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Once your character meets certain level requirements you can initiate a class change. The classes are based around the idea of Light and Dark Mana powers. Light powers tend to focus around healing or beneficial effects, where Dark powers tend to focus on adverse and damaging effects. A character can go through two class changes. After a class change is completed there is no going back and the path you choose will determine the two final classes you will be able to choose from. Initial Light Dark Light/Light Light/Dark Dark/Light Dark/Dark Light/Dark is not the same as Dark/Light! Character Classes Duran Kevin Hawkeye Angela Charlotte Riesz First Class Change – Lvl. 18 The first time you can change classes is at level 18. Once your characters obtain this level you can travel to any of the various Mana Stones or to the Mana Goddess Statue in the middle of the Mana Holy Land to initiate the class changing event. When the event starts you will be asked if you want your character to go down the Light path or the Dark path. Be careful with your decision! There is no turning back after you change classes and each path unlocks a different set of two final classes. Second Class Change – Lvl. 38 When your characters reach level 38 you can change their class again, but first you need to collect the right items. These items can only be found by collecting ??? seeds which typically drop from Beholders and Greater Demons. These seeds can be planted at an inn. They will grow into items that can break the seal of the second class. Which item you will receive is random, so you may have to collect many of the seeds before you get what you want. Depending on your main character, you will have to search different places to find the seeds. Duran or Angela as Main Character Glass Desert and Dragon's Hole Kevin or Charlotte as Main Character Illusion Jungle and Mirage Palace Hawkeye or Riesz as Main Character Cave of Darkness and Dark Castle After you collect the item you want you will need to visit the Mana Goddess statue in the Mana Holy Land to initiate the class change event. Instead of asking you which path you want to take you must sacrifice the item corresponding to the class you want to turn into. Level-up your stats! After each level up you will be presented with a list of attributes. You can pick one of them to level up. Depending on your character and current class you may be limited at how high you can raise the various attributes. Attribute Description Strength Increases you attack power Agility Increases your ability to dodge enemies' attacks Vitality Increases defense and HP Intelligence Increases magic offence, defense and as well evade Spirit Increases the effectiveness of indirect magic, i.e. healing and sabers Luck Increases Critical Hits rate and reduces number of traps in roulette Seiken Densetsu 3 Class Changes Seiken Densetsu 3 has a new and different experience system. Each character has a different "class" defining their light or dark side. As they advance, the character becomes stronger, so changing to a new class is a must. You change a class twice in the game using a Mana Stone. First at level 18 and then at level 38, but for the final class change you will need a special item to break the seal. Light side abilities tend to use healing and ability raising magic, and the Dark side uses power down attacks on enemies and focuses more on attack. The story does not change according to the classes of your characters, so you can use whichever class you want. Each character begins at a neutral class. Duran's Classes Fighter Knight Gladiator Paladin Lord Swordmaster Duelist Knight (Light) The Knight's heart, techniques, and body are greater than the Fighter's, and he values honor and trust more than his own life. He can cast a healing spell. Tech Attack: 3-Step Cut Paladin (Light + Light) The Paladin is a fighter who defends the weak and innocent. He can use a healing spell, as well as a spell that gives weapons attributes of Light. Tech Attack: Flashing Sword Lord (Light + Dark) Lord usually means an owner of land, but here it means a fighter who has faith in himself and fights for those who depend on him. His offensive powers are lower than the Paladin, but he can use two healing spells. Tech Attack: Magic Circle Gladiator (Dark) The Gladiator values fighting itself more than honor and trust to others. He uses neither spells nor shields. Tech Attack: Whirlwind Sword Swordmaster (Dark + Light) The Swordmaster has lived in darkness, but he hasn't forgotten his duty. He is similar to a Samurai. He has keen senses, and he lives for real battles. He can give his weapon earth, fire, water, or wind attributes to maximize his power. Tech Attack: Vaccum Blade Duelist (Dark + Dark) The Duelist wants nothing but to fight, and he only finds happiness in conquering his opponent. He has the most offensive power of any fighter class, and can use spells that gives weapons Darkness attributes. Tech Attack: Eruption Sword Angela's Classes Magician Sorceress Delvar Grand Divina Archmage Rune Master Magus Sorceress (Light) The Sorceress is the result of Light class change from the magician. She can use more spells than the magician, but is not good with dark magic, since she is now aligned with the Light side. Tech Attack: Pink Typhoon Grand Divina (Light + Light) The Grand Divina is the highest and purest class of magician. She is well versed in different spells and can cast two spells at the same time. Tech Attack: Spiral Rod Archmage (Light + Dark) The Archmage is a magician who