

"So many ways to drown a man, so many ways to drag him down..."

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DISGAEA: HOUR OF DARKNESS
An FAQ/Walkthrough
For the Sony PlayStation 2
Copyright 2008 Richard Beast

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...some are fast and some take years and years." - Dream Theater

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-!NOTE!-

This guide, as you will soon see, is pretty big. Seeing as how this takes effect, you will most likely be lost in trying to find out what you want to read. There is one way to get to it, instantly. Press Ctrl + F, and then look for whatever you want. Let's say you want to go to the Basics section. Type in "IV. Basics", and then you'll go to the basics section, instantly! Pretty neat, eh?

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~~~~ ~~~ I. Introduction ~~~ ~~~ ~~~

Do I still need to introduce myself, guide after guide after guide? Yeah, I suppose I do. The name is Richard Beast, I'm just a normal dude like you and anyone else who has relatively nothing better to do with his time than play and write for long addictive masterpieces of games like Disgaea. If you aren't familiar with this game, let me tell you straight off: it has hundreds and hundreds of hours of gameplay. You could literally play this game forever and find more and more stuff to do in it, like defeat the umpteenth optional boss or whatnot. But that's just the kind of thing I love, and if you like side quests, a light hearted and humorous storyline, and a game that's fun as hell, Disgaea is your dream come true. So it's pretty much official that this guide is in honor of Disgaea 3's upcoming release, so until then, let's rock on.

- Richard "Gbness" Beast

~~~~ ~~~ II. Legal Disclaimer ~~~ ~~~ ~~~

You are NOT permitted to put this FAQ on your site without my permission first. All you have to do is email me or IM me saying you want this FAQ on your site, then you can tell me your site and the chance is high that I'll let you. But if

you put this FAQ on your site without my permission I swear you will regret it. If I let you, not ONE word should be changed from this FAQ! NOT ONE! Got it? Good. Also, make sure that no money is involved. If you want this FAQ to be sold on eBay, then just forget about it, man. And don't sell this guide either, or pay people to use it, or you'll be in such big trouble you don't want to think.

Another little note is that I will not have this guide hosted on many other web sites besides GameNotOver, GameFAQs, IGN, and Neoseeker. You need full-on permission if it's not one of the four above sites. I am sick of people ripping me off (I have been ripped off three times in the past), so if I don't like your site, I won't let my guide be posted on it. I am sorry, but this is how it has to be. If you ask politely and I like your site, you will definitely have the luck of getting it up there. Thank you very much.

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      ~~~ ~~~ ~~~   III. Contact Rules ~~~ ~~~ ~~~
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First of all, feel free to check out the stuff I've written on GameFAQs. Those include a guide for Mega Man 5, a few other Mega Man games, and tons of random PSX games. Honor to the PSX, yanno? Hopefully, that'll be added with awesome Legend of Zelda: Majora's Mask and Disgaea 3 guides. As you might be able to guess, I'm a large RPG fan and writer.

Alright, enough shameless advertisement about me. You can e-mail me if there is a question you wish to ask that hasn't been answered in the guide, but I REALLY don't want to bother answering questions that have already been done, answered, and done again in the guide, if it isn't too much trouble. Feel free to tell me if there's something I've forgotten, however.

My e-mail address is richard_power1000 [at] yahoo [dot] com. Except, replace the [at] and spaces with a "@" symbol and the [dot] and spaces with a period; I have to write like that so I don't get a dozen spam bots e-mailing me and getting me viruses. Just be polite in the e-mail, don't talk like "omg wtf rich ur gides r t3h su><0rz & how du i beat vyers", and don't ask something that's already been answered in the guide, and I'll respond.

And don't bother sending things like:

"You friggin' idiot. Your guides suck, you suck, and everything about you sucks. DIE DIE DIE!"

"BURN IN THE FLAMES OF HELL, YOU STUPID RETARD!!!"

"What the hell did you think you were doing writing all that garbage, you piece of crap?"

"I hope you fall down the stairs and break every bone in your body!"

"u su><0rz, eVrYtInG BoUt u sUx, dIe ass!!!!!!1"

I will laugh at such e-mails and delete them. So... if you're not just playing a friendly joke on me or something, don't bother with that crap cos I've been through with it too much.

Okay, that's enough for that. My AIM name is rbeast288; sorry, I don't have MSN or YIM. The list is closed, but I'll add you if you ask politely via e-mail. I like chatting with people, but try not to overdo it on AIM if I add you to my list. Since I am busy a majority of the time and all.

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~-- ~-- ~-- IV. Basics ~-- ~-- ~--

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I have a lot to get into this section. Might as well not waste any time. So, basically, Disgaea is a turn based strategy RPG. The game is divided into 14 chapters, each with 4-7 battles in them, and your objective is always going to be to defeat all the enemies. Sounds simple enough, but there's an incredible amount of depth to it.

IVa. Inside Battle

In each battle, you can use up to ten characters, which will come from your base panel. Each character can equip one weapon and three other pieces of equipment (armor, accessories, etc.), which will affect their base stats (attack, defense, intelligence or magic, speed or evasion, hit, resistance). That, and each character has stats for movement, jump which is basically moving across higher elevated terrain, and throw.

Lifting/Throwing

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That's right, in Disgaea you can lift and throw characters and enemies. Pretty neat, eh? First of all, let's start with characters. Lifting and throwing characters, as well as making a huge tower of characters to throw, is a great idea for getting them far into a battlefield early. The concept is fairly simple; just stand next to a character and hit Lift, then you can throw them 3-6 spaces, depending on who's doing the throwing. Then you can set up a tower of characters the same way, obviously taking into account the fact the character at the back standing on the base panel who hasn't moved yet, when he's being done thrown all over the place, can still move.

Geo Effects/Symbols

Geo Effects seem rather complicated at first, but after you get used to them they really do become second nature. First of all, you'll find a lot of the areas in Disgaea to have colored floors. Most of these colored tiles come under the effect of a Geo Symbol which is on any one of these tiles. However, a Geo Symbol on one colored tile will effect all that are that color, so just letting you know. Geo Symbols impose certain effects on those squares, some good, most of them bad. They're everything from extra EXP, to ATK or DEF being increased or decreased, to taking damage on them, to making the enemy three times more powerful. See what I mean by good or bad?

If you don't want the effect there, though, or have any other reason, you need to destroy the Geo Symbol. Here's where it gets interesting: if the color of the Geo Symbol is the same color as the floor, the effect disappears, and that's it. If you destroy a Geo Symbol on a floor that's a different color, all of the colored tiles on that floor just disappear, damaging everything that's on there, and exponentially increasing the value in your Bonus Gauge. So... that's about it. Remember, some Geo Symbols aren't on any colored tiles at all, so you may even want to find one that's on the map and throw it there to put the effect on those tiles. Comes in handy at times.

Alright, so I've been over all that. Also keep in mind that there's the bonus gauge, which as you kill enemies and stuff on a map, it increases. As it increases, you'll get bonus items when the battle is over. I think that's about it for that, though. Time to talk about the weapons in the game.

Fists

Fists are one of the game's primary weapons, used by Brawlers and being an all around good weapon of choice generally. One of the advantages they have over other weapons is that they come with an automatic +2 counter, not to mention they give you added chance of doing group attacks. Then when you get brawlers and ninjas kicking ass with them, really only swords can beat them when it comes to having pure power. Just one thing, though: fist special attacks aren't great for combos, since take skills like Triple Strike, Tiger Charge, King of Beasts, Rising Dragon... all of those move the target. Still, all of those do massive damage, and it all culminates with the doomsday blast known as Big Bang, which has a 3x3 radius and just absolutely rocks.

Skills

Lv. 1 - Triple Strike - This skill will deal three attacks on an enemy that

- are each about half as strong as a normal attack. It will also push an enemy ahead one space.
- Lv. 3 - Tiger Charge - Tiger Charge hits the enemy one square ahead, and also pushes it forward for crazy damage, though it requires a few spaces back.
 - Lv. 6 - Lion's Roar - Lion's Roar hits all the enemies around a character horizontally, vertically, and diagonally, for a bit more than a regular attack.
 - Lv. 10 - King of Beasts - King of Beasts hits one enemy for substantially more than a normal attack, but pushes the enemy ahead two spaces.
 - Lv. 15 - Rising Dragon - Rising Dragon has a cool attack animation, is quite a bit stronger than King of Beasts, but pushes the enemy behind the user.
 - Lv. 20 - Big Bang - Big Bang also has a sweet attack animation, and hits enemies 3x3 panels ahead for about the power of a Tiger Charge. Awesomeness.

Swords

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Swords are cliched all throughout the RPG world, and Disgaea is really no exception. Your main character, Laharl, is an absolute godlike character who uses swords amazingly, and apart from him, the best sword users are probably just fighters and ninjas. Ah well, you've got strong short ranged power in them, so what more could you possibly ask for? It all ends up being about the skills, which tend to cost a lot of SP but have incredible power and diversity. You've got long ranged attacks in Blade Rush and Wind Cutter, single hitting attacks such as Hurricane Slash and Dark X Slash, and plus a common fan favorite in Disgaea, Winged Slayer, which hits the nine squares in front with undeniable power. Then at the very end you can mow down a line of fire with Dimension Slash.

Skills

- Lv. 1 - Blade Rush - Blade Rush requires the space four panels ahead to be vacant, but hits all enemies between those two panels for slightly more than a physical attack.
- Lv. 3 - Hurricane Slash - Hurricane Slash hits the enemy one space ahead twice for non elemental damage, and for quite a bit more than a standard attack.
- Lv. 6 - Wind Cutter - Wind Cutter hits the enemies that are three to five spaces ahead in a straight line for far more damage than Blade Rush, with a blazing animation.
- Lv. 10 - Winged Slayer - Winged Slayer has a very nice attack animation, hitting a 3x3 radius for the usual damage, but requiring the space three panels behind.

- Lv. 15 - Nightsever - Nightsever is the same concept, but is much, MUCH stronger than Hurricane Slash, plus by then you'll never have SP problems.
- Lv. 20 - Dimension Slash - Despite having a lame animation, Dimension Slash absolutely annihilates the five panels straight ahead of the user.

Spears =====

While not quite as popular as swords, spears will serve their purpose in the game, especially because of Etna, so that you don't need to create a separate character for them. Once again, it's based on pure power, and the power isn't topped by much, and a good thing about them is that they can hit two squares ahead or diagonally, which makes them extremely useful. Some of the skills are a little weird though, as they tend to move the user. An example being Impaler, which pushes you one square back. Or Avalanche, which pushes you four squares back. Most all of them are like that. But all in all, you get a character like Etna who's so good at them, so I see no reason not to use them, even though I personally prefer fists or swords, but to each his own.

Skills -----

- Lv. 1 - Impaler - Impaler requires the space one panel back, and hits the enemy for some damage which is just slightly better than a normal attack
- Lv. 3 - Sky Lunge - Sky Lunge requires the space one panel ahead of the enemy, and does damage much better than Impaler despite having horrible max height
- Lv. 6 - Asteroid Drop - Asteroid Drop requires the space three panels back from the user, but hits all the surrounding enemies for an attack a bit stronger than a physical
- Lv. 10 - Avalanche - Avalanche requires the space four panels back from the user, but does absolutely insane damage to one enemy
- Lv. 15 - Turbulence - Turbulence is essentially the same attack as Asteroid Drop except it does more damage, and also doesn't require any spaces
- Lv. 20 - Spear Storm - Now Spear Storm actually IS the same as Asteroid Drop requiring three spaces back, except it's fire elemental and does a lot more damage

Bows =====

I don't know about any of you guys, but I'm not a fan of bows at all. You're only given two choices: bow or guns, and of the two I choose guns by about a

mile. I could go on all day talking about why they're better, but the clique about bow skills is that while they do weaker damage, they do status effects. I don't give a damn about causing paralysis or poison on my enemies, I just want to kill the guys. Bows are MUCH weaker than guns, because first of all, you'll give guns to Scouts immediately, but bows are only good for clerics early on. Then you get archers, but by then you're already well on your way in fists, swords, spears, etc. Then there's the damage formula: $(\text{ATK} + \text{HIT})/2 = \text{power}$. That sucks ass. Bows don't give you much of a boost in hit, so that just makes it hard and annoying on you, seriously. Did I mention they're much weaker, in both regular power and skills? Oh well, they're definitely usable, but if you're going to pass one of the seven weapons up, let it be bows.

Skills

- Lv. 1 - Poison Arrow - Poison Arrow, your first skill, does relatively good damage, for bow standards of course, plus it causes poison, so that's cool. Three spaces away.
- Lv. 3 - Dark Flash - Dark Flash is a pitiful excuse for an attack that hits the enemies 2-4 spaces away, for damage much weaker than Poison Arrow, and deprave. Screw that.
- Lv. 6 - Delta Split - Delta Split is a much better skill that requires the spaces two squares behind and two squares at diagonals from the enemy, but actually does good damage!
- Lv. 10 - Sturmhimmel - A rather decent skill that's hard to get, but it hits the phalanx two squares away for some good damage, as well as paralysis.
- Lv. 15 - Zielregen - Zielregen is... rather decent. It hits the X shaped area three squares away, for fire elemental damage and Forget. Good for what it's intended to be, I guess.
- Lv. 20 - Doppleganger - The only actually incredible bow attack, Doppleganger can hit anything in a range of 4, and while it doesn't cause status, it does some great damage.

Guns

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Of the two long ranged weapons, guns are by far my preferred choice. The first thing comes from the power. They aren't as strong as fists, swords, spears, or axes, I'll be the first to admit that. However, they can be used from four squares away, so I'm not going to complain. Plus the strength in them can be much more easily managed than bows, since guns only require one stat: HIT. Yep, if you're using a gun, you have zero use for the ATK stat, better guns won't have any effect on it. All they'll effect is your HIT, and that's a damn good thing. So, get a Scout early on, give them the best form of glasses first available, and they'll be kicking a lot of ass. Not to mention the skills you get with guns are actually somewhat decent, unlike bows. So in short, get a Scout as a gunman as soon as you get a Brawler and Warrior at Level 5.

Skills

- Lv. 1 - Tri-Burst - Tri-Burst hits one enemy for three ice hits, each hit doing about half the damage of a regular attack. The enemy is one square away in a straight line.
- Lv. 3 - Rapidfire - Rapidfire hits an enemy that's four squares away, though it requires the space three squares away as well. Hits for fire damage, and... I prefer Tri-Burst.
- Lv. 6 - Proximal Shot - Proximal Shot hits the enemy right next to you for some pretty damn good damage, though it requires the three spaces behind the gunner.
- Lv. 10 - Bullet Storm - Bullet Storm is a stronger version of Tri-Burst that hits an enemy three squares away, just stronger. And not ice elemental.
- Lv. 15 - Totenkreuz - Totenkreuz is an armageddon blast that can hit one target anywhere within four squares of the gunner, a real treat, and for fire elemental damage.
- Lv. 20 - Inferno - Inferno, while it isn't fire elemental, is even more devastating than Totenkreuz, with the same concept, just within five spaces instead of four. Brilliant.

Axes

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Axes are... not bad at all, to say the least, and they turned out quite a bit better in this game than in Disgaea 2. Of the four melee weapons, they're the strongest, hit the hardest and whatnot, though they decrease the user's HIT. That never really bothered me, but I'd watch out for it by not equipped the super good axes until you have a decent level on you. The character you'll probably want for them is a warrior, since there's not a special character in the whole game who's exceptionally good with axes. Except Laharl, but that'd be ridiculous. The skills tend to lean in a very extreme direction, in that they always hit only one character that's right next to you. So... if you want to mop a whole floor of enemies, axes are not your choice. If you're taking down one strong boss though, these are great.

- Lv. 1 - Boulder Crush - Boulder Crush hits the character right next to you twice, each blow slightly weaker than a normal attack.
- Lv. 3 - Skull Splitter - Skull Splitter hits the character right next to you four times, each exactly half the power of a normal attack.
- Lv. 6 - Colossal Fissure - Colossal Fissure hits the character right next to you for really kickass damage, and is my early recommendation so long as you have the SP.
- Lv. 10 - Violent Storm - Violent Storm hits the character right next to you

several times, and just generally rocks... use it until you get Calamity Drive.

Lv. 15 - Graviton Bomb - Graviton Bomb hits the character right next to you for amazing fire elemental damage, so definitely use this barring an enemy strong against fire.

Lv. 21 - Calamity Drive - Calamity Drive hits the character right next to you for godlike damage (we're talking more than triple regular here). Use it unless it's weak to fire.

Staves

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Staves are by far the weirdest of the seven weapons. First of all, they do not earn their own skills, yeah, seriously. Instead, they give you added power, area, and range for your spells, which you should be using instead of special techniques anyway. That, and they don't even increase your attacking power like at all, instead they increase your INT. Then again, regular physical attacks can only be recommended for staff users in asylums anyway, since they use ATK. Obviously, staves are recommended for skulls, mages, and clerics, that's about it except Flonne. If you ARE using those type of characters, make sure they actually do use staves. Especially clerics.

IVb. Outside Battle

Inside battle is where the true depth of Disgaea exists, but there's a little to explain outside as well. Like I said before, the game is divided into 14 chapters. When every chapter starts, you'll be in the Overlord's Castle, and can talk to all your vassals and stuff up to the last room, which is where the Dimension Guide, shops, Item World, and the Dark Congress are here. The Dimension Guide is simple -- just talk to her to go to anywhere in the world of Disgaea that you want to. The Item World I have a whole separate section for. That leaves the hospital, shops, and the Dark Congress.

Hospital

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This is pretty simple. After every battle, you will keep the damage to your HP and SP that you started with, as well as the number of characters that were incapacitated. Because of that, you need to go to the hospital to recover all that. There, you must pay HL (money) for all your recovery, but you'll want to do it anyway. Besides, when you get to having recovered a lot of stuff, you get special prizes. For HP, you'll get Muscles (which increase HP), for SP you get Orbs (which increase SP), for deceased characters you'll get recovery items, and for all of them put together you'll get Emblems, the best equipment in the game which increase all stats.

Shops

Even simpler. There are two shops: one will sell weapons, and one will sell armor and items. Weapons and armor have 40 ranks of quality, and at first the shops will only start by selling the first three (in other words the crappiest stuff). But that's what you're forced to buy until your Customer Rank goes up. When this goes up, you can go to the Dark Congress and petition stronger stuff in the shops. That increases the Product Rank, which can only go as high as your Customer Rank. The maximum for Product/Customer Ranks is 12, at which point the shops sell ranks of equipment up to 38, which is pretty nice. That, and you can use the Dark Congress to make the shops sell belts, eyewear, and shoes, which increase ATK, HIT, and MOV/JMP/SPD respectively.

Dark Congress

Alright, here's where the real meat and potatoes of the game outside of battle lies. The Dark Congress is where you create characters, petition for enemies to be stronger or weaker, and petition this and that. I don't even know where to start with this. First of all, in the Dark Assembly you've got what's called your Demon Rank. It starts at 0, but you can increase it by taking Promotional Exams, which are basically battles against a set of usually rather easy enemies. When your Demon Rank increases, your list of available bills that you can submit increases.

That's not all to it though. To pass a bill, you need Mana. Basically you get one mana for every level of an enemy that you kill (example, kill a Level 20 enemy and you'll get 20 Mana). Then when you actually start, most of the time you'll need the approval of the Dark Congress. Obviously the demon way is to bribe them until they agree with you, but to pass a bill you need the majority of their favor, with a handicap of the amount of mana the bill cost (example, for a 30 mana bill when the power of the congress there is 250, you need at least 140 yays to 110 nays). Obviously the amount of power a senator has depends on their level. And of course then there's always the option to pass the bill by force which is my preferred method. But I think that's it. The Dark Congress is important for creating characters, so make sure you do that. To close this, here's a list of Demon Ranks and what you can do at each.

- Demon Rank 0 - you can see a list of senators, create new characters, delete a character, change the name of a character, take a promotion exam, or raise military funds, which basically extorts money from the senators and is very hard to do
- Demon Rank 1 - you can make the equipment cheaper or more expensive by changing the Product Rank
- Demon Rank 2 - you can petition for the shops to include eyewear, belts, and shoes

- Demon Rank 3 - you can transmigrate the character (reincarnate them at Level 1 that is) and improve a character's Counterattack

- Demon Rank 4 - you can pass Triple EXP for the next kill on an enemy, start with the bonus gauge boosted a random amount, petition for only Prinnyes to be allowed on the next map, and improve a character's Movement

- Demon Rank 5 - you can increase the level of enemies, and after doing that decrease their levels, as well as open the gate to Prinny Land after Chapter 8

- Demon Rank 6 - you can open the gate to the Cave of Ordeal, which is very hard to do

- Demon Rank 7 - at the final chapter, you can open the gate to the Human World, which at this point I'd recommend passing the bill by force

- Demon Rank 8 - you can open the gate to the Alternate Netherworld

- Demon Rank 9 - you can open the gate to Beauty Castle

That's about it. Whew... that's the longest game basics section I've ever written.

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                        ~-~ ~-~ ~-~  V. Characters  ~-~ ~-~ ~-~
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Characters, eh? Much love to that. This is divided into characters who primarily consist of the demon characters who can equip fists, swords, spears, bows, guns, axes, and staves, plus have three special monster characters who can equip physical and magical claws, and have their special attacks. Ahead are classes such as mages/fighters/etc., and then monsters. We good to go?

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Va. Characters
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I needn't explain. Here's all the story characters, be they the main character Laharl, or the secret ones.

~-- LAHARL ~--

Laharl is the game's main character, but it would be a bit of a far stretch to

call him a protagonist. The game begins as he wakes up from a two year slumber, and he realizes his father is dead, which somewhat pleases him because at that point he can become the Overlord of the Netherworld, which he spends the first portion of the game attempting to become. He's an incredibly arrogant, stubborn, self-centered little sucker, and at the same time he has weaknesses to people who are optimistic, love, as well as women with sexy bodies. Flat chested people do nothing for him though, so... yeah. But ignoring his personality, Laharl carries a big sword, and does terrific amounts of damage with it. If you can get past his awesome Meteor Impact attack for a while though, you'll find that in the end he actually does develop quite a bit as a character.

Skills

- Lv. 5 - Blazing Knuckle - Blazing Knuckle, Laharl's first and early kickass, killer technique, does strong fire-based damage to everything around him. Not bad.
- Lv. 20 - Overlord's Wrath - The second technique, Overlord's Wrath, hits the cross shaped formation three squares in front of Laharl, for massive non-elemental damage.
- Lv. 50 - Meteor Impact - A complete and utter armageddon blast, Meteor Impact hits everything two squares on any side of Laharl for some of the best damage in the game.

~~~ ETNA ~~~~~

You could say Etna is one of the main heroines in the game, although she really is nothing much more than Laharl's humble, lowly vassal. Despite her status, she looked up to King Krichevskoy... and feels no such way towards Laharl. In the beginning, though, it's obvious that Etna is conspiring against Laharl, though, as shown by the fact Etna keeps trying to direct Laharl away from her. That is because Etna is seeking her memories which have been lost. How or why isn't gone into in a lot of depth, but suffice it to say, Etna is the leader of the Prinnyes and can more likely than not kick your ass. Her attitude can best be described as sarcastic and a little condescending, though she puts up with Flonne a lot more than Laharl does. That, and she's probably the best choice in the early game for spears.

#### Skills

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- Lv. 5 - Prinny Raid - Although this skill is slightly weaker than Etna's regular spear attacks, this can hit a range further away, for one square of humiliating damage.
- Lv. 20 - Sexy Beam - This piece of crap worthless ability hits a whole big set up of squares around Etna, I don't even know how it's done, for awful damage that isn't worth a damn.
- Lv. 50 - Chaos Impact - Well... this ability is nothing amazing, but it's a hell of a lot better than Sexy Beam. Hits a structure

ahead of Etna for... really good damage. Good range.

~~~ FLONNE ~~~~~

Flonne is the complete opposite of Etna and especially Laharl. While those two are demons and act like demons, Flonne is an angel from Celestia who initially came to the Netherworld to assassinate King Krichevskoy, but instead she made her mission to find if demons really could love, which she... accomplishes, albeit through a bit of a culture shock. Flonne is incredibly sweet and naive and innocent, which is exactly why Laharl kind of hates her, but kind of loves her at the same time. In battle, though, she's a mixed bag. She really can't use any weapon except staves and to a lesser extent bows, so I guess if you were desperate for an archer you could use Flonne, but staves complement what makes her useful early, and that's her Power of Love skill, which heals everyone around her. To get her levels built up, though, I'd get her some Mana and then make a Star Skull or any other skull. Then have her learn those spells, so she can fight. After that, she becomes a rather helpful character.

Skills

- Lv. 5 - Power of Love - Power of Love heals everything surrounding Flonne, even diagonally, and it's EXTREMELY helpful, unless you run out of SP. Amazing technique.
- Lv. 20 - Holy Arrows - Too bad it didn't really last. Holy Arrows hits the cross formation four squares away, for damage based on INT, but it ain't that amazing.
- Lv. 50 - Divine Ray - Divine Ray has a free range of any cross formation which has its center four squares away. Make sense? It's based on INT, and it's not too bad. That's about it.

~~~ HOGGMEISER ~~~~~

Hoggmeiser is known as the richest demon in the Netherworld. I'll just quote him on this: "Oh money, how do I love thee? Let me count the ways\$". He loves the stuff so much he has to put dollar signs in place of periods and exclamation points. He's just that badass. He owns the bustling Dinero Palace, and was originally a vassal of Krichevskoy's, but he quit that, though he keeps a portrait of Krichevskoy in the palace. That, and he has a son who, despite the fact he obviously loves money more, actually runs in to defend him when Laharl goes after Hoggmeiser. He joins at the end of Chapter 3, and he's a Nether Noble, which is a class of monster. He'll serve his purpose at least in Chapter 4 and maybe 5. I guess.

~~~ MADERAS ~~~~~

Maderas was the demon that had a control over Etna for a while, manipulating her into doing his evil bidding, conspiring against Laharl, and is the villain

of Chapter 5. He was originally a vassal for Krichevskoy, but he was banished from there for what else, stealing a black pretzel. After that he became obsessed with becoming Overlord, so since he somehow got Etna's memories, tried to use her in an attempt to get Laharl's life, but Etna was too smart for that, actually, and was using Laharl as bait to get Maderas in a trip, all that time. After that, Laharl and Etna beat the daylights out of Maderas, and he ended up begging for mercy and joining the party. He's decent and comes in handy in chapters 6 and 7, I suppose. He's part of the nosferatu type of characters who you don't get many of, so... yeah.

~~~ GORDON ~~~~~

Gordon is known as the Defender of Earth as far as his life home at Earth goes, and eventually his General Carter sends him on a mission to the Netherworld to kill the Overlord. When Laharl and Gordon end up fighting, though, Laharl wins in a landslide and Gordon is forced to become his vassal, however, and end up being called the "Slayer of the Netherworld". Great title, huh, and of the three who end up in the Netherworld, Gordon is the one who wants to go home the most. Speaking of which, Gordon may be the Defender of Earth, but he is a bumbling idiot. It takes him about twice as long as anyone else in the group to catch on to things which are extremely obvious, and he has an almost one track, dubious state of mind, but that being said, he has a big heart and is brave for a human. In battle, he's a gunman. I tend to prefer Scouts though just because of the class, plus Gordon starts with zero mastery in guns. But he's a very good character, I must say.

- Lv. 5 - Gordon Spark - Not much to say about this. Gordon Spark hits one enemy and has a very poor maximum height. Based on ATK but is surprisingly strong.
- Lv. 20 - Gordon Punch - The exact same thing as Gordon Spark except it requires one space ahead. Based on ATK again, but it's fairly strong.
- Lv. 50 - Gordon Blitz - Gordon Blitz is an extremely powerful skill, same thing as Gordon Spark except much stronger, and once again, only recommended for people with ATK.

~~~ JENNIFER ~~~~~

Jennifer is the assistant of Gordon who is later made into another Defender of Earth, who happens to be a complete genius, a child prodigy, and a member of the distinct group of people who Laharl hates known as women with sexy bodies. I mean, just look at her. That's intimidating. That being said, Jennifer is the daughter of General Carter of the Earth Defense Force. Take that with a grain of sand or however you will. In battle, Jennifer happens to be a fist user, but my main problem with her once again is that she comes with 0 mastery in fists, while at that point I usually have a fist user worked up to about 8.5 or so, so that's a HUGE nod off for her. It's good that her first battle is

10-1 so she can build fists up there, and it always helps to have a fist user or two when you're in the Item World, but just all in all, much like Gordon, I prefer a regular fist user to Jennifer.

Lv. 5 - Star Buster - Not much to say about this. Star Buster hits the enemy next to Jennifer for decent damage, requires the space behind.

Lv. 20 - Cosmic Arrow - Cosmic Arrow is a Winged Slayer type thing with a 3x3 range, doing about Star Buster esque damage... and has a cool animation. I consider these things, ya know...

Lv. 50 - Terminus Omega - Although this attack can't compare to Gordon Blitz, Jennifer's Terminus Omega hits one enemy for pretty outstanding damage.

~~~ THURSDAY ~~~~~

Thursday is a multi-purpose super robot created by Jennifer when she was 5. Honestly there's not too much to say about this robot as a character -- he's a hilarious character and despite being robotic has more personality than most humans. That, and he's incredibly loyal and entirely dedicated to Gordon and Jennifer. Enough about his character, let's talk about how he is in battle. On an exterior glance, Thursday appears to be nothing more than a normal type of monster character, albeit a "Super Robot", but whatever. That couldn't be more wrong. The first special thing about Thursday is that he has a 150% affinity in everything except RES at 50%. That is HUGE. He actually cannot be transmigrated, but when his stats are that high, you stop minding. That, and he has complete resistance to status effects, and extremely powerful skills. Robo Bazooka despite its high SP cost is incredibly powerful, and Arigato Roboto sacrifices himself, but it does such high damage... it just may be worth it.

Lv. 1 - Robo Attack - This is Thursday's least useful attack by a landslide. Basically works just like a Blade Rush, about as damaging as a Blade Rush, but you expect more from Thursday.

Lv. 1 - Robo Crush - A lot more damaging than the previous attack, Robo Crush hits one enemy into the air for several hits, ending in great painful looking damage.

Lv. 1 - Robo Bazooka - My only complaint about this is the huge SP cost of it. Apart from that, it hits everything around Thursday for absolutely massive damage.

Lv. 50 - Arigato Roboto - This is a mixed bag. On one hand it hits everything two squares away in all directions for huge damage... but it sacrifices Thursday. Take that as you will.

~~~ KURTIS ~~~~~

Kurtis is the other Defender of Earth besides Gordon, which makes he and Gordon rivals, although Kurtis is a lot bigger buddies with General Carter, which

becomes a big point in Chapter 12 and later. On a mission in which he was involved with, Kurtis and his wife and daughter were caught in an explosion, the latter two died and Kurtis lost 70% of his body, and what he said was the "remains of his soul". Kurtis then became generally antagonistic towards Gordon and conducted generally inhumane experiments, though proved his heroism in the end, reincarnating as a Prinny after sacrificing his life, and coming back to Gordon's aid. And as a character, he's not too bad, and if you need a tenth character to round things off, I'd use Kurtis, although he counts as a monster.

- Lv. 5 - Rocket Punch - Only thing that really bothers me about this attack is the poor max height. Apart from that, hits one enemy three squares away for great damage.
- Lv. 20 - Final Punch - This skill is a lot weaker than Rocket Punch, which is disappointing, but whatever. Hits everything two squares away.
- Lv. 35 - Nuclear Fusion - By far Kurtis's worst attack, this hits the 3x3 range ahead of him for damage that's even weaker than Final Punch. And requires all three squares back. Bah.
- Lv. 50 - Pringer Beam - Easily Kurtis's best attack, Pringer Beam is the classic Prinny skill that hits everything around for ridiculously good damage.

~~~ PRIERE ~~~~~

Priere is the Overlord of the Alternate Netherworld, who's been waiting there for a thousand years, killing anyone who approaches, and no one has fought here and survived. Until Laharl, that is. As a matter of fact, the Alternate Netherworld is very optional, and Priere is one of the three super hard mega bosses that this game has to offer. She's a Level 2000 Overlord (also known as the main character in La Pucelle Tactics if you were curious), and if you can defeat her, which is a very hard task without relying on cheap underhanded tactics, she will join your party. You'll be glad for that, let me assure you. First of all, Priere comes with an Arcadia, which is the best emblem in the game and only gets better as you go into its Item World, and she can really stand her own in battle, since she has Omega Heal automatically. This is just further complemented by all her stats just generally being awesome. So... to put it bluntly, Priere is awesome.

- Lv. 1 - Dragon's Rage - This one is a physical attack which is good since that is what Priere excels at. It has a free range and hits one target, splendid damage and all that.
- Lv. 1 - Requiem Aeternam - One of the strangest special attacks in the game, this one has a free range and can hit a 3x3 square for INT based damage. Not bad.

~~~ MARJOLY ~~~~~

Marjoly is least commonly known as the antagonist of the game Rhapsody: A Musical Adventure, which is even less known than La Pucelle Tactics, if that were at all possible. But either way, she is a witch who is covered with a ridiculous amount of makeup and disguise to hide her age, and she lives in Beauty Castle. She is known as the most feared witch in the Netherworld, and when you fight her in battle you will soon come to realize why that is. When you first get Marjoly she will utterly cream even Priere in the stats, and it helps that she has four Rank 40 legendary, unique items equipped, but moving on, her ATK and INT are both incredible, the latter of which will really come in handy weighing in the face that her specials (the Tera spells and that almighty Dark Conjunction) do their damage based on INT. And what can I say, she joins at Level 2500, although if you level both Priere and Marjoly up to their max, Priere will definitely come out on top in ATK. But what does that matter, Marjoly is almighty.

- Lv. 1 - Tera Fire/Wind/Ice/Star - Yes, Marjoly really does learn all the Tera spells at level 1, and though they have no default use, they're incredibly good.
- Lv. 1 - Dark Conjunction - One of the neatest special attacks in the game, Marjoly hits everything that's up to two spaces away (yes, even in diagonals) with a black hole type of thing that looks deadly. Incredible.

Vb. Classes

This refers specifically to the humanoid classes. Monsters aren't special enough, so they get a different section. But wait... doesn't that just make them even more special? Whatever, I don't know.

~~~ BRAWLER ~~~~~

|              |    |           |
|--------------|----|-----------|
| Brawler      | -- | N/A       |
| Pugilist     | -- | Level 5   |
| Fighter      | -- | Level 12  |
| Black Belt   | -- | Level 25  |
| Wushu Master | -- | Level 50  |
| Eternal Fist | -- | Level 100 |

A male brawler will probably be the first type of character that you create, simply because you're going to want to have a character who can use fists with you. Brawlers exist to do exactly that: pummel whatever the opposition is with the power of their fists. They don't have any innate other abilities except that, they just rock at fists and nothing else. They'll start with an A in fists, though when you get to Eternal Fist they'll be at an S in them.

My only problem with them is that they come with a 50% aptitude in SP, DEF of all things, and RES. I don't care much about RES, plus I can live without the SP, but the DEF is fatal, and you're going to need a lot of heavy armor on them in the early and even late portions of the game, which is why I'd recommend reincarnating them into Fighters as quick as possible. That's their only real flaw though. Apart from that, they own at fists.

~~~ WARRIOR ~~~~~

| | | |
|-------------|----|-----------|
| Warrior | -- | N/A |
| Battler | -- | Level 5 |
| Centurion | -- | Level 12 |
| Champion | -- | Level 25 |
| Hero | -- | Level 50 |
| Cosmic Hero | -- | Level 100 |

Usually a male warrior is the second type of character that I create, because I want a good axeman among me. Speaking of which, there's actually a huge difference between male and female warriors this time around: both are very talented at swords, but males are good at axes, whereas females are good at spears. I don't need either for swords, and I also don't need someone for spears... that's what I have Etna for. Their aptitude rates are about the same for each class though, except the female gets speed more quickly and the male gets hit more quickly. So yeah, when you have a male, despite the fact they feel the need to say "I'LL FINISH THIS!" after just about every single attack, they're badass, and will have an A in axes until they become Cosmic Heroes, in which they'll get an S in them. Overall, amazing characters.

