Millet. After that, you have to send the twins on a quest. Several months later, their quest will be finished, and they will get a +8 Defense accessory. A year later, Carmine will join. Because you have Mira and Millet, Esgares has been defeated, which probably means that the game is almost over. You have to wait a year and a half to actually get Carmine, and you'd really have to be slow to not be done with the game at this point. In the end, Carmine has no practical use because he joins at a point where he's not necessary. It's a shame, because he has excellent potential, with decent Rune growth and excellent INT.

Schuttleis.

Lv12 Cavalier

HP: 536

MP: 133

RunePow: 171

RuneArea: 4

Rune Growth: Good (5-7)

STR: 77

INT: 59

AGI: 71

ATK: 224

DEF: 128

Lv30 Paladin

HP: 756

MP: 223

RunePow: 279

STR: 104

INT: 77

AGI: 89

ATK: 288

DEF: 139

Is s/he worth using?

It depends on your situation. He's an extra Knight, and he's pretty easy to get, so get him if you want him. Stat-wise, he's nothing special, though he



does have passable strength. He'd be decent in countries like Caerleon, which wants more physical Knights, and Iscalio, which needs Knights, period. After Esgares falls, Soleil will join whichever country that has Schutleis (I've never seen Soleil join up with Schutleis if his country is controlled by the enemy). This is a great plus because Soleil is great, and this alone makes Schutleis worth getting, even if you never use him.

To get him, your country has to be the first to successfully take an Esgares castle. After this happens, Schutleis will join shortly after. I think it's impossible for Leonia to get him because none of its cities border Esgares. You'd have to invade Iscalio first and then hope that none of the other countries invade Esgares.

Background: He used to work for the former Almekia Kingdom. He was seriously wounded while escaping on the night of the rebellion. Soleil and he are so close that people often mistake them for brothers.

Cortina.

Lvl Enchantress

HP: 294

MP: 355

RunePow: 199

RuneArea: 4

Rune Growth: Good (5-7)

STR: 42

INT: 61

AGI: 68

ATK: 134

DEF: 94

Lv30 Witch

HP: 548

MP: 560

RunePow: 373

STR: 57

INT: 110

AGI: 97

ATK: 174

DEF: 117

Is s/he worth using?

Project Knight, and a good one. Cortina probably has the most potential of any Knight that you get through questing (besides Hyude). She is very fast (from her dancing) and intelligent, and she starts out with pretty good Rune Power for a level 1 character. Her Rune stats become stellar once she hits level 10 (~260), and she's well worth using if you get her early. She gains intelligence very quickly, and she's very dangerous as a Witch. One drawback is that she's very easy to kill. Zemeckis can probably take her out in one shot in the right circumstances. You just need to quest to get her.

Background: An apprentice dancer who dreams of becoming the top dancer of a troupe that travels across the country. She is friendly and impartial since she was raised in an open and free environment. When she feels good, she likes to dance for everyone.

Klaques.

Lv4 Priest

HP: 404

MP: 223

RunePow: 163

RuneArea: 3  
Rune Growth: Good (5-7)  
STR: 53  
INT: 66  
AGI: 61  
ATK: 166  
DEF: 105

Lv30 Cardinal  
HP: 664  
MP: 353  
STR: 79  
INT: 107  
AGI: 87  
ATK: 228  
DEF: 114

Lv30 Guardian  
HP: 784  
MP: 313  
RunePow: 319  
STR: 99  
INT: 92  
AGI: 97  
ATK: 278  
DEF: 132

Is s/he worth using?

Nah. You don't really need a level 4 Priest when you get him, especially one with only 163 Rune Power and 3 Rune Area. I'm not sure what possessed me to make him a Guardian. His INT is really too high for a Guardian, which makes me think that he was meant to be a Cardinal. He's not bad for someone who should've been something else (in other words, I am a dumbass).

Quest and you'll get Cathleen and Klaques. If I recall correctly, their quest takes quite a while. Also, the person questing must know a healing spell.

Background: A Priest who heals the injured on the battlefields with his sister, Cathleen. He also looks after orphans. He's a little indecisive and passive, so he tends to let others push him around. He is constantly worried about the health of his sister.

Cathleen.  
Lv12 Lector  
HP: 428  
MP: 318  
RunePow: 170  
RuneArea: 3  
Rune Growth: Good (5-7)  
STR: 54  
INT: 72  
AGI: 71  
ATK: 173  
DEF: 113

Lv30 Saint  
HP: 608  
MP: 408  
RunePow: 278  
STR: 72

INT: 104  
AGI: 89  
ATK: 214  
DEF: 124

Is s/he worth using?

Possibly. She has Holy Word, and this can be useful if you need someone with a magical punch. However, all the countries except Norgard and Iscalio have units that can use Holy Word, so she may not be that useful for them, especially Leonia, who probably has too many units that cast it. She's a fairly good Saint, but poor Rune stats make her a bit of a liability.

Background: She travels to the battlefields of Forsena to treat the injured. Her relationship with people is very important to her. She hopes that this meaningless war will end soon.

Aldis.

Lv10 Lector

HP: 447

MP: 297

RunePow: 301

RuneArea: 3

Rune Growth: Good (5-7)

STR: 61

INT: 68

AGI: 67

ATK: 187

DEF: 113

Monsters: Puro (Lv20 Fafnir)

Lv30 Saint

HP: 647

MP: 397

RunePow: 421

STR: 81

INT: 103

AGI: 87

ATK: 232

DEF: 124

Is s/he worth using?

Sure, if you can get her. I'm not exactly sure how to get her. Many people have said that you need to weaken your country before you can get her, but I have not tested it myself. She always seems to go to a weak country. I think that you have to get her quest, lower yourself to 3 or so castles, and then quest again to get her. I read various things saying that you need to "treat your dragons well" or something, but I'm not really sure what that means. I know that in Brigandine: Grand Edition, you need to have three or so castles, so it may be the same case in the original game. Anyway, if you're willing to lose all your territories, you have a hope of getting her. It may not be a horrible course of action in the beginning of the game, because no country besides Norgard and Esgares (it probably can't get her anyway) has that much territory to give up, and you get a shiny Fafnir in return (as well as a Knight with 301 Rune Power).

Background: She is able to communicate with the Dragons. She was living in the forest because she doesn't like the violence. She couldn't stand facing the fact that the Dragons were used as weapons for the war, which eventually led her to join the war.

Helrato.

Lv20 Avenger

HP: 661

MP: 136

RunePow: 190

RuneArea: 4

Rune Growth: Low (3-5)

STR: 93

INT: 56

AGI: 79

ATK: 285 (+14 from Tyrhung)

DEF: 131

Starting Monsters: 2 Fenrirs (Fluffy and Machismo)

Lv30 Avenger

HP: 801

MP: 166

Rune Power: 230

Rune Area: 4

STR: 113

INT: 66

AGI: 89

ATK: 325 (+14 from Tyrhung)

DEF: 134

Comments: You never get to use him, because always joins an opposing country. He's strong, but like his rival, has bad Rune Power. Tyrhung makes him a lot stronger than many other Knights, because of its hefty attack boost. The computer uses him a lot because of his high level. Helrato will join another country once Layoneil joins you, along with his two Fenrir pets.

Background: A one-eyed soldier who has absolute confidence in his swordsmanship. He doesn't work for any particular Lord. He travels from one battle to the next in his search for Layoneil, who caused him to lose his eye.

Balder.

Lv10 Sorcerer

HP: 368

MP: 347

RunePow: 185

RuneArea: 3

Rune Growth: Good (5-7)

STR: 51

INT: 75

AGI: 65

ATK: 157

DEF: 101

Lv30 Wizard

HP: 568

MP: 507

RunePow: 305

STR: 61

INT: 110

AGI: 85

ATK: 182

DEF: 113

Is s/he worth using?

Eh. His starting Rune Power isn't that bad. Countries requiring a magical punch may want someone like him. Actually, most countries could use someone like him, except Caerleon. Statistically, he's intelligent but not outstanding for a Sorcerer. Decent growth makes him a decent investment, overall. If you get him early, he may be worth using.

He joins after doing a quest. If you're New Almekia or Iscalio, you might want to pick him up. Power is an especially good spell for those, considering the Salamander and Bahamut they have, respectively.

Background: He is the son of the head of the merchant guild in Forsena. His father has the idea of making a connection with the nobles by sending his son to the palace as a Knight. However, he doesn't care and just plays all day.

Kazan.

Lv15 Ninja

HP: 614

MP: 114

RunePow: 179

RuneArea: 4

Rune Growth: Low (3-5)

STR: 79

INT: 57

AGI: 91

ATK: 228

DEF: 125

Lv30 Ninja Master

HP: 764

MP: 149

RunePow: 239

STR: 102

INT: 70

AGI: 121

ATK: 274

DEF: 130

Monsters: Bronze Golem (forgot name), Dao (Blackie)

Comments: Kazan joins an opposing country after Shiraha joins your country. He comes with some promoted monsters, and he's got an Anti-Magic Ring.

Background: A Knight of few words. He never talks unless someone talks to him first. Kazan always acts on his own and doesn't do anything except what he is ordered to do.

Rain.

Lvl Mage

HP: 311

MP: 302

RunePow: 149

RuneArea: 4

Rune Growth: Very High (7-9)

STR: 42

INT: 60

AGI: 52

ATK: 134

DEF: 92

Lv30 Necromancer

HP: 565

MP: 507  
RunePow: 381  
STR: 57  
INT: 115  
AGI: 81  
ATK: 174  
DEF: 112

Is s/he worth using?

Sadly, no. He's intelligent, like his father. In fact, I think he could be better than his father in many ways. Rain joins your country shortly after Mira and Millet do. Soon afterwards, you can recruit Ranguinus (if Esgares is gone), but I forgot what exactly transpires in order for this to happen. Sadly, can only get him after Esgares falls (Quest to get Mira and Millet, and Rain will join shortly). By this time, a level 1 mage with 149 Rune Power won't be very useful. It sucks because Rain is one of the best Project Knights in the game in terms of raw potential. His Rune Power is atrocious at first, but he's level one with 29 levels of 7-9 growth. He won't be bad at all once he hits level 10, which isn't hard. Just cast Halo on him and feed him a couple kills. Rain gets one of the highest Rune Power values in the game at level 30, and he's very intelligent. Still, all this doesn't make up for his late arrival, and Project Knights are only decent because they have time to develop.

Background: The son of Ranguinus and the step-brother of Millet. He fell in love with Millet the day she was adopted, but has not had the chance to tell her how he felt. He isolated himself in his mansion after Millet left to join the Empire.

Dogal.

Lv2 Barbarian  
HP: 471  
MP: 80  
RunePow: 268  
RuneArea: 3  
Rune Growth: Low (3-5)  
STR: 68  
INT: 42  
AGI: 55  
ATK: 206  
DEF: 103  
Starting Monsters: Pixie (Tinkle), Centaur (Pinto), Hellhound (Fido)

Lv30 Avenger.

HP: 863  
MP: 128  
RunePow: 380  
STR: 120  
INT: 62  
AGI: 85  
ATK: 325  
DEF: 132

Is s/he worth using?

Yes. Dogal's good for any country. He has insane Rune Power for a level 2 character, which makes him more valuable than most of the other Knights. The only real drawback is his 3 in Rune Area. As an Avenger, he's incredibly strong, and his Rune Power level gets very high towards the end of the game. He's a tough old guy, too, but he's slow and cannot hit things well.

All you have to do to get him is to go on a quest. He comes with an assortment of named monsters, which is a departure from a lot of other Quest Knights, who come with nothing.

Background: Although he was able to become a Knight, he was banished to the mountains for his ugliness. He no longer trusts or likes humans for that. Instead, he communicates with monsters and takes care of them as if they were his children.

Shred.

Lv20 Champion

HP: 703

MP: 116

RunePow: 160

RuneArea: 3

Rune Growth: Low (3-5)

STR: 94

INT: 53

AGI: 94

ATK: 286 (With Ogre Knuckle equipped)

DEF: 131

Starting Monsters: none

Lv30 Champion

HP: 883

MP: 126

RunePow: 200

STR: 119

INT: 58

AGI: 109

ATK: 323

DEF: 136

Is s/he worth using?

I have no earthly idea when or how Shred joins a country. Sometime in the game, Esgares has a chance of getting him, but I don't know what triggers this. Some have speculated that if you take Logres when Esgares has three or fewer castles (which makes Cador go away), Shred will join Esgares. At any rate after Esgares falls, he joins another country. Even if I knew, he's really not that great. Statistically, he's not that bad, but this doesn't make up for a 160 Rune Power value at level 20. His projected Rune Power at level 30 is 200, which would be the worst in the game.

Background: The only one of Zemeckis' troops who tried to stop the rebellion. He was captured by Cador and was imprisoned in Logres Castle. He was released when the castle fell. He had no choice but to join the Empire. He is one of the four leaders of the Empire.