received her powers from the spirits. Thus, she uses the spirits to cast the strong spells. She uses the rod which can only be used with the permission of the spirits. Tech Attack: Dancing Rod Delvar (Dark) The Delvar emphasizes the power of the magic, rather than the purpose of using it. Unlike the Sorceress, she is more aligned with darkness spells. Tech Attack: Star Attack Rune Master (Dark + Light) The Rune Master makes use of the strong, dark side of spells. Her spells can stone the enemy and beat them in one strike. Tech Attack: 10 Tons Magus (Dark + Dark) The Magus is a dark magician who took the wrong path when searching for the source of magic. Since she was searching for the source of magic, her spells can cause unusual things to happen. Tech Attack: Hot Shot Carlie's Classes Cleric Priestess Enchantress Bishop Sage Necromancer Evil Shaman Priestess (Light) The Priestess is the class a Cleric obtains with further training. She can use Light spells and party healing spells. Tech Attack: Jump Bishop (Light + Light) The Bishop is the highest of the holy classes. She can use most Light spells, and can destroy undead monsters with her holy power. Tech Attack: ChopChop Sage (Light + Dark) The Sage enjoys ordered studies. She can use healing spells, light spells, and some spells that give weapons elemental attributes. Tech Attack: BoomBoom Enchantress (Dark) The Enchantress can bring non-living things to life, but she's already diverging from the Light side. She can use some healing spells and can summon magical creatures. Tech Attack: Dash Necromancer (Dark + Light) The Necromancer is a wreck of alignment who profanes life by controlling corpses. She can use healing spells, but is much better at Darkness spells that summon undead monsters. Tech Attack: Craaaazy Evil Shaman (Dark + Dark) The Evil Shaman is a follower of the evil god, and controls the beasts that lurk in the dark. She can summon demons and breathe out Demon's breath at enemies. Tech Attack: HugeHuge Hawk's Classes Thief Ranger Ninja Wanderer Rogue Ninja Master Nightblade Ranger (Light) The Ranger communes with nature, can identify monsters, and sets traps. He uses supporting spells, and can change his appearance as camofoulage. Tech Attack: Flying Swallow Toss Wanderer (Light + Light) The Wanderer has separated himself from society and resides in nature. He knows the Ranger's techniques and can use Tree and Moon spells. Tech Attack: Dance of Roses Rogue (Light + Dark) The Rogue always looks out for himself, and will use any means necessary to get his task done. He is often viewed as a violent person, but he is not on the Dark side. He can set stronger traps than the Ranger, and can use Tree and Moon spells. Tech Attack: Thousand Slice Ninja (Dark) The Ninja has mastered the art of silently assasinating the enemy. He can control nature and uses four elementals as means of attack. He can also throw Shurikens. Tech Attack: Silhouette Slice Ninja Master (Dark + Light) The advanced class of Ninja is the Ninja Master. He can perform rapid Shuriken throws, hide in the shadows, and attacks with four elementals. Tech Attack: Shadow Dive Nightblade (Dark + Dark) The Nightblade is a professional assasin who beats enemies with certainty. He is experienced at using poisonous mists and poisonous needle traps. Tech Attack: Split-Image Slice Lise's Classes Amazoness Valkyrie Rune Maiden Vanadis Star Lancer Dragon Master Fenrir Knight Valkyrie (Light) The Valkyrie is a legendary war goddess. She can cast spells that enhance her and other's abilities. Tech Attack: Vaccum Surge Spear Vanadis (Light + Light) The Vanadis is a goddess who separates the soul of a dead person from their body. She casts spells that enhance her and other's abilities, and she attacks with a Light spear. She can summon the god Freya. Tech Attack: Light Ball Spear Star Lancer (Light + Dark) The Star Lancer is as cold and pure as the stars in the sky. She casts spells that enhance herself and other party menbers. She can summon the winged god Marduke. Tech Attack: Falling Star Rune Maiden (Dark) The Rune Maiden remains pure to maximize her strength. She willingly casts spells that weaken opponents to guarantee her victory. Tech Attack: Flying Heaven Spear Dragon Master (Dark + Light) The Dragon Master can control dragons with her strength she aquired fighting alongside them. Like the Rune Maiden, she willingly casts spells that weaken opponents, but she also can summon the legendary dragon Jormungand. Tech Attack: Dragon Fang Spear Fenrir Knight (Dark + Dark) The Fenrir Knight is a fighter who was has been named Fenrir after a legendary wolf. She uses magic that decreases all of the enemies' abilities and can summon the dark beast Lamian Naga. Tech Attack: Hundred Flower Dance Kevin's Classes Grappler Monk Bashkar God Hand Warrior Monk Delvish Death Hand Monk (Light) The Monk is a martial artist who emphasizes mental training. He can cast a healing spell and enhance his strength as a beastman. Tech Attack: Whirlwind Kick, Tornado Throw God Hand (Light + Light) The God Hand is an ultimate martial artist who has a great heart, technique, and body. Holy power is rumored to reside in his fists. He can cast a healing spell and a special magic spell called Aura Wave. Tech Attack: Byakko Shockwave, Stardust Bomb Warrior Monk (Light + Dark) The Warrior Monk uses his mental power to draw out his inner strength. He can cast a healing spell and a spell which makes his fists steal MP from enemies. Tech Attack: Genbu 100-Kick, Blow Impact Bashkar (Dark) Unlike the Monk, the Bashkar only searched for