~~~ SKULL ~~~~~

|              |    |                                 |
|--------------|----|---------------------------------|
| Red Skull    | -- | N/A                             |
| Green Skull  | -- | N/A                             |
| Blue Skull   | -- | N/A                             |
| Star Skull   | -- | Red/Green/Blue Skull at Level 5 |
| Prism Skull  | -- | Star Skull at Level 35          |
| Galaxy Skull | -- | Prism Skull at Level 50         |

Skulls are... self explanatory. They're your resident magic users in this game (except for Mages, though I'm more of a Skull guy myself). Obviously, skulls have almost no affinity in anything except staves, which they start with a good solid S in. The same thing applies to stats, which all of them have weak affinities except SP, INT, and RES. That's why I'd recommend making a Red Skull first, then making a Green Skull shortly after and then a Blue Skull. Level them all up to Level 5 and then you can make a Star Skull right after, which is quite a bit better, with higher HP, defense, speed, and hit. Hard to beat all that. When you have a Star Skull, level that guy up for a while, in fact you may even not want to promote right into a Prism Skull when it's first

available, since all you really get are bonuses to move, jump, and attack. The reason being Prism/Galaxy Skulls don't get Tera spells. Whatever you want. Either way, always have either a Skull or a Mage handy. All skulls learn regular, Mega, Giga, Omega, and sometimes Tera versions of their spells, as well as Braveheart and Magic Boost, which increases ATK and INT respectively. Oh yeah, and the only real difference between Skulls and Mages is that Skulls have more HIT and Mages have more SPD.

\* Note: F/I/W refers to Fire, Ice, and Wind. Also, the Star spells under the Prism/Galaxy section only applies to Galaxy.

| Red/Green/Blue Skulls | Star Skulls         | Prism/Galaxy Skulls  |
|-----------------------|---------------------|----------------------|
| -----                 | -----               | -----                |
| Lv. 1 - F/I/W         | Lv. 1 - Star        | Lv. 1 - F/I/W/S      |
| Lv. 8 - Mega F/I/W    | Lv. 9 - Magic Boost | Lv. 8 - Mega F/I/W   |
| Lv. 9 - Magic Boost   | Lv. 12 - Mega Star  | Lv. 9 - Magic Boost  |
| Lv. 12 - Braveheart   | Lv. 12 - Braveheart | Lv. 12 - Braveheart  |
| Lv. 20 - Giga F/I/W   | Lv. 25 - Giga Star  | Lv. 20 - Giga F/I/W  |
| Lv. 40 - Omega F/I/W  | Lv. 50 - Omega Star | Lv. 25 - Giga Star   |
| Lv. 100 - Tera F/I/W  | Lv. 120 - Tera Star | Lv. 40 - Omega F/I/W |
|                       |                     | Lv. 50 - Omega Star  |

~~~ MAGE ~~~~~

Red Mage -- N/A
 Green Mage -- N/A
 Blue Mage -- N/A
 Star Mage -- Red/Green/Blue Mage at Level 5
 Prism Mage -- Star Mage at Level 35
 Galaxy Mage -- Prism Mage at Level 50

Mages are... self explanatory. They're your resident magic users in this game (except for Skulls, and I admit I'm more of a Skull guy myself). Obviously, mages have almost no affinity in anything except staves, which they start with a good solid S in. The same thing applies to stats, which all of them have weak affinities except SP, INT, and RES. That's why I'd recommend making a Red Mage first, then making a Green Mage shortly after and then a Blue Mage. Level them all up to Level 5 and then you can make a Star Mage right after, which is quite a bit better, with higher HP, defense, speed, and hit. Hard to beat all that. When you have a Star Mage, level her up for a little while, in fact you may even not want to promote right into a Prism Skull when it's first available, since all you really get are bonuses to move, jump, and attack. The reason being Prism/Galaxy Mages don't get Tera spells. Whatever you want. Either way, always have either a Skull or a Mage handy. All mages learn regular, Mega, Giga, Omega, and sometimes Tera versions of their spells, as well as Braveheart and Magic Boost, which increases ATK and INT respectively. Oh yeah, and the only real difference between Skulls and Mages is that Mages have more

SPD and Skulls have more HIT.

* Note: F/I/W refers to Fire, Ice, and Wind. Also, the Star spells under the Prism/Galaxy section only applies to Galaxy.

| Red/Green/Blue Mages | Star Mages | Prism/Galaxy Mages |
|----------------------|---------------------|----------------------|
| ----- | ----- | ----- |
| Lv. 1 - F/I/W | Lv. 1 - Star | Lv. 1 - F/I/W/S |
| Lv. 8 - Mega F/I/W | Lv. 9 - Magic Boost | Lv. 8 - Mega F/I/W |
| Lv. 9 - Magic Boost | Lv. 12 - Mega Star | Lv. 9 - Magic Boost |
| Lv. 12 - Braveheart | Lv. 12 - Braveheart | Lv. 12 - Braveheart |
| Lv. 20 - Giga F/I/W | Lv. 25 - Giga Star | Lv. 20 - Giga F/I/W |
| Lv. 40 - Omega F/I/W | Lv. 50 - Omega Star | Lv. 25 - Giga Star |
| Lv. 100 - Tera F/I/W | Lv. 120 - Tera Star | Lv. 40 - Omega F/I/W |
| | | Lv. 50 - Omega Star |

~~~ CLERIC ~~~~~

Cleric -- N/A  
Priest -- Level 5  
Bishop -- Level 12  
Sage -- Level 25  
Prophet -- Level 50  
Savior -- Level 100

Clerics are another one of those classes that you absolutely cannot do with. There's no way you can just settle for Flonne and Power of Love to keep you healed. You're going to need a Cleric... and they're just another one of those classes that have a male and a female form. Basically, the female form is better in just about every way except attacking power, to me. Plus you need the female to unlock the Angel class, so that's another reason right there. But on the subject of attacking power, clerics are always going to have extremely mediocre attacking power, so I'd have a cleric use a bow until you get them high enough to unlock the Archer, then just have the clerics use staves from then on. Face it, if you're using staves, you get much, much more range, the spells grow faster, and they're stronger to boot. Hard to top that. Build a cleric up with double attacks, and you'll have one of the most valuable characters out there. Especially in the end game when you'll want Shield to protect your characters, or Espoir to heal status effects.

#### Skills

-----  
Lv. 1 - Heal  
Lv. 7 - Espoir  
Lv. 9 - Shield  
Lv. 10 - Mega Heal  
Lv. 15 - Magic Wall

Lv. 25 - Giga Heal  
Lv. 50 - Omega Heal

~~~ ARCHER ~~~~~

Archer -- 3 Mastery in Bows
Sniper -- Level 6
Striker -- Level 14
Valkyrie -- Level 30
Ace Archer -- Level 60
Freischutz -- Level 120

If you plan on using bows at all during the game, an archer is definitely your best bet. The first hard thing to do is to actually unlock the archer though, which requires a weapon mastery of 3 in what else, bows. So to do that, I'd build up a Cleric to level 3 in bows, then just get an Archer right after that and give the Cleric staves. When you get the archer, she'll have to catch up to everyone else, plus I've already ranted about how bows are my least favorite weapon, but just so you're reaching all territories. When you get her going, the Archer will have decent ATK and HIT, fairly weak DEF and RES, and I guess not bad HP. Definitely a worthwhile character, plus you need to train an archer if you ever want to unlock an Angel.

~~~ ROGUE ~~~~~

Rogue         -- Level 5 Brawler & Warrior  
Thief         -- Level 6  
Bandit        -- Level 14  
Prowler       -- Level 30  
Raider        -- Level 60  
Space Pirate  -- Level 120

Oh dear, it's the Rogue, the thief type character in here that you knew had to exist in some way, shape, or form. Of course, you know with thieves that they are going to have the worst stats in the game. The rogue has exactly that: his SPD isn't too bad, everything else blows. HP is terrible, the damage he does sucks, he has horrible affinity in just about everything... so what redeems the rogue, then? The fact they're the only class who can use thievery hands with any decency whatsoever. They are the only class that can exceed 50% chance of stealing, and their formula gives you a hell of a lot more advantage, let me tell you. So, the question is whether they're worth bothering with or not. I say if you plan on going further than Chapter 14, absolutely. If not, don't bother. Just note that to get a Majin, you need a Level 200 Rogue.

~~~ SCOUT ~~~~~

Scout -- Level 5 Brawler & Warrior

| | | |
|------------|----|-----------|
| Surveyor | -- | Level 6 |
| Ranger | -- | Level 14 |
| Strider | -- | Level 30 |
| Geo Master | -- | Level 60 |
| Lord | -- | Level 120 |

Scouts are very, VERY useful, and I mean it when I say that. For starters, you'll unlock them about the same time that you unlock the Rogue, but I promise you these guys are amazing. First of all, they have an A in guns and will eventually get an S in them when they become Lords, so that's the first great thing. Second of all, they come with a few unique abilities: Geo Change, which in a cleared map or anywhere in the Item World, randomly scatters around Geo Symbols and colored tiles, which can be great for adding some spice to your battle or building up the battle gauge, and also Dark Cannon, which adds a gun in there which you can control for ten seconds to damage your enemies. But getting back to them being gun experts, they are, and they're to guns as warriors are to axes or brawlers are to fists. As for stats, they've got the necessary HIT, not too bad HP, and good SPD and whatnot. Don't form a party without one of these guys in there, ever. And hey, you need a Level 200 Scout to unlock the Majin.

~~~ NINJA ~~~~~

|              |    |                                 |
|--------------|----|---------------------------------|
| Ninja        | -- | Level 10 Male Brawler & Warrior |
| Adept Ninja  | -- | Level 6                         |
| Elite Ninja  | -- | Level 14                        |
| Shadow Ninja | -- | Level 30                        |
| Master Ninja | -- | Level 60                        |
| Shinobi      | -- | Level 120                       |

Ninjas are... rather good characters, I have to say. The first thing to note is that you're going to need one of these to unlock the Majins, so if you're going into the postgame, don't ignore them. Ninjas really are an improvement over the Brawlers, in that their defense isn't too bad (the base stat is rather crappy but they get 80% aptitude which later becomes 100%), plus while they obviously have incredibly high SPD since they are, after all ninjas, their HP and ATK are both quite solid. Even with their weaker stats like SP and RES, they're still a lot better than the Brawler's crappy 50% aptitudes. Plus not only that, but the ninjas have S affinities in fists, not to mention 3 counter. That, and they have 6 move, eventually 7. So overall, I'd highly recommend using a Ninja, even if only as an addition to Brawlers.

~~~ RONIN ~~~~~

| | | |
|---------|----|-----------------------------------|
| Ronin | -- | Level 10 Female Brawler & Warrior |
| Samurai | -- | Level 7 |
| Bushi | -- | Level 18 |

Kengo -- Level 37
Blademaster -- Level 75
Shogun -- Level 150

My first, and really my only problem with Ronins is that they require the female Brawler and Warrior to unlock, the two classes that I don't tend to use, so I don't end up unlocking Ronins until later, which is rather unfortunate since they're actually a very, very good class. The first thing to note is that they have 110% aptitude in ATK. That's just amazing, and not something you'd really expect from looking at them. All of their stats are fairly good, except for the ones which aren't really important, so that's a good point. That, and they have an S in swords, spears, AND axes. Like, from a Ronin onward. Isn't that amazing? That's really all I have to say about Ronins. If female characters are your thing, get a ronin.

~~~ KNIGHT ~~~~~

Knight -- Level 10 Female Warrior & Mage  
Vanquisher -- Level 7  
Rune Knight -- Level 18  
Chaos Knight -- Level 37  
High Knight -- Level 75  
Space Knight -- Level 150

I dislike Knights rather strongly, and the only reason I would even consider using one is because you need one to unlock the Angel class. First thing is, is that Knights are really damn slow. Only four movement, is my book, isn't easy to forgive. Then you get their aptitudes, which are a load of ass. At first, they don't get a single stat with 100% aptitude. What is up with that?! Even when you get them to Space Knights, they only get a few stats to 100%, but nothing over that. They have B proficiency in swords and staves, neither of which will ever become A's. It's like, they do everything decently, but absolutely nothing well, and I can't settle for that. I'd rather use a skull for my magic, and Laharl or a ronin for swords. Plus I will never get over that movement range. The only thing I really DO like is how they get all the stat boosting spells.

#### Skills

-----

Lv. 1 - F/I/W  
Lv. 6 - Magic Wall  
Lv. 7 - Magic Boost  
Lv. 9 - Shield  
Lv. 10 - Mega F/I/W  
Lv. 10 - Braveheart  
Lv. 25 - Giga F/I/W  
Lv. 50 - Omega F/I/W



~~~ EDF SOLDIER ~~~~~

| | | |
|--------------|----|--------------------|
| Recruit | -- | 30 Mastery in Guns |
| Officer | -- | Level 10 |
| Cyborg | -- | Level 25 |
| Psi-Soldier | -- | Level 50 |
| Space Police | -- | Level 100 |
| Space Marine | -- | Level 200 |

EDF Soldiers are an otherwise very good class with one very fatal flaw: the sheer difficulty and time consumption that comes with unlocking them. You seriously do need 30 mastery in guns to unlock them, and by then, hell, I can already have a transmigrated Divine Majin to use guns, which is really what EDF Soldiers exist to do. I'll admit that, they were pretty much built for guns, always having an S in them, not to mention a 120% aptitude for guns. But then again, the Divine Majin has all of those as well, and is a lot easier to unlock... and that's saying something. They're obviously not a bad class at all; I mean, they've got extremely high HP and DEF, not bad ATK, and very good HIT, but to get them, you need to jack up a Lord with Armsmasters and spend hours in the Item World using guns. And when it comes down to that, I'd just rather transmigrate the guy into a Divine Majin to use guns.

~~~ ANGEL ~~~~~

|               |    |                                         |
|---------------|----|-----------------------------------------|
| Angel         | -- | Level 100 Female Cleric, Knight, Archer |
| Angel Cadet   | -- | Level 10                                |
| Angel Soldier | -- | Level 25                                |
| Crusader      | -- | Level 50                                |
| Avenger       | -- | Level 100                               |
| Paladin       | -- | Level 200                               |

Angels, the guys and girls who kicked your ass all throughout Celestia, are another rather hard to unlock, but otherwise extremely good class. To get them you need to level up a cleric, a knight, and an archer all up to Level 100, and with a good half hour of CoO3 drilling, that's quite easy to do, and worth the trouble. Angels excel in just about every way, with great affinity in all weapons except fists, as well as 100% aptitude in all stats, plus a 110% in RES. That, and they learn offensive and healing magic, which is quite helpful. So in the end, I'd recommend taking that Cleric and that Archer of yours and turning them into Angels, quite frankly, since Angels are great at both bows and staves. Teach them Omega Heal from pupils, and they'll be unstoppable. But trust me, you ain't seen it all...

~~~ MAJIN ~~~~~

| | | |
|-------|----|--|
| Majin | -- | Level 200 Male Brawler, Warrior, Scout, Rogue, Ninja |
|-------|----|--|

| | | |
|--------------|----|-----------|
| Mega Majin | -- | Level 28 |
| Giga Majin | -- | Level 56 |
| Omega Majin | -- | Level 120 |
| Tera Majin | -- | Level 250 |
| Divine Majin | -- | Level 500 |

...you ain't seen nothing until you get a Majin. Unlocking them is a real pain in the ass, as you need a Level 200 Brawler, Warrior, Scout, Rogue, and Ninja, but once you get them the only class you'll consider using again are Angels. The first thing to note is they have an S affinity in... all weapons. You got it right, there is nothing a Majin can't use, and thus no reason to use any of those old characters anymore. As for the regular Majins, they have no less than 110% aptitude in every stat, then once you level them up to Omega Majins, they get 120% aptitude in everything. No need for Brawlers and Scouts with their crappy DEF and RES, Majins have amazing ATK and HIT, while being impossible to kill at the same time. That, and when you hit the uber Divine Majin class, you get 7 Move, 35 Jump, 5 Counter... and that ignoring the bonuses you can give them via the Dark Assembly, or their crazy base stats. These guys are absolute gods, and it takes a lot of work to get a Divine Majin, but when you do you will never look back.

Vc. Monsters

And this refers specifically to the monster classes, of which there are... a lot of. Also, you may notice that by listing a type of the monster, I mention places. You need to kill the monster to unlock it. Just clearing that up.

~~~ FAERIE ~~~~~

|             |    |                           |
|-------------|----|---------------------------|
| Hobbit      | -- | Practice Map              |
| Puck        | -- | 5-2                       |
| Brownie     | -- | 10-3                      |
| Koropokkuru | -- | Alternate Netherworld 1   |
| Lilliput    | -- | Dark Congress, Item World |
| Phooka      | -- | Dark Congress, Item World |

Faeries (why they're called that I may never know) are one of the enemies in Disgaea that I dislike the most. I don't mind their Petit Flare or Chomper Combo attacks much, but it's the attacks in between that generally piss me off the most. Their Demon's Breath attack causes sleep, which is one of the most frustrating things you'll ever get in Disgaea, and then there's Camarderie, which randomly hits targets across a very long range. I suppose as far as the monsters themselves are concerned, they aren't exactly that strong. In fact, Hobbits are some of the first monsters you come across, but I don't care, they still annoy me.

## Skills

-----

Lv. 5 - Petit Flare  
Lv. 15 - Demon's Breath  
Lv. 30 - Camarderie  
Lv. 50 - Chomper Combo

~~~ SPIRIT ~~~~~

Ghost -- Practice Map
Boggart -- 1-3
Specter -- 6-5
Wraith -- 9-4
Fiend -- Dark Congress, Item World
Phantom -- Dark Congress, Item World

Spirits, more commonly known as ghosts, aren't that bad to deal with. You'll see a good deal of them as the game goes on, and they're always some of the enemies with the least DEF and the most RES. Take advantage of that. Their actual techniques aren't too bad: Pixie Magic is mildly irritating, Shock Magic and Ice Magic you will almost never see, and I can name a lot worse attacks in this game than Bomb Magic. Guess that's really all there is to say. Not strong.

Skills

Lv. 5 - Pixie Magic
Lv. 15 - Shock Magic
Lv. 30 - Bomb Magic
Lv. 50 - Ice Magic

~~~ GOLEM ~~~~~

Golem -- 5-4  
Spriggan -- Dark Congress, Item World  
Ekim -- Demon Rank 6 Promotion Exam  
Djinn -- Alternate Netherworld 2  
Ullikummi -- Dark Congress, Item World  
Gogmagog -- Dark Congress, Item World

Golems are another extremely tame type of enemy, which is a far cry from what their appearance would lead you to believe. Sure, they may be big and furry and whatnot, but Golem Dunk is just about the only attack they ever use, and while that one's strong, it's not that terrible. I very rarely if ever see the others, except an occasional Psionic Wave which causes paralysis, but still, I don't mind Golems, plus in the Dark Congress they tend to love me. I'm not sure

why.

#### Skills

-----

Lv. 5 - Golem Dunk  
Lv. 15 - Golem Cannon  
Lv. 30 - Psionic Wave  
Lv. 50 - Golem Smash

~~~ TREANT ~~~~~

Man-Eater -- 6-1
Oakrot -- 8-2
Treant -- 8-2
Zakkum -- Cave of Ordeal 1
Erl King -- Dark Congress, Item World
Yggdrasil -- Dark Congress, Item World

I absolutely despise Treants. Every single one of their attacks annoys me in one way or another. Putrid Breath causes a number of annoying side effects even if it isn't that strong, Stomp-o-rama is an attack that in Chapter 8 you will see over and over again which does a rather heavy amount of damage, Pounding Spree is a rather irritating attack to endure, and Paranoia is an extremely powerful attack that hits an extremely wide range. Sure, I know these guys don't look like much, but they're the most annoying enemies in the game, just about. Kill them.

Skills

Lv. 5 - Putrid Breath
Lv. 15 - Stomp-o-rama
Lv. 30 - Pounding Spree
Lv. 50 - Paranoia

~~~ WINGED ~~~~~

Imp -- 2-3  
Gremlin -- 6-1  
Agathion -- Demon Rank 6 Promotion Exam  
Alp -- 11-3  
Incubus -- Dark Congress, Item World  
Daemon -- Dark Congress, Item World

I take that back, the Winged are even more annoying than the trees, if that were at all possible. First case being the first skill they get, Hell Pepper, which sprays the enemies in front of them for HUGE damage (no kidding, almost twice their regular attacking power), and for poison to boot, which does its

damage the next turn. That, and they can move six spaces, which allows them to kick your ass fast, too. They're almost always the first things I can kill when I get a choice, even in the end of the game when they get that god awful Air Assault attack which does a lot of damage to a line of characters. At least Ionize is weak and Holy Dust is just a healing technique.

#### Skills

-----

Lv. 5 - Hell Pepper  
Lv. 15 - Holy Dust  
Lv. 30 - Ionize  
Lv. 50 - Air Assault

~~~ DARK KNIGHT ~~~~~

Killer Armor -- 4-1
Dark Knight -- 4-4
Dullahan -- 9-1
Avenger -- Dark Congress, Item World
Demoniac Suit -- Alternate Netherworld 3
Executioner -- Dark Congress, Item World

Dark Knights are some of the most powerful of the most powerful. First of all they have terrible SP, RES, and INT, the first two of which would come in handy more than you'd think. Plus all their skills hit only one enemy, except for Gigantic Slash which hits two and is thus their most dangerous attack to me, and in the end the only thing that redeems them is their sky high ATK stat and their high HP. If you're leading a ten character wide assault on the enemy, Dark Knights will be nothing to you. If you're only using two characters, I'd keep an eye out for these guys.

Skills

Lv. 5 - Power Slice
Lv. 15 - Lightning Slash
Lv. 30 - Gigantic Slash
Lv. 50 - Blade Frenzy

~~~ LANTERN ~~~~~

Pumpkin -- 4-1  
Decoy -- 4-1  
Mandrake -- 11-1  
Scarecrow -- 11-2  
Jack -- Dark Congress, Item World  
Halloween -- Dark Congress, Item World

Lanterns, better known as the pumpkin heads that are all over Chapters 4 and 11, are really one of the weakest types of enemies in the game if I'm being honest. They're not horrible, but they pale in comparison so much to Dark Knights and all those other things, that it's hard to really give them credit. First of all they've got Jackknife and Jack the Ripper, the latter of which is strong and the former pathetic, Jack Rush which is their only even remotely annoying attack, and Jackpot, which is strong but... just meh. They can't even cause status effects, so don't worry about them, don't make one either.

#### Skills

-----

Lv. 5 - Jackknife  
Lv. 15 - Jack the Ripper  
Lv. 30 - Jack Rush  
Lv. 50 - Jackpot

~~~ GARGOYLE ~~~~~

Gargoyle -- 6-1
Guardian -- 10-1
Nebiros -- Cave of Ordeals 5
Balrog -- 14-5
Seth -- Dark Congress, Item World
Pazuzu -- Dark Congress, Item World

I'm running out of things to say about monster characters, especially the uninteresting ones like Gargoyles. They've got all the stats that you would expect, except their attacks are for the most part extremely feeble. Eruption for one thing, is an extremely weak skill based on INT. 'Nuff said. Soul Eater drains HP which I guess is always a good thing for them, but Minimize at barely stronger than regular ATK is their actual most damaging attack. So in other words, these guys pretty much suck. Come to think of it, they don't bother me much.

Skills

Lv. 5 - Minimize
Lv. 15 - Soul Eater
Lv. 30 - Cannonball
Lv. 50 - Eruption

~~~ SHADOW ~~~~~

Nightmare -- 4-3  
Shade -- 8-4  
Lich -- Dark Congress, Item World  
Chernobog -- 8-4

Death -- Dark Congress, Item World  
Thanatos -- Dark Congress, Item World

Shadows are fairly decent enemies I suppose. If it's a one on one showdown between you and a Shadow you definitely have the upper hand: their only remotely powerful spell is Fire & Ice -- the others in terms of actual damage are quite piddly, but they hit a line of enemies, whether it's a Dimension Slash type of thing in front, or a horizontal line parallel to them. Because their stuff is based on INT, they come with a decent stat there but you'll want to build that up anyway if you choose a Shadow, which I do not.

#### Skills

-----

Lv. 5 - Fire Dance  
Lv. 15 - Ice Dance  
Lv. 30 - Light Dance  
Lv. 50 - Fire & Ice

~~~ SERPENT ~~~~~

Serpent -- Demon Rank 8 Promotion Exam
Mizuchi -- Dark Congress, Item World
Sea Dragon -- 14-5
Rahab -- Dark Congress, Item World
Leviathan -- Dark Congress, Item World
Midgardsorm -- Dark Congress, Item World

One of the rarest types of monsters in the game, and that's a pity because Serpents are one of the coolest types of enemies in the game, except there's only one of them in the actual story. Their actual techniques are rather strong, such as Quadra Nosedive and Death Drop, plus their finale, Supernova, is a total doomsday blast. So when it all comes down to it, I never use monsters but Serpents are one of the top choices if you want to.

Skills

Lv. 5 - Flap Dance
Lv. 15 - Quadra Nosedive
Lv. 30 - Death Drop
Lv. 50 - Supernova

~~~ GALACTIC DEMON ~~~~~

Cyclops -- 8-1  
Sentinel -- 10-3  
Nataku -- Cave of Ordeal 3  
Talos -- Cave of Ordeal 3

Ravana -- Dark Congress, Item World  
Argus -- Dark Congress, Item World

Galactic Demons are mixed bags. First of all, they have 150% aptitude in DEF and RES. No kidding, these guys especially with their base stats are going to take a lot of manpower to take down. They're actually relatively powerful too, and for one thing their Magnetic Field and Magnetic Flash techniques are quite strong. But it's time for the killing point: Galactic Demons have a movement of 2. No, I didn't make that up, they can only move two spaces at a time, which is why in battles like 8-1 and 10-3 you won't see them. That's their downfall in Cave of Ordeal 3, so you can strike them with magic from afar, and they can never hope to scratch you. I wouldn't make one of them, but they get to being quite an eyesore against you with their high defensive stats.

#### Skills -----

Lv. 5 - Magnetic Wave  
Lv. 15 - Magnetic Blast  
Lv. 30 - Magnetic Field  
Lv. 50 - Magnetic Flash

~~~ DRAGON ~~~~~

Dragon -- 2-4
Fafnir -- 10-2
Nidhogg -- 10-5
Azhi Dahaka -- 14-5
Tiamat -- Alternate Netherworld 4
Bahamut -- Item World

Dragons are one of the few monsters that I would actually consider creating one of and using on a semi frequent basis in battle. For one thing they may have 100% growth in their stats like everyone else, but they have such high base ATK that it doesn't really matter, not to mention HP too. That, and their skills are all devastatingly powerful and when you fight dragons in the postgame you will come to marvel at their power. The strange thing about their skills is that each type of dragon has a different set, though they're all essentially the same. Dragonic Furor/Freeze/Flare... it's just wind/ice/fire, same attack. The same applies to Blue/Red Nova, and the awesome, cheap and strong Bloody Talons is the same whatever way you slice it. It's the perfect set of skills, and they're all devastatingly powerful. Overall, I still don't care for monsters outside of Thursday and Kurtis, but dragons are very fine.

Skills - Dragon -----

Lv. 5 - Bloody Talons
Lv. 15 - Ice Breath

Skills - Fenrir -----

Lv. 5 - Bloody Talons
Lv. 15 - Ice Breath

Skills - Nidhogg -----

Lv. 5 - Bloody Talons
Lv. 15 - Fire Breath

| | | |
|-------------------------|--------------------------|-------------------------|
| Lv. 30 - Blue Nova | Lv. 30 - Blue Nova | Lv. 30 - Red Nova |
| Lv. 50 - Dragonic Furor | Lv. 50 - Dragonic Freeze | Lv. 50 - Dragonic Flare |
| Skills - Azhi Dahaka | Skills - Tiamat | Skills - Bahamut |
| ----- | ----- | ----- |
| Lv. 5 - Bloody Talons | Lv. 5 - Bloody Talons | Lv. 5 - Bloody Talons |
| Lv. 15 - Fire Breath | Lv. 15 - Ice Breath | Lv. 15 - Ice Breath |
| Lv. 30 - Red Nova | Lv. 30 - Blue Nova | Lv. 30 - Red Nova |
| Lv. 50 - Dragonic Flare | Lv. 50 - Dragonic Flare | Lv. 50 - Dragonic Flare |

~~~ UNDEAD ~~~~~

|             |    |                              |
|-------------|----|------------------------------|
| Zombie      | -- | 2-1                          |
| Ghoul       | -- | 7-1                          |
| Corpse      | -- | 7-4                          |
| Ghast       | -- | Dark Congress, Item World    |
| Wight       | -- | Demon Rank 11 Promotion Exam |
| Zombie King | -- | Cave of Ordeal 5             |

Zombies, eh. The most cliched, infamous type of monster in RPG, and world history. Well, the only reason you would even think about making a zombie as a character is if for some strange reason you want to inflict status effects on the enemy, which is really all they're good for. Zombie Puke, for instance, causes poison. Zombie Swarm causes paralysis, and the other two are incredibly weak attacks that hit multiple characters, but are so pathetic you won't even care. Don't make a zombie. Seriously, stay away, there's a reason Chapter 7 is just about the easiest one in the game.

#### Skills

-----

|                         |
|-------------------------|
| Lv. 5 - Zombie Puke     |
| Lv. 15 - Zombie Twister |
| Lv. 30 - Zombie Gatling |
| Lv. 50 - Zombie Swarm   |

~~~ NETHER NOBLE ~~~~~

| | | |
|------------|----|---------------------------|
| Brute | -- | Dark Congress, Item World |
| Death Boar | -- | Cave of Ordeal 4 |
| Minotaur | -- | Dark Congress, Item World |
| Humbaba | -- | Dark Congress, Item World |
| Archdemon | -- | Dark Congress, Item World |
| Behemoth | -- | Dark Congress, Item World |

I have almost nothing to say about Nether Nobles, because you see so few of them in the game that you'll forget they exist. The first one you'll ever see is Hoggmeiser, who is really the guy you'd use if you ever had the desire to

use a Nether Noble. So yeah, these monsters aren't my profession, sorry, but I'll tell you right now that Megaton Crush is one of the strongest techniques out there, if you want to build Hoggmeiser up that far.

Skills

Lv. 5 - Spinning Slash
Lv. 15 - Darkness Slash
Lv. 30 - Earthshaker
Lv. 50 - Megaton Crush

~~~ BEAST ~~~~~

Manticore -- 3-2  
Nue -- Dark Congress, Item World  
Myrmecoleo -- 14-5  
Chimera -- Beauty Castle 1  
Tao Tieh -- Alternate Netherworld 3  
Sphinx -- Dark Congress, Item World

Besides Dragons, Beasts are the only character I would really consider making, just because their attacks are some of the strongest in the game. Devour is an insanely strong attack, Beast Rend and Death Ray are both great attacks except the latter damages with INT instead of ATK -- they're both long distance line long attacks, and Stinger Strike is also a good attack for what it is. Bottom line is, these guys are some of the most menacing you'll fight, and one of the best types there is.

#### Skills

-----

Lv. 5 - Stinger Strike  
Lv. 15 - Beast Rend  
Lv. 30 - Devour  
Lv. 50 - Death Ray

~~~ SUCCUBUS ~~~~~

Empusa -- 5-3
Lilim -- 5-4
Succubus -- Cave of Ordeal 2
Carmilla -- Alternate Netherworld 5
Hecate -- Dark Congress, Item World
Lilith -- Dark Congress, Item World

Ugh, Succubi... one of the most annoying types of enemies in the game, in my opinion. First of all, whenever you encounter them, they tend to have higher HP than the rest of their surroundings for some reason, and while I don't mind

their Thunderbolt attack much, Hip Attack is extremely bothersome as it drains HP from you, plus if you're fighting a bunch of these high leveled, they've got Evil Healing. Makes Cave of Ordeal 2 rather annoying. Flying Spark is a rather damaging attack too. While I wouldn't use them yourself, they're very annoying.

Skills

Lv. 5 - Hip Attack
Lv. 15 - Thunderbolt
Lv. 30 - Evil Healing
Lv. 50 - Flying Spark

~~~ KIT CAT ~~~~~

Nekomata -- 5-3  
Cait Sith -- Cave of Ordeal 2  
Werecat -- Dark Congress, Item World  
Tail Ring -- Alternate Netherworld 5  
Elbacky -- Dark Congress, Item World  
Bastet -- Dark Congress, Item World

If you thought Succubi were annoying, get a load of Kit Cats. Possibly my least favorite type of enemy to fight in the entire game (you see them most primarily in Chapter 9), Kit Cats are fast and extremely dangerous. It's the ranges of their attacks that gets me the most: Mystic Blast is one of the worst attacks in the game, hitting a line of characters for extremely high damage, plus in the battles you find these little biotches in, you're never able to get them out a straight line. Even when you can, Fists of Fury isn't much better. These things have a TON of ATK, HIT, and SPD... so to put it bluntly, I hate them.

#### Skills

-----

Lv. 5 - Rapid Kick  
Lv. 15 - Fists of Fury  
Lv. 30 - Mystic Blast  
Lv. 50 - Delta Kick

~~~ NOSFERATU ~~~~~

Vampire -- Dark Congress, Item World
Strigoi -- 14-1
Neuntoter -- 14-1
Varcolaci -- Dark Congress, Item World
Nosferatu -- Dark Congress, Item World
Unholy King -- Dark Congress, Item World

Nosferatus fit into a slightly less extreme category than Nether Nobles do. In Chapter 5 you'll get Maderas, who is a Nosferatu and really the only one you'll ever want to bother with if I'm being honest. These guys are incredibly uncommon, except you see Unholy Kings in the Dark Congress all the time. Then again, you will see Strigois and a Neuntoter in Chapter 14, hence they not being as uncommon as Nether Nobles. But like I said, you've got Maderas, and I'm not an expert here, so I'll move on.

Skills

Lv. 5 - Chaos Fire
Lv. 15 - Chaos Swarm
Lv. 30 - Chaos Force
Lv. 50 - Chaos Plasma

~~~ GREAT WYRM ~~~~~

|            |    |                              |
|------------|----|------------------------------|
| Efreet     | -- | Baal Castle 1                |
| Shaitan    | -- | Demon Rank 11 Promotion Exam |
| Marid      | -- | Dark Congress, Item World    |
| Flamberg   | -- | Beauty Castle 1              |
| Surt       | -- | Baal Castle 1                |
| Kagustuchi | -- | Dark Congress, Item World    |

Just to clear it up, the skills differ depending on which wyrm you're using. Because I have to say, that'd be one long name for an attack. That being said, besides dragons these are the types of enemies I'd really consider using, and in fact I always like to try and capture one from the Patriach's Seal in Baal Castle so that I can use them against Baal himself. These things are mostly good at hitting several characters. Dance is a Winged Slayer type of thing, Column a Chaos Impact sort of thing, Roar is a strange formation, and Burst hits everything around for the most damage. Overall these guys have very high HP and ATK, so if you're going to use monsters you can't go wrong with a wyrm.