=====  
H. Evil R's Knight Analysis

=====  
Back in the day (some two years ago), justain m posted a topic about analyzing Knights on the GameFAQs message board. It was a trying experience, but eventually I posted my Knight stats at level 30. Evil R also posted his Knights on the board. Being the kind person that he is, he let me post his own stats on this FAQ. While my Knights generally took the "straight" class path, he used diverse and interesting class change combinations. His Knights are generally better than mine because they've crossed classes. This also shows how random Brigandine's stat growth system can be. These are also his rankings, so if you have comments on them, send them to his e-mail address

(EvilR99@hotmail.com).

-----  
a. Evil R's New Almekia Analysis [Evil\_NA]  
-----

Lance: Lv.30 King

HP: 833

MP: 319

RunePow: 425

RuneArea: 5

STR: 125

INT: 106

AGI: 107

ATK: 330

DEF: 141

Spells: Heal, Flame, Geno-Flame

Rank: A++

Comment: Lance is no doubt the best overall physical warrior of Forsena. While he doesn't have Kiloph's insane STR, his STR is still pretty high nonetheless. Not to mention he is very fast and really resistant to spells. High RunePow, high HP/MP, high stats makes him a Warrior both strong for physical encounter and magic slaughtering.

Lance: Lv.30 Prince

HP: 848

MP: 309

RunePow: 414

RuneArea: 5

STR: 110

INT: 103

AGI: 112

ATK: 293

DEF: 137

Spells: Heal, Flame

Rank: A

Comment: When level up as a Prince, Lance doesn't have the strength of a King, but he has more agility. Is it because he is still a young kid and likes jumping around?

Gereint: Lv.30 Shogun

HP: 765

MP: 164

RunePow: 333

RuneArea: 5

STR: 111

INT: 73

AGI: 98

ATK: 307

DEF: 137

Rank: A

Comment: While not very outstanding in any of his stats, Gereint started out with high levels and high RunePow/RuneArea which makes him more useful than knights like Loufal/Alsace whom had potential but start out at very low levels.

Coel: Lv.30 Cardinal/Sorcerer or Wizard/Bishop

HP: 612



MP: 384  
RunePow: 340  
RuneArea: 5  
STR: 78  
INT: 111  
AGI: 84  
ATK: 226  
DEF: 126

Spells (Cardinal/Sorcerer): Heal, Area Heal, Cure, Halo, Divine Ray, Holy Word, Flame, Geno-Flame, Thunder, Exa-Blast, Power, Frost, Flight, Fog, Charm  
Spells (Wizard/Bishop): Lose Holy Word, gain Geno-Thunder, Geno-Frost and react

Rank: A-

Comment: Again, similar to Gereint, Coel's stats is not spectacular, but he's got lots of RunePow/Area to be useful than other Cardinal.

Meleagant: Lv.30 Avenger

HP: 791  
MP: 168  
RunePow: 266  
RuneArea: 4  
STR: 103  
INT: 68  
AGI: 88  
ATK: 289  
DEF: 134

Spells: Curse, Weakness

Rank: B

Comment: Meleagant got some very weak stats for an Avenger. His only saving grace is his RuneArea 4 otherwise, he is completely useless.

Halley Lv.30 Valkyrie

HP: 732  
MP: 252  
RunePow: 341  
RuneArea: 4  
STR: 102  
INT: 76  
AGI: 110  
ATK: 311 +Gungnir  
DEF: 141

Spell: Heal, HolyWord, Fog

Rank: B++

Comment: Halley is the strongest Valkyrie on Forsena. Her stats is not much higher than standard Valkyrie compare to Iria/Mira/Adilicia, however, Halley's MP is greatly over any other Valkyrie which makes her better.

Glauze: Lv.30 Paladin/Champion

HP: 803  
MP: 187 (+14 from Magic Potion)  
RunePow: 320  
RuneArea: 4  
STR: 112  
INT: 72  
AGI: 94  
ATK: 304  
DEF: 141

Skills: Critical Hit +10%

Spells: Heal, Cure, HolyWord

Rank: B+

Comment: Glauze is a standard Paladin/Champion. Not major advantage or weakness.

Brusom: Lv.30 Shogun/Champion

HP: 758

MP: 123

RunePow: 219

RuneArea: 3

STR: 107

INT: 63

AGI: 92

ATK: 299

DEF: 135

Rank: C+ (for Dual Class only, otherwise C)

Comment: Brusom Sucks. Low HP at start despite high levels, weak RunePow/Area and average stats makes him the weakest Shogun in Forsena. Questing material.

Loufal: Lv.30 Paladin/Champion

HP: 817

MP: 190 (+20 from Mithril Sword)

RunePow: 354

RuneArea: 3

STR: 125

INT: 74 (+4 from Mithril Sword)

AGI: 102

ATK: 340 (+10 from Mithril Sword)

DEF: 143

Skill: Critical hit +10%

Spells: Heal, Cure, HolyWord

Rank: B++

Comment: Loufal is one of the strongest Paladin of Forsena (Yes, he is stronger than Dinadan). A very useful frontline warrior.

Alsace: Lv.30 Avenger/Champion

HP: 886

MP: 151

RunePow: 385

RuneArea: 4

STR: 125

INT: 74

AGI: 105

ATK: 335

DEF: 156 (+16 from Aegis)

Skills: Critical Hit +10%, HP Recovery +5%

Spells: Curse, Weakness

Rank: A

Comment: Alsace is the darkside of New Almekia. He got strength, he is smart, he's fast and he can control a wide range of monsters. With Aegis equipped, he is all holy units' predator.

Liguel: Lv.30 Artemis

HP: 685

MP: 230

RunePow: 361

RuneArea: 4  
STR: 89  
INT: 70  
AGI: 120  
ATK: 253  
DEF: 140  
Spells: Accel, Protect, Paralyze, Solid, React, Silent

Rank: B++

Comment: Liguell is one promising Artemis. Aside from standard Artemis stats, she's got high RunePow/Area which makes her to be more usefull.

Adilicia: Lv.30 Artemis  
HP: 730  
MP: 218  
RunePow: 346  
RuneArea: 4  
STR: 105  
INT: 70  
AGI: 108  
ATK: 295  
DEF: 141  
Spells: Heal, HolyWord, Fog

Rank: B++

Comment: Adilicia is a powerful Valkyrie. Decent RunePow and wide RuneArea place her at Halley's level. If you want a Valkyrie after Halley left New Almekia, look no further.

Gilsus: Lv.30 Cardinal/Wizard  
HP: 563  
MP: 461  
RunePow: 269  
RuneArea: 3  
STR: 74  
INT: 96  
AGI: 86  
ATK: 218  
DEF: 123  
Spells: Heal, Area Heal, Divine Ray, HolyWord, Flame, Geno-Flame, Thunder, Geno-Thunder, Exa-Blast, Power, Frost, Geno-Frost, Flight, Fog, charm, React

Rank C+

Comment: There is nothing interesting about Gilsus apart from his personality. None of his stats stands out and he got some weak RunePow/Area. However, he is still useful early on consider the lack of Mages in New Almekia.

Batercus: Lv.30 Avenger/Champion  
HP: 911  
MP: 120  
RunePow: 286  
RuneArea: 4  
STR: 120  
INT: 54  
AGI: 106  
ATK: 325  
DEF: 140  
Skill: Critical Hit +10%. HP recovery +5%  
Spells: Curse, Weakness

Rank: B++

Comment: Truly live up to his name as the "Ogre of Padstow". Batercus has insanely high HP (only next to Hyude), high STR/AGI that makes him a heavy hitter. He is fairly weak against spells however so watch out for Divine Rays. Another downside is that he only got average RunePow.

Aphelia: Lv.30 Saint/Witch

HP: 622

MP: 424

RunePow: 312

RuneArea: 3

STR: 73

INT: 104

AGI: 87

ATK: 216

DEF: 124

Spells: Heal, Area Heal, Cure, Halo, Divine Ray, Holyword, Venom, Meteor Doom, Curse, Dimension, Frost, Geno-Frost, Fall Berg, Flight, Fog, charm

Rank: B+

Comment: Despite being a wolf in sheep's clothing, Aphelia is not a hungry wolf. She is standard at everything. Standard HP/MP, RunePow, and stats. Still, she can be useful consider New Almekia's lack of healers.

Carlota: Lv.30 Saint/Witch

HP: 548

MP: 523

RunePow: 311

RuneArea: 4

STR: 66

INT: 100

AGI: 92

ATK: 202

DEF: 125

Spells: Heal, Area Heal, Cure, Halo, Divine Ray, Holyword, Venom, Meteor Doom, Curse, Dimension, Frost, Geno-Frost, Fall Berg, Flight, Fog, charm

Rank: B++

Comment: Carlota is pretty good with magic. Her high MP will guarantee 2X Meteor Doom cast on the enemy which is very useful. Combine with decent RunePow/Area, she's New Almekia's best Magic user.

-----  
b. Evil R's Caerleon Analysis [Evil\_Caer]  
-----

Cai: Lv.30 Warlock

HP: 529

MP: 589

RunePow: 380

RuneArea: 5

STR: 67

INT: 117

AGI: 75

ATK: 194

DEF: 115

Spells: Heal, Flame, Geno-Flame, Thunder, Geno-Thunder, Exa-Blast, Frost, Geno-Frost, Flight, Silent

Rank: A++

Comment: Cai is one of the most powerful magician on the continent. His amount of MP rank only second in Forsena. With huge amount of MP combine with all the Geno-Spells, Cai can dish out fatal damage to the enemy before they could heal. However, Cai is weak physically, so an Artemis and a couple of high centaurs can take Cai out if not careful.

Dinadan: Lv.30 Paladin

HP: 764

MP: 241

RunePow: 366

RuneArea: 5

STR: 110

INT: 75

AGI: 96

ATK: 300

DEF: 142

Spells: Heal, Cure, HolyWord

Rank: A

Comment: Dinadan has typical Paladin stats. However, he start out at high levels and his high RunePow/Area is a big plus early in the game. Since Caerleon severely lack physical knights in the beginning, Dinadan is a very nice Warrior/Shield to let other weak knights to gain levels.

Merriot: Lv.30 Artemis

HP: 655

MP: 238

RunePow: 418

RuneArea: 4

STR: 91

INT: 80

AGI: 125

ATK: 263 (+6 from Eleven Bow)

DEF: 141

Spells: Accel, Protect, Paralyze, Solid, React, Silent

Rank: A+

Comment: Merriot is no doubt the most useful Artemis in the game. Her STR is pretty high and her AGI is amazing. However, her high RunePow blow every other Artemis out of the water. Imagine her with 1 Salamender+5 high Centaurs. She is no doubt the "Mage Slayer" in Forsena.

BeauArte: Lv.30 Cardinal/wizard

HP: 638

MP: 382

RunePow: 337

RuneArea: 4

STR: 72

INT: 105

AGI: 72

ATK: 212

DEF: 119

Spells: Heal, Area Heal, Divine Ray, HolyWord, Flame, Geno-Flame, Thunder, Geno-Thunder, Exa-Blast, Power, Frost, Geno-Frost, Flight, Fog, charm, React

Rank: B++

Comment: Typical Cardinal with good RunePow/Area.

Janfadar: Lv.30 Cardinal/Necromancer

HP: 544

MP: 474

RunePow: 302

RuneArea: 3

STR: 63

INT: 99

AGI: 83

ATK: 196

DEF: 122

Spells: Heal, Area Heal, Cure, Halo, Divine Ray, HolyWord, Venom, Meteor  
Doom, Curse, Dimension, Weakness, Necro Rebirth, Flame, Geno-Flame, Thunder,  
Power, Flight, Charm

Rank: B

Comment: For someone who devoted his entire life studying magic, Janfadar  
doesn't appear to be very brilliant. All his stats are mediocre.

Cierra: LV.30 Saint/Witch

HP: 553

MP: 553

RunePow: 273

RuneArea: 3

STR: 58

INT: 110

AGI: 90

Spells: Heal, Area Heal, Cure, Halo, Divine Ray, Holyword, Venom, Meteor  
Doom, Curse, Dimension, Frost, Geno-Frost, Fall Berg, Flight, Fog, charm

Rank: B+

Comment: She got high INT/MP which is very helpful for a magic user. However,  
her RunePow/Area is not very impressive. Still she can just sit back behind  
some Golems and Meteor Doom all day.

Bilcock: Lv.30 Cardinal/Wizard

HP: 665

MP: 395

RunePow: 259

RuneArea: 3

STR: 80 (+1 From destroying the Magical Knight)

INT: 99

AGI: 85

ATK: 230

DEF: 123

Spells: Heal, Area Heal, Cure, Halo, Divine Ray, HolyWord, Venom, Meteor  
Doom, Curse, Dimension, Weakness, Necro Rebirth, Flame, Geno-Flame, Thunder,  
Power, Flight, Charm

Rank: B

Comment: Bilcock is not bad for a Lv.30 Cardinal. However, he start out at  
low level and his RunePow/Area is below Average. He can still get the job  
done as a healer but for a magical country such as Caerleon, there are better  
choices out there.