strength. He doesn't use spells, but his offensive power is much higher than the Monk's. Tech Attack: Water-Moon Slice, Bastard Slam Delvish (Dark + Light) The Delvish has concealed his feelings and trained further than the Bashkar. He can cast magic which makes his fists steal HP from enemies. Tech Attack: Seiryuu Death Fist, Dead Crush Death Hand (Dark + Dark) The Death Hand has sold his heart to evil to obtain greater power. His offensive power is extremely high, while his defense protects him against heavy attacks. Tech Attack: Suzaku Sky Dance, Veritubach Characters At level 18 and 38 you get the chance to get a new job if you touch a mana stone. The choices you get the second time you are able to change jobs depend upon what choice you made the first time you were able to change jobs. To be able to change jobs the second time you need a specific item that will appear if you plant a ??? seed which you gain by killing certain monsters. They are rare so if you have one hang on to it. (n) means neutral, (wl) means weak light, (ml) means medium light, (sl) means strong light, (wd) means weak dark, (md) means medical doctor, (sd) means strong dark. DURAN Duran is the only character who can use shields. Age: 17 Weapons: Swords Item needed for second class change: Medallion Initial stats: HP: 88 MP: 6 Strength: 6 Dexterity: 4 Vitality: 5 Intelligence: 2 Wisdom: 2 Luck: 2 Jobs Fighter (n) / \ Knight (wl) Gladiator (wd) / \ / \ Paladin (sl) Lord (ml) Swordmaster (md) Duelist (sd) KEVIN Age: 15 Weapons: Claws Item needed for second class change: Heart Initial stats: HP: 90 MP: 6 Strength: 4 Dexterity: 3 Vitality: 6 Intelligence: 2 Wisdom: 2 Luck: 2 Jobs Grappler (n) / \ Monk (wl) Bashkar (wd) / \ / \ God Hand (sl) Warror Monk (ml) Death Hand (md) Dervish (sd) HAWK Age: 17 Weapons: 2 Knives Item needed for second class change: Dice Initial stats: HP: 86 MP: 8 Strength: 3 Dexterity: 6 Vitality: 3 Intelligence: 3 Wisdom: 3 Luck: 6 Jobs Thief (n) / \ Ranger (wl) Ninja (wd) / \ / \ Wanderer (sl) Rogue (ml) Ninja Master (md) Nightblade (sd) ANGELA Age: 19 Weapons: Staves Item needed for second class change: Book Initial stats: HP: 84 MP: 13 Strength: 2 Dexterity: 2 Vitality: 2 Intelligence: 6 Wisdom: 5 Luck: 4 Jobs Magician (n) / \ Sorceress (wl) Delvar (wd) / \ / \ Grand Divina (sl) Archmage (ml) Rune Master (md) Magus (sd) CARLIE Age: 15 Weapons: Rods Item needed for second class change: Jar Initial stats: HP: 84 MP: 13 Strength: 2 Dexterity: 2 Vitality: 2 Intelligence: 5 Wisdom: 6 Luck: 5 Jobs Cleric (n) / \ Priestess (wl) Enchantress (wd) / \ / \ Bishop (sl) Sage (ml) Necromancer (md) Evil Shaman (sd) LISE Age: 16 Weapons: Spears Item needed for second class change: Necklace Initial stats: HP: 87 MP: 9 Strength: 5 Dexterity: 5 Vitality: 4 Intelligence: 4 Wisdom: 4 Luck: 3 Jobs Amazoness (n) / \ Valkyrie (wl) Rune Maiden (wd) / \ / \ Vanadis (sl) Star Lancer (ml) Dragon Master (md) Fenrir Knight (sd) Seiken Densetsu 3 was one of the most expansive and celebrated action RPGs of its era. Now, over twenty-five years later, it's been remade as Trials of Mana. Previously unreleased outside Japan, Trials of Mana is a massive game with staggering replayability – thanks in large part to its unique class and character system. The biggest decisions you'll make are which characters to bring on your adventure and which classes they'll eventually unlock. So let's break it down in our Trials of Mana character and class guide. The first major choice you'll make is selecting your main character. You'll control them directly throughout the game, and the story will centre around them. You'll also choose two additional party members, and these choices affect both gameplay and the storyline. In Trials of Mana, certain characters are narratively linked. Selecting these pairings allows for intertwined storylines and shared character arcs. The narrative pairs are: Riesz and Hawkeye Angela and Duran Kevin and Charlotte There are six characters in Trials of Mana and whilst you can, of course, choose whoever you want in your party (and we do recommend experimenting and choosing you you like the most), each character has a role to fill. Here's what they're good at and their starting class: Duran is a warrior, meaning he'll be taking the front line and battling foes with weapons. He can also apply elemental buffs to attacks, so other melee attackers can get bonuses from him. Angela blasts enemies with elemental spells but outside of that her attack can be a little low and she does need protection while she builds power. Charlotte is your healer, she brings attack buffs and heals to make her an all-rounder in support. Kevin is a werewolf, so if that tickles your fancy, he's the one for you. He has the highest melee attack power in the game but that is offset by a poor defence. Hawkeye is a typical thief/rogue style character with quick attacks and debuffs that can control the battlefield and deal decent damage. Riesz's weapons are all focused around polearms and spears, making her a great melee attacker who also learns how to deliver enemy debuffs and party buffs. Class progression begins at level 18, where you choose between Light and Dark paths. Then at level 38, with a special class item found by planting ??? Seeds, you choose another path for a final class upgrade. Each character has six total class options (two per Light/Dark path). Here's a breakdown of all classes: Level 18 Classes: Knight – Light – Gains healing magic and specialises in shields. Gladiator – Dark – No more shields, higher attack power and gains elemental spells. Level 38 Classes: Paladin – Light/Light – Defensive class that gains elemental buffs. Liege – Light/Dark – Balances between attack and defence, gains a heal. Edelfrei – Dark/Light – Attack-focused that buffs party attacks. Duelist – Dark/Dark – Dark elemental buff gives Duran huge damage buffs. Level 18 Classes: Sorceress – Light – General upgrade with elemental spells. Mysticist – Dark – Gains access to dark elemental spells. Level 38 Classes: Grand Diviner – Light/Light – Gains the Doppelganger spell and upgrades elemental spells. Archmage – Light/Dark – Upgrades elemental spells and gains Glitter Dust as a spell. Rune Seer – Dark/Light – Learns status effect spells and an instant death spell. Magus – Dark/Dark – Learns all elemental spells as well as an upgraded dark spell. Level 18 Classes: Priestess – Light – Gives more magic attack and buff options whilst powering up her heals. Enchantress – Dark – Gives more damage options than the Priestess class. Level 38 Classes: High Cleric – Light/Light – Lots of healing, lots of magic protection. Sage – Light/Dark – Upgrades all Priestess skills to affect the whole party. Necromancer – Dark/Light – Balances attacks and healing with more summons. Warlock – Dark/Dark – Balances attacks and healing with summons and a breath attack. Level 18 Classes: Monk – Light – Kevin explores a bit of healing. Brawler – Dark – Upgrades attack power considerably. Level 38 Classes: Divine Fist – Light/Light – Specialises in using Class Strikes to deal damage. Warrior Monk – Light/.Dark – Absorbs MP from enemies and heals the party. Enlightened – Dark/Light – Steals HP with attacks and buffs attacks. Fatal Fist – Dark/Dark – Highest attack power for Kevin and increases critical hits. Level 18 Classes: Ranger – Light – Puts enemies to sleep and transforms them, also adds ranged attacks. Ninja – Dark – Gives more debuffs and boosts magic. Level 38 Classes: Nomad – Light/Light – Learns lots of status affecting spells that can buff the party and debuff foes. Rogue – Light/Dark – Gains traps and ranged attacks. Ninja Master – Dark/Light – Upgrades the Ninja class across the board. Nightblade – Dark/Dark – Specialises in dealing single target attacks that also debuff enemies. Level 18 Classes: Valkyrie – Light – Buffs the party and becomes more defensive. Rune Maiden – Dark – Debuffs single foes and increases attack. Level 38 Classes: Vanadis – Light/Light – Learns powerful Light-powered summons. Starlancer – Light/Dark – Learns powerful summons and party buffs. Dragon Master – Dark/Light – Learns powerful Dark-powered summons. Fenrir Knight – Dark/Dark – Can debuff multiple enemies. Now you've got a clearer idea of how your Trials of Mana team might shape up—and which classes best suit your playstyle. Whether you're aiming for a balanced party or trying out bold new combinations, the game's class system gives you plenty of room to experiment and strategize. So, who will you choose for your ultimate adventure? Seiken Densetsu 3 was one of the most expansive and celebrated action RPGs of its era. 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Seeds 4) Stats 5) Class Changing 6) Duran 7) Kevin 8) Hawk/Hawkeye 9) Lise/Riesz 10) Angela 11) Carlie/Charlotte 12) The Black Rabite 13) Legal Stuff 14) Thanks ---------- 1. INTRO ---------- Hello and welcome to my guide. My name is Koren and you will find me with the name "TheREALKoren" on the GameFAQs Seiken Densetsu 3 messageboard. I decided to make this guide after looking for one on the board and one was not available, so here it is. This is the alpha version of the guide, so feel free to email me at bdsnikolai@hotmail.com to suggest updates. This is an overview of all characters in the game. For more detailed accounts, consult the specialist character FAQs. Also there is some Weapon/Armour/Helmet/Accessories info missing and if I could be filled in on that it would be much appreciated. This guide has been a good five years in the making, gathering everything that the messageboard and myself believe, as well as gathering all my personal knowledge into one concise guide. One quick point for all of you new to the game: THERE IS NO BEST CLASS!!!!!!!!! ---------- 2. WEAPON/ARMOUR SEEDS ---------- What are the Weapon/Armour Seeds? These are seeds that are won after killing enemies throughout the game, more specifically in the character's final areas, along with the ??? Seeds. Once these seeds are planted at the flowerpots in the Inns, they create the strongest Weapons, Armour, Helmets, Accesories, and in the case of Duran's Light classes, the best Shields according to the class of the character. For example, if Hawk was a Wanderer and planted a seed and received his best weapon for that class, the Orihalcon, whereas if he planted it while a Ninja Master and received the same result, he would receive the Kongou Raken. ---------- 3. ??? SEEDS ---------- These seeds are also obtained in the final areas of the game. The enemies most likely to drop these are the Great Rabite, Boulder, Evil Shaman, Papa Poto and Ruster Bug. Once planted, they will give you the items necessary to change classes a second time. The uses of these items will be posted below. ---------- 4. STATS ---------- STR: The strength stat. This is the stat which determines how much physical damage you will do to an enemy in every physical hit and Tech. AGL: Agility. This is the stat which helps you to dodge the attacks of enemies. His Dark classes have a slightly higher Agility, but it all evens out in the end because the Light classes get shields which raise their Agility anyway. VIT: Vitality. The stat