#### Skills

-----

Lv. 5 - Fiery/Raging/Frigid/Astral/Diabolic Dance  
Lv. 15 - Fiery/Raging/Frigid/Astral/Diabolic Column  
Lv. 30 - Fiery/Raging/Frigid/Astral/Diabolic Roar  
Lv. 50 - Fiery/Raging/Frigid/Astral/Diabolic Burst

~~~ PRINNY ~~~~~

| | | |
|-------------|----|---------------|
| Pvt. Prinny | -- | N/A |
| Cpt. Prinny | -- | Prinny Land 1 |
| Gen. Prinny | -- | Prinny Land 2 |

Prinny King -- Prinny Land 3
Prinny God -- Prinny Land 3

Prinnies... who doesn't love them. The first thing I have to note about them is that there's only five classes of them that can be unlocked without hacking devices. I hear the sixth one is Big Sis Prinny, which would make sense, but that's all I got for ya. Prinnies obviously aren't that great, but they have their uses. Rather than use a regular Prinny I would rather use Kurtis, and that's because Kurtis has slightly better skills in compensation for everything except Pringer Beam, which he also has. Pringer Beam is the best reason to use Prinnies, bar none. It's a ridiculously powerful attack, with an extremely cool animation (who doesn't get mesmerized by that apocalyptic laser of death), and Kurtis has it too. Besides that, Prinnies really are just a bit of light comic relief, except of course for the fact that if you throw them, they explode. The damage it does to the nearby enemies is always half of their maximum HP. So, if you have a lot of legendary Galactic Muscles, you can put them to very good use.

Skills

Lv. 5 - Prinny Barrage
Lv. 20 - Prinny Dance
Lv. 35 - Prinny Bomb
Lv. 50 - Pringer Beam

=====

~~~ ~~~ ~~~ VI. Walkthrough ~~~ ~~~ ~~~

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And here we go with one of the most enjoyable strategy RPG experiences ever, which just got even better in Cursed Memories and will hopefully improve even more in Absence of Justice. Just a few usual notes...

-> As par usual with my guides, they're littered with bad jokes and spoilers. So read with caution, but don't worry about missing stuff due to that kind of thing... the game isn't too bad with that, plus I'll take care of ya with that.

-> I throw in a lot of notes for the guide itself about what I did, but since there's no way in hell that I'm going to demand the impossible with you playing the game exactly as I did, I'm not going to ask you do to the same thing. Just keep it in mind, either before or after I do it.

~~~~~

#### VIa. Prince of the Netherworld

~~~~~

The story begins as the son of the Overlord, Laharl, awakens from a two year nap, and his vassal Etna informs him that his father, King Krichevskoy, is dead. So, now, Laharl wants to be the Overlord, which is simple enough in execution. When you emerge, head out of Laharl's room to the right to enter the throne room. Talk to Laharl's vassals if you want, then at the end of the castle, feel free to buy stuff with the incredible lack of money that you possess. When you're ready to go, talk to the dimension guide to the north to head to the first tutorial.

1-1X ~~ Tutorial ~~ Battle Basics 1 ~~ Bonus Level: 1

Enemies:

Lv. 1 Ghost x3

Alright, the first battle in the game isn't anything difficult at all, even if the scene right before would suggest otherwise. Etna, right before the battle, calls in three Prinnies for assistance, and they're in your party from here on out, but to be honest I really wouldn't suggest using them at all. Monsters will have their place in battle, but for now and the next couple quick battles, focus on using Laharl and Etna so they can get weapon levels and experience. The scene before shows Laharl getting his ass kicked by the three ghosts, but I fully suggest having Laharl come out and try to slice the ghosts to pieces. He'll do enough damage to kill them in about two hits, and Etna is almost as strong as he is. The ghosts have absolutely no chance of killing you, so in short, just have Laharl and Etna kill everything and move on to the next tutorial.

1-2X ~~ Tutorial ~~ Battle Basics 2 ~~ Bonus Level: 1

Enemies:

Lv. 2 Hobbit x1
Lv. 1 Ghost x4

The tutorial right before this battle will explain how to lift and throw characters, which is extremely useful all throughout the game, but I sure as hell wouldn't bother in this battle. You've got a hobbit, which is a little stronger than the ghosts, and one more ghost, and that's about it. Nothing Laharl and Etna can't wipe off the floor. You might notice that Laharl and Etna will probably during this battle hit a weapon mastery of 1 and be able to use their respective specials, Blade Rush and Impaler, and if that happens, I'd certainly recommend it; Etna's makes her attack a lot stronger, and Laharl's mows right through multiple enemies at a time. Regardless, this battle is easy

as hell. Go on to the next tutorial.

1-3X ~~ Tutorial ~~ Geo Effect ~~ Bonus Level: 1

Enemies:

Lv. 2 Hobbit x1

Lv. 1 Ghost x5

Etna will now explain the Geo Effect, which I explain my basics section too, but yeah, pay attention to this stuff, since you'll be seeing it all game long. Here you'll have six enemies to play with, on a battlefield consisting of blue and red squares. Blue squares are Def + 50%, red squares are EXP and HL + 50%, dropped from the enemy. Obviously, you're going to want all the enemies on those, and thankfully the game is kind enough to put all the enemies there initially. It's possible to play around so that everyone starts out there, but quite frankly I'm content with killing everything straight off. Laharl and Etna should at this point be more than strong enough to kill everything that's there. Feel free to move over to a blue square later, so that enemies are lured to the red squares around you, and you can kill them when they're there.

When that battle gets over, congrats, you're officially done with the tutorial battles. What lies ahead is much much much harder. =P But in any case, the Dark Assembly is now open, which basically allows you to create characters. My first choice would be to use Laharl and his hopefully over 10 mana to create a Brawler who is Incompetent. From there, he may still be Level 1, but buy him a Double Slap and a Protector and he'll be just fine. That, and a zombie will give you 300 HL right near the hospital, so you're getting there. Speaking of which, make sure from here on out you go to the hospital after every battle, because you'll need to be healed. When you're ready, talk to the dimension guide again, and now a place called Vyers Castle is open. Might as well rob it, right?

1-1 ~~ Vyers Castle ~~ Magnificent Gate ~~ Bonus Level: 1

Enemies:

Lv. 2 Red Skull x1

Lv. 2 Hobbit x2

Lv. 1 Ghost x6

The first real battle of the game is the entrance to this castle... yay. The actual first thing to notice is that you're standing right next to a Geo Symbol, and the whole field up ahead is Enemy Boost x3. Ouch, you really do

not need everything ahead of you to be three times their normal strength. So to remedy that, make sure you break that little bastard, and then have someone else pick up the adjacent Geo Symbol (the one that says EXP + 50%) and throw it into the field right below it where you came in. Now everything ahead of you, not only has taken a lot of damage from destroying that geo symbol, but your bonus gauge is up, plus the stuff ahead of you will give more EXP. I like that a lot!

With that, time to start your strike. Three ghosts will more than likely come out of the castle gate, so have the three or however many characters you're using beat them to pieces. Keep yourself away from the Red Skull who is by far the most damaging of the nine foes you'll have here, and with that everything should be dead in no time. You can go ahead and break the EXP geo symbol if you want your bonus gauge to fill even more, but regardless you should have a ton of stuff when you get done. At this point, go to the hospital, and now you may want to go make a male Warrior at the Dark Assembly (I prefer them to the females, since Etna is essentially a glorified female warrior at this point at least), and buy a decent axe for him. That, and/or a Red Skull or whatever color you want for them. If you need to, use the Practice Map in the Tutorial to build them up. When you're ready, enter the Blessed Court.

1-2 ~~ Vyers Castle ~~ Blessed Court ~~ Bonus Level: 2

Enemies:

Lv. 3 Brawler x1
Lv. 3 Warrior x1
Lv. 2 Hobbit x4
Lv. 1 Ghost x4

This battle is incredibly easy, and a hell of a lot easier than the next two battles. In honor of that, I would highly recommend using this as a good opportunity to level up the characters you just recently created at the Dark Assembly. The first four enemies directly near you are four ghosts, which will die in a couple hits anyway, so everything is screaming for your weaker characters to take over, especially since at this point Laharl and Etna are probably both Level 5 and thus have their respective character specials (Laharl's being the awesome Blazing Knuckle, Etna's being the rather decent Prinny Raid).

Another thing worth noting is that towards the middle of this stage are a few yellow panels which because of their Geo Effects will give whomever stands on them Def + 50% as well as Attacks + 1. Both are something you DON'T want in the hands of the enemy, so get over there and stand on them before the enemies are lured to them. If the enemies do get there, just break the Geo Symbols on

either side (which is my recommendation) or throw them away. The only two remotely challenging opponents here are the Brawler and Warrior, and they are weak enough that Laharl and Etna can weaken them, and your other character(s) can just finish them for cheap EXP. After this is done, I'd suggest going to the Dark Assembly and making a Cleric. I personally prefer female, but it's your choice. Then you can give her either a bow or a staff, your choice again. When ready, let's go to the Corridor of Love.

1-3 ~~ Vyers Castle ~~ Corridor of Love ~~ Bonus Level: 2

Enemies:

Lv. 4 Warrior x1
Lv. 4 Archer x2
Lv. 4 Red Mage x1
Lv. 3 Boggart x5
Lv. 2 Ghost x1

Okay, this battle is just a little slight bit tougher than the last couple we walked out of, but it still ain't too bad. You might just want to use Laharl a bit more actively here, and utilize a little more strategy, because honestly against those archers, your weak characters stand no chance. Your first objective should be to have someone destroy one of the Geo Symbols to the right of where you come in, as the 40% Recovery will just make the fight last longer than it needs to. Then at that point, you'll notice you're facing stronger versions of Ghosts, called Boggarts. They still aren't anything special at all, so move the majority of your party towards that direction, and kill the two that are there. At that point, the archers will probably come after you.

It's without any doubt that I say the Archers are easily the most dangerous opponents here. I'd move Laharl over there as quickly as possible when they start coming after you, and if he has Hurricane Slash, he will slaughter them. If not, Blade Rush should still do the trick. If your mage is using the element they're weak against, that will give them a lot of trouble. When they eventually die, you're left with two more boggarts that probably already came at you and got killed, and a Warrior and Red Mage, who are barely stronger than the Archers, and can't hit at long ranges. Spread your EXP out among your party wisely, and at the end you're left with a lone Ghost sitting at the bottom of the room, eagerly awaiting his death.

Once that's battle is done, you have but one battle left in the chapter, but it's quite a challenging one. To start with, I'd make sure Laharl has a Swordbreaker or better equipped, that you have a good deal of hospital prizes (another Imperial Seal and the Muscle Brawn are essentials), and that your

characters just generally have good equipment. ALSO, THERE IS SOMETHING VERY VERY IMPORTANT TO DO NOW BEFORE THE CHAPTER ENDS! There's a switch right near the shop if you look around, plus a switch behind the throne a little back. Examine both, then a door will open in the room in between those two. Go there to read Etna's diary. You have to read it every chapter; if you do this you get a prize in the last chapter. But enough of that, do that, make sure your characters are good and strong, and enter the Hall of Caresses to meet Vyers.

1-4 ~~ Vyers Castle ~~ Hall of Caresses ~~ Bonus Level: 3

Enemies:

Lv. 6 Mid-Boss (Mid-Boss)
Lv. 4 Warrior x2
Lv. 4 Archer x1
Lv. 4 Green Mage x1
Lv. 3 Boggart x5

What you have before you is the first potentially challenging battle in the game. The setup is that you have the game's first boss, Vyers aka Mid-Boss, standing in the back, while two warriors guard him, and there are two red panels in the center with Enemy Boost x6 and Attack+1. You are virtually required to get rid of this little problem before doing anything else. Set up three or four characters to start with, with Laharl in the base panel, not moving. Set up a tower and throw Laharl to the square on the left right below the line of the three Geo Symbols. When he lands, have him perform a Blade Rush to hopefully destroy all three Geo Symbols. If they aren't all destroyed, just reset, your battle will be effectively screwed.

Supposing you actually do blow up all the Geo Symbols, your battle will be much easier for it. Go easy on the weaker characters for at least a turn, because of the overload of Boggarts right near the entrance, and then after the enemies get one turn of attacking, you can just let loose and kill everything short of the two Warriors next to Mid-Boss. You have a number of ways to kill the archer and green mage on the red panels. Laharl's Blade Rush works, Etna's regular attacks are great, a magic user works too, so do bow and gun users if you have one of those. That's if you want to keep it long distance. If you want to make it aggressive and just go up to them and knock the life out of them, that works too.

The warriors will fall in short time, but try to stay out of Mid-Boss's range until then, since Mid-Boss is the fiercest of fiercest, the strongest enemy you have yet to fight. His HP is well up into the hundreds, while I personally doubt your Laharl is up to 100 yet, though he might be, I dunno. Either way, proceed with caution around Mid-Boss. If a line of characters is set up, beware, he will

hit you with his special Adonic Blast, which he can only use once, but trust me that hurts. Also, try not to use regular physical attacks on Mid-Boss, as he will counterattack, and in a straight fight he will win, trust me. Stick to Laharl with Hurricane Slash and Etna with Sky Lunge. Numbers, all hitting him with their best stuff, will cause him to fall. He runs away, while Laharl is left to all the bounties of the castle. Watch all the ensuing scenes, and at this point Chapter 1 is complete. One down, thirteen to go!

VIb. Enter Flonne

Chapter 2 begins as you're shown a glimpse of the world known as Celestia, where angels live. The polar opposite of the Netherworld, where demons live. The guy who's apparently the head honcho of the whole thing, Seraph Lamington, sends a Love Angel called Flonne out to assassinate King Krichevskoy (yeah seriously), so Flonne gets into the castle and starts talking to herself, but sure enough, Laharl catches her and she runs away. Guess tracking her down is our mission now.

When you emerge in Chapter 2, make sure the first thing you do is go to Etna's secret room and read her diary. And with that, it's time to take advantage of all that money that you without a doubt have now from winning that battle. Not to mention you can actually spend it on stuff other than the hospital. The first thing I'd do is go to the Dark Assembly and have Laharl take the first two promotion exams. The battles are extremely easy, but when you get done, I'd definitely petition to give the shops better stuff. With that, buy whatever you choose, and then let's get started on this.

2-1 ~~ Frozen River ~~ Forsaken Land ~~ Bonus Level: 4

Enemies:

Lv. 4 Archer x2
Lv. 4 Cleric x1
Lv. 4 Zombie x5

All chapters should start out with something nice and easy, right? This is exactly the kind of thing you would hope for. Surrounding you at first are five nice, easy zombies, while on a top of a large pillar of ice await two archers and a cleric. The zombies give nice amounts of EXP while at the same time prove to be just as easy as anything you encountered in the previous chapter. I might add: everything in the entire Frozen River, which means all of Chapter 2, is weak against fire. So if you made a red skull, this is your lucky day, though my strategy is to eventually raise a Level 5 red, green, and

blue skull so that you can in the end get a star skull. But whatever, I'm rambling.

Eventually the zombies will be gotten rid of, and only the three humanoids on top of the pillar will remain. They're way too high for you to talk to, so you have a couple of options: have your mage stand at the bottom of the pillar and hit them with spells, which definitely works, but the intended way is just to stand on the ice to the right of the place, and throw a character or two up there. All the enemies up there are weak anyway, so you shouldn't have any trouble. Not much to do when you get done with that, except go to the hospital if you need to. As 2-2 starts, Lamington is seen in Celestia talking to an unknown character, and Flonne gets away.

2-2 ~~ Frozen River ~~ Icy Breath ~~ Bonus Level: 4

Enemies:

Lv. 4 Zombie x9

This battle is even easier than the last one. Icy Breath is basically one extreme long, frozen wasteland, with a few zombies spread out in groups all throughout the place. If they can't get together and collectively deal damage to you, there's just about no way in hell anyone who isn't seriously weak can die here. I won't even bother with a strategy; you've got Laharl, Etna, and a few other characters who should probably range from almost their level to being able to kill a weakened enemy, so just go from one part of the wasteland to another, killing enemies. Simple as that.

Speaking of which, since that was a nice easy battle, you should probably at or around this point have a Level 5 Brawler and a Level 5 Warrior. With both of those criteria you can unlock the Scout class, which I strongly recommend doing, since they are rather good with guns, and that will complete all of the weapons for everyone, though I'm not quite sure how much HL you have to spare for good weaponry. Ah well, if you make a Scout here or sometime soon, he'll be almost on par with the rest of your party by the end of Chapter 2, I promise. Might as well start battle 2-3.

2-3 ~~ Frozen River ~~ Eternal Winter ~~ Bonus Level: 4

Enemies:

Lv. 7 Gremlin x1

Lv. 6 Imp x4

Lv. 4 Zombie x6

Slightly more challenging than the last two battles, but that sure ain't saying much. Your enemies here are the six zombies right near you when you come in, and four imps in the back, plus a gremlin which is a glorified imp. These imps are by far the strongest and most annoying enemies on this map, and some of the worst in the entire game. Their signature attack is the Hell Pepper, which hits a line of three characters in front of them for rather heavy damage as well as poison. You will absolutely loathe them by the time this game's over, but let's do one thing at a time, starting with the zombies. They're in straight lines of three, which are basically asking for you to use Laharl's Blade Rush or a three square long Fire attack from a Red Skull.

With the number of characters you should have at this point (someone for all seven weapons), the zombies will all be dead at the end of two turns, tops. By then, the imps should all be on your ass. If they got into a decent position, make sure your Red Skull hits them with something powerful. Apart from that, play it out depending on how they're set up. Save the Gremlin for last, while you kill off the remaining imps with Boulder Crush, Tiger Charge, Sky Lunge, Hurricane Slash, and whatever other devastating attack you've got in your arsenal. Once that's done, make sure before going to the chapter's last battle that you've read Etna's diary, and then proceed to the end of the Frozen River, where Laharl and Flonne will finally face off.

2-4 ~~ Frozen River ~~ White Death ~~ Bonus Level: 4

Enemies:

Lv. 8 Dragon x1
Lv. 7 Gremlin x2
Lv. 6 Imp x3
Lv. 5 Angel (Flonne)

Yes, the final battle of the chapter is once again the hardest battle of the chapter, but this battle isn't as overwhelming as the one against Vyrs from earlier. The setup is that there are three imps in a horizontal line a few squares from the base panel, then a little further up are two gremlins. At the very back are Flonne and the dragon. My suggestion is to pull a complete offensive on the imps right near the base panel immediately. Pull out Laharl with Blade Rush (or if you're really desperate you can always throw him to one side of them and Blade Rush all three of them at once), someone to use guns on them, and also a Red Skull using Fire on them is pretty hardcore, I have to say. It'll be a little tough to kill all three of them at the end of one turn though, plus you'll have Gremlins on top of that.

Make sure you aren't lining three characters up, because the imps will not hesitate to use Hell Pepper on you. Make absolutely sure you kill all the gremlins because you start fighting the dragon, though, as they'll just make matters a lot worse. Assuming you have four or so characters alive after that big mess of imps and gremlins, the dragon and Flonne aren't a problem. Flonne is the healer, but she dies in about one hit with her 40 HP and complete lack of offensive ability. As for the dragon, the key is to not have Laharl waste SP by using Blazing Knuckle and stuff, because Hurricane Slash will do 65-70 damage, so it's obviously your best attacking tool. Once again, the tactic of numbers doubling up on one character is by far the most effective attacking strategy.

Once that dragon has been your biotch, Chapter 2 ends as Laharl and Flonne come to sort of an understanding. Flonne reveals that she was after King Krichevskoy, but Laharl claims not to miss him as he doesn't know the emotions of love and sadness. Don't we wish we didn't. I might add, the music here is absolutely beautiful, not to mention the one that plays in Etna's little drama TV thing is amazing as well. But to make a long story short, Flonne has now joined your party, and Chapter 3 is upon us.

Vic. A Hint of Kindness

So Chapter 3 begins as Etna tells Laharl that it's time for the Prinnyes to get their paychecks, which bites Laharl in the ass as he keeps saying Etna's vassals are his. That means he has to cough up the money, except it's obviously not coming out of his pocket. Such is Flonne's first observation of the Netherworld. Anyway, go read Etna's diary then talk to the Dimension Guide, who says that the richest demon's place is locked. To get in, you need a Level 10 thing equipped on Laharl. To get that level, you need to go through ten floors of the Item World. Damn, that's a lot of work. To start with, buy a Short Sword or crap like that, then talk to the item world gal to get in there.

3-1X ~~ Item World ~~ Short Sword ~~ Bonus Level: N/A

Enemies:

completely random

Time for me to explain the Item World. If you entered a nice, cheap, easy item like a Short Sword, you basically have ten battles that will for the most part be easy as hell as long as you don't run into some annoying cheap ass Geo Effects. It's easier and harder than that though -- to end a battle, you have two choices: kill all the enemies, which can be hard because some of the weird

layouts for these places, or get to the exit panel. Just hit R2 at the base panel to find where it is. Some of them are right next to you when you come in, while others are half a mile away from you when you enter and guarded by half a dozen angry enemies that have every single Geo Effect in the game imposed on them. All depends on the situation.

Regardless, the opening battles start out incredibly easy, though they get a little harder as they go (id est, going from level 1 to about level 5-6, not too bad). The best technique by far to get to ugly spots for exit panels, is to make a tower of characters and throw them there. Definitely helps out. When you get to Level 10, you'll find a enemy known as the Item General, and if you beat him, the stat increases you get on the item after the battle are slightly better, so why not just the battle through. Plus, you get a second Mr. Gency's Exit if you win the tenth battle, and they sell for some great money anyway. When you're done, you can go right back to the Overlord's Castle. Odds are the weapon you got turned out pretty good, but just talk to the Dimension Guide with it equipped to open up Dinero Palace (yeah the name speaks for itself), go to the hospital and do what you will with equipment. Now Chapter 3 really does begin.

3-1 ~~ Dinero Palace ~~ Gaudy Entrance ~~ Bonus Level: 5

Enemies:

Lv. 7 Pugilist x1

Lv. 6 Pugilist x1

Lv. 5 Brawler x7

And Chapter 3 couldn't start off any easier. All of your enemies here are Brawlers or upgrading versions of Brawlers, which leads to a rather simple battle. Right off the bat you have three Brawlers right in front of you. Easy as pie, just hit them and they'll die in one turn. At this point, the Pugilists at the top will come down after you. These guys are a little tougher due to their higher HP and strength, but so long as you keep Laharl and your other strong as hell characters in front, with the weak characters who are just there to garter EXP in the back, you won't have any problems. Especially with the even weaker Brawlers behind the walls, who fight with bows. Haha, what a joke. I didn't have a single character die in this battle. Time for 3-2, which starts with a rather informative but amusing exchange between Etna and Flonne.

3-2 ~~ Dinero Palace ~~ Golden Courtyard ~~ Bonus Level: 5

Enemies:

Lv. 9 Priest x1
Lv. 8 Manticore x1
Lv. 6 Pugilist x8

This battle is barely harder than the last one. Maybe the slight increase in difficulty can be attributed to the fact there's at least a small variety in the type of enemy here, but oh well. I digress. There's four pugilists right near you when you come in, so I assume you're pretty used to killing whatever is right in front of you when you come in anyway. Face it, they have less than 70 HP each anyway, so you should be able to finish them off quite easily. Then what you have in front of you is a blue line of the floor which has No Entry on it. So yeah, obviously you can't pass through there until the Geo Symbol is destroyed. Not to mention what's on the other side of that uses projectile weapons... very dangerously.

The Geo Symbol, which is about as strong as anything else in the battle if you can actually believe that, is to the right of the line. If it's going to take a turn or two to get to it, though, feel free to use long range attacks like Etna's spear, magic, or bows and guns to scratch the stuff on the other side. Eventually you'll be faced with a priest and a manticore. Definitely kill the priest first as his Fire is one of the most dangerous aspects here, plus he uses Heal and Shield... very nasty. The manticore will most likely be your last target, but yet again, if everyone is still alive and can pound on it, you shouldn't have any troubles. After this, take care of business, and enter 3-3. Turns out that the owner of this palace really is a former vassal of Laharl's.

3-3 ~~ Dinero Palace ~~ Flashy Passage ~~ Bonus Level: 6

Enemies:

Lv. 10 Pugilist x1
Lv. 7 Pugilist x4
Lv. 6 Brawler x1
Lv. 4 Brawler x15

No, that isn't a typo, there really are sixteen brawlers here. Definitely the most enemies in any battle yet. That being said, this battle is extremely manageable. Obviously your first task is to get rid of all the brawlers in your immediate vicinity, but this can be easily done. Start with the left by having a mage hit all three of the first brawlers with something with the line of three option for magic. That should weaken if not kill all three of them. Then for the right, have a strong physical attacker kill the first one in one blow, then move Laharl to the space where she once stood. Have Laharl use Blade Rush, effectively slicing the next three to shreds. Then with your remaining

few physical attackers, have them kill whatever they can that's left and in your range. Just so long as you keep your healers back.

I gotta say, there must be an awful lot of brawler corpses in that room they're in. Oh well. A turn in, and the brawlers will probably just all come forward, except for the four in the back with bows. When they do, you should probably be able to get rid of all the ones that have HP in the 40s, crushing 'em like ants. The one with 240+ HP and a spear, however, deserves a little more of your attention though. Just handle her with care. You know, Hurricane Slash, Tiger Charge, Sky Lunge... that kind of nice, painful care. =) The four brawlers on the back are the biggest jokes of all; just throw someone up there and have them wreak havoc. Or you can use spears, bows, or guns. Whatever keeps your boat afloat. Just move on to 3-4, a perfect case of fighting to the death over power and money. Ah, I love the Netherworld.

3-4 ~~ Dinero Palace ~~ Lavish Hall ~~ Bonus Level: 6

Enemies:

Lv. 12 Rich Demon (Hoggmeiser)

Lv. 10 Pugilist x2

Lv. 6 Wall of Meat x6

I didn't make that up either. The first six brawlers here are seriously called the Wall of Meat. Anyway, you should make your objective to kill every member of this so called wall of meat within the first turn. They don't move, and they also aren't very strong, but as a whole they pose a greater threat than Hoggmeiser. Kill one or two on the left first so that you can get Laharl in there to use Blade Rush and damage all of them, which believe me will severely weaken them. They have generally very low defense, so any type of physical attack will cripple them. After that, the two pugilists will be left. They're about as strong as the Level 10 Pugilist from the last battle. Strong... but not against the advantage of numbers.

Eventually you run into Hoggmeiser. Don't even touch him if the pugilists are left. In fact, if he gets near you I'd just have some strong guy throw that money grubbing bastard away from you. Just kill the pugilists, utilize Flonne's Power of Love attack, which is great for healing everyone in a selected area, and then Hoggmeiser is left. He's quite the boss; he has about 400 HP, rather strong attacks, and his Spinning Slice is the equivalent of Laharl's Blazing Knuckle, hitting everything around him. However, once again. Numbers make all the difference. Hurricane Slash, Skull Splitter, Tri-Burst, someone casting magic on him... pile all that on top of him, and what with his defense which isn't exactly outstanding, and the demon personification of Square Enix is defeated. Oh yeah, have I mentioned yet how epic this music is? Seriously.

The scene that follows the battle is rather touching. Laharl is about to kill Hoggmeiser off, but his son steps in for him. Flonne explains why this is, then Laharl gets flashbacks and lets Hoggmeiser go, only taking 5000 HL with him. You badass, you Laharl. Hoggmeiser also joins your party, which is nice of him. Afterwards, Chapter 3 is done. Time to start Chapter 4.

VId. Gift from an Angel

Chapter 4 begins with Vulcanus back in Celestia thinking stupid thoughts, and taking a pendant from Flonne. So apparently Flonne can't survive in the Netherworld, so she says she'll give Laharl "something good" if he helps her find it. Fair enough, that's Laharl's specialty. Anyway, you definitely have a lot of money to blow off at this point, so make you do that. Perhaps you should increase the expense of items. Also, if you've been using a red skull... make a blue skull now. Seriously, just for this chapter, trust me. Make sure Etna's diary is read, and let's get fighting.

4-1 ~~ Blazing Core ~~ Road of Flames ~~ Bonus Level: 7

Enemies:

Lv. 12 Killer Armor x1
Lv. 11 Decoy x2
Lv. 9 Pumpkin x4

Chapter 4 starts out exactly how Chapter 3 started: with a very simple and rather easy battle. Seems we're back to fighting monsters. The first four start on a square of green panels with an EXP + 100% effect, which is quite a treat. Obviously, that means you need to kill the enemies when they're on the squares, not when you're on them. Use this to your advantage and get some lower leveled characters some EXP, why don't you, it really helps. The Pumpkins aren't hard enemies, plus they're all weak against ice. Treat that as you will. If you can, lure the Killer Armor and the Decoys on to the green squares, though that isn't necessary. You'll be seeing a lot of Killer Armors, and they're by far the strongest enemies yet, but with magic and Hurricane Slash and whatnot, one of them won't give you a large casualty count. On to 4-2.

4-2 ~~ Blazing Core ~~ Parched Ground ~~ Bonus Level: 7

Enemies:

Lv. 12 Killer Armor x2
Lv. 11 Decoy x2
Lv. 9 Pumpkin x7

After an amusing cutscene, you get a battle that is possibly even easier than the last one. What a treat! You start off with a decoy and five pumpkins right around you. My suggestion would be to use Blade Rush and Wind Cutter if you have that on the ones that are a little further away, while your short ranged attackers like a brawler and a warrior smash down the ones that are right next to you when they come out of the base panel. Then you can always weaken the further ones through long ranged attackers, and characters like Etna who have slightly better movement. One or two may be left afterwards, but at this point enemies of this strength shouldn't be too empowering. At that point, solidify your characters around the middle, use Power of Love and Heal, and let's keep going.

The other pumpkins, decoy, and killer armors are far away from the ones you just killed, and as such they won't even move. Haha... just makes it easy for you. The Killer Armors are particularly slow, so take your time getting in there. The Decoys are barely stronger than the Pumpkins, meaning soon the only thing left will be the Killer Armors. Handle them one at a time like before, but if you can hit them both with the same attack (Blade Rush, Wind Cutter, et cetera), by all means do so, since their Power Slice attack can do up to 80+ damage depending on who it hits. Not nice, so kill those bastards, then get ready to go to 4-3.

4-3 ~~ Blazing Core ~~ Blazing Field ~~ Bonus Level: 8

Enemies:

Lv. 14 Nightmare x1
Lv. 12 Killer Armor x2
Lv. 11 Decoy x5
Lv. 9 Pumpkin x5

And here we have a slightly more complicated battle. Almost all of the field except for a little bit over to the right of it, as well as where you come in, is covered with a red field that has an Enemy Boost + 50% field. That's not good. It's bearable, unlike Enemy Boost x3, but it's still quite bad. To start off with, I'd have Laharl stand in front of the five Pumpkins to block them from coming in, and then I'd have someone throw someone else across the gap to the right. At that point, someone should throw the Enemy Boost + 50% Geo Symbol over to the right. An alternative way is to take the Damage + 20% symbol and throw it onto the field, then wait five turns and everything will just die

immediately, but that's an extremely lame ass way of finishing this battle. So seriously... why do that.

After you get the symbol off, the rest of the battle isn't too bad. The Pumpkins will already be dead or close to dead, so just gradually move up, and the Decoys will basically come to you one by one, never all at once. Also, the Nightmare at the top is higher leveled than the Killer Armors, but its attacks aren't NEARLY as overwhelming. Its Fire Dance is long range, but it does about half the damage. Just worry about the Killer Armors and make sure you're not fighting two of them at the same time. Power of Love is still a great technique for getting yourself cured, so as long as you're careful around the Killer Armors, you should be fine. So, just get to 4-4, where we run into our old pal Mid-Boss again, who has Flonne's pendant from Vulcanus, and is in a rather evil mood.

4-4 ~~ Blazing Core ~~ Molten Labyrinth ~~ Bonus Level: 8

Enemies:

Lv. 17 Mid-Boss (Mid-Boss)
Lv. 15 Mandrake x1
Lv. 14 Nightmare x2
Lv. 12 Killer Armor x4

Alright, this earns the honorary title of first battle in the game that I'll refer to as being really damn hard. The first and last of your problems being Mid-Boss. You'll first glance over at him to find he has over 800 HP, but that won't haunt you yet. You'll be haunted by the fact there's four Killer Armors here, and a bunch of enemies even higher leveled than they are. The key here is not to just rush ahead and try to take on all four Killer Armors at once, cuz if you do you will get your ass beat badly, and then there's no way you can handle Mid-Boss as much as you've been weakened. Keep your characters near your base panel, and a couple of the Killer Armors will come after you. Some of the enemies (one of the Nightmares usually) will also come from the right side of the bridge, so if that happens, send one good character like Laharl there and just use him to kill 'em all.

I'd say the enemies that take precedence of killing first over all others are the Killer Armors, then the Mandrake, then the Nightmares. Even though the Mandrake is just a souped up Pumpkin, its Jack the Ripper attack is deadly, and its stats are comparatively higher. The Nightmares do little more than their weak Fire Dance attack anyway. Do this battle wisely by making sure you keep everyone alive (meaning that no matter how strong or weak they are, get them healed when they get below half HP, because Mid-Boss can do that much damage). When you do get to Mid-Boss, avoid keeping characters in rows and lines, because his Adonic Blast can hurt everyone set up that way. What's worse,

he can use it twice. Not only has it got range, but it does about 100 damage to everyone, too. Ugh.

Definitely don't get started on Mid-Boss until you're done with everything else. In fact, don't even approach his range, he'll come after you by himself after three or so turns. Keep everyone together roughly, and just hammer on him with everything you've got, unless Laharl or someone else is to the right of the map killing one last enemy, in which case he can do that and come back. Don't forget that you have Hoggmeiser in your base panel, and while he definitely isn't as strong as Laharl or Etna, his Spinning Slash can do great damage while stopping him from being countered. That, and he can trade hits with Mid-Boss, though the latter will win in a straight fight. Just someone there to take hits away from everyone else and give added support. If you're strong enough and have enough characters, Mid-Boss will fall. Flonne reveals that he tricked Laharl, saying that her "gift" is to make him realize that he can love. Bahaha. Classic. With that, Vulcanus disappears and Chapter 4 ends.

VIe. Etna's Secret

Chapter 5 begins as Etna and Flonne are laughing at a humiliating photo of Laharl, which on the back says that if Laharl doesn't come to Jotunheim for a duel, the picture will be spread throughout the Netherworld. What is on the picture, no one knows. I'd say it's either Laharl crossdressing, or doing something after being kicked in the nuts. With that, though, this chapter has started. The obvious first step is to read Etna's diary and then get into Jotunheim, but I have some important notes for you first.

Jotunheim is another place with all enemies having 50% resistance to ice and weakness to fire. That being said, if you've been following my guide up to this point you trained a red skull, a green skull, and a blue skull to Level 5, and now a Star Skull is available. If you did that... wonderful. I would definitely have Flonne create the Star Skull, because if Flonne stands next to her pupil and uses Star three times, she'll learn the spell herself, so then she can actually contribute something to the battle. A Star Skull can do damage that totally ignores all the resistances/weaknesses, so that's overall a good thing.

Also, just a note on hospital prizes. Hopefully those are going good, but you may not be caring much for the higher leveled orbs. You know, the Dark Orb, the Blood Orb... I mean, do you really need all that extra SP and RES? Your choice, but if you don't and they don't have any extra bonuses in things like INT which are quite helpful, I really would suggest selling them off, since you can make a massive profit off them. Make sure your equipment is up to snuff, especially armor, since I for one tend to overlook it around this point. But ah well. 5-1.

5-1 ~~ Jotunheim ~~ Absolute Zero ~~ Bonus Level: 9

Enemies:

Lv. 12 Imp x9

This is one of the most frustrating battles in the whole game, if I'm being entirely honest with you guys. However, amazingly enough, this is actually the hardest battle in the entire chapter. First of all, the layout. The whole place consists of a yellow Geo Symbol field that has the following effects: Ally Damage + 20%, Atk - 50%, and Def + 50%. Obviously your first task is to destroy the Ally Damage + 20% symbol, which is to the north of where you come in, surrounded by three of this battle's nine Imps, which as I mentioned earlier are the most annoying things in the entire game. So basically, punch them out of the way and get to the Geo Symbol, which you need to break as fast as possible. Laharl is your guy for that, with some long ranged support. Also, if you can get a Scout with a Dark Cannon set up there, that'll actually work very well.

Even after the Geo Symbol is gone there, everyone's attacks will still be doing half the damage because of the effects here. The joke is on you, though, since the Imps use Hell Pepper which causes Poison. That being said, Flonne isn't going to die, and Power of Love is still a great technique, so use that to your heart's content. If you wish to maintain your sanity though, destroy at least one of the Geo Symbols. If you can do that, though, the battle should pretty much fall into place. The Imps will end up all gathering together, so as long as you try to hit them all at the same time whenever possible, you're used to them and they won't kill you. That's the most annoying battle in this chapter, and the next battle is the second most annoying. =) Starting with Laharl almost dying for the most ridiculous reason ever.