Shast: Lv.30 Avenger/Champion

HP: 881

MP: 136

RunePow: 295

RuneArea: 4

STR: 120

INT: 61

AGI: 110

ATK: 325

DEF: 141

Skills: Critical Hit +10%, HP recovery +5%

Spells: Curse, Weakness

Rank: A-

Comment: Shast is Caerleon's physical Juggernaut. He has high HP, high STR, and most importantly, he's very fast. He will hit his target fast and deadly and nobody can hardly touch him. Even if someone actually does touch Shast, his regeneration will take care of the little scratch. If he had more RunePow, he'll be even more powerful.

Millia: Lv.30 Saint/Witch

HP: 640

MP: 541

RunePow: 363

RuneArea: 5

STR: 63

INT: 111

AGI: 90

ATK: 196

DEF: 123

Spells: Heal, Area Heal, Cure, Halo, Divine Ray, Holyword, Venom, Meteor Doom, Curse, Dimension, Frost, Geno-Frost, Fall Berg, Flight, Fog, charm

Rank: A+

Comment: For a magic user, Millia got quite some HP. Also, she has high MP, high INT, combine with high RunePow/Area make her a better overall magician in Forsena. On top of that, she just a painter and she's way more useful than someone who devoted all his life in magic...(Janfadar)

Eloute: Lv.30 Avenger/Champion

HP: 842

MP: 142

RunePow: 338

RuneArea: 4

STR: 111

INT: 82

AGI: 95

ATK: 307

DEF: 136

Skills: Critical Hit+10%, HP Recovery+5%

Spells: Curse, Weakness

Rank: B++

Comment: Eloute has something that is over other Dual classed Avenger/Champion. He has way more INT than others. That makes him quite more resistant to spells and makes his Curse more powerful.

Gush: Lv.30 Avenger/Guardian

HP: 758

MP: 300

RunePow: 242

RuneArea: 3

STR: 112

INT: 86

AGI: 97

ATK: 309

DEF: 137

Skills: HP recovery +10%

Spells: Heal, Area Heal, Cure, Halo, Curse, Weakness

Rank: B-

Comment: Gush is a man between light and darkness (in my case). Since Caerleon already has plenty magicians, I decided to make Gush a physical Warrior. If he staid on the Monk Path, he would have more HP/MP, but that he wouldn't last too long due to Guardian weak defense. So I decided to make him an Avenger/Guardian where he can heal and use the powerful Curse Spell. He can sit back and Curse his enemy all day and he could also take a few hits. If things aren't going too well, he can still Area Heal all friendly units nearby and continue the battle. His major weakness is his weak RunePow/Area which significantly reduces his rank.

Lecarra: Lv30 Sage

HP: 558

MP: 607

RunePow: 302

RuneArea: 4

STR: 55

INT: 120

AGI: 88

ATK: 180

DEF: 112

Spells: Heal, Area Heal, Halo, Exa-blast, Power, Frost, Geno-Frost, Flight, Fog, Charm

Rank A+: Just when you thought Cai can Geno-Thunder all day, Leccara can Geno-Frost/Exa-Blast all week. She is like a living Mana pool. Her insane amount of MP will guarantee your troops to live 3X longer than usual and still freeze all her opponents. Put 2 Fairies by her side, and she could destroy any red elemental creatures before they can take a second action. She is the reincarnation of the Snow Queen: Shiva. Actually, she's better than Shiva since she can also Exa-Blast all Blue elemental creatures.

Caerleon is a very powerful country. It had some of the deadliest magicians on the continent. Contrary to New Almekia, who has some really strong physical warriors. However, Mages is always better than Fighter which makes Caerleon a few steps higher then New Almekia.

Overall Ranking: A+

-----  
c. Evil R's Leonia Analysis [Evil\_Leon]  
-----

Lyonesse Lv. 30 Queen

HP: 523

MP: 552

RunePow: 367

RuneArea: 5

STR: 49

INT: 120

AGI: 102

ATK: 207

DEF: 124

Spell: Heal, Area Heal, Cure, Divine Ray, Holu Word, Charm, Protect

Rank A: Well, Gourry and others pretty said all about her and I agree with them. Keep her in the back early and move to forward when she gain a few levels with more HP.

Kiloph: Lv. 30 Avenger/Champion



HP: 898  
MP: 118  
RunePow: 426  
RuneArea: 4  
STR: 137  
INT: 62  
AGI: 96  
ATK: 359  
DEF: 137  
Spell: Curse, Weakness  
Skills: HP recovery 5%, Critical Hit 10%

Rank A++: Let him finish off dying monsters in order for him to level up quickly and you've got yourself a Dark God of destruction.

Paternus Lv 30 Cardinal/Sorcerer

HP: 664  
MP: 372  
RunePow: 335  
RuneArea: 5  
STR: 87  
INT: 106  
AGI: 84  
ATK: 244  
DEF: 123  
Spells: Heal, Area Heal, Cure, Halo, Divine Ray, Flame, Geno-Flame, Thunder, Exa-Blast, Power, Frost, Fog

Wizard/Bishop

ATK: 234  
DEF: 113  
Lose Holy Word, gain Geno-Thunder, Geno-Frost, Flame, Geno-Flame, Thunder, Exa-Blast and React

Rank B++: Here's a tough choice. If you change him to another class, he will lose all his Cardinal Spells. If you let him go only Cardinal path, then he will have less MP and only a handful of spells. Anyway, in the end, I decide to level him up as on the Sorcerer path since Sorcerers have the more useful spells than a Druid. In the End, I have either Cardinal/Sorcerer or Wizard/Bishop.

Isfas: Lv. 30 Guadian/Grappler

HP: 765  
MP: 307  
RunePow: 315  
RuneArea: 4  
STR: 110  
INT: 87  
AGI: 92  
ATK: 300  
Def: 130  
Spells: Heal, Area Heal, Cure, Halo  
Skills: Critical Hit +5%

Rank B+: I can either go with on the warrior path or mage path. Since I think there is already enough Mage in Leonia, I have gone with the warrior path. And he proves to be a powerful Guardian in the end. He may hit for less, but he can paralyze the enemies.

Asmit Lv. 30 Cardinal/Necromancer

HP: 646  
MP: 397  
RunePow: 316  
RuneArea: 4  
STR: 76  
INT: 111  
AGI: 85  
ATK: 222  
DEF: 123

Spells: Heal, Area Heal, Cure, Halo, Divine Ray, HolyWord, Venom, Meteor  
Doom, Curse, Dimension, Weakness, Necro Rebirth, Flame, Geno-Flame, Thunder,  
Power, Flight, Charm

Rank B++: He lacks MP to be effective so a Necromancer or Wizard path for him  
is not a bad idea.

Chantail Lv. 30 Wizard/Cardinal

HP: 571  
MP: 457  
RunePow: 271  
RuneArea: 4  
STR: 66  
INT: 99  
AGI: 80  
ATK: 192  
DEF: 111

Spells: Heal, Area Heal, Divine Ray, HolyWord, Flame, Geno-Flame, Thunder,  
Geno-Thunder, Exa-Blast, Power, Frost, Geno-Frost, Flight, Fog, charm, React

Rank B-: Average Magician. He is average in terms of HP/MP, INT for a mage.  
Low Rune power.

Sophia: Lv. 30 Saint/Witch

HP: 600  
MP: 428  
RunePow: 313  
RuneArea: 4  
STR: 73  
INT: 112  
AGI: 85  
ATK: 216  
DEF: 123

Spells: Heal, Area Heal, Cure, Halo, Divine Ray, HolyWord, Venom, Meteor  
Doom, Curse, Dimension, Frost, GENo-Frost, Fall Berg, Flight, Fog

Filo: Lv. 30 Sage

HP: 620  
MP: 445  
RunePow: 322  
RuneArea: 4  
STR: 78  
INT: 109  
AGI: 92  
ATK: 226  
DEF: 115

Spells: Heal, Halo, Exa-blast, Power, Frost, Geno-Frost, Flight, Fog, Charm

Sophia/Filo: B+ They have almost identical stats so train them in Sage/Witch  
are recommended to gain more MP.

Charlene: Lv. 30 Valkyrie/Witch

HP: 667

MP: 288

RunePow: 296

RuneArea: 4

STR: 81

INT: 90

AGI: 102

ATK: 247

DEF: 139

Spells: Heal, HolyWord, Venom, Meteor Doom, Curse, Dimension, Frost, Geno-Frost, Fall Berg, Flight, Fog, Charm

Rank B. Another difficult choice. I could let her go with to the Valkyrie class but then she won't be too useful due to average STR. In the end, I decided to go with Valkyrie/Witch. A meteor Doom spell is way more useful then Holy Word. And I equip her with Gungnir to make up for her lack of ATK.

Langueborg: Lv. 30 Paladin/Champion

HP: 829

MP: 194

RunePow: 218

RuneArea: 3

STR: 110

INT: 58

AGI: 92

ATK: 300

DEF: 140

Spells: Heal, Cure, HoluWord

Skills: Critical Hit+10%

Rank B-: He may start out really weak, but his STR/HP surpass Dinadan. Why is the low score then? He is very weak in RunePower/Area. Which prevent him to be more useful. (He could have gotten a B. He got his "-" for his personality and weakness early on).

Galonwand: Lv. 30 Shogun/Champion

HP: 872

MP: 133

RunePow: 277

RuneArea: 3

STR: 113

INT: 69

AGI: 96

ATK: 311

DEF: 137

Skills: Hit +20%, Critical Hit +10%

Rank B+: Just when you thought Kiloph have incredible HP, his friend Galonwand almost tied with him to be the walking tanks of Leonia. However, Galonwand is not as strong as Kiloph and with weaker STR (113). Galonwand's true weakness is his RunePower and Area. 277 Runepower is only average and runeArea of 3 is pretty weak.

Baleen: Lv. 30 Artemis

HP: 691

MP: 236

RunePow: 366

RuneArea: 3

STR: 81  
INT: 61  
AGI: 119  
ATK: 237  
DEF: 139  
Spells: Accel, Protect, Paralyze, Solid, React, Silent

Rank B+: She is almost opposite to Galonwand. She got average HP, but very weak STR. She does have incredible AGI makes her very hard to hit and she also got 366 RunePower. What she lose in STR balanced out with 1 or 2 additional monsters for her to command.

Georg: Lv. 30 Necromancer/Cardinal  
HP: 640  
MP: 344  
RunePow: 262  
RuneArea: 3  
STR: 75  
INT: 97  
AGI: 74  
ATK: 210  
DEF: 109  
Spells: Heal, Area Heal, Cure, Halo, Divine Ray, HolyWord, Venom, Meteor Doom, Curse, Dimension, Weakness, Necro Rebirth, Flame, Geno-Flame, Thunder, Power, Flight, Charm

Rank C: George sucks. Weak Stats, weak HP, weak runepower/area makes him a weak Rune Knight.

Raizen: Guardian/Champion  
HP: 793  
MP: 269  
RunePow: 275  
RuneArea: 4  
STR: 109  
INT: 79  
AGI: 95  
ATK: 298  
DEF: 131  
Spells: Heal, Area Heal, Cure, Halo  
Skill: Critical Hit +10%

Rank B: He is used almost the same way as Isfas, only he lacks a bit in the RunePower department.

-----  
d. Evil R's Iscalio Analysis [Evil\_Isca]  
-----

Dryst: Lv.30 Super Tyrant  
HP: 750  
MP: 251  
RunePow: 380  
RuneArea: 5  
STR: 113  
INT: 78  
AGI: 108  
ATK: 304  
DEF: 141  
Spells: Meteor Doom, Curse, Weakness, Flame, Power

Rank: A

Comment: Dryst is nothing more than a above average knight. All his stats are mediocre. However, being a ruler, his RunPow is high as usual and he has the Meteor Doom spell which is one step above normal knights.

Iria: Lv.30 Valkyrie

HP: 733

MP: 213

RunePow: 321

RuneArea: 5

STR: 98

INT: 75

AGI: 112

ATK: 305 (+24 from Gungnir)

DEF: 142

Spells: Heal, HolyWord, Fog

Rank: B++

Comment: Iria is a weak Valkyrie in term of stats. However, since she started on high levels, you'll find her more useful than those low level potential powerful knights. Her high RuneArea is another +.

Camden: Lv.30 Cardinal/Necromancer

HP: 571

MP: 477

RunePow: 312

RuneArea: 4

STR: 60

INT: 105

AGI: 85

ATK: 190

DEF: 123

Spells: Heal, Area Heal, Cure, Halo, Divine Ray, Holy Word, Venom, Meteor Doom, Curse, Dimension, Weakness, Necro Rebirth, Flame, Geno-Flame, Thunder, Power

Rank: B+

Comment: Camden is nothing special in terms of stats or RunePow. He's just average.

Ulster: Lv.30 Cardinal/Wizard

HP: 644

MP: 381

RunePow: 337

RuneArea: 4

STR: 75

INT: 102

AGI: 88

ATK: 220

DEF: 124

Spells: Heal, Area Heal, Cure, Halo, Divine Ray, Holy Word, Flame, Geno-Flame, Thunder, Geno-Thunder, Exa-Blast, Power, Frost, Geno-Frost, Flight, Fog, Charm, React

Rank: B++

Comment: Ulster has quite some MP despite start out as a Healer type knight. He is better than Camden not in terms of stats, but in terms of higher RunePow.