which determines how much physical damage you take - Basically your defense stat. INT: Intelligence has all to do with magic. The higher the intelligence, the more quickly spells will be learnt, and the more damage they will do. PIE: Actually the Spirit Stat. Determines how effective Wisp spells are, including Heal Light. LUC: Only has to do with opening chests and so forth after the enemies are dead. As well as the chance of critical hits. But those things are as rare as hen's teeth. Also effects whether or not an enemy will drop a chest to begin with, and whether an enemy will target a certain character with a single target attack. ---------- 5. CLASS CHANGING ---------- Every character can make a maximum of two class changes. The first can be achieved when the character is at Level 18. This is done by touching a Mana Stone that you can encounter during the game (Wind, Fire, Water, Moon) or the Mana Goddess statue in the Mana Holyland. The Second class change is achieved at level 38, and a special item is needed to break the seal on the class. These items are achieved by planting ??? Seeds in the Plant Pots in the Inns. Level 38 - Light-Light / / / Level 18 - Light / \ / \ / \ Neutral Level 38 - Light-Dark \ / Level 38 - Dark-Light \ / \ / Level 18 - Dark \ \ \ Level 38 - Dark-Dark EXAMPLE: DURAN Paladin / / / Knight / \ / \ / \ / Lord / Fighter \ \ Swordsmaster \ / \ / \ / Gladiator \ \ \ Duelist Thanks to MeepleLard, this is a list of the classes in order of attack power. *Duelist *Wolf Devil Bloody Wolf Sword Master Lord **Paladin **Golden Wolf Silver Wolf Vanadis Fenrir Knight Death Hand Star Lancer Black Fang Night Blade Dervish Dragon Master God Hand ***Gladiator ***Evil Shaman Were Wolf (Monk's Wolf Form doesn't have special name) ****Ninja Master ****Grand Divina Rogue Warrior Monk Valkyrie *****Knight *****Magus Necromancer Arch Mage Bishop Wanderer Bashkar Rune Maiden Rune Master Sage Ninja Monk Enchantress Sorcerress Ranger Delvar Priestess *= Wolf Devil has exact same ATK PWR as Duelist **= Paladin and Golden Wolf have Same ATK PWR ***=Gladiator and Evil Shaman have Same exact ATK PWR ****=Ninja Master and Grand Divina have smae exact ATK PWR *****=Knight and Magus have Same exact ATK PWR ---------- 6. DURAN - SWORDSMAN ---------- Duran is the cocky, hot-headed swordsman from the province of Forcena. After a partol one night, he was attacked by a mysterious Red-Cloaked Wizard. He later discovered that this wizard is Koren, the Wizard of the Red Lotus and the most powerful Wizard in the magical province of Altena. He leaves his home in Forcena to grow more powerful and defeat this adversary. Duran can be an all-out power hitter, can use every elemental sabre or can double as a healer and provide great versatility to a team. His dark classes focus more on power, wheras his light ones can be the difference between life and death in some cases. He will take a few blows, but is tough enough to survive. ---------- STR: Physical damage you will do to an enemy in every physical hit and Tech. This is his greatest stat, and he is the only character in the game able to boost it to 22 (Duelist class, Dark/Dark). He is the hardest single hitter in the game, and only Kevin's Wolf Devil form is more powerful (Of course, Kevin DOES have to be in Wolf form). Agility: This is the stat which helps you to dodge the attacks of enemies. His Dark classes have a slightly higher Agility, but it all evens out in the end because the Light classes get shields which raise their Agility anyway. Vitality: The stat which determines how much physical damage you take - Basically your defense stat. Very important for Duran because with his slow reaction time (As it would seem)*, he -WILL- get hit. Don't worry though, his Vitality is quite high and his powerful armour only boosts this. Intelligence: Intelligence has all to do with magic, so not much to do with Duran. However, you have to boost it still, because he won't learn his spells without it! Spirit: Determines how effective Wisp spells are, so absolutely vital for his light classes. Yes, it also effects Saint Sabre. Also determines how much HP Heal Light will Heal for. Luck: Has nothing to do with Duran. Only has to do with opening chests and so forth after the enemies are all dead. Leave that to someone else. * The reaction time is the exact same with each character, although it seems as if Duran is much slower because of his single swing. ---------- Paladin / / / Knight / \ / \ / \ / Lord / Fighter \ \ Swordsmaster \ / \ / \ / Gladiator \ \ \ Duelist Neutral - Fighter: MAX STATS ---------- Strength: 12 |||||||||||| Agility: 11 |||||||||||| Vitality: 10 |||||||||||| Intell.: 8 |||||||| Spirit: 8 |||||||| Luck: 8 |||||||| ---------- Duran is strongest character in the game. He's good at dealing a lot of damage and taking only a little in return. He's also halfway decent as a support character, with the potential to learn either healing or saber magic, and his high attack power makes his techs devastating. He's one of the two fighter characters that only hits once per round, but he certainly makes those hits count. He's a pretty easy character to play as, too. SPELLS: None TECH: Cross Slash Duran turns white, does a flip and slashes Horizontally to do damage to the enemy. It cannot hit more than once. But it is the basic level 1 tech. Light - Knight: MAX STATS ---------- Strength: 17 |||||||||||||||| Agility: 15 |||||||||||||| Vitality: 17 |||||||||||||||| Intell.: 13 |||||||||||| Spirit: 14 |||||||||||||| Luck: 14 |||||||||||||| ---------- Duran's Light classes have one notable