5-2 ~~ Jotunheim ~~ Endless White ~~ Bonus Level: 9

Enemies:

Lv. 15 Ninja x1

Lv. 15 Scout x2

Lv. 12 Puck x7

This fight is a little easier than the last one, but not by much. What you'll start off against are seven pucks, the first five virtually crowding you. And then there's Laharl, whose ATK, INT, DEF, and RES have all been halved due to Flonne being a dumbass back there. So yeah, Laharl isn't gonna be great here, though he IS your strongest character, and even with his stats halved he's still better than some of your other characters probably. With that, you're

going to have to rely on your other strongest attackers. The best of who is probably Etna, and you're going to really have to be looking for an instance in which she can't use either Impaler or Sky Lunge.

Kill the Pucks as fast as possible, while keeping your weak characters back, and towards the left. I say this because to the right across the water are two Scouts with guns. Not nice, they won't hesitate to take a weak character like a Brawler and pummel him down with Tri-Bursts. Characters like warriors who are legitimately strong, though, can stay closer to the right and kill the Pucks with some good old Skull Splitting action. Then the Ninja will come in, who has a rather high speed and because of that should be weighed down with a gunner or someone else with high HIT, but he isn't really as annoying as the two Scouts. Handle them last, using Etna's spears to get them from a distance, Laharl's Blade Rush or Wind Cutter, and your own Scout. So long as you keep weak characters away from them, this battle will end well enough. On to 5-3, where Laharl reveals his relative lack of libido.

5-3 ~~ Jotunheim ~~ Terrible Cold ~~ Bonus Level: 9

Enemies:

Lv. 14 Empusa x5

Lv. 14 Nekomata x3

Did they hire someone to write the names of these maps for less than minimum wage? Just a thought. But anyhow, 5-3 is the best map yet, because almost the whole thing is covered with an Invincibility field! The only way to get rid of it is to have someone go to the very end of the field and throw the red Geo Symbol on to the single green panel. Sounds like a pain in the ass, doesn't it? Well, it is, but in the immense amount of time that it'll take for someone to get over there, have your characters attack the catgirls as well as themselves, so that you can build up your weapon mastery! Seriously people, that is exactly what this is about. Especially the fist users, since they counterattack so many times. To get over to the upper right faster, throw the catgirls out of the way, and use Triple Strike to get them out of the way.

Eventually whomever you're using will get to the end, and throw the thing on there. Hopefully Laharl, since he still sucks ass in this battle. But when that's done, you'll find... this battle is rather hard too. The Nekomatas use Hip Attack, a bitch of an attack that drains HP from you. Ugh. Use your best magic here, fire if you've got any, and go into full out aggression. Hopefully their SP is sucking pretty bad right now, which is something you can definitely do during the invincibility stage, but another good idea would be to use Asteroid Drop or Lion's Roar, since no doubt they're surrounding you in the middle. That's all I can say for this. Full out offensive. Ready yourself for

5-4, the most epic scene yet in the game, not to mention the most epic music yet.

5-4 ~~ Jotunheim ~~ Ice Queen ~~ Bonus Level: 10

Enemies:

Lv. 19 Demon Sire (Maderas)
Lv. 16 Golem x1
Lv. 15 Lilim x2
Lv. 14 Empusa x4

Despite being the most epic battle yet, the last battle of Chapter 5 is also the easiest battle of Chapter 5. Heh... what kind of sense does that make. All you have is less catgirls than last battle who are no stronger, a Golem who is actually relatively strong, and a laughably easy boss. Nice change of pace! The beginning part of this place is split into three paths, one on each side and one in the middle. Two of the catgirls are right in the middle, so I just threw out everyone except Laharl and Etna, who went for the two at the side, and the two in the middle died in about a couple hits each. The only even potentially dangerous thing here is the Golem, which you want to use Wind Cutter and Prinny Raid and all that long ranged stuff on as soon as you can. You don't want to taste its Golem Dunk attack. Believe me.

The two Lilims will naturally come in right after the Empusas, but since the Empusas WILL at that point be all you've been past, they shouldn't be too much of a problem. Maderas will likely come down from one of the sides, meaning he won't do diddly squat to you. Just use all the long ranged stuff and then when it gets next to you, short ranged stuff at your disposal on the Golem, and then the fight is basically over. All Maderas has to offer is 650 HP compared to Mid-Boss's 800, a special technique called Chaos Fire which is insultingly weak, and a coward who half the time won't even attack, but will just run away. That, and his defense is nothing that Hurricane Slash and Sky Lunge can't make short work of. I can say I rather like this battle! With that, Chapter 5 ends with a resolution between Laharl and Etna, and it ends up happy for everyone... except Mid-Boss. Paves the way right into Chapter 6.

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VIf. Laharl's Challenge  
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Chapter 6 immediately starts as Laharl reads a letter that he's had sent out all over the Netherworld, saying that that day he will carry a deed for the position of Overlord to the end of the Blair Forest, and if no one can take it from him, he'll become the Overlord himself. Can anyone guess how THAT is gonna

turn out. Well, almost all the vassals except the necessary ones are gone from the castle at this point, but in any case, read Etna's diary, and then if your brawler and warrior, if you're using them, are at Level 12, I'd refrain from transmigrating them into third tiers yet. I just wait for the fourth tiers, but oh well, my thoughts, you can do what you want with them. When you're ready, let's start 6-1.

6-1 ~~ Blair Forest ~~ Calamity Woods ~~ Bonus Level: 11

Enemies:

Lv. 12 Ghost x2
Lv. 12 Boggart x2
Lv. 12 Hobbit x2
Lv. 12 Puck x1
Lv. 12 Man-Eater x2
Lv. 12 Imp x2
Lv. 12 Gremlin x2
Lv. 12 Golem x2
Lv. 12 Killer Armor x2
Lv. 12 Dark Knight x1
Lv. 12 Pumpkin x2
Lv. 12 Decoy x1
Lv. 12 Gargoyle x2
Lv. 12 Nightmare x2
Lv. 12 Zombie x2

Damn, now I didn't make up that list of enemies. You really are fighting 27 enemies, which come in just about every type of monster seen so far. Still, this battle is quite easy and I'll tell you why, and Laharl spelled it out in the intro scene: you need to take them on ONE AT A TIME. That's right, the island right at the beginning with the base panel is very small, and connected to the main area with all the monsters, by an extremely narrow walkway. So everything on the other side can only dream of hurting you except with their weak ass Mega Wind and stuff like that, while only one monster gets on that bridge and hammers away at the character in the front. Trust me you can handle one monster. See what I'm getting at here?

Start off by having Laharl stand a little back and fire away with Wind Cutter. Wind Cutter and to a lesser extent Blade Rush are absolute godsend in this battle, so make use of them. Then someone like Etna or someone equally strong can stand in front to defend everyone else, then you've got Flonne and your Star Skull or whatever other mage you have. They're great too, at hitting down the enemies that have been weakened, and just at starting to peck away at some of their HP's. Just stay where you are for a few turns, until the number

of enemies is way reduced, or until Laharl runs out of SP for Wind Cutter. Then you can start getting a full assault going. Emphasis goes on killing the Nightmares first, because Fire Dance is nasty, then the Imps/Gremlins because of their poison, then the Killer Armors. Make sure that you don't let Flonne get killed, because in the small space you're given, Power of Love is amazingly useful. Just handle this safely from a distance, one at a time, and your casualty count will be next to zilch. Enjoy the crazy bonuses you get from the battle, then let's go on to 6-2.

6-2 ~~ Blair Forest ~~ Ritual Site ~~ Bonus Level: 11

Enemies:

Lv. 24 Demonslayer (Sardia)

Well... this battle is the exact opposite of last one. That had 27 enemies who were all weak as hell, this one has one enemy who's the closest thing to a god you've seen yet. Sardia the Demonslayer, essentially a pimped Knight, has 1300+ HP, as well as ATK and DEF nearing 300, and she isn't afraid to use Wind Cutter. My first recommendation for you before this battle begins is to BUY NEW WEAPONS. Otherwise you're going to be pretty pissed off doing next to no damage against that huge pile of HP. Meanwhile though, you want to have yourself set up so that Sardia can't hit two characters at once with Blade Rush or especially Wind Cutter. That's not too hard to do.

I would set up a position at first with Laharl five squares away to use a Wind Cutter immediately, while he has a couple attackers on either side, like a phalanx. Then Sardia will come forward, hit you with something, and now you want to surround her. If you have four strong attackers around her, hopefully a long ranged attack like a Scout outside hitting her with Tri-Burst and stuff, and also a mage or two bearing down on her (a Star Skull and Flonne casting Star every turn will REALLY take her HP down as a few turns go by), and you'd be surprised how fast 1300 HP will go down. Just watch out for your attacks like Sky Lunge, Triple Strike, and Tiger Charge, which move the character, and for god's sakes don't put a bunch of characters four or five squares away from her. That's a bad idea. Then in the end, leave the kill to someone who you'd like a ton of EXP going to. Then keep going.

6-3 ~~ Blair Forest ~~ Witches' Den ~~ Bonus Level: 11

Enemies:

Lv. 16 Pvt. Prinny x2

Lv. 15 Pvt. Prinny x3
Lv. 12 Pvt. Prinny x2
Lv. 11 Pvt. Prinny x1
Lv. 10 Pvt. Prinny x1

This battle is a joke in every way from the ridiculous formation to the actual difficulty of the thing. I give them credit for the hilarious idea of this, but the actual battle is freaking easy. First of all, if you want to make it even easier, just throw all of them and they'll explode, instantly killing them obviously, but not netting you any EXP or HL. But who wants to do that? Only a couple of the Prinnies here are any strong at all, and half of them will just sit there doing nothing, waiting for you to attack them. The Prinnies on the far ends, for instance. The ones in the middle aka the base men, though, are slightly threatening, but so long as you keep weak characters out of the range of their Prinny Barrage, this fight is just a total joke. Just move on 6-4 fast, where an Overlord comes out to play and then splits into ten.

6-4 ~~ Blair Forest ~~ Writhing Shadow ~~ Bonus Level: 11

Enemies:

Lv. 75 Alt. Overlord x10

Do I even need to explain the first part of this battle? You're facing ten Overlords, one of which could kick your ass, let alone effing ten of them. And there really is nothing you can do about it except send ten of your characters out, let them get blown to bits, and guess what? It ain't game over; the vassals who left the castle come back to help you, even though they were only waiting to ambush Laharl in the first place. Bahaha. So now you have six allies who are all Level 200-300, obviously a hell of a lot stronger, though you still can't control them.

The vassals will absolutely slaughter the Overlords, but let me tell you a little secret right about now, if you want to play it extremely cheap. The vassals will attack, dealing tons of damage, then the Overlords will counter and whatnot, then when a turn is all said and done, an Overlord may be left with something like 100-150 HP. Really close to the brink of death, if you know what I mean. If you throw one of your characters in there and have him kill that Overlord, you will receive an absolutely insane amount of EXP. Like, more than the boundaries of cheapness would ever allow for. Not to mention a lot of HL as well. If you want to do that, then go ahead. Stop reading this guide if you do that though. =P But anyway, that wasn't the last battle. Chapter 6 is the first chapter to be more than four battles.

6-5 ~~ Blair Forest ~~ Nightdwellers ~~ Bonus Level: 11

Enemies:

Lv. 20 Prism Ranger (Prism Red)
Lv. 17 Specter x4
Lv. 17 Puck x4
Lv. 17 Man-Eater x4

This battle is in my opinion the hardest so far in the game, bar none. First of all, the entire map is covered with a Warp effect, meaning every turn you will be teleported somewhere completely random. That could be good, as in the enemies going somewhere else while you surround some of those annoying Pucks and can beat the daylights out of them, or it could turn out equally bad. Either way, I'd start the battle off by pulling Laharl out far enough to use Wind Cutter, while everyone is far back. The Specters here, are by far the least of your worries. The Pucks are the most annoying thing here, as their Demon Breath does 50-60 damage on top of causing sleep, which is hard as hell to wear off. The Man-Eaters aren't too bad unless you're in a line, in which case they'll stomp the lot of you.

So it all depends on where you end up at first. If you get to a good position, that'll have a lasting effect on the whole battle. And if not... that's too bad. Either way, I wouldn't bring out your mages and weak characters until you get somewhat weakened enemies right near the base panel, since they'll run the most risk of anyone. I also recommend during this battle, bringing Maderas out so he can float around weakening enemies. The battle is randomized enough so that it's appropriate. Especially as far as Prism Red is concerned, since he's one hard mofo. His main special does on average about 100-110 damage, and he's got a good 500 HP on him, so Maderas weakening him will help. Apart from that, use whatever you've got available at that point, making sure you leave him for last or close to last. Good luck, 6-6 is easier.

6-6 ~~ Blair Forest ~~ Heart of Evil ~~ Bonus Level: 11

Enemies:

Lv. 22 Mid-Boss (Mid-Boss)
Lv. 20 Gargoyle x2
Lv. 17 Puck x10

Oh great, it's the third battle against Mid-Boss. He is actually easier this time around than in Chapter 4; instead the only bad thing here is the ten Pucks that surround you when the battle starts. You're in for your absolute

overkill if you enter this battle and don't do something about those Pucks. First thing I'd do is have Laharl use Blade Rush or Overlord's Wrath (or Blazing Knuckle if two who are weak against fire are next to each other) on them, and hopefully that's close to a one hit kill. There's always the bow skill Dark Flash, which while I normally dislike it, can prove useful in this situation. Asteroid Drop, Lion's Roar if you have the SP to use that skill, use it all. Same with Flonne and someone else for magic.

If you can kill at least half of the Pucks in one turn, that should probably be enough, as the only thing besides them are a couple gargoyles, and, well, Mid-Boss. The gargoyles will come down after the second turn, so until then, make sure you have all the Pucks dead. The gargoyles tend to stay rather close to each other, so using the same multi target attacks are good as ever. Then you have to deal with Mid-Boss, who is actually easier than last time, since his special technique, Adonic Fury, only hits one character. While the damage from it tends to exceed 200, it's still one target, so don't worry about that. His 1100 HP isn't as bad as it seems, so long as you have someone attack him from behind. The best stuff is still Hurricane Slash and Sky Lunge, as always. If you're having trouble with this battle, the best advice I can give is to go to the shops and buy stronger weapons.

After the battle, Mid-Boss escapes saying he has stomach cramps... yeah, no comment. Laharl then, finally, becomes the Overlord. Much to his happiness and Flonne's dismay. Because speaking of which, somehow Vulcanus immediately finds out that Laharl became the Overlord, and that Flonne is a traitor. Laharl is left to scream and laugh evilly, and then Chapter 6 is drawn to a close. Ready for Chapter 7 much?

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VIg. Of Being an Overlord  
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A little bit after the events of Chapter 6, Laharl is still laughing evilly, overjoyed at his new status of Overlord. That being said, Etna comes in with his first job... and it's helped a kid find his pets who have been lost. Yeah, that's seriously Laharl's first job. Doesn't help that the kid is a little annoying brat, albeit one who owns Flonne royally. Anyway, the vassals are back, though they don't have anything too special to say, so just read Etna's diary, and then start 7-1, in Salamander's Breath.

7-1 ~~ Salamander's Breath ~~ Scorching Wind ~~ Bonus Level: 12

Enemies:

Lv. 23 Ghoul x1

Lv. 20 Zombie x13

I love this battle. No, I really do, I feel sentiments like that towards any battle which has a HL + 50% and an EXP + 100% bonus spread out all over the whole thing. On top of that, this fight ain't too tough either, so think of it mainly as an opportunity to raise up your lower leveled characters by having them land finishing blows on the zombies. While the zombies do have high-ish HP, their defenses and resistances tend to be quite low, so just let loose. Give it your multi hit attacks and everything else that you've got, and while you may end up with a few dead characters by the time it's all said and done, that's to be expected. Feel free to come back to this battle at a few points, since battles like this are few and far between. Enjoy the HL, then let's hit up the not as awesome 7-2.

7-2 ~~ Salamander's Breath ~~ Column of Fire ~~ Bonus Level: 12

Enemies:

Lv. 26 Corpse x1
Lv. 23 Ghoul x2
Lv. 20 Zombie x7

See what I meant by this place not being as awesome as the last? Column of Fire is surrounded by an Enemy Boost x3, which is seriously bad for you. It doesn't help that the Null symbol is way over behind a pyramid of zombies, so you need to use throw maneuvers to get on the other side. I just do this by, on either side of the pyramid, having a character with bad throwing range step two squares out, then a character with good throwing range like Etna or a Scout come one square out, while Laharl stays on the base panel. Then have the character with bad range pick up Laharl, and the character with good range pick up the two together, then throw them both towards the null panel at the back. At that point, Hurricane Slash that thing, I say!

That being said, you'll probably need two trips to the null panel, since the symbol of course needed to have a ton of HP. It'd be incredibly advantageous, however, if you can do it with only Laharl and a Hurricane Slash or Overlord's Wrath. To do that, you'll need a damn good weapon for him, probably a belt, and also a mage to come out and use Braveheart on him (trust me you'll be doing that a LOT later). If you can't though, feel free to make two trips. When that's gone, everything disappears, and then you have the zombies to finish off. Nothing more I can say except use Laharl's Wind Cutter and Overlord's Wrath attacks to get rid of the pyramid, save the Corpse and Ghouls for last, and try to keep everyone alive as long as you can. That's really all I can say. Good luck with this, enjoy your bonuses and then go on to 7-3.

7-3 ~~ Salamander's Breath ~~ Raging Earth ~~ Bonus Level: 12

Enemies:

Lv. 20 Zombie x6

This battle is easy as hell, probably even easier than that joke back in 7-1. To start off with, a river of lava is in the middle of this place. The side you're on has a Damage + 20% effect as well as Silence. Not so good. The other side is barren, but in between the two are a couple paths, with No Entry and No Lifting effects. Simple; start by getting all your characters out and sending them to the left side of the lava river, where the No Entry symbol is. At that point, you'll see there's six zombies on the other side (yeah I know not much), and a few of them at a time will move over to where you are. Then they'll proceed to use Zombie Twister and get on your side.

First of all, Zombie Twister is incredibly weak, and second of all, the zombies have horrible defense which is just compounded by the 20% damage they too will be taking. Your primary focus should be towards slashing and shooting down the No Entry symbol (which bows and guns really help for let me tell you), but if a zombie gets over, feel free to have a couple characters waste them. Etna or anyone else you might use for spears are great too, for both hitting the Geo Symbol and hitting zombies who are across the green line. When it finally disappears, send your whole party across, and since they're definitely hurting at that point, Flonne's Power of Love special is extremely helpful. At that point, probably only a couple of zombies remain, so celebrate your lack of being under Silence by using Wind Cutter and Tiger Charge and all that lovable stuff. Too bad you get just about no HL out of the whole deal. Cheap bastard zombies. Oh well... 7-4 next.

7-4 ~~ Salamander's Breath ~~ Crimson Plains ~~ Bonus Level: 13

Enemies:

Lv. 26 Corpse x2

Lv. 23 Ghoul x5

Lv. 20 Zombie x4

And this battle... is even easier than the last one, if you could actually believe that. The four squares surrounding the base panel are all red with attack and defense boosts, while the green squares on the outside of the red ones have attack and defense penalties. So basically, sit your four strongest short range physical attackers on those four squares, and the only

thing that'll hurt them is poison from Zombie Puke, which is legitimately annoying and you might want to have a Faerie Dust or Espoir ready for that just in case. Meanwhile, feel free to have a gunner sit on the base panel or way outside all that chaos, sniping down the zombies to gain EXP. Same with someone to use bows: this place is nothing more than a training course. Especially when there's 13 zombies to start off with, and they're going to surround you, being unable to use Zombie Twister all the while, like the good little idiots they are. =) Let's go finish the chapter.

7-5 ~~ Salamander's Breath ~~ Ember of Dreams ~~ Bonus Level: 13

Enemies:

Lv. 27 Zombie x1
Lv. 26 Corpse x3
Lv. 23 Ghoul x4
Lv. 20 Zombie x4

What a dramatic intro. Aramis introducing the boss of this place as a legendary zombie with a horse wiener (yeah no joke), and then the amazingly epic theme Battle of Eight Beat playing in the background. This theme is so awesome I just can't get over it. But in any case, this battle is definitely more challenging than those last two jokes, but 7-2 in my book still goes unsurpassed. This battle has two bridges on either side of the place, while in the center is a large Def + 100% area. I suppose in theory you can fight the battle out on that, but it's too much a pain in the ass for me. Nothing will come at you from the left bridge; all the enemies are concentrated towards the right, so send your characters there, and get ready for a swarm of zombies.

Bunch all your characters up against the wall, so that Zombie Twister can't be used, and as usual keep your weaker characters to the back. These zombies are no stronger than before, even though there's three corpses this time around. All of them seem weak in comparison to the uber zombie at the end, though, who comes equipped with the three infamous special items. The horse wiener gives it added strength (...), the Mahogany's Brain increases its INT, and the Hercules Body that huge HP count. I would definitely suggest building up a rogue to mid teens in levels for this battle to steal that equipment, since it's one of a kind, and the only place to get it in the whole game. Plus, where else do you get to say that you just mugged a horse's genitals off a juiced up zombie? Seriously.

The highlight of the scene that follows is that Laharl says Aramis can pay him back with his body. Bahaha. Etna even spots that right out. I don't really see what was the retrospective use of Chapter 7 in the grand scheme of things, but

suffice it to say that it's done and Chapter 8 is about to begin, coupled with far less sexual innuendo on my part. ;]

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VIh. Reincarnation  
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The chapter begins as a whole number of Prinnyes began singing to the red moon. The song itself is actually not bad at all, though I'm still dying to figure out what it's a parody of. If anyone knows, please feel free to inform me. But in any case, Flonne is seen talking to the Big Sis Prinny you saw back in Chapter 3, and a lot of Prinnyes are at that point gone, so Laharl wants after them. A few things to do though: buy some items which you will definitely need as this chapter is much harder than the last, talk to the vassals, one of who will give you a Staff of Sorcery which I'm willing to bet is better to whatever staff you have equipped now, read Etna's diary, then go talk to the zombie near the Dimension Guide. His "hint" to you is that the Prinnyes are in the Lunar Snowfield. Uh huh. Great hint.

8-1 ~~ Lunar Snowfield ~~ Theatre of Death ~~ Bonus Level: 14

Enemies:

Lv. 27 Cyclops x2
Lv. 24 Man-Eater x10

Don't let the beautiful, soothing music fool you. This battle is HARD as HELL. That's really good, behind the game's saddest theme by far, hide the roughest, fiercest, hardest battle yet in the game. The Theatre of Death is surrounded by a lot of tree stumps, and all with an Enemy Boost x3 symbol towards the very far back. Which I counted; there's two bridges to take here to get to the Enemy Boost x3 symbol, and both ways it's 24 spaces. What a tease. Well, I guess I've said it all; you need to form two groups of five characters, and throw them all the way to the back side of this place. Unless one of them can destroy the symbol in one hit, which I highly, HIGHLY doubt.

Even if you don't use them, I'd recommend making a Rogue just for this battle. They can throw 6 spaces, which is quite helpful since you only have five characters to make it that far. With that, form two rather even, separate groups, but keep one thing in mind: have the two characters that you want to keep alive the longest start at the base panel. Those are the ones that will end up at the Enemy Boost x3 and Def - 50% symbols, which are far out of the reach of any of the enemies here. Characters that are just there to throw others to the back (like healers, which you just don't have time for in this battle) can stay at the end of the line, where they won't be getting very far.

When you finally do get a couple characters there, you need to have one of them pick up the Def - 50% symbol, and the other pick up the Enemy Boost x3 symbol and throw it to the blank panel where the Def - 50% symbol once stood.

But that's right, there's no way around Def - 50% for a turn, unless you're actually strong enough to destroy the Enemy Boost x3 to start with. And sure enough, you'll probably get slaughtered by Stomp-o-Rama in a turn or two anyways. But since that attack tends to hit other tree stumps, make the best of the characters you still alive, just so that you ensure Laharl won't be stealing all the EXP from everyone. Also, with the Def - 50%, I'd have a character at the back to play around with it, picking it up when its your turn so that the enemies have their defense halved, then throwing it back when it's their turn. Just my thoughts. Then when the cyclopsi are left... they actually aren't that bad. Their strength and magic are both horrible, but they have defense from hell, so make sure you didn't destroy that symbol. Good luck, this battle is just lethal. Detour to the hospital, then hit up the easier 8-2.

8-2 ~~ Lunar Snowfield ~~ Frigid Garden ~~ Bonus Level: 14

Enemies:

Lv. 32 Treant x1
Lv. 32 Oakrot x1
Lv. 32 Man-Eater x1
Lv. 16 Treant x1
Lv. 16 Oakrot x1
Lv. 16 Man-Eater x1
Lv. 8 Treant x1
Lv. 8 Oakrot x1
Lv. 8 Man-Eater x1
Lv. 4 Treant x1
Lv. 4 Oakrot x1
Lv. 4 Man-Eater x1
Lv. 2 Treant x1
Lv. 2 Oakrot x1
Lv. 2 Man-Eater x1
Lv. 1 Treant x1
Lv. 1 Oakrot x1
Lv. 1 Man-Eater x1

Oh the melodrama, to start this place off. That referring to the scene, of course. This battle is as easy as Theatre of Death was hard. You have 18 trees to fight here, three of them are a little strong, fifteen of them are pansy play that you can finish off in a hit or two. That's how it all starts. The map begins with six trees in front of you. Let your weak characters like

bow users and whatnot take care of the first couple, then Laharl can use Wind Cutter on the back few, and then with Sky Lunge, Colossal Fissure, and all the other attacks that you're used to at this point, that'll be six dead tree stumps. Then split your party into roughly half, one to kill the Oakrots next to you where you start off, and one to kill the trees that are far past the Man-Eaters. The Lv. 32's give quite decent EXP, the others... not so much. If you need to use the hospital after that, go ahead. Otherwise, go to 8-3. An interesting scene, and then another rough battle.

8-3 ~~ Lunar Snowfield ~~ Freezing Souls ~~ Bonus Level: 14

Enemies:

Lv. 28 Battler x14
Lv. 28 Blue Mage x2

This battle only looks like it's potentially rough. In reality, the fact there's fourteen battlers only helps to build you up, because generally only two to four of them come at you at a time. I could kill at most two and weaken one or two a turn, though I didn't use Maderas or Hoggmeiser or anyone else like that, so if you want to do that, that might help. The battlers have all varieties of weapons, but generally it's axes and spears. In fact, don't be surprised if an axeman comes right out and hits you with Skull Splitter. Still, they don't have any long ranged attacks with the exact of spears hitting two squares away, so they won't be doing anything serious to you as long as you have your strong attackers in the front with the mages and healers towards the back. If you can do that, you'll easily kill off 2-3 a turn.

There's ten male battlers in all right near the entrance, so you'll be there a while. Power of Love, for the millionth time, is an amazingly useful ability here, as is regular Healers casting Mega Heal, which should easily get you through whatever the Battlers throw at you. Then you'll notice four female Battlers at the other end, with two Blue Mages behind. My recommendation is, since those six absolutely will never move, and use bows to boot (ugh), that you destroy the Attacks +1 and Enemy Boost x3 symbols, and then throw the ATK - 50% symbol on there. With that, those battlers can't do squat to hurt you. Also, since you're doing a lot of hacking and slashing at this point, note that before Chapter 9 starts, which is in a couple battles, I like to have Laharl at level 10 in swords. Keep that in mind when deciding who's attacking what, it'll help. Anyway, when that battle's done with, let's end the chapter.

8-4 ~~ Lunar Snowfield ~~ Under the Moon ~~ Bonus Level: 14

Enemies:

Lv. 33 Chernobog x1

Lv. 30 Shade x2

Lv. 27 Nightmare x6

Believe it or not, 8-4 is probably the most straightforward battle in Chapter 8. Crowding you when you enter are six Nightmares, which use very annoying long range attacks and make you hate them in the process. My biggest suggestion is that when you pull your party out of the base panel, do not align them in any sort of formation, because that is the exact thing that the Nightmares like to snipe down. Apart from that, the Nightmares themselves are weak and will generally only have room enough for a few of them at a time to come after you. The Shades and Chernobog, on the other hand, have much more HP, and take many more hits to bring down, though they don't have that much more attacking power. Again, I want Laharl at Lv. 10 in swords before Chapter 9, so if he ain't there yet, this is your opportunity. This battle isn't too bad, really just a test to see if you're tough enough.

What follows after this battle is probably the most touching scene in the entire game. The Prinny's head off, and you find out who the big sis prinny was, and trust me, you were not expecting that. Anyway, from here on out, Laharl is... not as bad of a guy as a whole, though. It's this scene that changes him. Plus it's just that music that does it for me. And Chapter 8 ends as the Prinny's once again sing that Red Moon song. As for Chapter 9, that starts with seeing three people named Gordon, Jennifer, and the robot Thursday out in space. Thursday's line = badass.

Vii. Captain Gordon, Defender of Earth

What's with the title of this chapter? Couldn't they settle for "Captain Gordon" or "Defender of Earth"? Geez. Anyway, as I was saying, in honor of the last chapter being called Reincarnation, I think it's right about time to promote your brawler and warrior, if you're still using those (which I do), to a Black Belt and Champion. It's okay if you're not to that point yet, but it's just something to think about, and you can always build them up using 7-1, or even the battle we're about to start. Read Etna's diary, update your equipment, then hit up 9-1.

9-1 ~~ Stellar Graveyard ~~ Valgipus IV ~~ Bonus Level: 15

Enemies:

Lv. 33 Dullahan x1
Lv. 30 Nekomata x8

And now you see why I told you to get Laharl at level 10 in swords. The formation of the enemies here is that of a 3x3, which is the exact kind of radius that Winged Slayer blasts. That, and I'd personally pull out a mage to use Braveheart on him, just to further increase his ATK. With a decent stat (around 500 or upwards), he should be doing massive damage to them; not killing them, but hurting them badly. If you want to assault them right off the bat, the real only other option is to kill the Dullahan in the middle with long ranged attacks like guns and magic, and then throw a fist or spear user in the middle and use Lion's Roar or Asteroid Drop. And that's not a very easy option, really.

You'll want to kill at least 3-4 of the enemies here as soon as possible, if I'm being completely direct with you. The Nekomatas may be little catgirls, but their Fists of Fury and Mystic Blast attacks are beyond deadly, and if any are left alive, you absolutely can't leave your party lined up, or they'll just kill you, plain and simple. The Dullahan is no better; its Gigantic Slash attack is some of the worst stuff you've seen yet. So when Laharl gets done with his business, you can always use Asteroid Drop or Lion's Roar to further weaken the enemies, then single them out with Tri-Burst or Rapidfire depending on their elemental weakness, Colossal Fissure, Tiger Charge if that's an option... really the flow of this whole battle depends on how your first turn comes out. And if you have a lot of trouble here, really the only advice I can give is that leveling up is your friend. Do your business and then hit 9-2.

9-2 ~~ Stellar Graveyard ~~ Thurvean Sector ~~ Bonus Level: 15

Enemies:

Lv. 33 Dullahan x4
Lv. 30 Nekomata x11

The scene before this battle is hilarious. But that's beside the point. This battle starts as a complete cage match, while you're inside a set of green lines with no Geo Effect, with six Nekomatas. Outside of this is a bunch more nekomatas, and no less than four Dullahans. I'll say this only once: you NEED to take the Geo Symbol on the inside and throw it on the green lines to create a No Entry effect, or you might as well be holding a sign above your head that says SLAUGHTER MY ASS. Six Nekomatas is hard enough, let alone five Nekomatas and four Dullahans. Obviously, your first goal is to kill as many of the Nekomatas in the caged in area as possible on the first turn. I'd like to point out that the two to the right of the base panel in the initial camera setting can be hit at the same time with Winged Slayer, Asteroid Drop, or Lion's Roar.

HINT HINT HINT.

After your real physical attackers are done doing their thing, send another character out and have them throw the No Entry symbol onto any green panel, and that will fence everyone else out. In setting this up, though, make sure that everyone is at least a small distance away from the green squares, as the enemies all have long ranged attacks. Yeah, what a bunch of cheapskates, I know. When you actually get everything in the small inside area killed, though, at that point you'll want to use long ranged attacks to kill everything else. That means Blade Rush, Wind Cutter (recommended), spears, guns, bows, magic, then of course you can always destroy the Geo Symbol at the beginning of a turn so that your fist and axe users can have a turn at glory. Just utilize some caution in this battle, and you'll live. 9-3?

9-3 ~~ Stellar Graveyard ~~ Sphere VIII ~~ Bonus Level: 15

Enemies:

Lv. 36 Black Belt x3

Lv. 32 Pugilist x10

This battle annoys me. Seriously. The layout is basically eight Pugilists standing around the center, surrounded by red squares which have ATK + 50% and DEF + 50% effects. Notice I said surrounded by, not on, so move as many characters as you can on there, and start hacking the life out of them. While they have about 600 HP each, they're quite puny, plus when I brought out my whole party, most of them were either weak naturally or reincarnated and a little weak after, and they only killed one character, so... yeah, that speaks for itself. So long as you take up the good squares, they will die in about two hits no problem. And you want them dead quick, because way at the back of this place are two more pugilists, and three black belts.

The pugilists are just as weak as the crap you just finished off. It's the Black Belts that are evil and ruin this fight overall. They each have 1200+ HP, much better stats than the pugilists, as well as strong ass attacks, and I promise you that the majority of your party, unless they're strong, will end up dead. That being said, the pugilists need killing first, otherwise damage will just pile on you even faster. Stay on the good squares and use long range attacks while you can, then eventually all I can say is that for the Black Belts, throw the best of whatever you can on them, while guarding the red squares. Honestly, if you can't win this battle, which don't get me wrong, is perfectly understandable, then leveling up is probably in your best interest.

9-4 ~~ Stellar Graveyard ~~ Cross-Point ~~ Bonus Level: 16

Enemies:

Lv. 34 Wraith x11

What a joke of a battle after the last three brawlfeasts. Though the whole field is green, you may see there's no effect on them. Indeed, there's one blank panel that has Silence on it, but why you would want to bother with that, I can't but fathom. The Wraiths aren't very damaging, and while they are well within their ability to pull out a Giga spell which does 250 damage or thereabouts, a lot of the time they choose not to attack at all. I really discourage magic users here, since the Wraiths have RES from hell. Instead, just treat their incredibly low DEF with your powerful axe stuff, sword stuff, all the physical stuff you have. Let Flonne just use Power of Love (no spells) when it's necessary, and this fight will be a breeze. Enjoy the plethora of HL that follows, then let's finish the chapter.

9-5 ~~ Stellar Graveyard ~~ Primordial Soup ~~ Bonus Level: 16

Enemies:

Lv. 38 Defender (Gordon)
Lv. 38 Super Robot (Thursday)

Believe it or not, 9-5 is the easiest battle in the entire chapter. It's like Chapter 5 all over again. This time around, though, there's only two enemies: Gordon and Thursday. Gordon is the easier to kill, even though he has more HP overall. Thursday, while having piss poor RES, has extremely high DEF, and about 1700 HP compared to Gordon's 2100. Gordon is the easier to wear down though, so go for him with all of your strongest characters. That's all there really is to say about this battle. Just pull your way through it with utter brutality against Gordon to start with. Thursday doesn't help out much except with his Robot Bazooka attack which he can only use once, and Gordon prefers to keep it simple with gun attacks. When Gordon's gone, use your magic and other withstanding good stuff on Thursday, and the battle will be over. Trust me, if you can win this battle, otherwise you wouldn't have gotten to it.