Bagdemagus: Lv.30 Avenger

HP: 874

MP: 133

RunePow: 313

RuneArea: 4

STR: 116

INT: 49

AGI: 86

ATK: 317

DEF: 133

Skill: HP recovery+5%

Spells: Curse, Weakness

Rank: B+

Comment: Bagdemagus is strong in offense and weak in defense. He is not very fast and his INT is quite low making him very vulnerable to magic. Better equip him with an Aegis Shield or he'll be in the red zone sooner than you expected.

Gallo: Lv.30 Avenger/Champion

HP: 887

MP: 127

RunePow: 328

RuneArea: 4

STR: 119

INT: 60

AGI: 102

ATK: 323

DEF: 139

Skills: Critical Hit+10%, HP recovery+5%

Spells: Curse, Weakness

Rank: A-

Comment: Gallo is Iscalio's strongest knight. He is better than Bagdemagus in every aspect. Be sure to level him up for heavy damage.

Daffy: Lv.30 Shogun/Champion

HP: 857

MP: 115

RunePow: 295

RuneArea: 3

STR: 116

INT: 66

AGI: 93

ATK: 317

DEF: 136

Skill: Critical Hit +10%, Hit +20%

Rank: B+

Comment: Daffy is quite powerful for a Shogun. His other stats are not very spectacular however.

Miguel: Lv.30 Paladin/Champion

HP: 804

MP: 193 (+14 from magic potion)

RunePow: 301

RuneArea: 4

STR: 113

INT: 70

AGI: 100

ATK: 306  
DEF: 143  
Skill: Critical Hit +10%  
Spells: Heal, Cure, HolyWord

Rank: B++

Comment: Miguel is good Paladin. Not only he got strength, he also got speed. Good stats and decent RunePow made him a good frontier warrior.

Teath: Lv.30 Avenger/Champion

HP: 841  
MP: 143  
RunePow: 328  
RuneArea: 3  
STR: 118  
INT: 63  
AGI: 97  
ATK: 321  
DEF: 137  
Skills: Critical Hit +10%, HP recovery +5%  
Spells: Curse, Weakness

Rank: B++

Comment: Teath has the potential to be the second strongest warrior in Iscalio. He got good stats and good RunePow. If you have the patience to level him up, he'll prove his usefulness to you.

Hula: Lv.30 Saint/Witch

HP: 607  
MP: 421  
RunePow: 414  
RuneArea: 3  
STR: 69  
INT: 103  
AGI: 88  
ATK: 208  
DEF: 124

Spells: Heal, Area Heal, Cure, Halo, Divine Ray, Holyword, Venom, Meteor Doom, Curse, Dimension, Frost, Geno-Frost, Fall Berg, Flight, Fog, charm

Rank: A

Comment: Hula is a Iscalio's version of RuneBank. Her insane RunePow will guarantee her an "A" rank whatever her stats might be. And it turn out that she is not bad in her stats as well.

Victoria: Lv. 30 Witch

HP: 547  
MP: 558  
RunePow: 215  
RuneArea: 3  
STR: 57  
INT: 104  
AGI: 84  
ATK: 174  
DEF: 113  
Spells: Venom, Meteor Doom, Curse, Dimension, Frost, Geno-Frost, Fall Berg, Flight, Fog, charm

Rank: B-

Comment: Just when you thought you found an oasis of RunePow (Hula), you discovered at the same time a dried out RuneWell. Victoria's high MP is very devastating when used properly. However, due to her low ability to control monsters, she might not be able to use all her MP before the enemies take her out first.

Lucia: Lv.30 Artemis

HP: 666

MP: 226

RunPow: 342 (+20)

RuneArea: 4

STR: 100 (+5)

INT: 75 (+5)

AGI: 123 (+5)

ATK: 275

DEF: 141

Spells: Accel, Protect, Paralyze, Solid, React, Silent

Stats up due to her Quest.

Rank: A

Comment: Lucia is no doubt the strongest Artemis in term of pure strength.

High attack power and high RunPow makes her all magician's nightmare.

Summary: Iscalio is a balanced Country. It has some decent magic user, while not particular spectacular, they will get the job done. It also has good physical hitters with above average STR. (110 is average in my book for male warriors, 90 for Artemis and 95 for Valkyries) And since Dryst can actually change class at level 30, he gets bonus marks. So instead of a A-, he got:

Overall Ranking: A

-----  
e. Evil R's Norgard Analysis [Evil\_Norg]  
-----

Vaynard: Lv.30 Lord

HP: 811

MP: 337

RunePow: 413

RuneArea: 5

STR: 125

INT: 100

AGI: 99

ATK: 330

DEF: 142

Spells: Frost, Geno-Frost, Fog

Rank: A++

Comment: Lance may have the potential to be the most powerful Ruler in Forsena, Vaynard is a powerful warlord from the start. Unlike Lance where he has to become King to achieve his full potential, Vaynard can cast Geno-Frost right from the start and he is a deadly Dragon slayer. His only problem is he can get damaged easily from the like of Salamender or Zameckis or red elemental spells. So better hide him behind monsters or equip him with a Fire Amulet.

Physical Warriors:

Guinglain: Lv.30 Paladin

HP: 780

MP: 237

RunePow: 370

RuneArea: 5



STR: 110  
INT: 91  
AGI: 91  
ATK: 300  
DEF: 140  
Spells: Heal, Cure, HolyWord

Rank: A+

Comment: Guinglain is the most powerful single class Paladin in Forsena. Not only he has high STR, he is also way smarter than average Paladins. As consequence, his HolyWord can be pretty devastating and he can heal for tons of HP.

Yvain: Lv.30 Paladin/Champion

HP: 802  
MP: 189  
RunePow: 335  
RuneArea: 4  
STR: 111  
INT: 82  
AGI: 100  
ATK: 302  
DEF: 143  
Spells: Heal, Cure, HolyWord

Rank: A-

Comment: Like Guinglain, Yvain excels other dual class Paladin/Champion by superior INT. Fast, strong, and powerful spells (compare to other Paladin) makes Yvain the second best Paladin in Forsena.

Brangien: Lv.30 Artemis

HP: 661  
MP: 243  
RunePow: 381  
RuneArea: 5  
STR: 92 (+2 from fighting with Vaynard. Cling! Clang!)  
INT: 80  
AGI: 123  
ATK: 274 (+15 Heaven Bow)  
DEF: 141  
Spells: Accel, Protect, Paralyze, Solid, React, Silent

Rank: A

Comment: Briangien is close behind Merriot in term of usefulness. Her RunePow is not as high, but she start out with a powerful weapon and decent levels. With her white elemental bow, Brangien is a born predator to Necromancers/Witches and all dark elemental monsters.

Luintail: Lv.30 Avenger

HP: 869  
MP: 138  
RunePow: 302  
RuneArea: 3  
STR: 120  
INT: 71  
AGI: 75  
ATK: 325  
DEF: 130  
Skill: HP recovery +5%  
Spells: Curse, Weakness

Rank: B++

Comment: Luintail is a very powerful Avenger. His STR is high and his INT is high as well meaning for more damaging Curse and better spell defense. However, his AGI sucked bad. This caused him to miss often his targets. I guess he neglected his training while away from Norgard.

Palomides: Lv.30 Avenger/Champion

HP: 907

MP: 108

RunePow: 315

RuneArea: 4

STR: 121

INT: 54

AGI: 89

ATK: 327

DEF: 134

Skill: HP recovery+5%, Critical Hit+10%

Spells: Curse, Weakness

Rank: A-

Comment: Why Palomides is better than Luintail? His higher AGI is good, but his low INT balanced out that factor. He got better HP but lower MP. In the end, he only excels Luintail in his RunePow/Area department. Other than that, they are about equal.

Dillard: Lv.30 Shogun/Champion

HP: 857

MP: 136

RunePow: 296

RuneArea: 4

STR: 115

INT: 73

AGI: 109

ATK: 315

DEF: 141

Skills: Critical Hit+10%, Hit+20%

Rank: B++

Comment: Dillard is the fastest male Knight in Norgard. All his stats are very good. His only draw back is his average RunePow.

Ector: Lv.30 Shogun/Champion

HP: 830

MP: 157

RunePow: 355

RuneArea: 4

STR: 121

INT: 71

AGI: 100

ATK: 327

DEF: 138

Skills: Critical Hit+10%, Hit+20%

Rank: A-

Comment: Ector is a very powerful warrior. He is strong, he is fast and he has lots of RunePow. An overall worthy warrior of Norgard.

Faticia: Lv.30 Valkyrie

HP: 725

MP: 209  
RunePow: 261  
runeArea: 3  
STR: 104  
INT: 81  
AGI: 110  
ATK: 293  
DEF: 141  
Spells: Heal, HolyWord, Fog

Rank: B

Comment: Faticia has only two things above other Valkyries: slightly higher STR and INT. However, her weak RunePow severely reduced her usefulness.

Magic Users:

Kirkmond: Lv.30 Cardinal/Wizard

HP: 562  
MP: 472  
RunePow: 272  
RuneArea: 3  
STR: 69  
INT: 100  
AGI: 85  
ATK: 208  
DEF: 123

Spells: Heal, Area Heal, Divine Ray, HolyWord, Flame, Geno-Flame, Thunder, Geno-Thunder, Exa-Blast, Power, Frost, Geno-Frost, Flight, Fog, charm, React

Rank: B-

Comment: Not too impressive stats combine with not too impressive RunPow/Area makes kirkmond not too impressive as well.

Morholt: Lv.30 Necromancer

HP: 547  
MP: 511  
RunePow: 288  
RuneArea: 4  
STR: 59  
INT: 103  
AGI: 79  
ATK: 178  
DEF: 111

Spells: Venom, Meteor Doom, Curse, Dimension, Weakness, Necro Rebirth, Flame, Geno-Flame, Thunder, Power, Flight, Charm

Rank: B+

Comment: An average Necromancer. Even though none of Morholt's stats is very impressive, he does has enough MP to double cast Meteor Doom and that is enough for his role.

Zerafin: Lv.30 Cardinal/Necromancer

HP: 569  
MP: 480  
RunePow: 267  
RuneArea: 3  
STR: 64  
INT: 105  
AGI: 87  
ATK: 198  
DEF: 124

Spells: Heal, Area Heal, Cure, Halo, Divine Ray, HolyWord, Venom, Meteor  
Doom, Curse, Dimension, Weakness, Necro Rebirth, Flame, Geno-Flame, Thunder,  
Power, Flight, Charm

Rank: B-

Comment: Zerafin is an ok magician. All his stats are mediocre. however, his  
RunePow/Area is very weak. Now we can really see the reason why he survived  
the battle of Fort Lidney (not worthy enough to be killed by the enemy) and  
how he couldn't save the late king (too incompetent).

Noie: Lv.30 Saint/Witch

HP: 572

MP: 443

RunePow: 408

RuneArea: 4

STR: 54

INT: 107

AGI: 83

ATK: 178

DEF: 122

Spells: Heal, Area Heal, Cure, Halo, Divine Ray, Holyword, Venom, Meteor  
Doom, Curse, Dimension, Frost, Geno-Frost, Fall Berg, Flight, Fog, charm

Rank: A

Comment: Noie is better suited as a healer instead of casting Meteor Doom on  
enemies. Her huge RunePow can let her bring a lot of monsters. And she can  
win the battle by taking good care of her pets and let them do the  
slaughtering.

Roadbull: Lv.30 Cardinal/Wizard

HP: 634

MP: 395

RunePow: 315

RuneArea: 4

STR: 80

INT: 115

AGI: 78

ATK: 230

DEF: 121

Spells: Heal, Area Heal, Divine Ray, HolyWord, Flame, Geno-Flame, Thunder,  
Geno-Thunder, Exa-Blast, Power, Frost, Geno-Frost, Flight, Fog, charm, React

Rank: A-

Comment: Roadbull is the most powerful Magician in Norgard (powerful in the  
sense of the smartest magician in Norgard). Very high INT and with good  
RunePow/Area, he is a deadly Cardinal. I guess wisdom truly increase with age  
(He is 50 years old!).

Elaine: Lv.30 Saint/Witch

HP: 563

MP: 539

RunePow: 325

RuneArea: 3

STR: 60

INT: 100

AGI: 82

ATK: 190

DEF: 122

Spells: Heal, Area Heal, Cure, Halo, Divine Ray, Holyword, Venom, Meteor  
Doom, Curse, Dimension, Frost, Geno-Frost, Fall Berg, Flight, Fog, charm

Rank: B++

Comment: Elaine is Norgard's most powerful offensive magician. Not just because she can double cast Meteor Doom but also she can control a wide range of monster. She is just like Carlota of New Almekia.