ability: they are the only classes in the game that can use shields. This boosts their evade and defense and other advantages, depending on the shield itself. The Knight's level two tech is single target. He learns a Heal Light spell, also single-target; this probably won't be outrageously effective at the point you get it, since you're not likely to want to waste Duran's level ups on Spirit. AVAILABLE SHIELDS: Earth Shield: Reduces Earth Elemental Damage by 1/3, Evade +20 Thunder God Shield: Reduces Wind/Lightning Elemental Damage by 1/3, Evade +20 Red Heat Shield: Reduces Fire Elemental Damage by 1/3, Evade +20 Water Dragon Shield: Reduces Water/Ice Elemental Damage by 1/3, Evade +20 (All can be bought in Forcena) NOTE: All Elemental shields do not have Elemental properties, due to an in-game bug. They only boost evade, however, the boost in evade is a significant one. SPELLS: Heal Light TECH: 3 Step Cut Duran charges at the enemy, turns, cuts upward, turns again and cuts vertically, with a yellow beam coming from his sword. He then goes back to his starting position. It takes 3 hits to damage the enemy, hence the name of the tech. Light/Light - Paladin: MAX STATS ---------- Strength: 21 |||||||||||||||||| Agility: 17 |||||||||||||| Vitality: 21 |||||||||||||||||| Intell.: 15 |||||||||||||| Spirit: 17 |||||||||||||| Luck: 16 |||||||||||||| ---------- Item needed: Paladin's Proof Effect of Item: Saint Sabre Sword: Brave Blade Helmet: Hero's Crown Armour: Hero's Armour Ring: WarKing's Crest Shield: Sacred Shield My personal favorite class out of anyone. A very high attack power an awesome FST Flashing Sword (Hurts a lot), and even though it has been so vocally established that they are not necessary, it is still a very nice luxury to have. Heal Light, even though its only single target it's still useful to have, can equip shields. Has what is in my opinion the most useful Saber for his scenario - Saint Saber. Although it has a tiny amount of attack power less than it's other Light counterpart, the Lord, it will get in more hits per capita due to the fact that you shouldn't have to be constantly healing the whole team. Use the Paladin's Heal Light as a secondary method of healing, and allow him to attack and build up his Tech Gauge and unleash the mongrel on the screen.An all-round great class - And my most frequently used class in the game. AVAILABLE SHIELDS: Earth Shield: Reduces Earth Elemental Damage by 1/3, Evade +20 Thunder God Shield: Reduces Wind/Lightning Elemental Damage by 1/3, Evade +20 Red Heat Shield: Reduces Fire Elemental Damage by 1/3, Evade +20 Water Dragon Shield: Reduces Water/Ice Elemental Damage by 1/3, Evade +20 (All can be bought in Forcena) Oath Shield: Locks all Status Except Silence, Snowman, Evade +20 Sacred Shield: Reduces all Magical damage by 1/3, Evade +20 (NOTE: All Elemental properties of Shields do not work due to a game bug) NOTE: See above about Shields. SPELLS: Heal Light (ST) - Restores HP Based on Spirit. Saint Saber (ST)- Adds Wisp Attribute to the Weapon. TECH: Flashing Sword Duran jumps into the center of the screen, spins his sword in a circle and holds it high in the air. The point sparkles and the blade turns white as a gold circle expands under Duran's feet and fills the screen. Explosions rage across the battlefield, damaging all enemies on screen. Light/Dark - Lord: MAX STATS ---------- Strength: 21 |||||||||||||||||| Agility: 18 |||||||||||||||| Vitality: 21 |||||||||||||||||| Intell.: 16 |||||||||||||| Spirit: 16 |||||||||||||| Luck: 17 |||||||||||||||| ---------- I used to hate this class, because it forced Duran to act as the party healer and takes away from his primary use of power in the team. Lately though, after some convincing from Paul Wolfstein, I have come to see that this is not a bad class at all. In fact, I quite like it now. Magic Circle is one cool looking Tech, and does decent damage, albeit it is Single Target. But seeing as the only battle that really matters is the Final Boss battle, there is only one target so it doesnt make much difference. Tinkle Rain is *ALWAYS* useful in battle. Item needed: Lord's Proof Effect of Item: Multi-Target Heal Light Sword: Sigmund Helmet: Protection Helm Armour: Guardian Armor Ring: War King's Crest Shield: Oath Shield AVAILABLE SHIELDS: Earth Shield: Reduces Earth Elemental Damage by 1/3, Evade +20 Thunder God Shield: Reduces Wind/Lightning Elemental Damage by 1/3, Evade +20 Red Heat Shield: Reduces Fire Elemental Damage by 1/3, Evade +20 Water Dragon Shield: Reduces Water/Ice Elemental Damage by 1/3, Evade +20 (All can be bought in Forcena) Oath Shield: Locks all Status Except Silence, Snowman, Evade +20 Adamant Shield: Evade +25 SPELLS: Heal Light - Restores HP based on Spirit Tinkle Rain (ST)- Cures all negative status TECH: Magic Circle Duran runs at the enemy with multipe shadows of him trailing behind. As the multiple images continue to trail him, he jumps high into the air as a blue circle with the Star of David (Is Duran Jewish?) on it appears over the top of his adversary. He falls in a downward cut on his enemy with his maximum power, as his sword glows yellow and the magic circle fades into the backround. Dark - Gladiator: MAX STATS ---------- Strength: 18 |||||||||||||||| Agility: 16 |||||||||||||| Vitality: 17 |||||||||||||||| Intell.: 14 |||||||||||| Spirit: 13 |||||||||||| Luck: 13 |||||||||||| ---------- Unfortunately, Duran's Dark classes can't use shields, but they do have the edge in terms of attack power. The Gladiator learns four single-target elemental sabers; Diamond, Thunder, Ice and