And after that battle, Vulcanus instantly finds out that Flonne injured a human. What is he, a friggin' stalker? Seriously, it's like he has a camera up Flonne's regions or something. But in any case, Gordon is at this point forced to become Laharl's vassal, and of course Thursday and Jennifer join your party as well. That ends the business in the Stellar Graveyard, and Chapter 9.

~~~~~

Gordon, unhappy in the Netherworld, hatches the brilliant plan of escaping from Laharl whenever he can. Meanwhile, Etna, Flonne, and Jennifer decide to picnic in the Sea of Gehenna (and how Flonne knows what that is, is beyond my grasp), and that's Chapter 10, which Laharl decides to tag along in. Enjoy the stuff that Gordon and Jennifer come with. I prefer my regular gunner and fist fighter definitely, but they're still quite decent characters, though I would take their great stuff and replace it with the good stuff my characters had, you know? I know, you get my drift. Read Etna's diary, buy stuff if you want, then go to 10-1, where right before you'll see a cutscene between that General Carter and his buddy Kurtis, who knows Gordon a bit too well.

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10-1    ~~ Sea of Gehenna    ~~    Fervent Melody    ~~    Bonus Level: 17

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Enemies:

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Lv. 34 Guardian x5

A nice and easy battle to start Chapter 10 off, 10-1 is like 5-3 all over again: it's got an Invincibility field spanning most of it, except a set of bridges in the middle. There's only five enemies here, and you have to lure them in there. Except the Invincibility area has a No Lifting effect on it as well, which is a real problem. That means, since the last couple Guardians absolutely refuse to move to the bridges, you're going to need to rely on your fist fighters with Triple Strike to get them on there. Surely you've been using a fist fighter up to this point, plus you got Jennifer after Chapter 9, even though she starts with no mastery in fists.

Start by moving a vast number of characters out near the bridges, but not quite on them. Make sure to use no less than ten characters here, since there's an invincibility effect here, dammit, you want extra weapon mastery, right? Then the two Guardians on the other side of the lava will come over, and that's at least a couple that you can get rid of right off the bat. Then at that point you'll just need to keep your characters where they are until the Guardians come moderately close, then Triple Strike them over repeatedly. Then when you have them where you want, make sure you have characters surrounding them to ensure they can't move anywhere else. When they're on the bridge, just beat them senseless. Let me put it bluntly, this battle won't rack up your hospital bills very much. =)

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10-2    ~~ Sea of Gehenna    ~~    Wasteland of Woe    ~~    Bonus Level: 17

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Enemies:

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Lv. 40 Fafnir x1  
Lv. 36 Dragon x2  
Lv. 33 Brownie x1  
Lv. 28 Puck x2  
Lv. 27 Puck x3  
Lv. 23 Hobbit x5

This battle looks a lot harder than it is in actuality. To start off with, the Hobbits are insultingly weak. The only thing here that uses the most annoying attack, Camarderie, is the Brownie over to the right. That's the biggest threat besides the dragons, but anyway, I would split the group up into three to start with, while Laharl goes to the left or middle in order to kill the Dragon that will come that way. Plus the Pucks there are lined up perfectly for a Wind Cutter, let's not ignore that. The Dragons aren't extremely terrible, since it actually is possible to kill them fast if you gang up on them, due to their low HP. It's the Fafnir that's the big threat.

The majority of your party should be pointed to the right where the Fafnir will no doubt come down, and it's where the Brownie and strong Pucks are. A fist fighter, an axe user and whatnot need to be there on the onslaught, trying to kill them before the dragons come full swing, since when you're taking a lot of Blue Nova in the face, you'll be dying pretty fast. Behind them, though, I will say one thing: you need a cleric ready to spam Espoir, because Demon Breath WILL put you to sleep. So in short, when you get to the second half of this battle, you can't let up on the healing. So long as you survive all the imps, the dragons won't take long to wear down. Go to 10-3, where the chase against Mid-Boss continues.

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10-3 ~~ Sea of Gehenna ~~ River of Lava ~~ Bonus Level: 17  
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Enemies:

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Lv. 40 Sentinel x1  
Lv. 33 Brownie x4

Beware of the Sentinel. It sits in the center of the map, sporting about 1200 DEF, and while it doesn't use its strong attacks, it's boosted by 40% Recovery, No Lifting, Enemy Boost x3, and Attacks + 1. Not good. So to remedy this, just start by heading straight across the left bridge, towards where the Enemy Boost x3 effect is. There's two Brownies around there, so Wind Cutter them from a distance and then bring in the rest of your army to lay down arms against them. Then you have a choice. You can kill the rest of the Brownies and throw a DEF

- 50% panel onto the green squares (which requires, essentially, the destruction of all the green symbols here), or just go straight for the Sentinel and take it on in all its 1200 DEF glory.

I choose the second option. Bring your whole party towards the center of this map, with a fist fighter leading it. Use Triple Strike to kick it off, then Laharl or someone else can stand where it once stood. Hah. It's not going to move anywhere, so at that point you can use the strongest stuff you've got to take it down. I would recommend a couple mages around there to use Braveheart on Laharl, just so that the damage he does will be somewhat decent, but you can just slice away and it's barely going to fight back. At that point, the Brownies will just be icing on the cake. Hmmm... brownies, icing, cake in the same sentence. I'm getting too hungry for this. Whatever, go to 10-4.

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10-4 ~~ Sea of Gehenna ~~ Searing Tyranny ~~ Bonus Level: 18

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Enemies:

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Lv. 35 Treant x12

This battle makes the last three look hard. Believe it or not. A lot of this place is covered with a green EXP + 100% field, in which the Treants will start on. So if I were you I would aim my characters to the left, while Laharl lets loose with Winged Slayer and everyone kills those five Treants as fast as you can, then have a couple characters block off the Treants on the right from getting off the EXP + 100% field. The Treants will come charging right at you, but most of the time they won't even attack. Just line up so that you can use Wind Cutter, Asteroid Drop, and then pick off the rest with single hit attacks. I didn't even have one character die here, but just be ready to go into 10-5. The scene before it is quite... dramatic to say the least.

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10-5 ~~ Sea of Gehenna ~~ Inferno ~~ Bonus Level: 18

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Enemies:

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Lv. 44 Mid-Boss (Mid-Boss)  
Lv. 40 Fafnir x2  
Lv. 31 Puck x8

I can't decide which I like more, Battle of Eight Beat or Beautiful Round Dance. Both themes are utterly amazing though, so it's cool either way. This battle is a lot harder than the last few, although it's still not that bad. I'd start off by sending your party towards the left, where Mid-Boss WILL come down after

you, but he's actually hardly a threat this time at all. It's the two Fafnirs that you have to worry about. At least in the first turn or two of this battle, I'd suggest just sending out your stronger characters and leaving the healers like Flonne and your cleric in the base panel, cuz, well... this battle can get a bit rough.

Multi-hit attacks like Winged Slayer get a lot of good opportunities in this fight, so make sure you take use of them. To get away from Mid-Boss and to generally improve the direction of the battle, move your whole party from left to the right, but don't split them up. The enemies here are just a little bit too fierce for that. If you can get through everything with your lives, though, Mid-Boss is a piece of cake. He has a very impressive HP count, that's about it. Hell, his Adonic Fury isn't even that strong, and you can't give too many compliments to a guy that can only hit one character a time. With a whole party ganging up on him, Mid-Boss will die in a couple minutes flat.

'Cept Mid-Boss is never dead. He runs away, saying the duel is a draw cuz he already ate the lunch. Wow... what was the point of this whole chapter again? Gordon at the last minute realizes his spaceship is in ruins, and even though Laharl promotes him from a vassal, he's still not happy. Since there IS just about no way to get back to Earth. Oh well. Chapter 11 starts on that note.

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VIk. Hero's Will, Overlord's Way
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The chapter starts with Carter and Vulcanus making negotiations, then Gordon moaning in despair. Apparently the so called EDF will rescue him though, so I guess that's good for him. Meanwhile, Laharl receives a challenge from the "Defender of Earth". Nope, not Gordon. The target place is the Forest of the Dead (wow, I wonder how many months it took them to come up with an ingenious name like that). But first, TALK TO THE LION IN THE THRONE ROOM. He'll give you the Vile Brilliance, which is an amazing spear, more than likely better than whatever Etna has right now. Read Etna's diary, stock up on stuff, then go to 11-1. You may also consider starting Prinny Land at this point, but refer to my side quests guide for that.

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11-1 ~~ Forest of the Dead ~~ Ghostly Whisper ~~ Bonus Level: 19  
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Enemies:  
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Lv. 38 Mandrake x6  
Lv. 37 Star Skull x6

Alright, I admit Chapter 11 really does represent the beginning of a steep

incline in the difficulty of this game, but this battle is friggin' hilarious. I think of the Mandrakes and Star Skulls lined up here so appropriately for Winged Slayer, Asteroid Drop, and Lion's Roar, and I just burst into tears laughing. That's how easy this battle is. Move Laharl one square to the left and up and then unleash Winged Slayer, throw Etna in between, then just single handedly pick the rest of the enemies off. I'll admit, they actually have somewhat decent attacks; I mean, the star skulls have Giga Star, plus there's Jack Rush and Jack the Ripper and all that crap from the Mandrakes, but it doesn't really matter when you can easily kill nine of the twelve enemies here in one turn. Did I mention they're all on EXP + 100% panels? No? Well, you know that now. Let's fight a harder battle, shall we.

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11-2 ~~ Forest of the Dead ~~ Rising Fear ~~ Bonus Level: 19  
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Enemies:

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Lv. 44 Rune Knight x1  
Lv. 41 Red Skull x1  
Lv. 41 Green Skull x1  
Lv. 41 Blue Skull x1  
Lv. 40 Scarecrow x7

Told you that this chapter was going to get harder, fast. It's quite a long scene to introduce it, but this battle is quite a bit rougher. Starting with the Scarecrows, who are all in their cliché method, hiding behind trees and waiting to ambush you. While they have a lot of HP, they aren't your problem. It's the skulls on the hedge at the top. They have all their corresponding spells up to Omega, and they aren't afraid to use them, and utterly decimate you. I guess you could say there's two ways of remedying this problem though, the first of which is just laying low for the first turn, and then they'll come down. At that point, make them your primary targets, and after they're done, move on to the Scarecrows.

Alternatively, you could play it aggressively and throw someone like Laharl or Etna up to the hedge, and with a Braveheart or two, wipe one or two of them out. That leaves you incredibly vulnerable and prone to Scarecrow assaults. That's two strategies, pick either one. When you're done with the skulls, though, the rest of the battle ain't too bad. The Rune Knight has Wind Cutter and all that other dangerous stuff, but she doesn't have the attacking power and the defense to complement it appropriately, meaning that's just child's play. Just get rid of the skulls, that's all that needs to be said here. How about some 11-3 to follow it off.

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11-3 ~~ Forest of the Dead ~~ Crawling Terror ~~ Bonus Level: 20  
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Enemies:  
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Lv. 43 Alp x12

It's very possible (and quite easy as a matter of fact) to get through this entire battle without taking so much as one hit. You might see that the Alps (basically upgraded Imps) are sitting on blue panels that have the following effects: DEF + 100%, Recovery 40%, and No Lifting. They like that, and that's the key. They're never going to move. That being said, if you crowd them they will use Mega Wind and probably Hell Pepper to punish you for that, but that's why you stay back from a distance, and if their RES is low enough (200-300) use Giga Star and stuff, though your main thing is Wind Cutter. Even though they have super jacked up defense, they should be no match for your characters, so long as you handle them one at a time.

That's just what you need to do: handle them one at a time. Don't try to kill two in one turn; it's quite hard. What's more, leave an Alp damaging but alive, and doubtless there's going to be characters around just begging for Mega Wind, which is relatively strong. But if you do that, the fight will move slowly, but the only thing you'll be losing is SP. Then at the very end, there are two Alps next to each other on a hill, which I would wait until you get to the top of the hill to kill. Then you can pincer them from either side, and more than likely kill them both unless you're out of SP. Serves them right for being such wastes of life. Go to the hospital to get all that SP back, and now the chapter is... just about done already!

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11-4 ~~ Forest of the Dead ~~ Hero's Tomb ~~ Bonus Level: 20  
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Enemies:  
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Lv. 45 Corpse x3

Lv. 43 Alp x6

Lv. 40 Scarecrow x6

Lv. 35 1st Defender (Don Joaquin)

Looks simple enough, but the damn designers of this place had to make a blue field cover the place with Enemy Boost x6. What the hell is their problem. I didn't make that up, you need to take care of the Enemy Boost x6. There is a rather easy way to do this, though. First of all, you want to make a tower of about four characters (the last one including the guy on the base panel who will be throwing the stuff at the end). Throw the characters over to the far east side of the map where the Geo Symbols are, and have the last one throw one of the Scarecrows at one of the Geo Symbols. That will automatically

destroy the Geo Symbol, because the developers actually decided to be nice about it. Then make a second tower and get them thrown all the way to the same place, then pick up that same Scarecrow and chuck it at the second Geo Symbol, and voila. A normal map.

This map certainly is a lot harder than most of the others in this chapter, though, mainly because of the six Alps. They have good movement, so you have no way of telling where they are and who they're going to attack. Neither do I; I mean, after you threw all your characters out there, doubtless your party is spread all over the place, but the ones back near the entrance should head west. That path is lined with Alps, but that's no problem. Kill them as fast as you can, since the path on the east has enough stuff on it. Tons of Scarecrows for one thing, plus it's the residual area for the Corpses. So that's what the battle will turn into: two separate brawls, just make sure that a healer is on each end. Then Don Joaquin will be left, and I honestly have to say he is the easiest joke of a boss in the entire game. Nippon Ichi obviously intended him as a joke, since his attacks have ridiculous animations, his ATK stat is weak, and he's the lowest level enemy here (...). His HP isn't even that impressive, so just pound on him with whatever you've got left, and that brings Chapter 11 to a close.

Flonne gets ready to cuss Laharl out good, but then Don Joaquin shows up, says that what Laharl did was right, and then even heals Thursday, out of the goodness of his heart. Then the question becomes what Flonne was about to call Laharl. My money's on a bastard. Naughty little angel. Anyways, this is the strangest ending chapter ever, but once it gets done with, some lightning is seen flashing in the Stellar Graveyard, and that begins Chapter 12.

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VII. War of the Netherworld, Part 1
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Most people think this chapter is quite hard. I don't; this chapter is very tame compared to the next and last two chapters, but it's a preparation point for the storm that does lie ahead. First order of business is to go read Etna's diary as usual, then you're probably going to have a lot of HL to blow off after the battle with Don Joaquin, so do what you want with that, then let's go to... Stellar Graveyard II. I swear, the people who named these places were paid less than minimum wage.

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12-1 ~~ Stellar Graveyard II ~~ Embryon ~~ Bonus Level: 21  
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Enemies:  
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Lv. 48 Officer x1

Lv. 44 Recruit x7

All the kids love Captain Gordon!... not. On a serious note though this battle is one of the most basic and straightforward in the entire game. First of all the green portion of this map, you are advised not to step on because of the Ally Damage 20% effect, but to hell with that, step on it anyway if it helps you kill these guys faster. I would just move all of your characters forward and split them into two groups at the forks, since more or less the soldiers will stay on the paths, making sure that the two groups are relatively even, though perhaps a little heavier on the right one, since that one has the Officer on it. None of the recruits do anything except shoot with their guns. No specials or anything. Once again: so basic a caveman could do it.

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12-2 ~~ Stellar Graveyard II ~~ Core Point No. 4 ~~ Bonus Level: 21

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Enemies:

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Lv. 44 Recruit x11

Argh, this time you've got a red floor that has a Silence effect, and a green floor that has an Ally Damage 100% effect. Yeah no joke, instant death. In that case, I'd make a small tower of characters who can throw a long distance (Gordon, a scout, a rogue, etc.) and throw someone at the back all the way to the Silence symbol, then that character can pick up a Recruit and throw the bastard onto the Geo Symbol, which instantly destroys it. Har har har. Just make sure you don't send a whole army over there, as the distance is shorter than it looks, and if you overshoot it, you'll be forced to throw characters into the green area. Don't want instant death now, do we?

After that, though, you aren't going to undergo much of a threat. If you didn't send ALL of your characters to the right to destroy the Silence symbols, the rest can come out on the left side of the place, to take care of the Recruits there. Since 11 recruits is a lot more than it looks like, let me tell you. They have no ways of long distance attacking or skills, as they all use axes, so just protect your healers and mages by keeping them to the back. They can be extremely helpful here, especially against the two gunners at the top where Kurtis was. For those, I just used magic for one that had low RES, and the other I had Etna use Avalanche on, which is a complete godsend. Either way, this is as simple as the other battle. Follow it up with 12-3.

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12-3 ~~ Stellar Graveyard II ~~ Star Cluster ~~ Bonus Level: 22

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Enemies:

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Lv. 48 Officer x2  
Lv. 44 Recruit x9

Now here we have a much more interesting battle. The red part of the floor, this time around, has Invincibility and Ally Damage 20% on it. The green part has Enemy Boost 50% on it. Well... Enemy Boost 50% is definitely tolerable, let me tell you, plus it's definitely better to fight it out on the green section than go all the way to the end and destroy the Geo Symbols. The key is, the red field has all those effects on it, but it doesn't have No Lifting on it. AHA! Plus I might add, Invincibility stops you from doing damage, but it ain't gonna stop ya from healing. Which means you need to keep Flonne somewhere safe. Gathering everyone around her and using Power of Love will win you this battle.

To start off with, I would have someone move to the left of the three recruits in front of you and throw them into the green, then someone else can move where the recruit stood and throw another one in there, and then in the two turns, even though they're boosted 50%, you should be easily be able to kill them. At that point, the rest of the recruits will be drawn to you like a moth to a flame. Just stay where you are, making sure that the healers are protected, if not standing on the invincibility place, just so long as five turns don't pass. The officers, however, are smarter and won't go right for you, so when the recruits are dead, reunite your whole party on the red area, use Flonne's Power of Love and a cleric with Mega/Giga Heal every turn to make sure you're good, then get the two officers onto the green and proceed to beat the hell out of them. Long process, but a very safe one. And feel free to take advantage of the invincibility to build weapon levels.

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12-4 ~~ Stellar Graveyard II ~~ Sidereal Rift ~~ Bonus Level: 22  
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Enemies:

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Lv. 52 Rival (Kurtis)  
Lv. 48 Officer x2  
Lv. 44 Recruit x7

Now this battle is a real fight. No annoying Geo Symbols this time, it's just Laharl's army and Kurtis's army fighting to the death. Once again, all the enemies will instinctively be drawn to you as soon as you come out, but this time around you've got the green area to go to without any worries, so please do that. Then of course, the recruits are right near you when you start, so try and kill one or two of them before the first turn is up. It'll only take Kurtis and the officers a couple turns to get right within your range and start laying down some hurt.



As this is, once again, the last battle of the chapter, I'd say just go on an all out offensive and that will be the best strategy, even if more characters may end up dying in the long run because of it. That of course doesn't mean you shouldn't protect Flonne and your healer, but at this point you really should be strong enough to smack some recruits around a bit, and then still have the fight in you that's required to beat Kurtis. Speaking of Kurtis, his HP exceeds 3000, and he's got around 800 ATK and 600 DEF. That being said, I had three strong attackers left at that point, and if you've got the skills as well as the levels at this point, he can't really hurt you too bad. Just do not keep a bunch of characters two squares away from him in any direction, since that is exactly what his Final Punch attack targets. Again, not a complicated battle, and it comes down to strength, so if you can't handle this, go to 11-1 and level up, is really all I can recommend.

With said battle done, Kurtis goes over to take Jennifer to the Gargantua, the main ship of the EDF fleet, and it's revealed that Jennifer is Carter's daughter, which can't be good. That's how Chapter 12 ends, and instead of one of those long annoying Etna monologues, it's just "to be continued", and Chapter 13 starts, with the Gargantua coordintes already plugged in.

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VIm. War of the Netherworld, Part 2  
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The war of the Netherworld rages on, but that was a quick transition, I've got to say. There's really nothing more I can say, except to go talk to the vassals if you want, definitely read Etna's diary as you don't want to miss the second to last one, and go restock on items, since Chapter 13 towards the end gets a little rough, and Chapter 14 is the hardest of hard. Just take note though that Laharl gets a super good sword at the beginning of Chapter 14, so go easy on his stuff. Start 13-1, and Laharl will be seen blowing up the whole EDF fleet himself. Hahaha, what a badass, plus to make Flonne happy he even lets them escape. First battle...

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13-1 ~~ Gargantua Deck ~~ Point Alpha-III ~~ Bonus Level: 23  
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Enemies:

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Lv. 100 Big Gun x2  
Lv. 50 Turret x4

The most simple battle in the entire game. Seriously this actually is the only battle in which your objective isn't to kill all the enemies, but instead, to just reach one square. At the other end of the Gargantua is a yellow square

which happens to be the entrance to the place, so you need to walk over to it. Note that I said walk over to it, for some reason if you just make a tower of characters and throw one on there, it won't work. Instead, just make a tower of three characters or so and throw them to the far end, then have someone walk there and the battle ends right there.

I would highly discourage you from trying to fight this battle out, as the damage the turrets do is far beyond your reach. On the other hand, though, this is the cheapest and easiest battle in the game really, and though you don't get any EXP or HL, you WILL get the first item on the bonus gauge, so this is the fastest way so far to get a bunch of items to sell for cheap, or EXP. Just a thought. Move on to 13-2, where you'll see Kurtis's true colors, and fight a bunch of super... human... androids?

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13-2 ~~ Gargantua Interior ~~ Main Corridor 1 ~~ Bonus Level: 23

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Enemies:

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Lv. 50 Cyborg x6

Straightforwardness to the end. In all seriousness, what can six mere enemies do to you, even if they are supposed super human androids? Not much. Four of them are fist fighters whereas two of them at the back use guns, so if you use your characters to set up a protective wall of sorts towards the front, you won't have a problem keeping the characters at the back alive. My first suggestion would to have a mage or two use Braveheart on Laharl, then let him Winged Slayer the first three cyborgs. At that point, you should easily be able to kill 2-3 of them in one turn, no matter how many Tiger Charges you take next turn. This is easy and made even simpler with 3x3 ranged attacks. Move on to 13-3. Laharl: "Clean up your own damn mess!" Carter = owned.

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13-3 ~~ Gargantua Interior ~~ Main Corridor 2 ~~ Bonus Level: 23

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Enemies:

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Lv. 55 Psi-Soldier x1  
Lv. 51 Cyborg x1  
Lv. 50 Cyborg x1  
Lv. 45 Recruit x5

More icing on the cake. First of all, the five recruits are lined up like the Wall of Meat from Chapter 3 if you remember that, meaning they're just perfect for Laharl to whip a Winged Slayer at, then follow up with magic that

has a long range of effect, Asteroid Drop, and Lion's Roar. Just make sure that the characters who have mediocre movement, if there are any, have targets within their reach so you don't have to waste characters to throw them, which means the middle one is the easiest target, if you know what I mean. In one turn you should easily be able to kill the five recruits, meaning the cyborgs will come at you right after. They're not that bad, though the Psi-Soldier is a pain in the ass. His Wind Cutter will ensure a few characters of yours going to the grave, believe me, but you'll have characters left over who are able to contend with him. Next battle is MUCH tougher than this, so stock up on armor. After Gordon and Kurtis have a final trade of words, the epic battle begins.

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13-4 ~~ Gargantua Interior ~~ Main Corridor 3 ~~ Bonus Level: 23  
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Enemies:

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Lv. 60 Rival (Kurtis)  
Lv. 55 Psi-Soldier x3  
Lv. 50 Cyborg x6

This is it... the epitome of the difficulty in Chapter 13, and not even the last battle, to boot. I would recommend before you get started that you buy a fair deal of HP and SP recovery items, because you're going to need them. This place is split into four paths right off the bat, and you start in the middle. At the end of three of them are Enemy Boost 50% symbols, which you'll want to get rid of immediately. To do this, whip a few decent characters on each end out, and throw the Cybrgs to the far end. Next turn you're going to take some hits because of this, but it can't be helped. Then at the other end is Kurtis, who right now is the least of your worries, and you have about three turns to kill all the cyborgs before Kurtis comes to settle things.

Definitely have a Faerie Dust or two on you before starting this. The gunners will inflict you with deprave and sleep, two effects you definitely don't want at a time like this. But in any case, when you're done destroying the Geo Symbols, start immediately with the carnage. The cyborgs are all weaker to magic than to physical attacks, so take advantage of this and make sure you have a skull out to blast them to bits with Giga Star and the like. At this point your group will probably be split into three, though it's also okay to split it into two to be more aggressive on the soldiers that are already there, then for the three remaining in the last hall, they can be put to rest with the might of your party right before Kurtis approaches. It works quite well.

Thankfully, usually for a turn or two the cyborgs thrown at the Geo Symbols won't move, and therefore won't attack, which just makes your job easier. As this huge fight rages on, I'd actually put a healer or two in the middle, as ironically the cyborgs will naturally go for the characters already in the

hall, rather than in the middle. Eventually though, Kurtis will be left. If you only have 1-2 characters left, your death will be slow and painful. If you've got more though, or you just have items, he should definitely be manageable. At this point I'd throw out every last iota of strength you have remaining, with Avalanche, King of Beasts if you have that, Violent Storm if you have that, Hurricane Slash or Wind Cutter... just go crazy, and hopefully you have a recovery item or two, which is quite useful when you're dealing with this sort of power, this late in the battle. With a little luck, and some mad skills on your part, the battle will end in your favor.

Kurtis needs to rest, but he leaves you with some cryptic words. I echo Gordon's words at the end of this scene. Anyway, that wasn't the last battle, there's one more left, which is supposedly the showdown with Carter. Go to the hospital as you definitely need it, make sure Etna's diary is read, and note that when you beat the next battle, you cannot return to the Gargantua. The only reason you want to is to take advantage of 13-1 and its efficient bonus gauge cheat system, but otherwise, finish it up with 13-5.

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13-5 ~~ Gargantua Interior ~~ Bridge ~~ Bonus Level: 24

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Enemies:

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Lv. 55 Angel Cadet x2  
Lv. 50 Angel x8

I lied. The scene before here is incredible, don't get me wrong, but the actual battle is rather lame, and 13-4 was by far the harder one. Don't get me wrong though, this is the first time you will fight Angels in battle. They come equipped with spears and bows, two weapons you definitely haven't seen much of enemies using. The Angel Cadets at the back use bows, and even though all of them will be coming forward, you won't be taking too many hits from them. It's the spear users that you need to worry about, since they're not afraid to use Sky Lunge on you. Fortunately though, the halls on either side here are incredibly narrow, and perfect opportunities to let loose with a Winged Slayer or Asteroid Drop.

I say aim for the Angels before the Angel Cadets, because in my opinion they're honestly more dangerous. Your best bet is physical attacks all around, since most of the enemies here have relatively high RES and can't be damaged too much by magic. Either way, this battle will be over before it really begins, and Carter manages to escape only to get his ass beat by Mid-Boss. Yeah, never thought I'd live to see the day when Mid-Boss totally owns a person. And I guess this kind of reveals what was going on all this time as well. After another Etna scene, it's time for chapter 14.

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VIn. What Lies Beyond The Battle  
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This is it. The final chapter. Not to mention the hardest one of them all. It starts out with Flonne wanting to go to Celestia to talk to Lamington, and the group pretty much agrees. While you're here, talk to the ghost in the second room to get the Diabolic Sword, which is without a doubt the best sword in your possession, fit for Laharl to kick some angelic ass, and then there's the Testament that, if you've been reading Etna's diary all along, will be lying in the corner where Etna usually goes to read her diary. So... that's just great. Do those two things, and also consider finishing Prinny Land and starting the Cave of Ordeals at this point. In any event, 14-1 is open, and your enemy is none other than a more serious Mid-Boss.

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14-1 ~~ Celestia ~~ Field of Virtue ~~ Bonus Level: 25  
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Enemies:  
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Lv. 70 Mid-Boss (Mid-Boss)

Lv. 65 Strigoi x3

There's almost nothing to say about this battle except you're on a massive field, and at the four sides of it are three monsters and Mid-Boss. That, and the whole field is covered with EXP + 100%. No kidding, this is without any doubt the best level up spot in the entire main story, at least until you get to the Cave of Ordeals. So enjoy it while Mid-Boss is here and Beautiful Round Dance is playing. The strigois are weak, and they'll go down in about three or four hits or so. Then you've got Mid-Boss. I wish for the sake of the epic proportion that I could say he's a tough boss, but he's not that challenging despite his high level, and his kickass Adonic Buster attack, which albeit damaging, and having a huge range, isn't that bad. He's got about 5000 HP, which isn't much considering obviously your whole party is gonna be alive.

And of course I can't help but mention that Mid-Boss gives a TON of EXP when you kill him. Like, 260,000 EXP, that's enough to bring someone from Level 51 to Level 57. Since he's only going to be here once, choose your killer wisely. He's not got much DEF, so take that into account. And then after this battle is over, feel free to fight it again, over and over! When you're prepping for the side quests, 14-1 is THE place to go. Hell, go do the first floor or two of the Cave of Ordeals now, Prinny Land too. Then when you're ready, 14-2. Flonne gets rejected by angels, you know how to respond.

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14-2 ~~ Celestia ~~ Paradise ~~ Bonus Level: 25  
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Enemies:

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Lv. 65 Angel Soldier x1  
Lv. 60 Angel Cadet x2  
Lv. 55 Angel x6

This, like 6-5 from way back then, is a battle that completely comes down to luck and a gamble. The angels start a long distance back from you, but the whole field is covered with a Warp effect. That, and the Warp symbols are a long way away (that's right, there's two of them), so I'd just say leave this battle to the luck of the draw then throw characters up there to shoot angels at the symbols and leave yourselves sitting ducks. That being said, I'd try to bring Laharl out and use Wind Cutter on one of the angels on either side, which will either weaken or kill said angel. With another long distance on top of that, you'll at least have one less angel to play with.

Bring all of your attackers, mages or no, out of the base panel, and just have them surround it, then the Warp symbol will send them anywhere... the angels too. At that point, you can find angels anywhere, and rip them apart. As you might notice, they only have a little over 1000 HP each, so it won't take them long to die, especially with Laharl. Him with Hurricane Slash is pretty much instant death to any angel he touches. Or close to, so that any weaker character can finish the angel off. Definitely work your way up among angel class, because while the Angel Soldier has tons of HP and ATK, he's equipped with an axe, which has no long ranged attacks. So, rather than fight it early, I'd just run away from it, then it can't do anything. 14-3 is a quick trade of words with Vulcanus, then more angelic brawling.

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14-3 ~~ Celestia ~~ Angelic Choir ~~ Bonus Level: 26  
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Enemies:

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Lv. 65 Angel Soldier x1  
Lv. 60 Angel Cadet x3  
Lv. 60 Valkyrie x2  
Lv. 57 Rune Knight x4  
Lv. 55 Angel x3

Be-friggin'-ware of the three Angel Cadets. Two of them are equipped with swords whereas one of them is equipped with a spear, but all of them kick your ass, albeit in different ways. Start by spreading your characters out, though directing the majority of your focus to the left, where the Angels are. The red squares here have a Recovery 20% effect, as well as DEF + 50%, but the

Angels there aren't on them. There's two free ones for you, where I would promptly put Laharl to the right and Etna to the left. Laharl works great to the right, as he can start with Wind Cutter on the distant angels, then when the ones above get a little closer, there's always Winged Slayer. The ones above actually are the Angel Cadets I talked about, so that's just convenient.

To the left though, a gunner and stuff are your best bets. I would keep a healer in the base panel for a turn and be ready to use Espoir on your main fighters, since the Valkyries use Dark Flash, which puts deprave on you, which prevents you from getting EXP. Screw that. For the angels that are on red panels, have a fist fighter Triple Strike or King of Beasts them, and then occupy those spaces yourself. That'll really help out in the long run. Then when the Angel Cadets get close, focus on the one with the spear, as Asteroid Drop really is the worse of the threats you can face here. While Laharl kills off the Rune Knights, and then this rather rough fight will come to a close soon enough, and pave way for one that's about three times harder.

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14-4 ~~ Celestia ~~ Coliseum ~~ Bonus Level: 26  
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Enemies:

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Lv. 70 Crusader x1  
Lv. 65 Angel Soldier x4  
Lv. 60 Valkyrie x6

This battle is seriously ridiculously hard. This is harder than 13-4 or any of those others back then. This is a trial to see how strong your characters are, and how well they can endure absolute, neverending punishment from gods. What the Coliseum of Celestia is, is a battle that confines your characters to a zigzagging path while high leveled angels with all forms of ridiculously powerful weapons pelt them with deadly magic and some of the strongest skills in the game. Before this battle starts I would recommend stocking up on both HP and SP replenishing items, and a Faerie Dust or two, because you're going to need them. That, and you want a mage with a very good staff and magic. I'd recommend no less than 700 INT.

When you start out, bring your Star/Prism Skull out. Notice the Valkyrie (a souped up archer) who's just a little bit outside the enclosed area of the base panel? Have the skull stand where he is and throw out a Giga or Omega Star although the range of 2 will most likely be necessary. Costs a lot of SP, but it's necessary. After the spell goes off, have said mage run away, further into the maze. Meanwhile, Laharl can come out and hit the Valkyrie that's lined up with the space a few squares ahead with a Wind Cutter. With any luck, which may require a Braveheart or something, the Valkyrie will die. If not though, that's fine. At this point, an Angel Soldier will attempt to take care of one

of the two Valkyries. Of course, the Giga Heal that he uses will consume just about all his SP. This renders him about useless.

The enemies will gradually get closer and closer to your base panel. But that's okay, it puts them into range of Giga/Omega Star and a slieu of Wind Cutters. Just make sure your healer is out towards the bottom left corner, where just about nothing can even think of hurting her. Eventually though, you're going to want some characters to move further up. Indeed, this whole place is covered with a No Entry zigzag that hurts you exponentially more than the enemy, but you have to live with it. When you get to the second line though, eventually you'll want Laharl to sit there and use Wind Cutter on the angels on the other side of the red zigzag. A Scout comes in tremendous handy here, because not only is the Dark Cannon amazing, but guns are great for maneuvering attacks at the enemy. That's about all I can say. Once the Angel Soldiers run out of SP, they can do nothing to you anymore since they all use staves, and it's in your best interest to keep a healer alive so that they're left to throw spells at you forever. It's a long, extremely hard battle, and one that will leave you with only a few characters alive when it's all said and done, but that last Valkyrie towards the back will be easy picking if even two characters survive.

Just bring HP and SP items, so that you can get through what you'll face, and so that Laharl's Wind Cutter will never be retired. Good luck with that nightmare, next battle is a bit easier. The scene before it is one of the better ones in the game, and basically, the reincarnated Kurtis as a Prinny is your last story character. NICE.

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14-5 ~~ Celestia ~~ Divine Prison ~~ Bonus Level: 26  
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Enemies:

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Lv. 75 Azhi Dahaka x1  
Lv. 75 Sea Dragon x1  
Lv. 75 Balrog x1  
Lv. 75 Myrmecoleo x1  
Lv. 75 Neuntoter x1

Hard to say much about this battle, since it's just five demons who are quite a bit stronger than you, but once again, you've got the advantage of numbers. It's basically two dragons, one of those Maderas type of monsters, a beast chimera type thing, and... an annoying Balrog. Of those monsters, I'd say the Myrmecoleo (the beast/Manticore monster) is easily the hardest. Its Beast Ray attack is worse than anything you'll find here, but note that the four except the Azhi Dahaka (the dragon) will come straight at you. The dragon is slow and prefers to wait a turn or two before coming out. Hey, I'm not complaining. So all I can say is, you're definitely strong at this point if you got through



that battle, so you can handle these guys. They have a lot of HP, but if you can kill one per turn, that's more than enough. Just focus on that Myrmecoleo, then probably the Neuntoter, then if the Azhi Dahaka is there yet, it. Whatever has the least HP to compensate for strength.

Next stop: the Seraphic Sanctuary, aka 14-6. Next scene is just as dramatic as the last.

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14-6 ~~ Seraphic Sanctuary ~~ Inner Sanctum ~~ Bonus Level: 27

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Enemies:

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Lv. 75 Avenger x3

Wow. Hahaha. What a joke. You just got through two hard ass battles, then one battle against a few stronger enemies... now you're fighting even fewer, weak as anything enemies. The Avengers are basically upgraded Angels, and they're equipped with fairly decent weapons, but they don't have any skills learned for them. No, seriously, nothing except magic, which they won't even use. The attacks are weak, and there's only three of them in a rather small area. Just bring your party out, and you'll probably kill them all in two turns. Go on to 14-7, it's a lot more intense than this.

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14-7 ~~ Seraphic Sanctuary ~~ Hall of Justice ~~ Bonus Level: 27

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Enemies:

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Lv. 80 Archangel (Vulcanus)  
Lv. 70 Crusader x4  
Lv. 65 Angel Soldier x5  
Lv. 60 Angel Cadet x3  
Lv. 55 Angel x5

Geez. First I'd like to give this place credit and say that it's a very unique and interesting design. Just the thought of being at the bottom of a spiral staircase with essentially the game's villain at the top is a fantastic idea, but man, this is one hard battle. I guess this is the first tip I'll throw out there: stay where you are. Do not move all the way up the steps looking to attack Vulcanus right off, because the Crusaders will just kill you and laugh on your corpse. You've gotta start slowly, by first bringing Laharl out of the base panel and moving him about six spaces forward, while the rest of the group gets organized behind him. I wouldn't bring out your healer until the battle really gets going though, since the angels use magic and things such as Wind

Cutter which are long range and will cause more trouble now than they're worth.

The five Angels in front of you are complete wimps. They've only got a little over 1000 HP, so they'll die in about two hits. They're lined up against the wall right in front of where you come in, each wielding one of the five melee they're good with. Laharl's Wind Cutter is your best option, plus if you want to keep your distance, they'll come close, and then you can hit them with Etna's Avalanche, which propels you four squares back, and then you've got magic as well. Those are by far the easiest enemies here, but note that there are three Angel Cadets right above, which will come join the fray as soon as an Angel or two are dead. I know it's quite tempting to use Laharl's Meteor Impact, but do NOT. It costs far too much SP, and you'll need a ton of SP for all the Hurricane Slashes that Vulcanus will take. Use Winged Slayer, it costs a lot less, and covers just as good a range.

Your characters, especially the ones with long ranged maneuvers, will stay back as the Angel Cadets and Angels cover the center. At that point, let loose with Lion's Roar and Asteroid Drop and all that good stuff, while a Scout shoots them with his most appropriate techniques (remember that Tri-Burst is ice while Rapidfire is fire), and with any luck several will die at the same time. Of course, then no less than five Angel Soldiers come down, and I honestly have to say that if you can beat those guys, you've effectively got this battle won if all your characters do in fact stay alive through all of it. Laharl's Wind Cutter is perfect for the formation they'll end up in, so is an Asteroid Drop or Lion's Roar at the side. This is the point in which I'd suggest having a healer there, while a skull stays to the side of the square type structure where the base panel is on, throwing out Giga Stars to no end.

Just kill the ones with less HP first, as they aren't afraid to use Giga Heal. Occasionally the angels may even get in each other's way and not attack, but I wouldn't count on it. That right there is the hardest part of the battle, as the Crusaders will make it down, but usually one or two at a time, so they aren't nearly as much of a threat. They're sword users with Wind Cutter though, and they've got over 2000 HP, so use Violent Storm, King of Beasts, and all the other strong stuff you've been building up for this moment. At that point, Vulcanus will probably take another turn or two to come down, so if Flonne is still alive, have her Power of Love up the characters you've still got standing. I'd highly recommend having an Immortal's Pill or any other such HP/SP recovery item for Laharl, so that he's at his full strength ready to go attack Vulcanus. And of course you should have a regular healer still alive, taking care of you from a distance. I wish life were like that.

Vulcanus himself... has 10,000 HP, and man is he pissed. His actual ATK stat, though, shouldn't be higher than Laharl's though he's certainly got the HP advantage. His signature attack is Divine Anger, which hits a line of characters. Guess I don't need to tell you not to make a formation like that. But anyway, if you have Laharl and a couple other attackers still alive, this

fight will be a piece of cake. If not, though, you may have trouble. Even if you have Nightsever (which I didn't), I would just use Hurricane Slash, non stop, because it's the best thing you have for your SP. It'll do about 1000 damage most likely, give or take depending on your level. Make use of anyone still alive, whether they're attacking or just serving as decoys, since Vulcanus will almost never attack more than one character at a time. In fact, I've never seen his other two specials. Anyone know what they look like? But in short, if you manage everyone efficiently, you will come through the 17 sentries and Vulcanus alive. Go to the hospital, take care of last measures, and if you're truly ready, enter 14-8. The scene is quite climatic and emotionally attaching, but you've got a final battle to upend.

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14-8 ~~ Seraphic Sanctuary ~~ Sacred Altar ~~ Bonus Level: 28  
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Enemies:

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Lv. 90 Seraph (Lamington)  
Lv. 75 Avenger x5