-----  
f. Evil R's Quest Knight Analysis [Evil\_Quest]  
-----

Cortina Lv 30 Saint/Witch

HP: 567

MP: 520

RunePow: 380

RuneArea: 4

STR: 61

INT: 104

AGI: 98

ATK: 192

DEF: 127

Spells: Heal, Area Heal, Cure, Halo, Divine Ray, Holyword, Venom, Meteor Doom, Curse, Dimension, Frost, Geno-Frost, Fall Berg, Flight, Fog, charm

Rank A

Comment: Cortina is quite powerful. Even though her INT is not very high, she made up with her huge amount of MP. Not to mention her high Rune Power. A very nice addition to some low magic user kingdom such as New Almekia.

Hyude: Lv.30 Avenger/Champion

HP: 933

MP: 130

RunePow: 368

RuneArea: 4

STR: 117

INT: 67

AGI: 107

ATK: 319

DEF: 140

Skills: Critical hit +10%, Recovery +5%

Spells: Curse, Weakness

Rank A

Comment: Hyude may start out like a wuss, but he turned out to be Forsana's most resistant knight. With the highest HP rating among all knights, you don't really any strategy with him. Equip him with an Aegis shield and he'll become Heaven's nightmare.

Dogal: Lv30 Avenger/Champion

HP: 890

MP: 115

RunePow: 385

RuneArea: 3

STR: 130

INT: 59

AGI: 94

ATK: 345

DEF: 136

Skills: Critical hit+10%, Recovery+5%

Spells: Curse, Weakness

Rank A

Comment: Just when you thought Hyude is strong enough, Dogal proves to be the "kiloph" among questing knights. Insane HP, STR, and RunePower makes him a really powerful warrior. However, he is a lot weaker against spells and have close range RuneArea.

Limlight: Lv30 cardinal/Wizard

HP: 565

MP: 503

RunePow: 249

RuneArea: 3

STR: 68

INT: 116

AGI: 87

ATK: 206

DEF: 124

Spells: Heal, Area Heal, Divine Ray, HolyWord, Flame, Geno-Flame, Thunder, Geno-Thunder, Exa-Blast, Power, Frost, Geno-Frost, Flight, Fog, charm, React

Rank B+

Comment: He's got INT and MP which quite deadly. But he also sucked bad at the RunePow department. A backup mage.

Cathleen: Lv30 Saint/Witch

HP: 584

MP: 430

RunePow: 279

RuneArea: 3

STR: 63

INT: 106

AGI: 92

ATK: 196

DEF: 125

Spells: Heal, Area Heal, Cure, Halo, Dinine Ray, HolyWord, Venom, Meteor Doom, Curse, Dimension, Frost, Geno-Frost, Fall Berg, Flight, Fog

Rank B+

She's not that bad. She got decent MP compare to other Cleric type mages. However, she's not too hot on the INT and RunePower area as well. Not really worth the effort.

Klauques: Lv.30 Cardinal/Necromancer

HP: 656

MP: 391

RunePow: 313

RuneArea: 3

STR: 74

INT: 112

AGI: 85

ATK: 218

DEF: 123

Spells: Heal, Area Heal, Cure, Halo, Divine Ray, HolyWord, Venom, Meteor Doom, Curse, Dimension, Weakness, Necro Rebirth, Flame, Geno-Flame, Thunder, Power, Flight, Charm

Rank B+

Although not a big MP fan, Klauques does have decent INT and RunePower, thus making him better than his sister. Almost as good as Asmit.

Carmine: Lv.30 Cardinal/Wizard

HP: 645

MP: 351

RunePow: 305

RuneArea: 4

STR: 80

INT: 108

AGI: 83

ATK: 230

DEF: 122

Spells: Heal, Area Heal, Divine Ray, HolyWord, Flame, Geno-Flame, Thunder, Geno-Thunder, Exa-Blast, Power, Frost, Geno-Frost, Flight, Fog, charm, React

Rank B+

Carmine is an average Cardinal. Compare to Klauques, he is a little weaker, but his 4 RuneArea still earns him a B+ ranking.

Balder: Lv.30 Cardinal/Wizard

HP: 572

MP: 480

RunePow: 314

RuneArea: 3

STR: 68

INT: 106

AGI: 86

ATK: 206

DEF: 123

Spells: Heal, Area Heal, Divine Ray, HolyWord, Flame, Geno-Flame, Thunder, Geno-Thunder, Exa-Blast, Power, Frost, Geno-Frost, Flight, Fog, charm, React

Rank: B+

Comment: Balder is your typical useful wizard. However, by the time you get him, you won't use him.

Layoneil: Lv.30 Shogun

HP: 751

MP: 176

RunePow: 240

RuneArea: 3

STR: 110

INT: 74

AGI: 104

ATK: 305

DEF: 139

Skills: Hit +20%

Rank: B-

Comment: Typical Shogun in term of strength and AGI. However, his RunePow is pretty weak along with his RuneArea.

Rain: Lv.30 Cardinal/Wizard

HP: 563

MP: 474

RunePow: 380

RuneArea: 4

STR: 65

INT: 112

AGI: 86

ATK: 200

DEF: 123

Spells: Heal, Area Heal, Divine Ray, HolyWord, Flame, Geno-Flame, Thunder, Geno-Thunder, Exa-Blast, Power, Frost, Geno-Frost, Flight, Fog, charm, React

Rank: B+

Comment: Rain is a powerful Wizard with good INT and high RunePow. He could have been more useful if he didn't start out at level 1.

Schutleis: Lv. 30 Paladin/Champion

HP: 800

MP: 185 (+14 from a magic potion)

RunePow: 285

RuneArea: 4

STR: 111

INT: 72

AGI: 100

ATK: 300

DEF: 143

Skill: Critical Hit+10%

Spell: Heal, Cure, HolyWord

Rank: B+

Comment: Schutleis is a decent knight. He's level is decent when he first join you and his overall stats are pretty good. Of course, a magic potion is needed for anyone going on the Paladin/Champion combination.

Ex-Esgares Knights

Soleil: Lv.30 Cardinal

HP: 651

MP: 370

RunePow: 385

RuneArea: 5

STR: 90

INT: 110

AGI: 87

ATK: 250

DEF: 124

Spell: Heal, Area Heal, Cure, Halo, Divine Ray, HolyWord, Flight, Charm

Rank A+

Comment: Soleil sure does live up to his name. His high RuneArea shines just like the sun. Even though not one of the highest RunePow at level 30, he defiantly has the highest RunePow before level 20. Also combine with high stats, Soleil is defiantly the strongest Cardinal in the game.

Mira: Lv.30 Valkyrie

HP: 791

MP: 200

RunePow: 366

RuneArea: 4

STR: 105

INT: 77

AGI: 108

ATK: 317 (+24 from Gungnir)

DEF: 141

Spells: Heal, HolyWord, Fog

Rank B+

Comment: Mira is one of the best among Valkyries. If you are looking for an valkyrie for your army, you've just found your target. Her high stats and high HP will be deadly against people like Dryst. However, her sister is even better.



Millet Lv.30 Witch

HP: 684

MP: 566

RunePow: 356

RuneArea: 4

STR: 63

INT: 113

AGI: 96

ATK: 184

DEF: 114

Spells: Venom, Meteor Doom, Curse, Dimension, Frost, Geno-Frost, Fall Berg, Flight, Fog, Charm

Rank: A+

Comment: Millet is one of the best magic users in Forsena. High INT combine with high MP make her extremely deadly. All you need is a fairy beside her and the enemy will be eating 2X Meteor Doom before they know what hit them.

Ivan Lv.30 Necromancer

HP: 573

MP: 501

RunePow: 243

RuneArea: 3

STR: 56

INT: 103

AGI: 81

ATK: 172

DEF: 112

Spells: Venom, Meteor Doom, Curse, Dimension, Weakness, Necro Rebirth, Flame, Geno-Flame, Thunder, Power

Rank C+

Comment: Ivan is weak Necromancer. His stats are pretty low-average and he got bad RunePow. Only useful for quest.

Fiel: Lv30 Paladin/Champion

HP: 887

MP: 132

RunePow: 271

RuneArea: 3

STR: 113

INT: 60

AGI: 90

ATK: 306

DEF: 140

Skills: Critical hit+10%

Spells: Heal, Cure, Holyword

Rank C+

Comment: Fiel start out with high HP but low MP. Since I want to see his HP potential limit, I level him up on the Champion road. At the end, he proves to have huge HP, but not at the Hyude level. And his MP is extremely low since Champion has the worst MP bonus. I might level him up only on the paladin to compare, but right now, he's got some pretty average STR/AGI even with Champions high bonus.

Shiraha: Lv.30 Ninja Master/Champion

HP: 869

MP: 142

RunePow: 267

RuneArea: 4

STR: 112

INT: 69

AGI: 115

ATK: 304

DEF: 138

Skills: Hit & Away, Critical hit+10%

Spells: Dimension, Weakness, Accel, Protect, Paralyze, Solid, Silent

Rank: B++

Comment: Shiraha is a very swift warrior. He can hit for good damage and receive very little penalty due to the fact that nobody can touch him. His only draw back is his weak RunePow.

Castor: Lv.30 Avenger/Champion

HP: 848

MP: 126

RunePow: 305

RuneArea: 4

STR: 116

INT: 61

AGI: 101

ATK: 317

DEF: 138

Skills: Critical Hit+10%, HP recovery+5%

Spells: Curse, Weakness

Rank: B++

Comment: Like his brother Miguel, Castor is also a very useful knight. His high stats and decent RunePow surely live up to the Rand family's name.

Ranguinus: Lv.30 Wizard

HP: 551

MP: 518

RunePow: 295

RuneArea: 4

STR: 60

INT: 110

AGI: 84

ATK: 180

DEF: 113

Spells: Flame, Geno-Flame, Thunder, Geno-Thunder, Exa-Blast, Power, Frost, Geno-Frost, Flight, Fog, Charm, React

Rank: B++

Comment: Ranguinus is a good wizard. His MP is higher than most Wizards and his INT is pretty high as well. Good stats with decent RunePow make him quite useful. Another big+ is that he starts at high levels.

Aldis: Lv.30 Saint/Witch

HP: 623

MP: 425

RunePow: 418

RuneArea: 3

STR: 73

INT: 100

AGI: 91

ATK: 215

DEF: 125

Spells: Heal, Area Heal, Cure, Halo, Divine Ray, Holyword, Venom, Meteor

Doom, Curse, Dimension, Frost, Geno-Frost, Fall Berg, Flight, Fog, Charm

Rank: A+

Comment: Aldis is cute little dragon master of Forsena. In order to command dragons, she possess huge amount of rune power. Even though her other stats is not very spectacular, her high RunePow make her a very useful rune knight. However, it is hard to get her to join you. In my game, I have my territory down to 2 castles before she show up to offer her service.

=====

#### I. Top Ten Knight Stats

=====

This is the list of the best/worst Knights stat-wise. It's pretty self-explanatory. These are all level 30 stats, and they were taken from my values, not Evil R's.

HP.

1. Dillard (915)
2. Hyude (912)
3. Batercus, Shast (910)
4. Gallo, Bagdemagus (900)
5. Lance (895)
6. Kiloph (889)
7. Palomides (885)
8. Galonwand (880)
9. Luintail (876)
10. Dogal (858)

The Champion class generally has high HP. Then comes Avengers. Lance is a special case, as he gets good HP level ups and starts out on level 1. I suppose Shred should be on here as well, but I don't have level 30 stats for him.

MP.

1. Lecarra (611)
2. Cai (585)
3. Cierra (575)
4. Millia (570)
5. Millet (565)
6. Elaine, Carlota (561, 591 w/ Ring of Sorcery)
7. Cortina (560)
8. Victoria (556)
9. Lyonesse (554)
10. Limlight (537)

Lecarra rules over everyone else here. Ranguinus and Gish come in pretty close, but they don't quite make it, with 531 MP each.

Rune Power

1. Lance (423)
2. Kiloph (421)
3. Vaynard (420)
4. Merriot (407)
5. Noie (405)
6. Hula (401)
7. Dryst (385)
8. Rain (384)
9. Soleil, Dogal (383)
10. Esmeree (382)

Aldis should probably be on this list, but I don't know her level 30 stats. Lance dominates here, by a small margin. Alsace (380), Brangien (378), Cai (375) and Millia (375) were pretty close.

#### Worst Rune Power

1. Victoria (216)
2. Languborg (218)
3. Brusom (228)
4. Helrato, Layoneil (230)
5. Ivan (237)
6. Esclados (241)
7. Gush (244)
8. Limlight (252)
9. Faticia (254)
10. Bilcock (257)

Har har har. Most of these characters are worthless, except for Esclados, whose high initial level makes him worthwhile.

#### STR.

1. Kiloph (130)
2. Batercus (126)
3. Galonwand (122)
4. Alsace (121)
5. Bagdemagus, Dillard, Dogal (120)
6. Shast (118)
7. Vaynard, (117)
8. Luintail, Lance, Palomides (116)
9. Daffy, Hyude, Gallo, Helrato, Loufal (115)
10. MelTorefas, Castor, Gereint, Gush, Isfas (112)

As expected, Avengers and Champions dominate this category. Lance and Vaynard are there, too.