Flame, although these are rarely used against regular enemies, so I'd consider them less useful than the Knight's Heal Light. His tech is full-screen, and very effective at that, setting aside Duran's slow tech bar charge-up. This class isn't a bad one by any stretch. SPELLS: Ice Saber (ST)- Adds Undine Attribute to the Weapon. Diamond Saber (ST)- Adds Gnome Attribute to the Weapon. Flame Saber (ST)- Adds Salamando Attribute to the Weapon. Thunder Saber (ST)- Adds Jinn Attribute to the Weapon. TECH: Whirlwind Sword Duran jumps into the centre of the screen and spins in an anticlockwise circle. His sword gives off a circular blue aura as he hits all enemies on screen. Dark/Light - Swordsmaster: MAX STATS ---------- Strength: 21 |||||||||||||||||| Agility: 18 |||||||||||||||| Vitality: 21 |||||||||||||||||| Intell.: 16 |||||||||||||| Spirit: 16 |||||||||||||| Luck: 16 |||||||||||||| ---------- This is Duran's dark-light class and he gets all of the gladiator's sabers and is able to multi-target them as well as getting the Moon Saber and Leaf Saber, which means both an HP and MP rasp. With this class you can exploit almost any enemy's weakness. Its not as useful as it seems though. Good, but not great. Probably my least used class, but it is by no means bad. Works well in a team with Angela, Carlie, or anyone you plan to have as primarily as a magic user. Item needed: Master's Proof Effect of Item: Multi-Target Diamond Sabre Sword: Ragnarok Helmet: Rising Moon Helm Armour: Mastery Armor Ring: Master's Armband Shield: None SPELLS: Ice Saber - Adds Undine Attribute to the Weapon Diamond Saber - Adds Gnome Attribute to the Weapon Flame Saber - Adds Salamando Attribute to the Weapon Thunder Saber - Adds Jinn Attribute to the Weapon Moon Saber (ST)- Adds Luna Attribute to the Weapon and Rasps HP Leaf Saber (ST)- Adds Dryad Attribute to the Weapon and Rasps MP TECH: Vacuum Sword Duran dashes to the centre of the screen, performs the pose that he uses when being healed. A white circle appears over Duran, and he spins his sword. Blue discs fly at all enemies, just like Riesz's Vacuum Surge Spear. Dark/Dark - Duelist: MAX STATS ---------- Strength: 22 |||||||||||||||||||| Agility: 19 |||||||||||||||||| Vitality: 21 |||||||||||||||||||| Intell.: 17 |||||||||||||||| Spirit: 15 |||||||||||||| Luck: 15 |||||||||||| ---------- The Duelist is Duran's most

Where to Get ---------- Black Fatigue 65 Wendel/Maia Thief's Cape 220 Byzel Idaten Cloak 378 Forcena Garravilla 800 Elrand/Sultan/Diorre Chain Guard 2600 Deen/Mintos Elf Breastplate 1970 Diorre Fleetwind Cape 3155 Cats Red Uniform 4830 Cats (Light classes only) Blue Uniform 4935 Cats (Dark classes only) Genjuu Belt 8400 Pedan (Light classes only) Majuu Belt 8430 Pedan (Dark classes only) Scale Uniform --- WEPN/ARMR Seed Helmet Name Cost Where to Get ---------- Leather Hat 42 Wendel/Maia Garravilla 215 Jad Faerie Hat 1150 Diorre Black Hood 2100 Cats Fool's Crown --- WEPN/ARMR Seed Accessory Name Cost Where to Get ---------- Thief's Armband 160 Jad Cobra Earrings 1690 Deen/Mintos Tree Spirit Ring 2260 Cats (Light classes only) Mist Creen Charm 2000 Cats (Dark classes only) Genjuu Mask 5070 Pedan Lucky Card --- WEPN/ARMR Seed ---------- 9. LISE/RIESZ - LANCER ---------- Lise/Riesz (In my game it is Lise, so that is what I shall call her), in the sixteen year old Princess of the Amazon Warriors of Rolante Castle. She lives relatively happily in the Kingdom with her father, King Joster, and her younger brother, Prince Elliot. Her mother died whilst giving birth (To Elliot). Lise has pledged to be the mother figure to her brother, to give him the kind of support he needs. However (As you may have already guessed), the nasty Bigieu sends two of her spellbound underlings (Bill and Ben, Hawk's old partners) to both remove the crystal which keeps the Wind Defense around Rolante, and kidnap the young Prince Elliot. Lise, as strong as she is, cannot stop either of these two events, and a sleep flower is spread throughout the castle. The Ninjas easily overtake the castle, and murder King Joster. Lise then flees to Wendel to find a way to retake her throne and free Elliot. ---------- STR: Strength is a very useful stat that Lise possesses. Her Light/Light class, the Vanadis, has STR stat of 20, which is higher than ever Kevin's Death Hand (Although he gets double swing, and his wolf form), as well as having the third most powerful tech around. All her other classes have lower STR than this, but are by no means slouches in the Physical hitting department. AGL: For someone who carries a heavy spear, Lise is pretty agile. Not as agile as Hawk, mind you, but agile enough all the same. VIT: Quite good. Once again, up there, just behind Duran and Kevin. Is pretty tough, as all her final classes have a vitality of 20. So in that way She has what i like to call Very good "Sticking around power". INT: Not too bad, but then again it doesnt really matter. Has a reasonable Magic Defense, and all of her spells that deal damage (Summons, basically) are based on her Spirit. PIE: For her summons, its really quite ok. Nothing to write home about, really. LUC: Means crap all to Lise. Lets move on. ---------- Vanadis / / / Valkyrie / \ / \ / \ / Star Lancer / Amazoness \ \ Dragon Master \ / \ / \ / Rune Maiden \ \ \ Fenrir Knight Neutral - Amazoness: MAX STATS ---------- Strength: 11 |||||||||| Agility: 11 |||||||||| Vitality: 10 ||||||||| Intell.: 10 ||||||||| Spirit: 10 ||||||||| Luck: 9 |||||||| ---------- Her neutral, starting class. Has a highish strength, but not alot more. Basically Fighter. In the neutral