Well... it's the final battle of the game, and god damn is it hard! Lamington really is your last enemy, and he's no pushover, but I think I've found a strategy for him that, as long as Laharl is Level 60 and the others are at least 50 or so, will get you through this battle without a problem. First though, some perspective. Lamington is surrounded by five Avengers, the best angels yet. Get close to them, and they'll kill you. We have to lure them in slowly.

Bring Laharl out about three spaces forward, while three or so other attackers gather around him in a square formation. At that point, bring a healer and a skull out, and use Braveheart and Shield/Magic Wall on them. It's quite unfortunate that you don't have Flonne for this battle, and using 2-3 mages to boost your stats isn't a horrible idea either. But anyway, two of the Avengers for me, came out, while Lamington waited there. That's absolutely perfect. It's easy to kill two of them in one turn, especially with boosted stats. Just keep using Braveheart, while Laharl rips the Avengers who came next to you to pieces with Hurricane Slash. With Sky Lunge/Avalanche and Skull Splitter/Violent Storm and whatnot in there too, you can very easily kill a couple Avengers in one turn.

Here's the thing though. If you did that, odds are you just moved forward a little. Lamington may or may not come forward at that point and hit you with his Armageddon attack. Obviously you don't want to put your mages to the front lines, so whomever gets hit should be able to survive it, which is all you need. You DO have a healer right behind, right? Of course, another Avenger or two will be close as well, so kill him as fast as possible. And if possible,

do try to hit Lamington at the same time. Only one or two Avengers should be left at that point, with your party a bit spread out so that Lamington can't instantly hit all of them. For me, Lamington just went straight for the base panel to hit my mage and healer. He killed the healer, but not the mage. But he WILL be close to the base panel, which is key.

You can do one of two things here. If you have a good thief, by all means steal Lamington's Testament and his weapon if you can, but I didn't need to. Instead, bring a weak character out and lift Lamington when you get done hitting him. The character lifting him will take 10,000 damage or more, but Lamington won't be able to do anything that turn. That is how to do it, while each turn, you keep pounding on him with your strongest techniques that the footing permits, all the while being juiced up with Braveheart if your mage(s) is/are able to. When you don't have any characters left to lift Lamington, he should be down to at least less than 10,000 HP, which is easily manageable if you have four or five strong attackers still alive.

As the fight wears on Lamington will use Judgment instead of Armageddon, which does a lot more damage to one character, but just that. One character. Very manageable. Meanwhile, don't let up. Laharl should be using Hurricane Slash or Nightsever nonstop, since he probably is your strongest character, especially if he has that Testament from Etna's diary equipped. I'd bring some healing items just to be safe, but if you get a good start and reduce Lamington to below half of his enormous HP before hacking at him, you WILL win if you got through this chapter this far. Supposing you manage to win, congratulations, you just beat Disgaea. Enjoy the ending, whichever one that you get. Now... ready for some side quests?

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~~~ ~~~ ~~~ VII. Side Quests ~~~ ~~~ ~~~

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Most if not all of the side quests in Disgaea are battle related struggles that require insanely high levels that can only be obtained after the main story is done. Don't get me wrong, they're fun as anything, but just letting you know. So except for the Item World and MAYBE Prinny Land, I wouldn't read this section unless you're done with the main story. We cool?

VIIa. Item World

The Item World is an absolutely massive world that can be accessed at any point from the Overlord's Castle, just by talking to the red mage next to the dimension guide. All you need is an item of any sort, and then you can enter that item and proceed through a series of maps to increase the power of said item. So, the general concept.

Basics

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Take any item. Talk to the Item World guide and select said item, and then you will enter the first floor. It is completely and utterly random what the map looks like. But basically, you can make it through the map by either killing all the enemies, or getting to the gate, which could be anywhere in the map. Sometimes it's all the way across the map from the base panel, sometimes it's two squares away. And in fact, a lot of the time it has a Gatekeeper that you need to move with a fist technique or kill before you can get on there, but needless to say, that's how you move through floors.

So the pattern continues for nine floors until you reach Level 10. The floors that are multiples of ten are quite special, in that they have an Item General, Item King, or an Item God in there. Depending on which floor you're on, exactly. But basically, these are basically extremely strong enemies who if you kill them will dramatically increase the growth of the stats on the item. Fair enough? So then you're given the choice to exit the Item World. If you want to escape the Item World at any other point, you need a special item called a Mr. Gency's Exit, which can be rather hard to come across, but are always found in the bonus gauge after every tenth battle. The total number of floors depends on the rarity of the item.

| | | |
|-----------|-----------------|--------------|
| Common | (Rarity 33-255) | - 30 floors |
| Rare | (Rarity 8-32) | - 60 floors |
| Legendary | (Rarity 0-7) | - 100 floors |

On floors 10, 20, 40, 50, 70, and 80 you will find Item Generals. On floors 30, 60, and 90 you will find Item Kings, and on floor 100 you will find the acclaimed Item God. These guys are very hard, but oftentimes, they come with some good equipment. So, that's that. And yes, as you finish floors of the Item World the stats in your items will increase, big time.

Specialists

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This is where it gets interesting. When you enter a place, you may come across an enemy that says CHECK above it. These are known as specialists, and they are responsible for additional stat boosts on your item. That's great, right? Indeed, it is, but you can make it even better by getting to that enemy and defeating it, because in actuality it's not really an enemy -- it's a neutral character that will attack everything, and all the other enemies will aim for it. If they kill it, you get no bonus. If you do the killing, then you get the bonuses.

Also, after you defeat a specialist (known as subduing it), you can talk to the Item World guide and move a specialist from one item to another. Then if you have two like specialists, you can combine them into one higher leveled

specialist, which means the same stats, but more room. You can only put so many specialists onto one item, but the maximum number increases as you kill Item Generals/Kings/Gods, so there. Here's the list of specialists, because I'm nice like that:

| Stats
----- | | Status Effects
----- | |
|----------------|-------------------------------|-------------------------|--------------------------|
| Dietician | - Increases HP | Alchemist | - Adds poison effect |
| Master | - Increases SP | Hypnotist | - Adds sleep effect |
| Gladiator | - Increases ATK | Witch Doctor | - Adds paralyze effect |
| Sentry | - Increases DEF | Amnesiac | - Adds forget effect |
| Teacher | - Increases INT | Gangster | - Adds deprave effect |
| Coach | - Increases SPD | Professional | - Adds critical effect |
| Marksman | - Increases HIT | Pharmacist | - Resistance to poison |
| Physician | - Increases RES | Coffee Maker | - Resistance to sleep |
| Statistician | - Increases EXP | Medicine Man | - Resistance to paralyze |
| Broker | - Increases HL | Social Worker | - Resistance to deprave |
| Manager | - Increases mana | Firefighter | - Resistance to fire |
| Artisan | - Increases item
potential | Aeronaut | - Resistance to wind |
| Armsmaster | - Increases weapon
mastery | Cryophile | - Resistance to ice |

So, that's it for specialists. Now, a little foreword for you people who are out searching for the ultimate items.

Ultimate Items

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The Item World is the place to go if what you're looking for is the best stuff the game has to offer. That being said, it's a very long and arduous process getting the best items, and especially if you plan on maxing all of them out. Let's say you want to get the most popular of these, which is the Rank 40 sword Yoshitsuna. This is the process you must go through.

First of all, you need a LEGENDARY Cosmic Blade, which is the Rank 39 sword. This is a VERY hard to get, and there are a few ways of doing it. First, you can find it in the bonus gauge of an extremely hard map (I'm talking the end of Beauty Castle or Baal Castle, or a really deep Item World), which requires an insane amount of luck. What requires slightly less luck is to enter an Item World of an extremely high leveled item and find an enemy that has a legendary Cosmic Blade, then steal it, but that still requires a ridiculous amount of patience and tries. If all else fails, though, you need to get a legendary Amano-Hahakiri, which is the Rank 38 sword, which can be bought in stores, just not the legendary version. Then you can go all the way to floor 100 of it and steal a legendary Cosmic Blade from the Item God at the bottom. Then again, that takes ages, especially when you know what you're going through next.

So you have a legendary Cosmic Blade. Good, the hard part is over. Now you need to go into it, and fight your way all the way down to Level 100, where the Item God is. And I might add, some of the battles you'll face on the way down are absolutely ridiculously freaking hard, and the enemies are absolute deities that can make mincemeat out of Marjoly, for crying out loud. Doesn't help that when you actually do get to Level 100, you'll find the Item God, and the only way to get the Yoshitsuna, the weapon you want, is to steal it from him. Not that easy, you're going to need either a character leveled up just about to the max, or a rogue that's also ridiculously high leveled. If you actually can do that, though, and then escape with your life, congrats, you just got the ultimate weapon: the Yoshitsuna.

I hate to say it, but this applies to all the types of items in the game. Fists, swords, spears, bows, guns, axes, staves, monster weapons, armor... it's all there. Except for emblems; you get the Arcadia from Priere when she joins you. Then again, the item world is addictive. Have fun with it. You access it at any time, and it can be as easy or as hard as you want it to be. But now, that's enough from it. Time to embark on an easy side quest. Prinny Land.

VIIb. Prinny Land

Prinny Land can first be unlocked after Chapter 9, though I generally start the first map right around Chapter 11, as that's when the difficulty curve picks up. First of all, though, you need to be at a certain Demon Rank, and you need 400 mana. Neither are hard to do; the promotion exam before said Demon Rank is a joke. Hell, even passing the bill to get in there is easy, since the difference you need to win by is only 400, so if you come with your pockets full of bribery items, you can probably pass the bill by force if you need to. When you want to start the place, by all means do so.

15-1 ~~ Prinny Land ~~ Prinny Land 1 ~~ Bonus Level: 20

Enemies:

Lv. 40 Cpt. Prinny x1
Lv. 35 Pvt. Prinny x16

Yeah, I said you should be around Chapter 11 or so, but the bare minimum is Chapter 9. Doesn't really matter, since this battle is so ridiculously easy anyway. In fact, it's more of an elongated pain in my ass than a battle anyhow, since it's sixteen prinnies, most of which don't bother attacking at all, all of who are weak as hell. Bring all your characters out and have them quickly move up, occasionally having one or two make a diversion here and there to kill

the Prinnyes on either side of the place. Beware of Prinny Barrage and make sure your cleric is one of the ten characters you bring (Flonne with Power of Love is good as ever even though she's probably the one who will take the majority of blows), then you'll find the Cpt. Prinny. It's weak, and it's not going to move. Just hit it, if you're in Chapter 11 you have the Vile Brilliance spear, right? Don't worry, optional battles get MUCH, MUCH harder than this.

15-2 ~~ Prinny Land ~~ Prinny Land 2 ~~ Bonus Level: 25

Enemies:

Lv. 50 Gen. Prinny x4

Lv. 35 Pvt. Prinny x6

I would recommend doing this battle as early as Chapter 11-12, honestly, cuz this is really easy. At first glance, the geo effects make it look like it isn't. You've got 20% Recovery, and Clone. Clone is the dangerous one, in that it'll make a carbon copy of anyone standing there, be they friend or foe, and that copy will of course be an enemy. Here's the thing though: it only makes one clone a turn, so obviously it's not going to be that big of a deal. If there's only one thing there, you can easily handle it in one turn, right?

Well, yes, you would be right. I'd try to kill the four Gen. Prinnyes at the corners of the central platform as quickly as possible, though. Rely on Etna's amazing Avalanche attack, Laharl with Hurricane Slash, and whatever the best stuff your fist, axe, and gun users have. If you've got King of Beasts and Bullet Storm, those are incredible. There are six Prinnyes on the back wall, but they're just as pathetic as they were last battle, and they'll almost always end up in a dumbass formation that begs for apocalypse, so give it to them. You obviously won't be able to finish this battle in one turn, so handle whatever the clone gets made of with care, and if you're low leveled, enjoy the bonus prizes. If you're high leveled... you're really bored, aren't you.

15-3 ~~ Prinny Land ~~ Prinny Land 3 ~~ Bonus Level: 30

Enemies:

Lv. 100 Prinny God x1

Lv. 70 Prinny King x1

Lv. 50 Gen. Prinny x13

Lv. 40 Cpt. Prinny x6

Interesting formation there. If you're taking this battle on during Chapter 14

or especially after the final boss, it should be a snap. First of all, the six captains and four generals in front of you when the battle starts die in one or two hits. 700 HP just doesn't cut it anymore, sorry, so treat them as such, you can probably kill all but one or two in the first turn. Most of them won't even be able to hurt your main attackers, though there's the Prinny King at the back who's slightly stronger, but not by much. He's only got about twice as much HP, so once again, if you're in Chapter 14, Laharl can almost kill the Prinny King in one hit from Hurricane Slash.

And then you have nine more generals sitting in front of the Prinny God, in worship. If you're able to before they come forward, by all means have Laharl use Winged Slayer and a mage use a spell that hits nine panels. Those two alone can easily wipe all of them out, which would be good, since they spam Pringer Beam beyond belief. But then you're left with the Prinny God. Once again, if you beat the two last bosses, the Prinny God and its pitiful 6000 HP won't even challenge you. You SHOULD note that it has a Testament, which is worth stealing if you get the chance, plus it's not weak. It can do as much as 2500-3000 damage to your mages. But after an otherwise easy battle like this, your attackers are all alive, and it just doesn't have the DEF to endure what you can show it. Good job, Prinny Land is over. Hate to say it, but what lies ahead is about a thousand times harder.

VIIc. Cave of Ordeal

The Cave of Ordeal can be unlocked any time you want, so long as your Demon Rank is high enough, and you have the necessary mana to do it. It takes 700 mana, and if you plan to pass it without using force... it's pretty damn hard. I certainly wouldn't recommend raising your Demon Rank any more than necessary, since it's in your best interest to keep it simple. It's going to take a time or two going through it giving them bribes, and it doesn't help that every time you do it, it takes 700 mana. In short, I would suggest forcing it through this method:

Find the highest leveled, or at least a very high leveled senator, and make sure they vote yea for the bill, then start the vote. With any luck, they will vote yes, and if everyone else votes nay, here's what you do: if they're lower leveled, just throw them into the senator that voted yea. Seriously, just throw them in there and the first senator's level will increase, except if the first senator was higher leveled, he'll still be neutral in the battle with a yea vote. Repeat the process with all the senators, just making sure they... are appropriately leveled, and by doing that you can easily unlock it. I'd recommend starting this somewhere around Chapter 14.

Enemies:

Lv. 60 Manticore x1
Lv. 50 Zakkum x8

The enemies here are... a little damaging. Yeah, the Manticore has this Beast Ray attack which hits a line of characters and racks up damage fast, plus the Zakkums use that annoying Paranoia attack which has a weird range, but as I said, this map is easily doable in early Chapter 14. First of all, there's Etna godlike Avalanche attack, which is great in so many ways I can't even begin to count. I'd start by bringing just the strong physical attackers out and then after they do their thing, let the trees use Paranoia and whatever. Then bring your mages out and wreak some havoc, now that they're a lot less vulnerable. After that, the Manticore will be left, and it has about 4000 HP. Not extremely hard, would you say? Especially if Laharl has the Diabolic Sword. Hurricane Slash will do 1000+ damage a hit. Probably later into Chapter 14 you can try CoO2.

16-2 ~~ Cave of Ordeal ~~ Cave of Ordeal 2 ~~ Bonus Level: 35

Enemies:

Lv. 100 Succubus x1
Lv. 85 Cait Sith x4
Lv. 75 Nekomata x6

Alright if you got through the final boss and/or Prinny Land 3, the second floor of the Cave of Ordeal shouldn't be too bad. It's similar in nature to Prinny Land 3, except the normal enemies are more powerful, but the strongest enemy is a lot weaker. If you leave a lot of the enemies alive though, they're going to Cat Blast the life out of you, so start off by hitting them with attacks that have an area of effect that can reach all of them. It's very inconvenient that the cats are on either side of you in the way they are, but it can't be helped. Regardless, if you're not grossly underleveled you should be able to make your way through them until just the Succubus is left, and you can easily kill her with just Laharl.

At this point Cave of Ordeal 3 is open, which is a lot tougher to finish than anything at this point, so I really can't recommend trying that until you're at least a little into the 100's in your levels. Until then, play around with the Dark Congress until you can get the Human World open, and then go there and in the Field of Virtue in Celestia to level up. The Item World isn't too bad for that either, depending on the item you're entered. Eventually at that point

you'll have to buy some better weapons, and around that time, you can probably try Cave of Ordeal 3, which will serve as your leveling place from the moment you can beat it, to until you're over Level 2000. Seriously.

16-3 ~~ Cave of Ordeal ~~ Cave of Ordeal 3 ~~ Bonus Level: 40

Enemies:

Lv. 160 Talos x1
Lv. 150 Natakku x8

Oh yeeeahhhh. The famous Cave of Ordeal 3, which happens to be the single best place in the entire game for leveling up. Not only do these cyclopes give a lot of natural EXP, but the field is surrounded by EXP + 50%, which only makes it much better. But here's the problem. At the weakest enemies setting, which is obviously what you'll be fighting this battle with at first, all the enemies have about 4000 DEF, except a rare instance here and there in which they have 2000 DEF but about 8000 RES. So basically, you're going to have to be quite strong if you want to take this battle on. The Catch 22 of the whole thing is, however, that to get such strength the best place is in 14-1, which when you get to Level 80 becomes a rather slow place for leveling. The Item World can resolve that, though. My Laharl had 2500 ATK and was at Level 87 when I took this one on for the first time, and I didn't have a problem.

Here's the key. All the sentinels are arranged in a 3x3 formation, which is in other words perfect formation for Laharl to unleash a Winged Slayer on them. Bring out all your strong characters and have 2-3 mages use Braveheart on all of them. Then send everyone back to the base panel (convenient that you can just cancel it like that eh?), and have Laharl come out and hit them with Winged Slayer. That's not even going to come close to killing them all, but in a few turns, since they can barely move, you should easily be able to weaken them down to killing level, plus there's always magic which is able to hit them however you want. At first, this place will be slow and take a long time to kill these guys, but as you progress through the optional parts of the game, this place will be incredibly fast and easy for leveling yourself up to about 2000 or so.

16-4 ~~ Cave of Ordeal ~~ Cave of Ordeal 4 ~~ Bonus Level: 45

Enemies:

Lv. 300 Death Boar x1
Lv. 250 Dullahan x2

Lv. 210 Alp x6

I have very little to say about this song. Basically, you're surrounded by six Alps when you start this battle off, and honestly those are in my opinion the most annoying enemies in this battle. As usual their Hell Pepper and Air Assault are the two most annoying attacks you will ever receive. A little bit behind them, however, are four Dullahans, and depending on how you fight this battle, you may end up fighting one or two of them, but if you handle this with long ranged attacks like Wind Cutter, guns, and magic, you should actually be able to handle them quickly without taking much damage, really. To me, this battle comes down more to your equipment than levels. You can take it on any time from Levels 150-250, depending on how much you've gone into the Item World to get goods, or been able to buy Rank 36+ stuff, but all in all, the Death Boar has a ton of HP, but isn't really that amazingly powerful. So that's what my strategy comes down to... level up.

16-5 ~~ Cave of Ordeal ~~ Cave of Ordeal 5 ~~ Bonus Level: 50

Enemies:

Lv. 1000 Zombie King x1
Lv. 700 Tiamat x1
Lv. 400 Nebiros x4
Lv. 350 Nightmare x6

Once more I will be completely straightforward with you for this battle: I actually completed the Alternate Netherworld and got Priere before going for this battle. And like I said in the fourth battle there, I was Level 700 when I did that, and that's really the sort of level I'd recommend before setting out here. If you DO beat the Netherworld first, which if you follow my strategy is very doable at Level 700-800, then this fight will be an absolute piece of cake. VERY IMPORTANT THOUGH: You need two characters with a throw of 6, since Nippon Ichi thought they'd be cute and design a platform between two sets of land that are twelve spaces away. I used a rogue as well as Gordon, but make sure you don't bring them out of the base panel until everything on the main area (everything except the Zombie King) is dead.

You are initially surrounded by ten enemies; four Nebiroses, and six Nightmares. How rough they are will come down to how high leveled you are, and like I said, you'll easily be handle them with Laharl if he's Level 700+, and everyone else is 300-400, which they were for me. Since they don't come with equipment, you will completely edge them out if you have good stuff, even if they're higher leveled. Eventually though, you've got to deal with the Tiamat. That's the hardest thing in this battle, in my opinion. If you have Priere like I did, piece of cake. Otherwise, give it every last thing you've got. Hell, if

you can steal its weapon or armor, go ahead and do that, that will definitely make things easier. Supposing that most to everyone survived the onslaught of the first ten enemies, it shouldn't be any trouble.

Now you have to worry about the Zombie King that's way off in the distance. To get there, you'll need to have one character with 6 throw pick up another character with 6 throw, who's lifting your character(s) who are taking on the Zombie King. Again, if you have Priere this is a non issue (but note that she counts as a monster and can't lift anyone else), but if you're using Laharl or anyone else, you should still be okay. The Zombie King has rather low DEF except for the fact he has a Nirvana which is the key point. Personally I had tons of Nirvanas from the Item World and didn't care one bit about it, but if you do, I encourage you to get it. The Zombie King, even though it's 300 levels higher than the Tiamat, isn't as threatening in my opinion, so just kill it and be done with it. Your prize for making it through the entire Cave of Ordeal is a God's Hand, which is the Level 39 fist. Meh, that's okay I guess. If you haven't yet, finish the Alternate Netherworld, otherwise start the almighty Beauty Castle.

VIId. Human World

The Human World bill is the first seriously challenging one to pass. You've got to level up one more than was necessary to unlock the Cave of Ordeal, and then you'll notice the Human World bill takes 1200 mana. No joke, at that point the senate tends to have 1200-1500 votes. Remember that you're handicapped by the amount of mana is took? So, obviously, you're going to have to pass the bill by force. Like I said before, use the method of throwing lower leveled enemies into higher leveled ones that voted yea, and then you shouldn't have a problem. I'd be done with Prinny Land and about two floors into the Cave of Ordeal before attempting this place. Laharl's gonna pay a visit to Carter, hell yeah.

17-1 ~~ Human World ~~ Central City ~~ Bonus Level: 35

Enemies:

Lv. 95 Space Marine x1
Lv. 90 Space Pirate x1
Lv. 80 Prowler x1
Lv. 75 Bandit x2
Lv. 70 Space Police x12

Ugh. Hard battle indeed, especially if you're low leveled. I'd recommend about

Level 75-80 for Laharl, and mid 60s to low 70s for everyone else. Now, the strategy here isn't going to be too unique for me. Stay where you are. That's right, bring about six characters out, with Laharl spearleading them, and then one of the dozen Space Police here will come forward, and then you can use stuff like guns, Wind Cutter, Avalanche and whatnot to keep yourself back but still do damage. You absolutely can't run forward and try to wreak havoc, or you will just get Bullet Stormed up the ass. But in the process of killing that Space Police though, one or two more will come for you. That's how it should be. One or two at a time, not all seventeen enemies at one time.

Except after a little bit, though, a bunch more enemies will come down. The Space Police will only come after you when you get into their range, but the thieves and the Space Marine are quite a different story. I know the Space Marine has over 3500 HP, but make him your first target, since his HIT is almost as high as his HP, and he's got Totenkreuz and Inferno, and isn't going to mince words to use them. The thieves on the other hand are relatively weak and nothing special, even that Space Pirate. If you can get through that huge storm in the middle, target them with attacks like Meteor Impact and Winged Slayer to kill them most efficiently, as well as keep your mages alive so they can do damage (yes these guys have very low RES), the rest of the battle will be quite doable. Just six Space Police who are weak as hell, nothing you don't see in real life. Not really, but yeah. Next battle is even harder, so level up some more and then try it if you want.

17-2 ~~ Human World ~~ Neo Eden ~~ Bonus Level: 40

Enemies:

Lv. 110 Psi-Soldier x2
Lv. 100 Cyborg x3
Lv. 90 Officer x2
Lv. 80 Recruit x8

So you're going to attempt Neo Eden at a low level? I commend you for that! As a matter of fact, with some mages to cast Braveheart on you, it's actually not that hard -- I took it on at Level 78 and got through without a problem. First order of business is to bring about four characters out just barely in front of the base panel, which is conveniently in a corner. Then, at the far back, bring out a mage and use Braveheart on the all of them, and odds are most of the soldiers will come after you with Rapidfire, Bullet Storm, and all that good stuff. After a turn which you will easily survive, bring out someone else with Braveheart to ensure that you're as strong as possible, and then just go full out crazy with Winged Slayer, Meteor Impact, Avalanche, Bullet Storm, then when the five soldiers on the left side are withered to about an end, King of Beasts and Violent Storm. Those five will be dead in no time.

Then you have to worry about the five on the right. Well, I personally sent Laharl and a couple other characters down there to take care of that big mess, although from the left side you can always use Overlord's Wrath and magic and whatnot, and they can't do much about it. The left side especially, though, needs to be careful, because as soon as you get in range, the cyborgs will come after you. The cyborgs and psi-soldiers are by far the hardest enemies here, as they are masters in axes and guns respectively, with the attacking stats to back them up. That being said, I had a character throw Laharl to the right side of them and weaken all three cyborgs with Wind Cutter, then I was able to finish them off in one more turn, but if that's not an option, lure them out very slowly and pray they don't use Graviton Bomb or Calamity Drive. The Psi-Soldiers, despite being towards the far back, will also come out very quickly, but if you have more than three characters alive, they shouldn't be too hard to kill. Enjoy the bonus gauge stuff from that battle, this one is a lot more doable than Cave of Ordeal 3 at low levels.

17-3 ~~ Human World ~~ EDF Headquarters ~~ Bonus Level: 45

Enemies:

Lv. 220 General (Astro Carter)

Lv. 180 Defender? x2

Lv. 130 Space Police x6

NOTE: Do NOT enter this battle without saving. If you win, you will see an alternate ending, and if you lose... well, you lose.

This battle is miles ahead of Neo Eden and especially the Hall of Sin in the Alternate Netherworld. Maybe because it's against a boss, the "prism ranger" General Carter. Surprisingly though, Carter and the two Defenders aren't what I would call overwhelming, since all they use is Swift Justice. But when you add everything in this battle up together it amounts to a damn difficult battle and because of that I would suggest no lower than Level 150 for Laharl when you start this off, everyone else not too far behind. Good classes, good characters, and then start out by bringing your party out and having mages use Braveheart on all of them. From here on out, Braveheart is the way of the future.

So with some strength going on, unleash your strongest stuff on the Space Police. The Defenders and Carter are to the back, and will usually come at you from one side or another, so when they do that, you'll be ready to hit them down one at a time, unless you're really powerful. Initially I would split the party into two groups just to efficiently be able to kill the six Space Police, and then bring them all back together again to bear down on Carter and the others. Again, this battle is a brawler that for the most part comes down to

being high leveled and having good weapons and armor, and it's a little bit pointless anyway, since either way it just ends the game.

VIIe. Alternate Netherworld

Alright, this right here is the hardest bill to pass. You'll have to level the Demon Rank up twice after it's high enough to propose opening the Human World, since the Netherworld requires 3000 mana to open, and of course, proposing this will make the senators loathe you even more than if you wanted to extort money from all of them. Bunch of bastards, I say. But the reason this is the hardest, is because you'll want to open the Alternate Netherworld at Level 100 or so, maybe a little higher, when some of the senators you'll need to defeat (since obviously passing it the 'legit' way is out of the question now), are Level 450 or higher. There's the Mysterious Seal aka Beauty Castle to unlock after this, but the thing with that is if you can't force that to open then you really have no business going there, honestly.

All I can really recommend to you is to go to Cave of Ordeal 3 and berserk it until you get to about Level 100-110, and then pass a few simpler bills at the Assembly, until you get a senator far beyond Love to you. As much as proposing to open the gate to the Alternate Netherworld is enough to drop them from Love to Loathe, no joke. All you need is one high leveled senator on your side and then you can have the battle go from there by throwing the enemy senators into the one who voted yea, which usually when you pass this bill, will be at least 1-2 even if they all really loathe you. Eventually you will be able to pass it though, and this place will be open. Get ready for the hardest place yet.

18-1 ~~ Alternate Netherworld ~~ Alternate World ~~ Bonus Level: 35

Enemies:

Lv. 130 Koropokkoru x5

Lv. 110 Specter x11

I wonder how long it took them to come up with that brilliant name. In any case, this battle is a total joke no matter what level you are. And obviously you passed the bill to open this place, so you can't be too bad. Basically, the base panel is on an island in the center of this place, and the enemies are all on separate islands surrounding you. All of the enemies here are glorified Ghosts or Faeries, the former of which can do next to nothing. The latter tend to use Camarderie if you get close to them, but in any case, I'd start out by using attacks like Wind Cutter, Overlord's Wrath and whatnot, magic and guns to get rid of the enemies that are close, then start throwing

a bunch of characters to the large island towards the middle. At that point, go to either side and clear out what's left. The enemies here are pathetic, so don't worry. At least next place has a more badass name. Hall of Sin.

18-2 ~~ Alternate Netherworld ~~ Hall of Sin ~~ Bonus Level: 40

Enemies:

Lv. 200 Death x3
Lv. 170 Djinn x6

Okay. This battle is slightly tougher than the last one, but if you were able to unlock this place, once again, you should be well within your ability to win this battle. First off, this place is cool looking, and your enemies are golems and shadows. The Djinns, which are Golems, are completely harmless. Their attacks are a little damaging, but very rarely will they use their techniques to hurt more than one character at a time. Meanwhile, if you bunch all your characters together you'll be able to kill them without a problem. The main problem is the Deaths, who have a LOT more HP than the Djinns, and can take more punishment in general. At the left-right fork which comes up very soon, don't split your party. Keep them all together, and when you come across a Death, handle them from a distance with the entire wrath of your party, one at a time. If you can get rid of them, this battle will be easy.

18-3 ~~ Alternate Netherworld ~~ Hall of Penance ~~ Bonus Level: 45

Enemies:

Lv. 400 Tao Tieh x1
Lv. 350 Demonic Suit x4
Lv. 300 Scarecrow x12

This battle is MILES harder than the last two, and not something that should be done at Level 100 like those. I wouldn't suggest taking this on at any lower than Level 250; it's the Tao Tieh that ruins this all. That, and you're going to want some damn good equipment. There really is no hurry to get past this battle at all if I'm being honest, since the next couple battles require a minimum of about Level 700, but if you absolutely must get past this battle, here is my strategy. Bring out four characters initially, then a mage or two on the side for Braveheart. Then send them all back to the base panel except of course the mages who have already acted. Only bring out one or two characters, and send them in the OPPOSITE direction from the Tao Tieh that's toward one side. That is very important, as it's without a doubt the strongest

enemy here.

Hopefully the mages should act somewhat to lure the enemies away from your fighters who you brought out. Otherwise though, you want to have a character or two out in the open to try and kill off the Scarecrows as fast as possible, since they are good at hitting characters in lines. The Demonic Suits can wait until after the Scarecrows are dead, but meanwhile, Laharl should be hitting as many enemies at a time with Meteor Impact, in a corner, as possible. If he can only hit one, use Nightsever until you're dying. Eventually you'll want to have someone come out and use Omega Heal on everyone who's fighting, because you will have a character or two dying. When the Tao Tieh finally gets in range, you'll want to keep hitting as much stuff at one time as you can, but if it's left alone, if you still have a character left to call from the base panel, then after a turn, pick it up so that it can't attack that turn. That will save you a lot of time, and can make the difference in the battle. Again, tough battle. Very tough. But winnable, especially if you're good enough to do the next one.

18-4 ~~ Alternate Netherworld ~~ Malefic Seal ~~ Bonus Level: 55

Enemies:

Lv. 900 Tiamat x1

Lv. 750 Azhi Dahaka x2

There is very little strategy I can give for this battle except that if you level yourself up, you'll be able to handle it, but there is no way in hell you can get through here at lower than Level 700. And I say that taking into consideration that your Laharl, if you play the game and fight Cave of Ordeal 3 the way I do, is probably a hell of a lot higher leveled than the rest of your party. Personally I was able to win this battle with my Laharl at Level 760, which is enough to win the next battle as well, but this will be a true utter struggle. I'm also not going to recommend entering this battle without Dimension Slash. That was the foundation for this whole battle for me, and you can't do without it. First of all though, bring out your four characters in a square as usual, and have no less than four mages use Braveheart on all of them. Now Laharl should be ready to kick some ass.

Assuming Laharl has a very powerful weapon (nothing less than a slightly leveled Amano-Hahakiri, a Cosmic Blade is preferable), I had him go to the right and get just close enough to the Azhi Dahaka to be able to pelt it with a Dimension Slash. After that, believe it or not, the dragons will come down but they should not attack. In fact, if you manage to keep the dragons close to each other, they will use their Dragonic Flare attack and hit each other, which REALLY speeds things up. But I digress. TAKE CARE OF THE DAHAKAS FIRST.

The Tiamat has a lot more HP and is far more powerful. Meanwhile, if you can kill the Azhi Dahaka in at most three turns, you know that you have a chance in this battle. An attack I absolutely loved here was Etna's Avalanche, since it will send you four squares back, and especially if you get up the stairs, the dragons usually can't be bothering coming up after you.

Hold absolutely nothing back once the dragons get close to the base panel. Obviously you're going to want to spread your party up so they can't just use a Dragonic Flare and blast them all to bits, but of course those mages that you used for Braveheart work great as decoys so that your strongest fighters get several turns. Again, the Dahakas are your targets, but if you can use Dimension Slash to hit two or more of them at once, by all means do. Otherwise use Nightsever, Graviton Bomb if they're weak or even neutral to fire (or hell, Calamity Drive if you have that), Totenkreuz/Inferno, Avalanche, Rising Dragon... if you are high leveled and strong enough, using that strategy, you will win. Otherwise you will not. That is what it comes down to.

18-5 ~~ Alternate Netherworld ~~ Warrior Maiden ~~ Bonus Level: 60

Enemies:

Lv. 2000 Overlord (Priere)

Lv. 1500 Tail Ring x1

Lv. 1500 Carmilla x1

Ugh. What an enormous pain in the ass. Well, that being said, this battle is one of the most epic things ever. Not only are you fighting an Overlord legitimately now, but this game's best song, The Invasion Within, plays. But let me call to your attention that if you aren't extremely high leveled, this battle will take at least half an hour, possibly longer. Actually, this battle is quite winnable at Level 750 if you utilize a little trick, but if you want to actually want to fight this through, Priere will own you. Not only is she Level 2000, but she comes equipped with the Arcadia, which is the game's best emblem. It's legendary, and gives ridiculously good boosts. So in short, this battle puts you in quite a quandary.

However, like I said, there is a very easy but very long way to win this battle. I'd like to thank Salah al Din for coming up with this, because it's really amazing. Notice that there's the main, central area that everything is in, which is surrounded by small three to six square long islands. If you throw the cat girls and even Priere on those, they will NOT attack you, heal themselves, or do anything. To set this up, I would have a character or two with 6 throw (which you need for Cave of Ordeal 5 anyway), and bring ten characters if you need to to do it, so long as you throw them out but don't have them act. Quite doable, since they won't do anything to you once they're

on those islands. At that point, make sure you have a minimum of two mages out. Preferably four. You need the Braveheart.

Your main concern here if you can accomplish that, is that you don't run out of SP. In fact I would bring along an SP recovery item or two here, because after Braveheart gets you five times, every turn you'll need to use it twice every turn to get your strength completely maximized, and that can be very consuming on the SP. For the catgirls feel free to use guns and whatnot to add onto the damage, but Priere herself has 500,000 HP, and Wind Cutter for me did anywhere from 10,000 damage to 16,000, meaning this fight will go on a VERY long time. Stick with Wind Cutter though, even if Dimension Slash does more damage. You can't run out of SP, otherwise the battle is lost. If you have either the strength to go through it the hard way or the patience to go through it that way, though, your reward for this place is Priere. Priere is a FANTASTIC character; her ATK is amazingly high and can only be rivaled by Divine Majins, plus she comes with an Arcadia, one of the best items in the entire game bar none. Now that the hard ass Alternate Netherworld is finished, finish the Cave of Ordeal if you haven't yet, then take on Beauty Castle, which your new Level 2000 character can do it herself.

On a side note, though it's probably useless at this point, enjoy the supreme amount of HL you get from this place. Let's not forget the items either, a bonus rank of 60 is pretty damn high.

VIIIf. Beauty Castle

Alright... Beauty Castle. The two level super dungeon that's otherwise known as the Mysterious Seal. I'm gonna go out on a limb and say this is impossible to pass the legitimate way. Let me put it this way, the highest power you'll ever get from the Dark Assembly is 5200 or so, and you need the majority by 5000. Weigh in that suggesting this makes them hate you, your ancestors, and your very existence, and you have a problem. I suppose it's possible in theory to pass this that way, but I suggest having a life instead. Meanwhile, Priere if you got her in the Netherworld (which you definitely should have if you plan to seriously go through this place), can slaughter the entire Dark Assembly by herself. Just do that, then enter the place.

19-1 ~~ Beauty Castle ~~ Foreboding Seal ~~ Bonus Level: 56

Enemies:

Lv. 1500 Flamberg x1
Lv. 1200 Chimera x2

The Malefic Seal from the Alternate Netherworld all over again, except this is much much easier. If you got Priere from the Alternate Netherworld, which you definitely should have otherwise you have no business hanging around in Beauty Castle, this battle is a total joke. Instead of dragons, you're facing a great wyrm and a couple of beasts. No problem at all, if they come close, just hit them with Requiem Aeternam, but otherwise, Dragon's Rage will just beat the living piss out of them. Priere, being that much higher leveled than them, and with the Arcadia which is among the best equipment in the game, is all you need, but if you want to have her team attack with someone else, that's a good idea too. Next battle is much, much worse.

19-2 ~~ Beauty Castle ~~ Foreboding Seal ~~ Bonus Level: 62

Enemies:

Lv. 2500 Witch (Marjoly)
Lv. 1800 Prophet x2

Hot damn, it's another uber boss. The Witch Marjoly is no easy cookie. All of her stats are higher than Priere's, she comes with some amazingly powerful spells, and she's got two Prophets for support. Plus there's no cheap island trick to get her to not attack. However, I myself have discovered another method of getting beating Marjoly. It requires only this as preparation: I leveled Priere up about 30-40 times, I forget the exact number at this point, and also I went to the Item World of the Arcadia and leveled it up ten times (aka, ten floors). You can probably win this battle without going through those preparations, but I did them anyway. With that, Priere absolutely must be equipped with the Arcadia, and preferably with a Nirvana or two on top of it. Just, whatever the best stuff you have is.

Assuming you want to try this, your absolute first task is to lay down on the two Prophets. Of course Priere isn't your only character, but use her Dragon's Rage on them for some good results, then with Laharl, Etna, and your other pre-Priere characters (foreign concept now eh? =D), and with any luck you'll be able to kill everything except Marjoly. Believe it or not, it is actually possible for Priere to kill Marjoly. Here is the key: Priere has Omega Heal, and the INT to heal herself for about 70,000 HP every turn. Isn't that nice? Meanwhile, let's look at Marjoly. If there's multiple characters around, she won't hesitate to use her Dark Conjunction attack, which is a black hole of deadly. Apart from that, my Priere was weak against ice, meaning I had to take a Tera Ice in the face every turn. THIS IS THE ESSENTIAL POINT: Marjoly will always be casting a spell, which depending on the range in which she uses, will take up 1000-2000 SP. Her SP is very finite.

Meanwhile, as long as you haven't used Omega Heal three billion times before now, it shouldn't cost that much SP, and bottom line is, Priere will not run out of SP. Your objective is to not run out of HP. Marjoly has a lot of HP, and a hell of a lot more than Marjoly, but the rate at which her SP goes down is much greater than Priere. If Marjoly decides to attack you, that could be good or bad. She is of course stronger than Priere, but it doesn't help that both Priere and Marjoly have very very high counter rates, so they'll be trading hits back and forth. Bottom line is, get Priere to 150,000 HP, and then use Omega Heal every turn unless Marjoly only reduces you to 100,000 or so, in which case you can risk using Dragon's Rage. When Marjoly's SP has finally run out, build your HP back to about 210,000 on average and then pummel her to the ground.

Beauty Castle was short, to say the least, even though that battle was even longer than the one against Priere. And congrats, you now have the last character in the game, Marjoly, who puts Priere to shame. If you're really crazy, go on to Baal Castle next.

VIIg. Baal Castle

Baal Castle will be unlocked once you clear out Prinny Land, the Cave of Ordeal, the Alternate Netherworld, and Beauty Castle. Not an easy endeavor, but hey, at least you don't have to pass a damn bill to get in here. And yeah, it's true, you don't have to beat the Human World, since it's impossible to do so anyway. Like Beauty Castle, this is short and sweet.

20-1 ~~ Baal Castle ~~ Patriarch's Seal ~~ Bonus Level: 58

Enemies:

Lv. 2000 Surt x1
Lv. 1500 Efreets x3

What can I say about this battle, except for the fact you obviously have Marjoly in your party if you're even here. Marjoly can very easily solo this battle. If you want to make it especially easy, just take off the Gao's Guts or something except the Crowdia's Beauty from Marjoly and replace it with a high leveled Arcadia, which since you have Marjoly in the first place, you really should make a concentrated effort towards leveling up. But yeah, no matter how you slice it, start with Dark Conjunction, the Surt will come down and probably kill the Efreets himself, and you can win this battle in your sleep. Also, you may want to consider throwing the Efreets into the Surt and using the Stronger Enemies bill, then attempting to capture them. That is the

generally least time consuming way of defeating Baal, if I'm being honest.
It's something to think about.

20-2 ~~ Baal Castle ~~ Lord of Terror ~~ Bonus Level: 70

Enemies:

Lv. 4000 Tyrant (Baal)

Oh god, no... it's Baal, the Level 4000 Tyrant. Hate to say it, but after you beat Baal, you can actually fight an enemy that's EVEN HARDER, but for your general early completion purposes, you can say you're about done with Disgaea if you manage to beat Baal. And believe me when I say that's hard. For one thing, "you've gotta be kidding! Level 4000?!" speaks for itself. That, and his size. Baal is like, a giant. He comes with two great pieces of equipment, one being the Nemesis which is stronger than Marjoly's Rank 40 Nyanko Soul, as well as a rare Super Robo Suit, which is the Rank 40 armor. And it has one huge icon I might add. =O So yeah, Baal has three ways of killing you: his physical attack, Sword Rain which is absolutely deadly and hits several lines of characters, and Gran Sword, which is a Diabolic Dance/Winged Slayer type of thing, I think. Hard to say.

Either way, Baal is HARD, and don't think you can waltz in here at Level 1000 or 3000 and expect to damage him, let alone beat him. There's a few ways to make him a bit easier though. As I mentioned earlier, I'd pass the Stronger Enemies bills to get a high leveled Surt or two and capture them. Minimum Level 4000, preferably a lot higher. Get a couple good hands (Bandit's Hands are fine) and steal his Nemesis and Super Robo Suit. I'd reset if you can't get them first try. It should be a 50% chance after all, so no reason not to. If you succeed in that, that is good, you definitely made this battle, and your highest leveled monster character, whether it's Priere, Marjoly, or a Surt, should immediately equip it, as it's no doubt better than the Nyanko Soul if that isn't leveled up. Same with the Super Robo Suit, that's a phenomenal piece of equipment. Unfortunately though, Baal still has a little over 200,000 ATK, which isn't a pleasant number.

That is the last piece of strategy I can give to you for this battle. You need levels, levels, levels, and the equipment to back it up, whether you're using normal characters or monsters. Like I said, using monsters is probably a much faster way to become stronger, despite how frustrating and time consuming it can be. Baal is hard as hell, but if you're strong enough, he will eventually go down, in which case Laharl will have his title change to Tyrant. If you go back to this battle, Baal will be replaced with an Uber Prinny that is Level 6000 and even harder. Have fun with that. Apart from that, that really is the last side quest, so if you actually did get through that, congrats. =)