#### INT.

1. Lyonesse (120)
2. Cai (119)
3. Limlight, Roadbull (116)
4. Elaine, Filo, Noie, Millia (114)
5. Cortina, Cierra (113)
6. Carmine, Coel (112)
7. Rain, Asmit, Janfadar, Lecarra, Aphelia, Gish (110)
8. Sophia, Esmeree, Millet (109)
9. Ulster, Ranguinus, Hula, BeauArte (108)
10. Paternus, Gilsus (107)

It seems strange that Lyonesse is more intelligent than the "smartest man on the continent." I guess Cai's title is still correct, because Lyonesse isn't a man. I hope.

#### AGI:

1. Brangien (126)
2. Merriot (125)
3. Lucia, Baleen, Eniende (124)
4. Shiraha (121)
5. Gallo (118)
6. Liguél (116)
7. Shast, Mira (112)
8. Lance, Dillard (111)
9. Iria, Charlene (110)

## 10. Hyude, Dryst (109)

The Artemis and the Ninja classes have the highest AGI. Champions and Valkyries tend to have high AGI as well. Then there's Lance and Dryst.

### =====

#### J. Brigandine: Grand Edition

### =====

With the help of a friend, Nephelite, I recently acquired a copy of Brigandine's famed Japan only "expansion," Grand Edition. There are quite a few things added onto Grand Edition that were not present in the original, but listing all of these changes would be a Herculean task. Instead, I'll just list the most noticeable and interesting gameplay changes.

#### -----

#### Gameplay

#### -----

There are no battle cutscenes for different attacks. Instead, all animations are done on the map. The animations tend to be unspectacular, but some are pretty good looking, like Knight Genocide. They tend to be quick, and they don't hinder battle progression.

The game is two disks. The first disk ends shortly after defeating Esgares. I'm not quite sure if that's the trigger, but it's something like that. The 2nd disk will take you do the end of the game. The first disk is required for the different multiplayer modes.

Esgares does not require a code to unlock anymore. It's one of the countries that are available from the start. It now has story scenes, which is nice if you're an Esgares fan. Unfortunately, Esgares is pretty difficult (moreso than before). It can't really get quest Knights, and it loses Eniende and MelTorefas for story purposes. This is a huge blow, especially for a country that needs all it can get. If that wasn't bad enough, it's possible to lose Soleil if he meets Schutleis in battle.

There's a "Zone of Control" system in Grand Edition. If a unit is surrounded on two sides, any other unit attacking the surrounded unit will get a 30% accuracy boost. This is useful against Wyverns and Shiraha, who are pretty hard to hit otherwise.

Black and White still oppose each other, but relationships between Red, Blue, and Green have completely changed. Red deals normal damage to Blue, but Red is weak to Blue attacks. Blue deals normal damage to Green, and Blue is weak to Green attacks. Green deals normal damage to Red, but Green is weak to Red attacks. This upsets the balance a bit, since the units that Dragons terrorize are now things like Mandrakes and Centaurs instead of Hydras. The Green element gets its own attack magic (Thunder and Geno-Thunder), and it loses Solid to the Red element.

The Fog spell has been replaced by Resist. Resist lowers all incoming magic damage on a single unit for a few turns. This is a pretty useful spell when cast on Golem units, since they always take the full brunt of magic attacks. Fog was was also a rather unimpressive spell.

Melee Knights have two types of attacks now. One is the normal physical attack that Brigandine players are used to. The second is an attack that's 40-50 points stronger, but with a 30% hit rate reduction. It's useful when you have someone in a Zone of Control or already have a 100% hit rate, but it's risky on more evasive opponents. This second attack doesn't replace criticals, since you can critical using these attacks.

ATK is now 1.5x STR + Base Knight ATK instead of 2x STR + Base Knight ATK. This means STR doesn't have as much of an impact as it did in the original. This may be a measure to keep things balanced after introducing the special melee attacks. Still, damage isn't lowered that much because the Base Knight ATK is higher than it was before. Also, DEF is a set value depending on which class a unit is. AGI, which used to help increase defense, is now only used for accuracy and evasion rates.

Levelling up gives minor HP and MP boosts, as well as ATK and DEF increases.

The rulers/unique Knights have been changed around a bit. Lance will no longer get 900 HP at level 30 like he used to. The Prince class is now a Green element, and it now has Thunder instead of Flame. This is pretty handy, since Thunder's stronger than Flame is, which makes it easier to train him. Also, he retains the ability to kick Vaynard's ass at will. As a King, he gets a defense boost, as well as the Geno-Thunder spell. Dryst remains unchanged, except he has a higher chance of getting criticals. Vaynard gets Resist instead of Fog. Joy. Lyonesse loses the Charm spell, but little else. Cai gets Resist and Paralyze. Paralyze is particularly deadly in his hands because his INT is so high. Zemeckis gets kinda screwed. The almighty Power spell adds only 50 ATK instead of 1.5x, so it got heavily watered down. Even worse, Power is his only spell, because they took Geno-Thunder away. If that wasn't bad enough, he loses the convenience that comes with his crossbow. He can still shoot from a long distance (4 hexes), but he can't shoot after moving (he can still hit someone with a melee hit, but it's not as convenient). Cador has been given regeneration, but he remains mostly unchanged.

Dinadan and Iria have been given unique classes. Dinadan is a Knight Master (1 White, 1 Green), which is basically a Paladin that loses Holy Word in exchange for Thunder. He has a 50% chance of nullifying any arrow attacks with his Cut Down ability, and Deflect gives him a chance reduce melee damage to 1/3. This is a fairly good upgrade, since he becomes very tanky and gets a potent single target attack spell. Iria, on the other hand, loses her Valkyrie spells in return for Curse and Resist. Curse gives her strong damage, and Resist is a great replacement for Fog. She still has a spear throw attack that's pretty much the same as a Valkyrie's. She's also 1 Black and 1 Blue element. One downside of these unique classes is that they get Lord-like equipment options, which means that Iria doesn't get to use any other weapons.

Most of the classes have some new quirks, even if they're things like increased hit rate. There are some interesting additions out there. Rangers, for example, get the Hellhound's Hit&Away ability, which is insanely useful (especially when you consider that it can be passed through dual-classing). Samurai lose excellent hit rates for magic resistance, which isn't a terrible tradeoff. Knight classes have a small chance to halve oncoming physical damage. Grapplers have a decent chance of causing the stun status with their normal physical attacks. Samurai Masters get 20% magic resistance and Dinadan's ability to cancel projectiles. Berserkers are now Red elemental Knights, and they get the Power spell. Ninjas get the Thunder spell, but Ninja Masters get the insane ability to attack twice in a single turn. There are many more, but most of the classes received some sort of improvement.

Monsters have unique items to equip now. For example, Jinns have a weapon that adds 10 to ATK, and Hellhounds have a weapon that is +6 to ATK with a 20% chance of poisoning. There are also universal monster items, such as one that is +18 ATK (!), one that auto-revives the monster if it dies, and another that reduces the monster's RuneCost (GHOULS CAN BE WORTH 5 RUEN,

OMG!).

There are a few new promotion items worth mentioning. The Golden Crown is a promotion for Lizard Guards (yes, they finally get a promotion) into Lizard Kings. Lizard Kings (3 Blue) are insanely useful creatures. They are able to attack twice in a single turn, they block oncoming physical damage like Cavalier/Paladins do, and they have high defenses. They simply murder Dragons. The other item is the Missing Link, which makes it possible to promote a creature even if they don't have the levels for it. This means that you technically could have a level 1 Salamander if you had two Missing Links. Good stuff.

Just for fun, here are the stats of a level 30 Lizard King raised from level 1 with a Missing Link.

Lv30 Lizard King

HP: 716

MP: 0

STR: 115

INT: 74

AGI: 109

ATK: 297 [Base ATK: 125?]

DEF: 135

Acts twice a turn

As rumored, you are able to fight Bulnoil in this game. You don't have to do anything special. Just beat the game like you normally would, and the screen will turn dark. You'll be sent to your capital, and injured Halley will join your ranks. You can use her if you want, but it doesn't matter.

Here are the stats for Bulnoil and his two Guardians. I don't know what their names are, so I'll just call them Stab Guardian and Shoot Guardian.

Lv?? Bulnoil

HP: 729

MP: ?

STR: 85

INT: 108

AGI: 73

ATK: 237

DEF: 120

Spells: Venom, Meteor Doom, Curse, Dimension, Weakness, Necro Rebirth, Exa-Blast, Stone, Fall Berg, Charm, Thunder, Geno-Thunder

Specials: Has a shield that takes 1000-1500 damage for him.

Lv30 Stab Guardian

HP: 783

MP: 212

STR: 115

INT: 74

AGI: 99

ATK: 307

DEF: 135

Rune: 376

RuneArea: 4

Spells: Weakness

Monsters: Lucifer, Salamander, Talos

Lv30 Shoot Guardian

HP: 691  
MP: 309  
STR: 97  
INT: 75  
AGI: 106  
ATK: 265  
DEF: 130  
Rune: 368  
RuneArea: 4  
Spells: Curse  
Monsters: Talos, Lilith, Bahamut

As you can probably tell from the monsters, you're in for a pretty hard fight. The Lilith and the Satan mean that you'll probably eat a few Meteor Doom spells. The Guardians themselves are tough, but they're easily killed if you need to get rid of their monsters. Bulnoil himself is a long fight, but he's not particularly hard. His spells are high powered, but you should bring some healers with you.

-----  
GE Multiplayer Modes  
-----

As far as I know, multiplayer mode is pretty much a "hotseat" deal, which means that you would have to hand the controller off to one of your friends if it were their turn. Maybe I haven't explored it enough. The game lets you choose from three pre-set scenarios to play from.

The first Multiplayer Mode is merely the original game, I think.

-----  
2nd Multiplayer Mode  
-----

Starts on the 10th month of the year 216.  
Caerleon, Norgard, Iscalio, and Esgares are still around.

Esgares and Norgard have 13 cities each. Esgares is eating into Caerleon, which only has 6 cities. Iscalio has 9 cities, and it is bordering several cities on the old Esgares border.

1. Norgard has Vaynard, Guinglain, Luintail, Morholt, Layoneil, Yvain, Charlene, Palomides, Roadbull, Schutleis, Brangien, Kirkmond, Dillard, Clarence, Carlota, Zerafin, Ector, Chantail, Noie, and Elaine (20).

Promoted Monsters: 2 White Dragons (Lv14 and 13), Lv13 Efreeti, Lv12 Phoenix, Lv10 Couatl, and Lv10 Pegasus.

2. Caerleon has Dinadan, Cai, Gereint, Isfas, Lecarra, Cierra, Janfadar, Shast, BeauArte, Adilicia, Gush, Eloute, Lance (!), Millia, Bilcock, Merriot, and Sheluna (17).

Promoted Monsters: Lv13 Nightmare, Lv13 Couatl, Lv12 High Centaur, Lv10 ManEater, and Lv10 ArchAngel

3. Iscalio has Dryst, Iria, Helrato, Bagdemagus, Camden, Daffy, Ulster, Victoria, Gallo, Langueborg, Miguel, Lucia, Sheridan, Cortina, Teath, Liguell, Dogal, Hula (18)

Promoted Monsters: Lv22 Bahamut, Lv14 Gigas, Lv13 ArchDemon, 2 Fenrirs (Lv12 and Lv11), Lv10 Death Needle, Lv10 Dao



4. Esgares has Cador, Zemeckis, Gish, Esmeree, Ranguinus, Shiraha, Fiel, Millet, Roecod, Paradoll, Mira, Eniende, Soleil, Ivan, Rod, MelTorefas, Castor, and Irvin (18)

Promoted Monsters: Lv22 Vampire Lord, Lv14 Lizard Guard, Lv12 Tiamat, Lv11 Vampire, Lv10 Death Needle, Lv10 Green Dao, Lv10 Fenrir, Lv10 Nightmare, Lv10 Red Dragon.

-----  
3rd Multiplayer Mode  
-----

This takes place in the 6th month of 218. There are 3 countries left: Caerleon, Norgard, and Iscalio.

Norgard has taken most of the cities (22) in the continent, including the majority of Esgares and Leonia. Caerleon has all of the New Almekian cities and all of its original territory (10). Iscalio has several non-Norgard cities, but it is split through the middle (9).

1. Norgard has (in order of level) Vaynard, Guinglain, Layoneil, Luintail, Morholt, Yvain, Palomides, Charlene, Roadbull, Brangien, Schutleis, Fiel, Soleil, Kirkmond, Faticia, Dillard, Ivan, Vanessa, Clarence, Carlota, Ector, Zerafin, Chantail, and Elaine (24).

Noie must have died of her disease in the meantime.

Norgard's Promoted Monsters: Lv20 Fafnir, Lv17 White Dragon, Lv14 Phoenix, Lv13 Pegasus (taken from Leonia, no doubt), Lv11 ArchDemon, Lv10 Fenrir, Lv10 Nightmare, Lv10 ManEater, and a Lv10 Titan.

2. Caerleon has Dinadan, Cai, Gereint, Isfas, Lecarra, Cierra, Shast, Adilicia, Janfadar, BeauArte, Belgar, Lance, Gush, Eloute, Nevelle, Balder, Merriot, Millia, Bilcock, and Sheluna (20).

Caerleon's Promoted Monsters: Lv18 ArchAngel, Lv16 Couatl, Lv15 Nightmare, Lv14 High Centaur, Lv12 Triton, Lv10 Gigas, Lv15 Red Dragon, Lv13 ManEater, Lv10 Pegasus, and a level 10 Marid.

3. Iscalio has Dryst, Iria, Helrato, Shred, Bagdemagus, Camden, Daffy, Ulster, Victoria, Roecod, Gallo, Miguel, Cathleen, Lucia, Langueborg, Castor, Sheridan, Teath, Hula, Cortina, Liguell, Klaufes, and Dogal (23).

Iscalio's Promoted Monsters: Lv23 Bahamut, Lv20 Satan, Lv17 Vampire, Lv16 Iron Golem, Lv16 Gigas, Lv14 Dao, 2 Lv13 Fenrirs, Lv10 Lizard Guard, Lv10 Death Needle, Lv10 High Centaur, Lv10 Tiamat.

Of these, I'd want to play Caerleon the most. I can't resist having two leaders in the same country, especially when they're Cai and Lance. It's somewhat balanced, since Caerleon doesn't really have any strong monsters.

One thing to note is that an angry level 20 Kiloph joined me when I invaded old Leonia territories. This made me very happy.

-----  
New Rune Knights  
-----

Most of these guys can simply be quested for. A few of them have some weird conditions, but they're usually not too hard to fulfill. Most of them are relatively useful, and a lot of them have decent potential because of good growth.

Clarence.

Lv10 Cavalier

HP: 535

MP: 136

RunePow: 195

RuneArea: 3

Rune Growth: Good (5-7)

STR: 76

INT: 55

AGI: 66

ATK: 224

DEF: 125

Lv30 Paladin

HP: 763

MP: 228

STR: 108

INT: 80

AGI: 92

ATK: 287

DEF: 135

RunePower: 317

Comments: Clarence isn't bad at all. He has pretty good STR, and his Rune stats are workable. His HP isn't special, but Cavaliers have pretty good durability because of their new shield blocking. 3 in Rune Power is a bit annoying, but it can be worked around.

Rod.

Lv10 Monk

HP: 466

MP: 248

RunePow: 200

RuneArea: 4

Rune Growth: Good (5-7)

STR: 64

INT: 68

AGI: 65

ATK: 206

DEF: 115

Lv30 Guardian

HP: 762

MP: 285

RunePow: 320

STR: 116

INT: 87

AGI: 94

ATK: 299

DEF: 125

Comments: Rod's not bad, but Sheridan's better overall, and he's four levels below him. Rod ends up with pretty high STR and Rune Power, and he's fairly decent. He's a nice pickup for a country like Iscalio, which doesn't have very many healing Knights. Even Leonia could use him, since he could work as backup for Isfas.

Sheluna

Lv3 Cleric

HP: 372  
MP: 265  
RunePow: 178  
RuneArea: 4  
RuneGrowth: High (6-8)  
STR: 54  
INT: 61  
AGI: 64

Lv30 Saint

HP: 629  
MP: 394  
STR: 83  
INT: 98  
AGI: 97  
ATK: 234  
DEF: 125  
Rune: 366

Comments: Her stats are rather lackluster, but she's still fairly useful because of good Rune. You could turn her into an enchantress if you wanted an offensive mage, which probably isn't a bad idea since Clerics are so annoying to train.

Sheridan

Lv6 Ranger

HP: 526  
MP: 104  
RunePow: 191  
RuneArea: 3  
Rune Growth: High (6-8)  
STR: 69  
INT: 45  
AGI: 73  
ATK: 198  
DEF: 105

Lv30 Champion

HP: 902  
MP: 136  
RunePow: 357  
STR: 125  
INT: 55  
AGI: 111  
ATK: 308  
DEF: 125

Comments: Sheridan becomes insane if you train him enough. He already has good Rune Power, but his growth is in the high range, making him an excellent person to put time into. His level 30 stats rival Dillard's and Batercus's, which is quite a feat. He's a good pick up for any country.

Auron

Lv14 Samurai

HP: 570  
MP: 135  
RunePow: 227 (197)  
RuneArea: 4  
Rune Growth: Low (3-5)  
STR: 81

INT: 58  
AGI: 74  
ATK: 236 (252)  
DEF: 120

Lv30 Shogun

HP: 723  
MP: 163  
RunePow: 262 (292)  
STR: 109  
INT: 73  
AGI: 100  
ATK: 293 (309)  
DEF: 130

Comments: He may be a decent Knight to use. 197 Rune Power isn't that good, but the bonus he gets in ATK may make it worthwhile. Without it, he has 227, which is more than passable. Only male Knights can recruit him, apparently. Leonia could probably use him.

Almina

Lvl2 Mystic  
HP: 366  
MP: 406  
RunePow: 182  
Rune Area: 4  
Rune Growth: Good (5-7)  
STR: 48  
INT: 76  
AGI: 71  
ATK: 152  
DEF: 100

Lv30 Sage

HP: 514  
MP: 516  
RunePow: 291  
STR: 58  
INT: 105  
AGI: 81  
ATK: 172  
DEF: 110

Comments: The Mystic class is pretty fun, but she doesn't have anything close to the MP pool that Lecarra has. Still, she's still good for two Geno spells a battle at first, and her Rune stats are alright. She's pretty unspectacular otherwise.

Vanessa

Lvl1 Lancer  
HP: 488  
MP: 142  
RunePow: 203  
RuneArea: 3  
RuneGrowth: Good (5-7)  
STR: 75  
INT: 54  
AGI: 76  
ATK: 227  
DEF: 120

Lv30 Valkyrie

HP: 684  
MP: 190  
Rune: 321  
STR: 105  
INT: 72  
AGI: 103  
ATK: 287  
DEF: 130

Comments: Her STR is superb at level 30. Otherwise, she's fairly lackluster. 200 Rune Power would be handy for Iscalio, a country that sorely needs Rune Knights. She's not bad, but there are quest Knights worth using over her (Sheridan, namely).

Belgar

Lv14 Berserker

HP: 656  
MP: 87  
RunePow: 151  
RuneArea: 4  
RuneGrowth: Low (3-5)  
STR: 87  
INT: 45  
AGI: 57  
ATK: 250  
DEF: 115

Lv30 Avenger

HP: 866  
MP: 130  
Rune: 215  
STR: 133  
INT: 56  
AGI: 67  
ATK: 329  
DEF: 130

Comments: Statistically, he's pretty impressive (133 STR is Kiloph-esque). However, he has some of the worst Rune stats in the game. His Rune Area is fine, but 151 Rune Power on a level 14 character just sucks (off the top of my head, only Shred's 160 at level 20 is worse). He has pitiable Rune growth, and he ends up with worse Rune Power than Victoria. VICTORIA. It's a pity, since he has pretty good stats.

Nevelle

Lv11 Druid.

HP: 367  
MP: 342  
RunePow: 212  
RuneArea: 3  
Rune Growth: Low (3-5)  
STR: 52  
INT: 75  
AGI: 71  
ATK: 158  
DEF: 100

Lv30 Necromancer

HP: 525  
MP: 481  
RunePow: 296  
STR: 61  
INT: 108  
AGI: 82  
ATK: 176  
DEF: 110

Comments: Nevelle isn't too bad, and he'd probably be pretty useful for New Almekia, which lacks magical Knights. He has low growth, but decent starting Rune Power offsets that (I'm sick of saying that). He never does get to cast Meteor Doom twice, which is a bit of a drag. Neph says that you can't be the strongest country to get him. I suppose country strength is based on the number of cities you have, so don't have the most cities on the continent if you want to get him. This shouldn't be too hard if Esgares is still around.

Perenyr  
Lvl Scout.  
HP: 304  
MP: 212 (+20 from Mithril Bow)  
STR: 57  
INT: 76 (+4 from Mithril Bow)  
AGI: 67  
ATK: 190 (+10 from Mithril Bow)  
DEF: 105  
Rune: 208  
RuneArea: 5  
RuneGrowth: Low (3-5)

Comments: She has excellent INT for a level 1 character, but this is somewhat wasted because the Archer class doesn't use magic that much. In later classes, the INT may be useful for getting statuses to hit, I suppose. I've never actually gotten her, but she seems like she could be decent.

=====  
K. To do list/Stuff I still need  
=====

Find out to get Shred.  
Levelling other Knights to Ninja Master.  
Experience levels for promotions  
GE translation?

Feel free to e-mail me any of this stuff at gourry\_gabriev2@yahoo.com. I'll add you to my really small (as of yet) credits section (suckers). Seriously, any gripes, praises, suggestions, comments, or hate mail can be sent to my e-mail address.

=====  
L. E-mails  
=====

This section is made up of e-mails I received from some people regarding the FAQ. With their permission, I post e-mails that I think could be helpful to Brig players.

From Bryan Chua (arkhanus@yahoo.com) regarding Brigandine: Grand Edition, the remake of Brigandine that was only released into Japan.  
"Unfortunately I did not keep track of Bulnoil's and his guardians' stats. And I've overwritten my saved game when I was about to fight the Snake of Chaos. If I too get Dryst to fight Bulnoil(I played Caerleon first) I will

certainly look their stats for you. But if you really, REALLY wanna know more about the last few battles in Brigandine GE, then read on :). I don't know if you'd like to post my info on your FAQ though, after all it is Brigandine GE info. Feel free to add it though. I will have to get back to you on the Snake of Chaos battle. Not enough time for now. I have to warn you though, these are real spoilers! I've left out some surprises for you to discover though, in case you get your hands on a copy. Bryan

-----  
Bulnoil (can't remember his elemental orbs, probably none)  
HP: ???/???  
Mana: 900/900 (maybe more)  
Creatures: None

Spells I've seen him use: Meteor Doom, Necro Rebirth, Geno-Thunder. I'm pretty sure he can throw other blue and red spells but he sure likes to use Meteor Doom and Geno-Thunder! His mana is recharged about 150-200 points per round. AND, (this is my favorite part), he's got an impenetrable shield on. So you won't even dent him until you knock his shield out.

-----  
1st Guardian Lvl 30 2 Black  
HP: around 700-800 i think  
MP: ??? (I don't think this guy knows any spells)  
Creatures: Lvl 30 Talos, Lvl 20(or 30, not sure) Lizard King (not Lizard Guard), Lvl 20(or 30) Salamander, Lvl 20(or 30) Lucifer. Looking like an armored man with a hardhat and a pitchfork, his attacks can take out around 200 HP in a single poke. Most of the danger comes from his group of creatures though. The Lucifer likes to throw spells and the Lizard King can move and attack twice in a round. The Talos throws rocks when it's bored. And the Salamander's grand flame is deadly.

-----  
2nd Guardian Lvl 30 (I think he also has 2 Black)  
HP: around 700-800 too  
MP: ??? (doesn't know magic too, I think) Creatures: Lvl 30 Talos (2nd one), Lvl 20(or 30) Fairy, Lvl 20(or 30) Bahamut, Lvl 20(or 30) Lilith. An armored wolfman with a rapid-fire crossbow arm, this guy shoots over his creatures to take pot shots at your knights. Damage is around 200 with his 3-hex (or maybe 4-hex) weapon. The Talos and the Bahamut are his main grunts and the Lilith throws spells and charms creatures and knights(!) with her physical attacks. The fairy will call thunder occasionally."

Snake of Chaos  
No elements  
HP ???/???  
MP ???/???  
Creatures: (new kind of ghoul) (new kind of creature)  
Does not have any physical attacks and cannot move either. Only has a breath weapon and a special area spell - much like Holy Word in size but gives some of your units random effects in addition to about 100+ damage each. It breaths 2 streams of some kind of energy bolt about 5-6 hex long and deals 200+ damage to anyone caught in one of the streams. It has a tremendous amount of HP and can handle a lot of punishment. Each time its turn starts, 5 random creatures of the ghoul or the new type appear around the battlefield. They move at the same round as they appeared, so they always have the first attack.

-----  
Ghoul Creature  
No elements(temporary)

HP 300-400? (temporary)

MP none (temporary)

Looks like a grey coloured ghoul, this creature is a doppelganger. Although its first attack only deals less than 100 damage, it will instantly transform itself into the exact replica of the victim - down to the last mana, hit points, and abilities. It can transform only once though, so if it bit a unicorn first, its stuck as a unicorn. And it can miss its first bite.

-----

New Creature

No elements

HP 300+

MP none

Appears like a flying jellyfish, it can move and use its breath attack in the same round. The damage from its 4-hex breath attack is about 150+ and the Snake of Chaos is immune to it. It does not have any physical attacks and is pretty helpless when your turn starts.