~~~~~ VIII. Items ~~~~~

This section obviously extends to include all the weapons, armor, and other equipment and stuff in the game.

~~~~~ VIIIa. Weapons ~~~~~

This is just to conserve space and stuff. It goes in order of fists, swords, spears, bows, guns, axes, staves, and monster weapons.

| Name | CR | HP | SP | ATK | DEF | INT | SPD | HIT | RES |
|----------------|------|----|----|-----|-----|-----|-----|-----|-----|
| Wristband | 0 | 0 | 0 | 3 | 0 | 0 | 0 | 1 | 0 |
| Rock Fist | 0-1 | 0 | 0 | 6 | 0 | 0 | 0 | 4 | 0 |
| Double Slap | 0-2 | 0 | 0 | 9 | 0 | 0 | 0 | 6 | 0 |
| Leather Glove | 1-3 | 0 | 0 | 15 | 0 | 0 | 0 | 10 | 0 |
| Iron Claw | 1-4 | 0 | 0 | 19 | 0 | 0 | 0 | 13 | 0 |
| Power Gauntlet | 1-5 | 0 | 15 | 27 | 0 | 0 | 0 | 13 | 0 |
| Hyper Knuckle | 2-6 | 0 | 0 | 33 | 0 | 0 | 10 | 21 | 0 |
| Lethal Knuckle | 2-7 | 0 | 0 | 40 | 0 | 0 | 0 | 26 | 0 |
| Fake Fist | 2-8 | 0 | 0 | 48 | 0 | 0 | 0 | 32 | 0 |
| Cross Counter | 3-9 | 0 | 0 | 60 | 0 | 0 | 0 | 40 | 0 |
| Swift Knuckle | 3-10 | 0 | 0 | 72 | 0 | 0 | 0 | 48 | 0 |
| Magic Cuff | 3-11 | 0 | 40 | 82 | 0 | 0 | 0 | 48 | 0 |
| Poison Knuckle | 4-12 | 0 | 0 | 93 | 0 | 0 | 0 | 62 | 0 |
| Megaton Punch | 4-12 | 0 | 0 | 105 | 0 | 0 | 0 | 70 | 0 |
| Fist of Fury | 4-12 | 0 | 0 | 116 | 0 | 0 | 0 | 77 | 0 |
| Mach Punch | 5-12 | 0 | 0 | 128 | 0 | 0 | 80 | 80 | 0 |
| Spiked Glove | 5-12 | 0 | 0 | 138 | 0 | 0 | 0 | 92 | 0 |
| Bagh Nakh | 5-12 | 0 | 0 | 150 | 0 | 0 | 0 | 100 | 0 |
| Mystic Hand | 6-12 | 0 | 70 | 165 | 0 | 0 | 0 | 110 | 0 |
| Metal Fist | 6-12 | 0 | 0 | 180 | 0 | 0 | 0 | 120 | 0 |
| Silver Arm | 6-12 | 0 | 0 | 195 | 0 | 0 | 0 | 130 | 0 |
| Demonic Fist | 7-12 | 0 | 0 | 210 | 0 | 0 | 0 | 140 | 0 |
| Karate Chop | 7-12 | 0 | 0 | 225 | 0 | 0 | 0 | 150 | 0 |
| Mistral Fist | 7-12 | 0 | 0 | 240 | 0 | 0 | 0 | 160 | 0 |
| Jupiter's Fist | 8-12 | 0 | 0 | 262 | 0 | 0 | 0 | 175 | 0 |
| Straight Punch | 8-12 | 0 | 0 | 285 | 0 | 0 | 0 | 190 | 0 |
| Mirage | 8-12 | 0 | 0 | 308 | 0 | 0 | 160 | 160 | 0 |
| Kwanca | 9-12 | 0 | 0 | 330 | 0 | 0 | 0 | 220 | 0 |
| Bahamut's Fist | 9-12 | 0 | 0 | 352 | 0 | 0 | 0 | 235 | 0 |
| Golden Arm | 9-12 | 0 | 0 | 375 | 0 | 0 | 0 | 250 | 0 |

| | | | | | | | | | | |
|---------------|-------|-----|---|------|-----|---|------|------|-----|--|
| Crisis | 10-12 | 0 | 0 | 405 | 0 | 0 | 0 | 270 | 0 | |
| Diabolic Fist | 10-12 | 0 | 0 | 435 | 0 | 0 | 0 | 290 | 0 | |
| Platinum Arm | 11-12 | 0 | 0 | 465 | 0 | 0 | 0 | 310 | 0 | |
| Galactica | 11-12 | 0 | 0 | 495 | 0 | 0 | 0 | 330 | 0 | |
| Terra Smasher | 11-12 | 0 | 0 | 525 | 0 | 0 | 0 | 350 | 0 | |
| Punisher | 11-12 | 0 | 0 | 562 | 0 | 0 | 0 | 375 | 0 | |
| Zodiac | 12 | 0 | 0 | 650 | 0 | 0 | 0 | 400 | 0 | |
| Infernal Fist | 12 | 200 | 0 | 750 | 200 | 0 | 0 | 450 | 200 | |
| God's Hand | -- | 0 | 0 | 1000 | 0 | 0 | 0 | 500 | 0 | |
| Ultimus | -- | 0 | 0 | 2000 | 0 | 0 | 1000 | 1000 | 0 | |

| -----+-----+-----+-----+-----+-----+-----+-----+-----+-----+----- | | | | | | | | | | |
|---|-------|-----|----|-----|-----|-----|-----|-----|-----|--|
| Name | CR | HP | SP | ATK | DEF | INT | SPD | HIT | RES | |
| -----+-----+-----+-----+-----+-----+-----+-----+-----+-----+----- | | | | | | | | | | |
| Common Sword | 0 | 0 | 0 | 4 | 0 | 0 | 0 | 0 | 0 | |
| Short Sword | 0-1 | 0 | 0 | 8 | 0 | 0 | 0 | 0 | 0 | |
| Swordbreaker | 0-2 | 0 | 0 | 13 | 0 | 0 | 0 | 0 | 0 | |
| Bronze Sword | 1-3 | 0 | 0 | 19 | 0 | 0 | 0 | 0 | 0 | |
| Long Sword | 1-4 | 0 | 0 | 26 | 0 | 0 | 0 | 0 | 0 | |
| Ninja Sword | 1-5 | 0 | 0 | 34 | 0 | 0 | 10 | 10 | 0 | |
| Sharp Edge | 2-6 | 0 | 0 | 43 | 0 | 0 | 0 | 20 | 0 | |
| Bastard Sword | 2-7 | 0 | 0 | 53 | 0 | 0 | 0 | 0 | 0 | |
| Broad Sword | 2-8 | 0 | 0 | 65 | 0 | 0 | 0 | 0 | 0 | |
| Magic Sword | 3-9 | 0 | 15 | 80 | 0 | 0 | 0 | 0 | 0 | |
| 2-Pronged Blade | 3-10 | 0 | 0 | 95 | 0 | 0 | 0 | 0 | 0 | |
| Great Sword | 3-11 | 0 | 0 | 110 | 0 | 0 | 0 | 0 | 0 | |
| Taser Sword | 4-12 | 0 | 0 | 125 | 0 | 0 | 0 | 0 | 0 | |
| Mortuus Blade | 4-12 | 0 | 0 | 120 | 0 | 0 | 0 | 0 | 0 | |
| Psychic Sword | 4-12 | 0 | 25 | 155 | 0 | 25 | 0 | 0 | 0 | |
| Stabbing Knife | 5-12 | 0 | 0 | 170 | 0 | 0 | 0 | 0 | 0 | |
| Evil Thwarter | 5-12 | 0 | 0 | 185 | 0 | 0 | 0 | 0 | 0 | |
| Hibernal Sword | 5-12 | 0 | 0 | 200 | 0 | 0 | 0 | 0 | 0 | |
| Muramasa | 6-12 | 0 | 0 | 220 | 0 | 0 | 0 | 0 | 0 | |
| Light Sabre | 6-12 | 0 | 0 | 240 | 0 | 0 | 0 | 0 | 0 | |
| Vajra | 6-12 | 0 | 0 | 260 | 0 | 0 | 0 | 0 | 0 | |
| Mistral Sword | 7-12 | 0 | 0 | 280 | 0 | 0 | 0 | 0 | 0 | |
| Jupiter's Sword | 7-12 | 0 | 0 | 300 | 0 | 0 | 0 | 0 | 0 | |
| Bloodlust | 7-12 | 0 | 0 | 320 | 0 | 0 | 0 | 0 | 0 | |
| Masamune | 8-12 | 0 | 0 | 350 | 0 | 0 | 50 | 0 | 0 | |
| Bahamut's Fang | 8-12 | 0 | 0 | 380 | 0 | 0 | 0 | 0 | 0 | |
| Adamant Sword | 8-12 | 150 | 0 | 410 | 0 | 0 | 0 | 0 | 0 | |
| Demon Killer | 9-12 | 0 | 0 | 440 | 0 | 0 | 0 | 0 | 0 | |
| Wyrmslayer | 9-12 | 0 | 0 | 470 | 0 | 0 | 0 | 0 | 0 | |
| Laevateinn | 9-12 | 0 | 0 | 500 | 0 | 70 | 70 | 0 | 0 | |
| Diabolic Sword | 10-12 | 0 | 0 | 540 | 100 | 0 | 0 | 0 | 0 | |
| Crusade | 10-12 | 0 | 80 | 580 | 0 | 0 | 0 | 0 | 80 | |
| Kusanagi | 10-12 | 0 | 0 | 620 | 0 | 0 | 0 | 0 | 0 | |

| | | | | | | | | | | |
|---|-------|------|------|------|------|------|------|------|------|--|
| Excalibur | 11-12 | 100 | 100 | 660 | 100 | 100 | 100 | 100 | 100 | |
| Schichishi-Tou | 11-12 | 0 | 150 | 700 | 0 | 0 | 0 | 0 | 0 | |
| Infernal Sword | 11-12 | 200 | 0 | 750 | 200 | 0 | 0 | 0 | 200 | |
| Arondight | 12 | 200 | 200 | 900 | 200 | 200 | 200 | 200 | 200 | |
| Amano-Hahakiri | 12 | 0 | 600 | 1200 | 0 | 600 | 0 | 0 | 0 | |
| Cosmic Blade | -- | 300 | 300 | 2000 | 300 | 300 | 300 | 300 | 300 | |
| Yoshitsuna | -- | 1000 | 1000 | 4000 | 1000 | 1000 | 1000 | 1000 | 1000 | |
| -----+-----+-----+-----+-----+-----+-----+-----+-----+-----+----- | | | | | | | | | | |
| Name | CR | HP | SP | ATK | DEF | INT | SPD | HIT | RES | |
| -----+-----+-----+-----+-----+-----+-----+-----+-----+-----+----- | | | | | | | | | | |
| Common Spear | 0 | 0 | 0 | 3 | 0 | 0 | 0 | 0 | 0 | |
| Iron Lance | 0-1 | 0 | 0 | 6 | 0 | 0 | 0 | 0 | 0 | |
| Knight's Lance | 0-2 | 0 | 0 | 9 | 0 | 0 | 0 | 0 | 0 | |
| Bogus Spear | 1-3 | 0 | 0 | 15 | 0 | 0 | 0 | 0 | 0 | |
| Long Spear | 1-4 | 0 | 0 | 19 | 0 | 0 | 0 | 0 | 0 | |
| Koshimoto Spear | 1-5 | 0 | 0 | 27 | 0 | 0 | 0 | 0 | 0 | |
| Bushido Lance | 2-6 | 0 | 0 | 33 | 0 | 0 | 0 | 0 | 0 | |
| Trident | 2-7 | 0 | 0 | 40 | 0 | 0 | 0 | 0 | 0 | |
| Paralyzing Spear | 2-8 | 0 | 0 | 48 | 0 | 0 | 0 | 0 | 0 | |
| Falcon Lance | 3-9 | 0 | 0 | 60 | 0 | 0 | 20 | 0 | 0 | |
| Forgetful Spear | 3-10 | 0 | 0 | 72 | 0 | 0 | 0 | 0 | 0 | |
| Black Spear | 3-11 | 0 | 0 | 82 | 0 | 0 | 0 | 0 | 0 | |
| Silver Lance | 4-12 | 0 | 0 | 93 | 0 | 0 | 0 | 0 | 0 | |
| Kung Fu Spear | 4-12 | 0 | 0 | 105 | 0 | 0 | 0 | 40 | 0 | |
| Venomous Spear | 4-12 | 0 | 0 | 116 | 0 | 0 | 0 | 0 | 0 | |
| Moonlight | 5-12 | 0 | 0 | 128 | 20 | 0 | 0 | 0 | 0 | |
| Skewer | 5-12 | 0 | 0 | 138 | 0 | 0 | 0 | 0 | 0 | |
| Mistral Spear | 5-12 | 0 | 0 | 150 | 0 | 0 | 0 | 0 | 0 | |
| Jupiter's Spear | 6-12 | 0 | 0 | 165 | 0 | 0 | 0 | 0 | 0 | |
| Special Lance | 6-12 | 0 | 0 | 180 | 0 | 0 | 0 | 0 | 0 | |
| Vile Brilliance | 6-12 | 0 | 0 | 195 | 0 | 0 | 0 | 0 | 0 | |
| Golden Lance | 7-12 | 0 | 0 | 210 | 0 | 0 | 0 | 0 | 0 | |
| Bone Lance | 7-12 | 0 | 0 | 225 | 0 | 0 | 0 | 0 | 0 | |
| Zephyr | 7-12 | 0 | 0 | 240 | 0 | 0 | 50 | 50 | 0 | |
| Bahamut's Horn | 8-12 | 0 | 0 | 262 | 0 | 0 | 0 | 0 | 0 | |
| Benkei | 8-12 | 0 | 0 | 285 | 0 | 0 | 0 | 0 | 0 | |
| Demonic Spear | 8-12 | 0 | 0 | 308 | 0 | 0 | 0 | 0 | 0 | |
| Pallas Athene | 9-12 | 60 | 60 | 330 | 0 | 0 | 0 | 0 | 0 | |
| Kiyomasa | 9-12 | 0 | 0 | 352 | 0 | 0 | 0 | 0 | 0 | |
| Hero's Spear | 9-12 | 0 | 0 | 375 | 0 | 0 | 0 | 0 | 0 | |
| Platinum Lance | 10-12 | 0 | 0 | 405 | 0 | 0 | 0 | 0 | 0 | |
| Li Shuwen | 10-12 | 70 | 0 | 435 | 70 | 0 | 0 | 0 | 0 | |
| Diabolic Spear | 10-12 | 0 | 80 | 465 | 0 | 80 | 0 | 0 | 0 | |
| Walkeure | 11-12 | 0 | 0 | 495 | 0 | 0 | 100 | 0 | 0 | |
| Gungnir | 11-12 | 100 | 0 | 525 | 0 | 0 | 0 | 0 | 0 | |
| Gae Bolga | 11-12 | 0 | 100 | 600 | 0 | 100 | 0 | 0 | 0 | |

| | | | | | | | | | | |
|-----------------|-------|-----|-----|------|-----|-----|------|-----|-----|--|
| Caladbolg | 12 | 0 | 0 | 700 | 150 | 0 | 150 | 0 | 0 | |
| Infernal Spear | 12 | 200 | 0 | 800 | 200 | 0 | 0 | 0 | 200 | |
| Longinus | -- | 0 | 200 | 1000 | 0 | 200 | 0 | 200 | 0 | |
| Glorius | -- | 400 | 400 | 1500 | 400 | 400 | 1000 | 400 | 400 | |
| -----+ | | | | | | | | | | |
| Name | CR | HP | SP | ATK | DEF | INT | SPD | HIT | RES | |
| -----+ | | | | | | | | | | |
| Common Bow | 0 | 0 | 0 | 2 | 0 | 0 | 0 | 1 | 0 | |
| Hunter's Bow | 0-1 | 0 | 0 | 5 | 0 | 0 | 0 | 2 | 0 | |
| Longbow | 0-2 | 0 | 0 | 8 | 0 | 0 | 0 | 4 | 0 | |
| Big Arrow | 1-3 | 0 | 0 | 12 | 0 | 0 | 0 | 6 | 0 | |
| Blessed Bow | 1-4 | 0 | 0 | 17 | 0 | 0 | 0 | 8 | 10 | |
| Pixie Bow | 1-5 | 0 | 0 | 22 | 0 | 0 | 0 | 11 | 0 | |
| Enchanted Arrow | 2-6 | 0 | 10 | 28 | 0 | 0 | 10 | 14 | 0 | |
| Warrior's Bow | 2-7 | 20 | 0 | 35 | 0 | 0 | 0 | 17 | 0 | |
| Sprite Bow | 2-8 | 0 | 0 | 43 | 0 | 10 | 0 | 21 | 0 | |
| Venomous Bow | 3-9 | 0 | 0 | 53 | 0 | 0 | 0 | 26 | 0 | |
| Elven Bow | 3-10 | 0 | 0 | 63 | 0 | 10 | 0 | 31 | 0 | |
| Spirit Bow | 3-11 | 0 | 0 | 73 | 0 | 0 | 0 | 36 | 0 | |
| Master Bow | 4-12 | 0 | 0 | 83 | 0 | 0 | 0 | 41 | 0 | |
| Bow of Havoc | 4-12 | 0 | 0 | 93 | 0 | 0 | 0 | 46 | 0 | |
| Bow of Justice | 4-12 | 0 | 0 | 101 | 0 | 0 | 0 | 52 | 0 | |
| Silver Bow | 5-12 | 0 | 0 | 113 | 0 | 0 | 0 | 56 | 0 | |
| Flex Bow | 5-12 | 0 | 0 | 123 | 0 | 0 | 0 | 61 | 0 | |
| Plasma Arrow | 5-12 | 0 | 0 | 133 | 0 | 0 | 0 | 66 | 0 | |
| Hero's Bow | 6-12 | 0 | 0 | 146 | 0 | 0 | 0 | 73 | 0 | |
| Shining Arrow | 6-12 | 0 | 0 | 160 | 0 | 0 | 0 | 80 | 0 | |
| Mistral Bow | 6-12 | 0 | 0 | 173 | 0 | 0 | 0 | 85 | 0 | |
| Jupiter's Bow | 7-12 | 0 | 0 | 186 | 0 | 0 | 0 | 94 | 0 | |
| Golden Bow | 7-12 | 0 | 0 | 200 | 0 | 0 | 0 | 100 | 0 | |
| Judgement Arrow | 7-12 | 0 | 0 | 213 | 0 | 0 | 0 | 106 | 0 | |
| Remote Bow | 8-12 | 0 | 0 | 233 | 0 | 0 | 0 | 116 | 0 | |
| Platinum Bow | 8-12 | 0 | 0 | 253 | 0 | 0 | 0 | 126 | 0 | |
| Kuki | 8-12 | 0 | 0 | 273 | 0 | 0 | 0 | 136 | 0 | |
| Bow of Virtue | 9-12 | 0 | 0 | 293 | 0 | 0 | 0 | 146 | 0 | |
| Arcane Bow | 9-12 | 0 | 40 | 313 | 0 | 0 | 0 | 156 | 0 | |
| Yoichi's Bow | 9-12 | 0 | 0 | 333 | 0 | 0 | 0 | 166 | 0 | |
| Bahamut's Aim | 10-12 | 0 | 0 | 360 | 0 | 0 | 0 | 180 | 0 | |
| Percival | 10-12 | 0 | 0 | 385 | 0 | 0 | 0 | 190 | 0 | |
| Prometheus | 11-12 | 0 | 0 | 410 | 0 | 0 | 0 | 200 | 0 | |
| Starchaser | 11-12 | 0 | 0 | 440 | 0 | 0 | 0 | 220 | 0 | |
| Diabolic Bow | 11-12 | 0 | 0 | 500 | 100 | 0 | 0 | 250 | 0 | |
| Ull's Bow | 11-12 | 0 | 100 | 550 | 0 | 100 | 0 | 300 | 0 | |
| Fleche Enflamme | 12 | 100 | 0 | 700 | 0 | 0 | 100 | 500 | 0 | |
| Infernal Bow | 12 | 200 | 0 | 750 | 200 | 0 | 0 | 600 | 200 | |
| Artemis | -- | 0 | 250 | 900 | 0 | 250 | 0 | 700 | 0 | |

| Galaxy | -- | 300 | 300 | 1500 | 300 | 300 | 300 | 1200 | 300 |
|----------------|-------|-----|-----|------|-----|-----|-----|------|-----|
| Name | CR | HP | SP | ATK | DEF | INT | SPD | HIT | RES |
| RQ22 Common | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 3 | 0 |
| Model 24 | 0-1 | 0 | 0 | 0 | 0 | 0 | 0 | 6 | 0 |
| RQ38 Custom | 0-2 | 0 | 0 | 0 | 0 | 0 | 0 | 9 | 0 |
| Dolphin EX | 1-3 | 0 | 0 | 0 | 0 | 0 | 0 | 15 | 0 |
| RQ-P38 | 1-4 | 0 | 0 | 0 | 0 | 0 | 0 | 19 | 0 |
| Nether 35 | 1-5 | 0 | 0 | 0 | 0 | 0 | 0 | 27 | 0 |
| KLZ900 | 2-6 | 0 | 0 | 0 | 0 | 0 | 0 | 33 | 0 |
| RQ44 Magnum | 2-7 | 0 | 0 | 0 | 0 | 0 | 0 | 40 | 0 |
| Model 48 | 2-8 | 0 | 0 | 0 | 0 | 0 | 0 | 48 | 0 |
| Dune Eagle | 3-9 | 0 | 0 | 0 | 0 | 0 | 0 | 60 | 0 |
| Nether 58 | 3-10 | 0 | 0 | 0 | 0 | 0 | 0 | 72 | 0 |
| ZK Auto 13 | 3-11 | 0 | 0 | 0 | 0 | 0 | 0 | 82 | 0 |
| Ion 8k Ninja | 4-12 | 0 | 0 | 0 | 0 | 0 | 0 | 93 | 0 |
| Model 56 | 4-12 | 0 | 0 | 0 | 0 | 0 | 0 | 105 | 0 |
| RQ57 Dragon | 4-12 | 0 | 0 | 0 | 0 | 0 | 0 | 116 | 0 |
| LDT52-R | 5-12 | 0 | 0 | 0 | 0 | 0 | 0 | 128 | 0 |
| Nether 72 | 5-12 | 0 | 0 | 0 | 0 | 0 | 0 | 138 | 0 |
| P50-XX | 5-12 | 0 | 0 | 0 | 0 | 0 | 0 | 150 | 0 |
| Ion 9k Samurai | 6-12 | 0 | 0 | 0 | 0 | 0 | 0 | 165 | 0 |
| RQ66 Saint | 6-12 | 0 | 0 | 0 | 0 | 0 | 0 | 180 | 0 |
| GH401WZ | 6-12 | 0 | 0 | 0 | 0 | 0 | 0 | 195 | 0 |
| H30k | 7-12 | 0 | 0 | 0 | 0 | 0 | 0 | 210 | 0 |
| PS-714 | 7-12 | 0 | 0 | 0 | 0 | 0 | 0 | 225 | 0 |
| RQ77 Godslayer | 7-12 | 0 | 0 | 0 | 0 | 0 | 0 | 240 | 0 |
| Nether 108 | 8-12 | 0 | 0 | 0 | 0 | 0 | 0 | 262 | 0 |
| T-199X | 8-12 | 0 | 0 | 0 | 0 | 0 | 0 | 285 | 0 |
| Karltén | 8-12 | 0 | 0 | 0 | 0 | 0 | 0 | 308 | 0 |
| RQ99 Omega | 9-12 | 0 | 0 | 0 | 0 | 0 | 0 | 330 | 0 |
| Gilgamesh | 9-12 | 0 | 0 | 0 | 0 | 0 | 0 | 352 | 0 |
| Olympus | 9-12 | 0 | 0 | 0 | 0 | 0 | 0 | 375 | 0 |
| Odyssey | 10-12 | 0 | 0 | 0 | 0 | 0 | 0 | 405 | 0 |
| Phillipan | 10-12 | 0 | 0 | 0 | 0 | 0 | 0 | 450 | 0 |
| Fujiyama | 11-12 | 0 | 0 | 0 | 0 | 0 | 0 | 500 | 0 |
| Beowulf | 11-12 | 0 | 0 | 0 | 0 | 0 | 100 | 600 | 0 |
| Tiamat | 11-12 | 0 | 0 | 0 | 0 | 100 | 0 | 650 | 0 |
| Brunhild | 11-12 | 0 | 0 | 0 | 0 | 0 | 0 | 700 | 100 |
| Siegfried | 12 | 0 | 0 | 0 | 100 | 0 | 0 | 750 | 0 |
| Fenrir | 12 | 0 | 100 | 0 | 0 | 0 | 0 | 800 | 0 |
| Infernal Gun | -- | 200 | 0 | 0 | 200 | 0 | 0 | 1000 | 300 |
| Etoile | -- | 300 | 300 | 300 | 300 | 300 | 300 | 2000 | 300 |

| Name | CR | HP | SP | ATK | DEF | INT | SPD | HIT | RES |
|------------------|-------|-----|-----|------|-----|-----|-----|------|-----|
| Common Axe | 0 | 0 | 0 | 5 | 0 | 0 | 0 | -1 | 0 |
| Villager's Axe | 0-1 | 0 | 0 | 10 | 0 | 0 | 0 | -2 | 0 |
| Battle Axe | 0-2 | 0 | 0 | 16 | 0 | 0 | 0 | -3 | 0 |
| Bronze Axe | 1-3 | 0 | 0 | 23 | 0 | 0 | 0 | -5 | 0 |
| Iron Axe | 1-4 | 0 | 0 | 32 | 0 | 0 | 0 | -7 | 10 |
| Tomahawk | 1-5 | 0 | 0 | 42 | 0 | 0 | 0 | -9 | 0 |
| Warrior's Axe | 2-6 | 0 | 0 | 53 | 0 | 0 | 0 | -11 | 0 |
| Mighty Axe | 2-7 | 0 | 0 | 66 | 0 | 0 | 0 | -14 | 0 |
| Steel Axe | 2-8 | 0 | 0 | 81 | 0 | 0 | 0 | -17 | 0 |
| Stamina Axe | 3-9 | 20 | 0 | 100 | 0 | 0 | 0 | -22 | 0 |
| Axe of Sorcery | 3-10 | 0 | 20 | 118 | 0 | 0 | 0 | -25 | 0 |
| Pixie Axe | 3-11 | 0 | 0 | 137 | 0 | 0 | 0 | -28 | 0 |
| Falcon Axe | 4-12 | 0 | 0 | 156 | 0 | 0 | 20 | -32 | 0 |
| Enchanted Axe | 4-12 | 0 | 20 | 175 | 0 | 20 | 0 | -35 | 0 |
| Silver Axe | 4-12 | 0 | 0 | 193 | 0 | 0 | 0 | -40 | 0 |
| Dwarven Axe | 5-12 | 0 | 0 | 212 | 0 | 0 | 0 | -45 | 20 |
| Bloody Axe | 5-12 | 0 | 0 | 231 | 0 | 0 | 0 | -50 | 0 |
| Adamant Axe | 5-12 | 0 | 0 | 250 | 0 | 0 | 0 | -53 | 0 |
| Demon's Axe | 6-12 | 0 | 0 | 275 | 0 | 0 | 0 | -55 | 0 |
| Dream Axe | 6-12 | 0 | 0 | 300 | 0 | 30 | 0 | -60 | 0 |
| Headhunter | 6-12 | 0 | 0 | 325 | 0 | 0 | 0 | -65 | 0 |
| Hero's Axe | 7-12 | 0 | 0 | 350 | 0 | 0 | 0 | -70 | 0 |
| Mistral Axe | 7-12 | 0 | 0 | 375 | 0 | 0 | 0 | -75 | 0 |
| Jupiter's Axe | 7-12 | 0 | 0 | 400 | 0 | 0 | 0 | -80 | 0 |
| Golden Axe | 8-12 | 0 | 0 | 437 | 0 | 0 | 0 | -87 | 0 |
| Vigaro's Axe | 8-12 | 0 | 0 | 475 | 0 | 0 | 0 | -95 | 0 |
| Axe of Death | 8-12 | 0 | 0 | 512 | 0 | 0 | 0 | -102 | 0 |
| Rune Axe | 9-12 | 0 | 40 | 550 | 0 | 40 | 0 | -110 | 0 |
| Terra Firma | 9-12 | 0 | 0 | 587 | 0 | 0 | 0 | -118 | 0 |
| Hellish Axe | 9-12 | 0 | 0 | 625 | 0 | 0 | 0 | -125 | 0 |
| Bahamut's Talon | 10-12 | 0 | 0 | 675 | 0 | 0 | 0 | -135 | 0 |
| Platinum Axe | 10-12 | 0 | 0 | 725 | 0 | 0 | 0 | -145 | 0 |
| Axe of Slaughter | 11-12 | 0 | -50 | 900 | 0 | -50 | 0 | -180 | 0 |
| Mercurius | 11-12 | 0 | 0 | 825 | 0 | 0 | 0 | -165 | 0 |
| Diabolic Axe | 11-12 | 0 | 0 | 875 | 0 | 0 | 0 | -175 | 0 |
| Empyrean Axe | 11-12 | 0 | 0 | 937 | 0 | 0 | 0 | -187 | 0 |
| Balmung | 12 | 0 | 0 | 1000 | 0 | 0 | 0 | -200 | 0 |
| Infernal Axe | 12 | 200 | 0 | 1200 | 200 | 0 | 0 | -240 | 200 |
| Durandal | -- | 0 | 0 | 1500 | 0 | 0 | 0 | -300 | 0 |
| Apocalypse | -- | 500 | 500 | 2500 | 500 | 500 | 500 | 0 | 500 |
| Name | CR | HP | SP | ATK | DEF | INT | SPD | HIT | RES |
| Wooden Staff | 0 | 0 | 0 | 0 | 0 | 4 | 0 | 0 | 0 |

| | | | | | | | | | | |
|---|-------|-----|------|-----|-----|------|-----|-----|-----|--|
| Light Staff | 0-1 | 0 | 0 | 0 | 0 | 8 | 0 | 0 | 0 | |
| Witch's Staff | 0-2 | 0 | 5 | 0 | 0 | 13 | 0 | 0 | 0 | |
| Mage's Staff | 1-3 | 0 | 7 | 0 | 0 | 19 | 0 | 0 | 0 | |
| Smiting Rod | 1-4 | 0 | 0 | 10 | 0 | 26 | 0 | 0 | 0 | |
| Quality Staff | 1-5 | 0 | 0 | 0 | 0 | 34 | 0 | 0 | 0 | |
| Hibernal Staff | 2-6 | 0 | 0 | 0 | 0 | 43 | 0 | 0 | 0 | |
| Stamina Staff | 2-7 | 20 | 0 | 0 | 0 | 53 | 0 | 0 | 0 | |
| Swordstaff | 2-8 | 0 | 0 | 25 | 0 | 65 | 0 | 0 | 0 | |
| Pixie Staff | 3-9 | 0 | 0 | 0 | 0 | 80 | 0 | 0 | 0 | |
| Forgetful Staff | 3-10 | 0 | 0 | 0 | 0 | 95 | 0 | 0 | 0 | |
| Mortuus Staff | 3-11 | 0 | 0 | 0 | 0 | 110 | 0 | 0 | 0 | |
| Staff of Sorcery | 4-12 | 0 | 30 | 0 | 0 | 125 | 0 | 0 | 0 | |
| Silver Staff | 4-12 | 0 | 0 | 0 | 0 | 140 | 0 | 0 | 0 | |
| Elven Staff | 4-12 | 0 | 0 | 0 | 0 | 155 | 0 | 0 | 0 | |
| Blessed Staff | 5-12 | 0 | 0 | 0 | 0 | 170 | 0 | 0 | 0 | |
| Sage's Staff | 5-12 | 0 | 30 | 0 | 0 | 185 | 0 | 0 | 30 | |
| Staff of Hope | 5-12 | 0 | 0 | 0 | 0 | 200 | 0 | 0 | 0 | |
| Enchanted Staff | 6-12 | 0 | 40 | 0 | 0 | 220 | 0 | 0 | 0 | |
| Mistral Staff | 6-12 | 0 | 0 | 0 | 0 | 240 | 0 | 0 | 0 | |
| Jupiter's Staff | 6-12 | 0 | 0 | 0 | 0 | 260 | 0 | 0 | 0 | |
| Staff of Virtue | 7-12 | 0 | 0 | 0 | 0 | 280 | 0 | 0 | 0 | |
| Golden Staff | 7-12 | 0 | 0 | 0 | 0 | 300 | 0 | 0 | 0 | |
| Prophet's Staff | 7-12 | 0 | 60 | 0 | 0 | 320 | 0 | 0 | 90 | |
| Rune Staff | 8-12 | 0 | 0 | 0 | 0 | 350 | 0 | 0 | 100 | |
| Rainbow Rod | 8-12 | 0 | 0 | 0 | 0 | 380 | 0 | 0 | 0 | |
| Bahamut's Wit | 8-12 | 0 | 0 | 70 | 70 | 410 | 0 | 0 | 0 | |
| Holy Staff | 9-12 | 0 | 0 | 0 | 0 | 440 | 0 | 0 | 0 | |
| Saint's Staff | 9-12 | 30 | 30 | 30 | 30 | 470 | 30 | 30 | 30 | |
| Gambantein | 9-12 | 90 | 0 | 0 | 0 | 500 | 0 | 0 | 0 | |
| Diabolic Staff | 10-12 | 0 | 0 | 100 | 100 | 540 | 0 | 0 | 0 | |
| Tainted Staff | 10-12 | 0 | 0 | 0 | 0 | 580 | 0 | 0 | 0 | |
| Polansky's Staff | 11-12 | 0 | 120 | 0 | 0 | 620 | 0 | 0 | 0 | |
| Yggdrassil | 11-12 | 150 | 0 | 0 | 0 | 660 | 100 | 0 | 0 | |
| Mjollnir | 11-12 | 0 | 0 | 0 | 0 | 700 | 0 | 0 | 0 | |
| Dark Matter | 11-12 | 0 | 0 | 150 | 0 | 750 | 0 | 150 | 0 | |
| Kerykeion | 12 | 0 | 0 | 0 | 0 | 800 | 0 | 0 | 0 | |
| Infernal Staff | 12 | 200 | 0 | 0 | 200 | 900 | 0 | 0 | 200 | |
| Galactic Staff | -- | 0 | 1100 | 0 | 0 | 1100 | 0 | 0 | 0 | |
| Omniscient Staff | -- | 500 | 500 | 500 | 500 | 2000 | 500 | 500 | 500 | |
| -----+-----+-----+-----+-----+-----+-----+-----+-----+-----+----- | | | | | | | | | | |
| Name | CR | HP | SP | ATK | DEF | INT | SPD | HIT | RES | |
| -----+-----+-----+-----+-----+-----+-----+-----+-----+-----+----- | | | | | | | | | | |
| Paw Glove | 0 | 0 | 0 | 5 | 0 | 0 | 0 | 0 | 0 | |
| Scratch Claw | 0-1 | 0 | 0 | 10 | 0 | 0 | 0 | 0 | 0 | |
| Crab Pincer | 0-2 | 0 | 0 | 16 | 0 | 0 | 0 | 0 | 0 | |
| Shocking Grasp | 1-3 | 0 | 0 | 23 | 0 | 0 | 0 | 0 | 0 | |

| | | | | | | | | | | |
|--|-------|------|------|------|------|------|------|------|------|--|
| Poison Needle | 1-4 | 0 | 0 | 29 | 0 | 0 | 0 | 0 | 0 | |
| Bat Parasol | 1-5 | 0 | 0 | 42 | 0 | 0 | 0 | 0 | 0 | |
| Cat's Claw | 2-6 | 0 | 0 | 53 | 0 | 0 | 0 | 0 | 0 | |
| Lizard Tail | 2-7 | 0 | 0 | 66 | 0 | 0 | 0 | 0 | 0 | |
| Porcu-Spine | 2-8 | 0 | 0 | 81 | 0 | 0 | 0 | 0 | 0 | |
| Electric Eel | 3-9 | 0 | 0 | 100 | 0 | 0 | 0 | 0 | 0 | |
| Cobra Fang | 3-10 | 0 | 0 | 120 | 0 | 0 | 0 | 0 | 0 | |
| Spiked Shell | 3-11 | 0 | 0 | 135 | 0 | 0 | 0 | 0 | 0 | |
| Wolf Fang | 4-12 | 0 | 0 | 150 | 0 | 0 | 0 | 0 | 0 | |
| Tentacles | 4-12 | 0 | 0 | 170 | 0 | 0 | 0 | 0 | 0 | |
| Vampire Fang | 4-12 | 0 | 0 | 193 | 0 | 0 | 0 | 0 | 0 | |
| Gorilla Foot | 5-12 | 0 | 0 | 218 | 0 | 0 | 0 | 0 | 0 | |
| Lionheart | 5-12 | 0 | 0 | 231 | 0 | 0 | 0 | 0 | 0 | |
| Bear Claw | 5-12 | 0 | 0 | 250 | 0 | 0 | 0 | 0 | 0 | |
| Tiger Fang | 6-12 | 0 | 0 | 275 | 0 | 0 | 0 | 0 | 0 | |
| Panda Claw | 6-12 | 0 | 0 | 300 | 0 | 0 | 0 | 0 | 0 | |
| Nessie Attack | 6-12 | 0 | 0 | 325 | 0 | 0 | 0 | 0 | 0 | |
| Medusa Eye | 7-12 | 0 | 0 | 350 | 0 | 0 | 0 | 0 | 0 | |
| Brocken | 7-12 | 0 | 0 | 375 | 0 | 0 | 0 | 0 | 0 | |
| Demon's Hand | 7-12 | 0 | 0 | 400 | 0 | 0 | 0 | 0 | 0 | |
| Fiendish Claw | 8-12 | 0 | 0 | 437 | 0 | 0 | 0 | 0 | 0 | |
| Primal Force | 8-12 | 0 | 70 | 475 | 0 | 70 | 0 | 0 | 0 | |
| Goblin's Fury | 8-12 | 0 | 0 | 512 | 0 | 0 | 0 | 0 | 0 | |
| Mystic Eye | 9-12 | 0 | 0 | 550 | 0 | 0 | 0 | 110 | 0 | |
| Geo Saber | 9-12 | 0 | 60 | 587 | 0 | 120 | 0 | 0 | 0 | |
| Destroy | 9-12 | 0 | 0 | 625 | 0 | 0 | 0 | 0 | 0 | |
| Lightning Fang | 10-12 | 0 | 0 | 675 | 0 | 0 | 0 | 0 | 0 | |
| Dragon Tooth | 10-12 | 0 | 0 | 725 | 0 | 0 | 0 | 0 | 0 | |
| Enigma | 10-12 | 0 | 0 | 775 | 0 | 0 | 0 | 0 | 0 | |
| Orichalch Claw | 11-12 | 0 | 0 | 825 | 0 | 0 | 0 | 0 | 0 | |
| El Dorado | 11-12 | 0 | 0 | 875 | 0 | 0 | 100 | 100 | 0 | |
| Dragon Heart | 11-12 | 0 | 0 | 937 | 150 | 0 | 0 | 0 | 0 | |
| Belial Force | 12 | 200 | 0 | 1000 | 0 | 0 | 0 | 0 | 0 | |
| Amon Force | 12 | 0 | 0 | 1200 | 0 | 0 | 0 | 0 | 0 | |
| Lucifer Force | -- | 300 | 300 | 1500 | 300 | 300 | 300 | 300 | 300 | |
| Nyanko Soul | -- | 400 | 400 | 2000 | 400 | 400 | 400 | 400 | 400 | |
| Nemesis | -- | 800 | 800 | 2500 | 800 | 800 | 800 | 800 | 800 | |
| Nemesis Mk II | -- | 1500 | 1500 | 3500 | 1500 | 1500 | 1500 | 1500 | 1500 | |
| -----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+ | | | | | | | | | | |

VIIIb. Armor

This includes regular pieces of armor and emblems only. Stuff like belts and all that is in the other section. Note that I changed the CR from the weapons to 'rank'.

| Name | Rank | HP | SP | ATK | DEF | INT | SPD | HIT | RES |
|------------------|------|------|------|------|------|------|------|------|------|
| Amulet | 1 | 0 | 0 | 0 | 3 | 0 | 0 | 0 | 0 |
| Protector | 2 | 0 | 0 | 0 | 6 | 0 | 0 | 0 | 0 |
| Bulletproof Vest | 3 | 0 | 0 | 0 | 10 | 0 | 0 | 0 | 0 |
| Fancy Lid | 4 | 0 | 0 | 0 | 15 | 0 | 0 | 0 | 0 |
| Leather Jacket | 5 | 0 | 0 | 0 | 21 | 0 | 0 | 0 | 0 |
| Chain Mail | 6 | 0 | 0 | 0 | 27 | 0 | 0 | 0 | 0 |
| Dimensional Cape | 7 | 0 | 10 | 0 | 33 | 0 | 10 | 0 | 0 |
| Power Jacket | 8 | 0 | 0 | 15 | 40 | 0 | 0 | 0 | 0 |
| Bushido Armor | 9 | 10 | 0 | 10 | 47 | 0 | 0 | 0 | 0 |
| Magic Vest | 10 | 0 | 20 | 0 | 54 | 20 | 0 | 0 | 0 |
| Muscle Armor | 11 | 30 | 0 | 0 | 62 | 0 | 0 | 0 | 0 |
| Steel Armor | 12 | 0 | 0 | 0 | 70 | 0 | 0 | 0 | 0 |
| Fur Coat | 13 | 0 | 0 | 0 | 78 | 0 | 0 | 0 | 0 |
| Dandy Gown | 14 | 0 | 0 | 0 | 87 | 25 | 0 | 0 | 0 |
| Stealth Cape | 15 | 0 | 0 | 0 | 95 | 0 | 30 | 0 | 0 |
| Stinky Jacket | 16 | 0 | 0 | 0 | 105 | 0 | 0 | 0 | 0 |
| Ghost Cape | 17 | 0 | 0 | 0 | 115 | 0 | 20 | 0 | 20 |
| Prophet's Robe | 18 | 0 | 30 | 0 | 125 | 30 | 0 | 0 | 20 |
| Silver Tux | 19 | 0 | 0 | 0 | 135 | 0 | 0 | 0 | 0 |
| Gritty Vest | 20 | 30 | 0 | 0 | 145 | -20 | 0 | 30 | 0 |
| Mistral Armor | 21 | 0 | 0 | 0 | 160 | 0 | 0 | 0 | 0 |
| Jupiter's Armor | 22 | 0 | 0 | 0 | 175 | 0 | 0 | 0 | 0 |
| Cactus Armor | 23 | 0 | 0 | 40 | 190 | 0 | 0 | 0 | 0 |
| Hero Cape | 24 | 0 | 0 | 0 | 210 | 0 | 40 | 40 | 0 |
| Gold Tux | 25 | 0 | 0 | 0 | 230 | 0 | 0 | 0 | 0 |
| Reaper's Cloak | 26 | -50 | 50 | 50 | 250 | 50 | -50 | 50 | -50 |
| Black Armor | 27 | 0 | 0 | 0 | 270 | 0 | 0 | 0 | 30 |
| Nine Tail Fur | 28 | 0 | 40 | 0 | 300 | 40 | 0 | 0 | 0 |
| Platinum Tux | 29 | 0 | 0 | 0 | 330 | 0 | 0 | 0 | 0 |
| Dragon Jacket | 30 | 50 | 0 | 50 | 360 | 0 | 0 | 0 | 0 |
| Orichalch Shield | 31 | 0 | 0 | 0 | 390 | 0 | 0 | 0 | 0 |
| Bahamut's Scale | 32 | 0 | 0 | 0 | 420 | 0 | 0 | 0 | 0 |
| Evil Armor | 33 | 0 | 0 | 0 | 450 | 0 | 0 | 0 | 0 |
| Shield of Aegis | 34 | 0 | 0 | 0 | 480 | 0 | 0 | 0 | 100 |
| Celestial Armor | 35 | 70 | 70 | 70 | 510 | 70 | 70 | 70 | 70 |
| Infernal Cape | 36 | 0 | 0 | 0 | 550 | 0 | 150 | 150 | 0 |
| Infernal Shield | 37 | 0 | 150 | 0 | 600 | 150 | 0 | 0 | 0 |
| Infernal Armor | 38 | 150 | 0 | 150 | 650 | 0 | 0 | 0 | 150 |
| Nirvana | 39 | 0 | 0 | 0 | 1000 | 0 | 0 | 0 | 500 |
| Astro Suit | 40 | 500 | -100 | 800 | 400 | -300 | 100 | 100 | 200 |
| Super Robo Suit | 40 | 1000 | 1000 | 1000 | 2000 | 1000 | 1000 | 1000 | 1000 |
| Name | CR | HP | SP | ATK | DEF | INT | SPD | HIT | RES |

| | | | | | | | | | | | | | | | | | | | | | |
|---|--|----|--|------|--|-----|--|-----|--|-----|--|-----|--|-----|--|-----|--|-----|--|-----|--|
| Imperial Seal | | 5 | | 20 | | 10 | | 10 | | 10 | | 10 | | 10 | | 10 | | 10 | | 10 | |
| Dark Rosary | | 10 | | 40 | | 20 | | 20 | | 20 | | 20 | | 20 | | 20 | | 20 | | 20 | |
| Devil Ring | | 14 | | 70 | | 35 | | 35 | | 35 | | 35 | | 35 | | 35 | | 35 | | 35 | |
| Feather Token | | 18 | | 110 | | 55 | | 55 | | 55 | | 55 | | 55 | | 55 | | 55 | | 55 | |
| Sofia's Mirror | | 22 | | 160 | | 80 | | 80 | | 80 | | 80 | | 80 | | 80 | | 80 | | 80 | |
| Pravda Necklace | | 26 | | 220 | | 110 | | 110 | | 110 | | 110 | | 110 | | 110 | | 110 | | 110 | |
| Royal Ring | | 30 | | 300 | | 150 | | 150 | | 150 | | 150 | | 150 | | 150 | | 150 | | 150 | |
| Testament | | 34 | | 400 | | 200 | | 200 | | 200 | | 200 | | 200 | | 200 | | 200 | | 200 | |
| Exodus | | 38 | | 540 | | 270 | | 270 | | 270 | | 270 | | 270 | | 270 | | 270 | | 270 | |
| Arcadia | | 40 | | 1000 | | 500 | | 500 | | 500 | | 500 | | 500 | | 500 | | 500 | | 500 | |
| -----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+----- | | | | | | | | | | | | | | | | | | | | | |

~~~~~  
VIIIc. Etc.  
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Going in order: muscles, orbs, belts, shoes, eyewear. Armor and emblems are in the armor section. Enjoy.

| Name | Rank | HP | SP | ATK | DEF | INT | SPD | HIT | RES |
|------------------|------|------|-----|-----|-----|-----|-----|-----|-----|
| Muscle Brawn | 2 | 10 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Muscle Hustle | 5 | 25 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Muscle Spirit | 8 | 60 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Muscle Fight | 11 | 110 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Muscle Ace | 14 | 200 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Muscle Victory | 17 | 300 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Muscle Dream | 20 | 500 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Muscle World | 25 | 1000 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Muscle Star | 33 | 2000 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Galactic Muscle | 39 | 5000 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Common Orb | 2 | 0 | 5 | 0 | 0 | 0 | 0 | 0 | 5 |
| Psyche Orb | 5 | 0 | 15 | 0 | 0 | 0 | 0 | 0 | 15 |
| Dark Orb | 8 | 0 | 30 | 0 | 0 | 0 | 0 | 0 | 30 |
| Blood Orb | 11 | 0 | 50 | 0 | 0 | 0 | 0 | 0 | 50 |
| Star Orb | 14 | 0 | 80 | 0 | 0 | 0 | 0 | 0 | 80 |
| Moon Orb | 17 | 0 | 120 | 0 | 0 | 0 | 0 | 0 | 120 |
| King Orb | 20 | 0 | 180 | 0 | 0 | 0 | 0 | 0 | 180 |
| Holy Orb | 25 | 0 | 260 | 0 | 0 | 0 | 0 | 0 | 260 |
| Chaos Orb | 33 | 0 | 400 | 0 | 0 | 0 | 0 | 0 | 400 |
| Universal Orb | 39 | 0 | 800 | 0 | 0 | 0 | 0 | 0 | 800 |
| Quasi-Power Belt | 1 | 0 | 0 | 3 | -1 | 0 | 0 | 0 | 0 |
| Power Belt | 3 | 0 | 0 | 10 | -3 | 0 | 0 | 0 | 0 |
| Endeavor Belt | 5 | 0 | 0 | 18 | -5 | 0 | 0 | 0 | 0 |
| Belt of Will | 7 | 0 | 0 | 30 | -9 | 0 | 0 | 0 | 0 |

This is a more in-depth look at the Dark Assembly, from what I did in the game basics section. Feel free to ignore the ranting.

Let's go back to the basics of the Dark Assembly. You talk to the one knight in the Overlord's Castle to go get a menu of bills you can pass. The majority of these bills, except for creating/deleting a character or changing their name, require approval from the Dark Assembly. So when you choose such a bill, you will be taken to the assembly room where there are a number of senators, who could be of any attitude towards you. Could be total support, could be leaning yes, could be strongly against.

You need to get the majority of the votes when you're passing a bill, but it has a handicap of the amount of mana it took to make the proposal, which I explain in the basics section if that doesn't make any sense. Bottom line is, you need to get the approval of the senators, and the easiest way to do this is obviously through bribery. You can scroll through the senators who are in attendance at the time, and get a choice of the items in your possession, and can see what the senators think of them. It's either Must Have, Interested, Slightly Interested, Not Very Interested, or Does Not Want.

Believe it or not, the actual rank of the item doesn't matter at all. In fact, Rank 1 items have the same possibility of being Must Haves as Rank 40 items do. So obviously... when going to bribe senators, just buy a bunch of crap from the armor shop, and go do your thing. The actual formula for what they think of the items has to do with the rarity of them, and is so incredibly complicated it might as well be random. So for all our intents and purposes, it IS random. But anyway, each senator starts with an innate "point value" towards you, and that determines their opinion of you. The higher the more they like you, and it increases as you bribe them, obviously.

| | |
|------------------|---------------|
| Love | - 151 or more |
| Total support | - 145-150 |
| Strongly for | - 141-144 |
| In favor of | - 135-140 |
| Leaning yes | - 131-134 |
| Either way | - 125-130 |
| Leaning no | - 121-124 |
| Against | - 115-120 |
| Strongly against | - 111-114 |
| Total opposition | - 105-110 |
| Loathe | - 104 or less |

Then like I said, items can be Must Have, Interested, Slightly Interested, Not Very Interested, or Does Not Want. The first three will increase their affection for you, obviously Must Have doing more than Slightly Interested. And here is the list of bills, the Demon Rank necessary to pass them, and

how their aptitude changes per bill.

| Proposal | Rank | Mana | Aptitude |
|-----------------------|------|------|----------|
| Raise Military Funds | 0 | 10 | -50 |
| More Expensive Stuff | 1 | 10 | +25 |
| Cheaper Stuff | 1 | 10 | +25 |
| Eyewear Inventory | 2 | 30 | +0 |
| Belt Inventory | 2 | 30 | +0 |
| Shoe Inventory | 2 | 30 | +0 |
| Transmigrate | 3 | 100 | +0 |
| Improve Counterattack | 3 | 300 | +0 |
| Triple EXP | 4 | 100 | +0 |
| Bonus Gauge Boost | 4 | 100 | +0 |
| Prinny Day | 4 | 100 | +0 |
| Improve Movement | 4 | 500 | +0 |
| Stronger Enemies | 5 | 100 | +0 |
| Weaker Enemies | 5 | 10 | +25 |
| Prinny Land | 5 | 400 | +0 |
| Cave of Ordeal | 6 | 700 | -25 |
| Human World | 7 | 1500 | -50 |
| Alternate Netherworld | 8 | 3000 | -75 |
| The Mysterious Seal | 9 | 5000 | -100 |

So that's that. After you actually propose the bill, you bribe and then it will either be accepted or rejected. If it's rejected, you can either give up or pass it by force. Passing it by force is usually hard because the senators will no doubt be higher leveled than you, but here's the trick: if a high level senator is on your side, throw anything with a lower level into it, and then the lower one against you will disappear, and the higher leveled one that voted yea, will have its level increased. That's the key. With that, have fun with the Dark Assembly.

IXb. Hospital

This is a list of the amount of HP, SP, and revivals necessary to obtain the items in the hospital. Just for the record, the formula for the HL required to heal yourself are:

Cost For HP - Total HP / 3
Cost For SP - Total SP x 2
Cost For Revive - Total HP x 2/3 + (Level x30)

-----+-----+-----+-----+

| Name | HP Cost | SP Cost | Revivals |
|-----------------|---------|---------|----------|
| Muscle Brawn | 100 | N/A | N/A |
| Muscle Hustle | 400 | N/A | N/A |
| Muscle Spirit | 1,000 | N/A | N/A |
| Muscle Fight | 2,000 | N/A | N/A |
| Muscle Ace | 5,000 | N/A | N/A |
| Muscle Victory | 10,000 | N/A | N/A |
| Muscle Dream | 40,000 | N/A | N/A |
| Muscle World | 100,000 | N/A | N/A |
| Muscle Star | 200,000 | N/A | N/A |
| Common Orb | N/A | 50 | N/A |
| Psyche Orb | N/A | 200 | N/A |
| Dark Orb | N/A | 500 | N/A |
| Blood Orb | N/A | 1,000 | N/A |
| Star Orb | N/A | 2,000 | N/A |
| Moon Orb | N/A | 5,000 | N/A |
| King Orb | N/A | 10,000 | N/A |
| Holy Orb | N/A | 20,000 | N/A |
| Chaos Orb | N/A | 50,000 | N/A |
| Caterpillar Egg | N/A | N/A | 5 |
| Charred Newt | N/A | N/A | 10 |
| Rooster Blood | N/A | N/A | 25 |
| Snake Kidney | N/A | N/A | 50 |
| Bat Soup | N/A | N/A | 80 |
| Frog Sweat | N/A | N/A | 120 |
| Immortal's Pill | N/A | N/A | 170 |
| Imperial Seal | 200 | 100 | 5 |
| Dark Rosary | 700 | 300 | 15 |
| Devil Ring | 2,000 | 1,000 | 40 |
| Feather Token | 5,000 | 2,000 | 70 |
| Sofia's Mirror | 10,000 | 5,000 | 110 |
| Pravda Necklace | 40,000 | 10,000 | 160 |
| Royal Ring | 100,000 | 20,000 | 220 |
| Testament | 200,000 | 50,000 | 300 |

~~~~ ~~~ X. FAQ ~~~ ~~~ ~~~

There are some questions which I know are going to come up at some point, so here they are, answered for you within this guide. Happy? Yeah, everybody is at some point.

[Q] When did this game come out and how good is it?

[A] This game came out on January 30, 2003 in Japan, and on August 27, 2003. How good it is depends on if you like relatively long lasting strategy RPGs with hilarious plots. If so, then it's incredible.

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[Q] What's the maximum for stuff?

[A] The maximum for levels is 9999. The maximum level for an item is 30 for normal ones, 60 for rare ones, and 100 for legendary ones. The maximum for each stat is 21,474,836.

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[Q] How do I get the best weapon in the game?

[A] Oh god. That would be the Yoshitsuna. To do it, you need a legendary Cosmic Blade, which is hard as hell to get. There's three ways to do it: get lucky and find one in the bonus gauge, steal one from someone in a high leveled Item World, or steal it from the Item God at the end of a legendary Amano Hahakiri, something else hard to get as well as time consuming. So if you get that... you need to venture all the way through 100 floors of utter madness in the Item World, until you find the Item God there and steal the Yoshitsuna from it. That, of course, assuming you have a rogue that is pretty damn high leveled. So yeah, it's ridiculously hard to get and only recommended for the hardcore. But if you're hardcore, by all means do it.

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[Q] What are the best level up places in the game?

[A] The first good level up spot is 5-3, what with its invincibility panels. 7-1 is decent afterwards, but then there's 10-1, which is particularly good if you're bored. Then there's 14-1, which has an EXP field that will help you drastically. Use that until you're strong enough for Cave of Ordeals 3, which will give you ridiculous levels with Winged Slayer and Big Bang, until you reach about Level 2000. Then there's the first level of Beauty Castle, but nothing is better than the Item World, at any level. You can make it as easy or as hard as you want, so how can you go wrong?

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[Q] How many endings are in this game and how do you unlock all of them?

[A] There's a lot of endings to put it bluntly. Here's the ones I know of.

Bad Ending - finish the last battle having passed 100 bills by force  
Etna Ending - have 100 ally kills before ending Chapter 5, choose to kill  
Flonne Ending - have 50 ally kills before ending Chapter 3, choose to kill  
Good Ending - finish the last battle with no ally kills  
Human Ending - finish the final battle of the Human World  
Mid-Boss Ending - lose to Mid-Boss in any battle against him  
Normal Ending - finish the last battle with at least one ally kill  
Very Bad Ending - finish the last battle having killed an Item God

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~~~ ~~~ ~~~ XI. Credits ~~~ ~~~ ~~~

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You have just gone through yet another huge RPG guide, copyrighted and written by none other than a lifeless nerd. Or, in other words, me. Interpret that in any way you wish. So with that, hope you enjoyed this guide and this game, and expect to see my name on many more guides in the future. Disgaea 3 will definitely be one of them! For now, thanks to these people.

- Sailor Bacon: For taking over GameFAQs in the place of CJayC, which I'm sure must have been extremely difficult shoes to fill. He's doing a great job, so, my hat is tipped.

- Stephen Ng: For being the FAQ editor for IGN, which is the other site that I write for. I am honored to write for IGN, since it is a great site. I was also very glad to do an exclusive for IGN.

- Salah al Din: For writing one of the best guides on the site which probably ended up better than mine, for this game. =P Specifically for the strategy for Priere which I used on my playthrough, and is pretty much amazing. Kudos.

- Makai Senki Disgaea Akurasa Wiki: For being the ultimate resource for anything you wanted to know... or didn't want to know about Fire Emblem. Amazing little site. <http://akurasu.net/wiki/index.php?title=Makai_Senki_Disgaea>

- Led Zeppelin, Pink Floyd, Dream Theater, The Eagles, Queen, Van Halen, The Beatles, and many others: You probably know why I'm thanking you, but I don't believe this guide would be up as quickly if it weren't for all of you.

- All the guys who first got me started writing from GameFAQs and all of my best friends like SinirothX, Psycho Penguin, Meowthnum1, CVXFREAK, Karpah, ZoopSoul, Crazyreyn, Gobicamel, asa2377 (OH EM GEE YOU TROLL), Warhawk, Cyril, supernova54321, Minesweeper, AlaskaFox, me frog, RHarrison, masterzero99, Tom Hayes, wayalla, djg40, MTincher, NickBush24, BurningFox, AquaBlast, and definitely more that I'm forgetting: you are some of the best friends that

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