Yes, I defeated Esgares last while playing Caerleon in Hard difficulty. And I still have an alliance with New Almekia. Maybe this does not matter but I brought Merriot, Lvl 30 Cai and another knight to the last Esgares castle. After Zemeckis is defeated, Bulnoil pops up and there is a talking sequence between Bulnoil and Zemeckis and Cai and Merriot. Then Cai, Merriot, Dinadan and Beauarte goes back to the Caerleon capital for another talking session before you send them after Bulnoil. The hidden castle where Bulnoil and his minions are found is right in the middle of the lake located besides Squest of Caerleon and Baydonhill of New Almekia. You can only reach it from any of these 2 castles. Halley(Lvl 22) joins Caerleon in the capital and is injured for 1 month(probably from fighting Bulnoil). I was given 3 months - 1 month in moving my troops to Squest and 2 months of fighting - to defeat Bulnoil. Or maybe you can only attack him twice. I didn't know this and it was GAME OVER after that, and you can only save game right at the start of the 1st month. After Bulnoil is defeated, the Snake of Chaos pops up in the same castle. My knights are transported back to Squest. I reorganized and then attacked the castle again in the same month. In Brigandine GE, there is one new knight that I know of. Its a freelance Lvl 10 Cavalier, recognizable because the only freelance Cavalier that I know of is Schutleis, and I already recruited Schutleis. Besides, the new knight's portrait in the info section is a little different from the usual drab coloring of the other knights. The color is brighter and somewhat glossier. I didn't like this new addition so I used him to pick up stray monsters :). I have played the original Brigandine before, but it was a long time ago and from another part of the world. One of the differences in GE is the revamped music. I think it sounds much better, specially the battle music with the Snake of Chaos. You have probably heard of the anime scenes. Its cool. The promotional video and its theme is very nice. The opening sequence shows Halley picking up an imbedded sword in a cliff overlooking the sea. Then grim Lance and smiling Zemeckis duke it out. Then there's Mira showing off her staff skills, Millet preparing a spell, Vaynard with his knights standing up to support him, Cai catching Merriot's fainting, sad-looking Esmeree alone with Vaynard, Kiloph carrying Lyonesse, Dryst posing with his scythe, Iria and Cador fighting and finally Lance crowned as King. I will look up Bulnoil's info for you when Dryst meets him. I am currently trying to get all original Iscalio knights to reach at least Lvl 20. By then, I will also have a good supply of powerful creatures to fight Bulnoil and the Snake of Chaos.

The parent company of the store where I bought GE from has a website - [www.poptoy.com](http://www.poptoy.com), although they do not have Brigandine in their inventory of games. You can try emailing them about it. Hopefully they will have it in stock somewhere. Halley joins your country. She even joined Iscalio. She is



injured for 1 month, then you can move her to Squest or Baydon Hill in the 2nd month, and then she can be used to attack Bulnoil in the 3rd month (last chance). You can also use her in the Snake of Chaos battle. I haven't seen any Meltorefas, Eniende or Shred scenes yet. I am currently playing as Esgares. As a test, I abandoned all castles except one but Cador who usually leaves after Esgares is down to one castle, didn't. Iria has her own icon, like Dryst and Lance. She has a curse spell and one other minor black spell. Her elemental orbs are blue and black. She has a special weapon that looks like lances on both ends and she grips it one-handed in the middle. The Iscalio ending is very nice. It involves Camden and Bagdemagus getting Ulster to drink alcohol! Iria even laughs, which stunned everyone but Dryst, who is calmly relaxing in his throne drinking.

Here are the stats:

Bulnoil: Lv.??

(no elements)

HP: 729

MP: ???

RunPow: 0

RuneArea: 0

STR: 85

INT: 108

AGI: 73

ATK: 237

DEF: 120

Bulnoil has an impenetrable shield that absorbs all magical and physical attacks. Spells include Meteor Doom, Geno-Thunder, and Necro Rebirth.

Correction: MP does not regenerate. He does have around 999 or so. Maybe more, but you can see it dry up after a couple of MP-intensive spells.

Guardian 1: Lv.30 (B B)

HP: 783 MP: 212

RunPow: 376

RuneArea: 4

STR: 115

INT: 74

AGI: 99

ATK: 307

DEF: 135

Spells: Weakness

10% HP recovery

5% critical

Armored guy with the pitchfork. His face looks like the skull of a dinosaur... or that of a dog. Very strong.

Brings with him a Lv.20 Salamander, a Lv.20 Lizard King, a Lv.30 Talos, and a Lv.20 Lucifer.

Guardian 2: Lv.30

(B B)

HP: 691

MP: 309

RunPow: 265

RuneArea: 4

STR: 97

INT: 75

AGI: 106

ATK: 265

DEF: 130

Spells: Curse 10% HP recovery Female warrior with a crossbow arm. Face looks

like a fox. Her weapon has a 4-hex range. Likes to shoot from behind her troop of Lv.20 Bahamut, Lv.20 Lilith, Lv.30 Talos and Lv.20 fairy.

Lizard King: Lv.20

(U U U)

HP: 662

MP: 0

STR: 95

INT: 50

AGI: 87

ATK: 267

DEF: 135 Special: Move and attack twice per round

Lilith: Lv.20

(W B U)

HP: 613

MP: 419

STR: 85

INT: 90

AGI: 87

ATK: 257

DEF: 130

Special: Physical attack can charm victim.

Lucifer: Lv.20

(W B R)

HP: 602

MP: 424

STR: 82

INT: 91

AGI: 86

ATK: 253

DEF: 130

Snake of Chaos: Lv.??

(no elements)

HP: ???

MP: ???

RunPow: 0

RuneArea: 0

STR: 0

INT: 0

AGI: 0

ATK: 355

DEF: 125

Special: 2 stream breath attack. Roar.

Basically a large weapons platform, the Snake of Chaos cannot move and only has two tricks in its arsenal. It does not have a physical attack and will just sit there while you pound on it, waiting patiently for its turn. Its breath streams are 5-6 hex long and its roar covers an area with the size of a Holy Word spell. Anyone caught within the area have a chance of getting a random bad effect in addition to a 100+ damage. Correction: The number of minions appearing seem to be random. Sometimes 6 will appear and on one turn only 3 appeared. They move and attack before you do.

Unnamed Ghoul Minion: Lv.??

(no elements)

HP: 203

MP: 0

STR: 69  
INT: 0  
AGI: 75  
ATK: 193  
DEF: 95

Unnamed Squid Minion: Lv.??

(no elements)

HP: 369  
MP: ???  
STR: 62  
INT: 0  
AGI: 67  
ATK: 243  
DEF: 100

From mackaysidney (mackay.sidney@syd.eastlink.ca)

"Shred joins Esgares when Logres Castle falls to another country. His starting stats are:

Shred. Lv 20 Champion

no elements

HP: 703  
MP: 116  
RunePow: 160  
RuneArea: 3  
Rune Growth: ?  
Str: 94  
Int: 53  
Agi: 94  
Atk: 286 (With Ogre Knuckle equipped)  
Def: 131  
Starting Monsters: none

Background: The only one of Zemeckis' troops who tried to stop the rebellion. He was captured by Cador and was imprisoned in Logres Castle. He was released when the castle fell. He had no choice but to join the Empire. He is one of the four leaders of the Empire.

You can add your own rank and class in your faq. I don't know how much his Ogre Knuckle increased his attack. He didn't gain any levels so I don't have his Rune Growth or Level 30 stats.

I hope this information helps you on your Brigandine Faq."

From Yang'en Xu (yangerov@yahoo.com.sg)

"Hi.

I just looked through your FAQ on Brigandine today and well yah i was the one who wrote the strategy guide so i guess we're fighting for the best FAQ =P haven't played the game in 3 years sigh erm i'm talking rubbish.  
anyway if you want to know how to get Aldis... you have to lose cities until you're the weakest or second weakest country in terms of territory The best empire to do this with is Esgares. Also that will mean that you lose Cador but no big deal really then keep questing all your knights sooner or later you should get a quest to one of those lonely islands and you'll end up playing with a gold dragon and Aldis will appear unfortunately she doesn't join you or anything she will however join you after a year if you're still in that pathetic state together with her fafnir Puro the quest should probably appear after a year or so after the game starts well that was all 3

years ago so hope my memory serves me well

Also, Shinraha is the only ninja who can become a ninja master all knights can become ninjas if they are above level 10 and you have shinraha oh yeah let me add that all this only applies to the english version but seriously the only good thing about a ninja master as far as i'm concerned is the spell known as petrify

About knight dispersion:

having saved and loaded about 25 times before the end of a fight, i figure knight dispersion works something like that. For this i will use Esgares, Carleon and Leonia as an example, and you are controlling Iscalio If you destroy a country, the country's suckiest knights will go to you (ALWAYS) If only Esgares Carleon and Iscalio(you) are left on the map and Esgares destroys Carleon, then you will get the next two sucky knights of Carleon (who are not so sucky) - Cierra and someone else If there are 4 countries on the map (including yourself) and one of the CPUs destroy the other, there is a chance that the next two sucky knights will come to you. As to what that chance is i dunno, but after 25 loads i figure its pretty much 50/50. Don't quote me on that though

One more thing: (direct quote from your FAQ) "Try to take out as many monsters as you can before you go for the leader. This injures that country's Mana source, as it has to make up for killed monsters. Also, I would rather kill a level 20 Salamander than Lance. However, if your army can't afford to waste time killing monsters, kill the leaders instead. When you kill a leader, there is a good chance that one of his monsters will be left behind. If the castle the leader is in is surrounded, then retreating leaders will have to initiate a Force Retreat. Force Retreats increase the chance of abandoned monsters by a LOT."

\*I never kill when i can capture, and force retreat usually leaves only the monsters below level 10. If you're trying to catch a Salam1A you gotta do all thats recommended in my FAQ and more\* One thing you can do to add replay value to the game (and i suggest you source around) is to get someone to hack a gameshark code for enemies cannot retreat that would make life a lot more exciting wouldn't it? Well hope i helped have a great time playing Yang'en

p/s: i could be wrong here but i believe knights have different stats if you level them up in different classes. As far as i'm concerned, your character ratings are pretty much accurate but unfair as well. Take for example i turn Paternus into a Cardinal Samurai (Dual class, last form samurai). In terms of stats he'll probably lose say level 30 necromancer. Any one of them. But being a level 30 Cardinal Samurai will allow him to cast holy word in the front line, as well as attack physically and take quite a bit of damage as well. In short i think you should remember that numbers don't mean everything."

I think he may be right about Aldis. You have to get the quest first, reduce your castles to 3, and quest again to get her. I haven't verified his information about the Ninja, though. He's right about Knight Dispersion, but I've never personally gotten any of the Knights like Cierra or Bagdemagus.

The next to last thing he says is pretty important. It may be best to capture a monster rather than killing it. I've gotten Leonia's Phoenix and HolyGriff by using status effects on them, and it crippled it for the rest of the game.

=====  
M. Version History

=====  
1.2 (8/26/06):

1. More touching. Touching up, I mean. Not in that way. You don't know me.
2. Changed e-mail address to my school address since I hardly check the yahoo one anymore. It's kaoch@uga.edu.

3. Added level up averages for classes and monsters.
4. Took out old level 30 stats. The new stats for monsters and Knights at level 30 use their average growths instead of the growths I got as I leveled them. These stats should be more accurate and reflective of what a player can expect from a Knight at level 30.

1.1 (2/13/04):

1. Touched up a few things here and there.
2. Added a "Should I Use This Character?" section for each Knight.
3. Added GE info.

1.2 (12/30/04):

1. Completely revamped monster and Knight ratings.
2. Added a spells section.
3. Added a mechanics section
4. Added the GE section
5. Filled in some missing details here and there.

2.0 (4/12/07)

1. Old stats were taken out and replaced with their average stats.
2. Touched up some minor details here and there.

=====

N. Credits

=====

I want to thank following people for help/encouragement blah, blah, blah.

1. \*The Brigandine board at GameFAQs for giving me encouragement through this. Justain m, Rune Caster, Ryu Hatsuento, and everyone else.
2. Evil R, for contributing his section. He submitted stats for most of the Rune Knights, but with dual-classing. Thanks a lot!
3. mackaysidney (mackay.sidney@syd.eastlink.ca) for giving me the stats for a level 20 Shred. Thanks!
4. Bryan Chua (arkhanus@yahoo.com) for his contribution to my section on Brigandine: GE.
5. Nephelite, who confirmed my suspicions about spell power and gave me some details on Lucifers and Liliths. He also was an immense help when making the FAQ, since he probably knows more about the game than I do. Cool guy.
6. superaielman for providing some monster data, such as the Gigas, Loki, Titan, Unicorns, and a load of others. Also, he gave me Kazan's level 30 stats.
7. The folks at <http://www.rpgdl.com/>. It's an offshoot of Bobbin Cranbud's RGP, which was an immensely popular tournament where RPG characters would battle it out. The forums at the DL are full of Brigandine nuts like myself (probably around a dozen people, which is most likely the highest concentration of Brigandine fans in one area). I waste so much time there it's not funny. Check it out.