stage, Lise and Duran are very similar. SPELLS: None TECH: Whirlwind Lance Lise turns white, spins her Spear, and clobbers the enemy. Thats it. Hits only once - Isnt it exciting stuff? Light - Valkyrie: MAX STATS ---------- Strength: 17 |||||||||||||||| Agility: 16 |||||||||||||||| Vitality: 16 |||||||||||||||| Intell.: 15 ||||||||||||||| Spirit: 16 |||||||||||||||| Luck: 14 |||||||||||||| ---------- Speaking from personal experience, this is the better of the first two class changes. Stat Ups are the ones i prefer better, and I just love the word "Valkyrie". Gets higher attack power than her dark counterpart, and leads to what are (In my opinion) her greater final classes. Gets an FST early on, which can be of use. Although some people will like to buy scales for Stat- ups, I always find the Valkyrie to be a good one. SPELLS: Protect Up - Raises Defensive Stat. Mind Up - Raises Magic Stat. Speed Up - Raises Evade/Hit Rate Stat. Power Up - Raises Strength Stat. TECH: Vacuum Surge Spear Lise holds her lance above her head, and spins. Little Buzz-Disks fly out, Hitting all the enemies on screen. Basically the same as the Swordmaster's tech, but with a spear. Light/Light - Vanadis: MAX STATS ---------- Strength: 20 |||||||||||||||||| Agility: 19 |||||||||||||||||| Vitality: 20 |||||||||||||||||| Intell.: 17 |||||||||||||||| Spirit: 19 |||||||||||||||||| Luck: 16 |||||||||||||||| ---------- There are alot of critics on this class. I personally like it the best for Lise, as it gives her an opportunity to fight like there's no tomorrow (I've never really been a spellcaster). Gets the third most powerful tech in the game, Light Shot Spear, and a summon that can have its uses, Freya. The summon is often frowned upon by others due to the fact that it turns the enemies into ShellHunters, and does not give you any EXP or Gold. However, it makes those godforsaken Nightblades and Dark Lords easy work. Basically, if you need a fighter or like plenty of power, go with Vanadis. Gets her Stat Ups as well, which doesn’t hurt. Item needed: Briesingamen Effect of Item: Multi-Target Power Up Spear: True Spear Helmet: Vanir Helmet Armour: Goddess Armour Ring: Draupnir Shield: None SPELLS: Protect Up (ST)- Raises Defensive Stat. Mind Up (ST)- Raises Magic Stat. Speed Up (ST)- Raises Evade/Hit Rate Stat. Power Up (ST)- Raises Strength Stat. Freya - Damages + Turns enemies to Chibikko. TECH: Light Shot Spear Lise jumps to the centre of the screen them throws her spear into the air. Hundreds of other spears rain down upon the opponents, causing MASSIVE damage. Can take out a whole screen in one hit, most of the time. Light/Dark - Star Lancer: MAX STATS ---------- Strength: 19 |||||||||||||||| Agility: 18 |||||||||||||||| Vitality: 20 |||||||||||||||| Intell.: 18 |||||||||||||||| Spirit: 18 |||||||||||||||| Luck: 17 |||||||||||||||| ---------- This class owns. I prefer the Vanadis personally, but this class is much more Useful in different situations. When paired with Kevin, Duran, or Hawk, she can raise the Strength of the prty in one go, whilst when with Angela or Carlie, she can raise the Magic power. Gets a BELTER of a summon, which works like a MT Blow Needles, and although it has the lowest damage of any of her summons, it silences the enemies, which will prevent them from either Tech or Spellcasting. Tech is only single target, but if you're that desperate for a FS Tech, use her Level 2 one. Has much lower attack power than Vanadis, but when the enemy can't reltaliate, there's no problem. Item needed: MorningStar Chain Effect of Item: Multi-Target Speed Up Spear: Star Geyser Helmet: Stardust Helmet Armour: Polaris Armor Ring: Draupnir Shield: None SPELLS: Protect Up - Raises Defensive Stat. Mind Up - Raises Magic Stat. Speed Up - Raises Evade/Hit Rate Stat. Power Up - Raises Strength Stat. Marduke - Damages + Silences enemies. TECH: Shooting Star Spear Four versions of Lise attack the enemy from four different sides. Then, one more version of Lise comes out and hits the enemy one last time. Looks fairly cool. Dark - Rune Maiden: MAX STATS ---------- Strength: 16 |||||||||||||||| Agility: 17 |||||||||||||||| Vitality: 16 |||||||||||||||| Intell.: 16 |||||||||||||||| Spirit: 15 |||||||||||||||| Luck: 15 |||||||||||||||| ---------- The much more favoured first class change. Only loses 1 point in the Strength department. Many people say that the Stat Ups that you get with the Valkyrie are easily replaced via scales, and you cannot buy an item that casts Stat Downs. It depends realy on whether you like to beef up your own characters or weaken the enemies. Usually i find though that Hawk's Dark Classes are an easy subsitute for Lise's. SPELLS: Protect Down - Lowers Defensive Stat. Mind Down - Lowers Magic Stat. Speed Down - Lowers Evade/Hit Rate Stat. Power Down - Lowers Strength Stat. TECH: Flying Heaven Spear Lise jumps at all her enemies with her spear spinning above her head. Damages all enemies on screen. Dark/Light - Dragon Master: MAX STATS ---------- Strength: 18 |||||||||||||||||| Agility: 19 |||||||||||||||||| Vitality: 20 |||||||||||||||||| Intell.: 18 |||||||||||||||| Spirit: 18 |||||||||||||||| Luck: 18 |||||||||||||||| ---------- Well, this class has been bashed around for quite some time. However, I find it to be my most preferred Dark Class. After raising only one Level, you get one of most powerful summons in the game, Iormundgand, as well as keeping those nice lil Stat Downs. I only ever use them on Bosses, so whether they're MT or ST never really bothered me. Doesnt have as high an attack power as her Dark/Dark counterpart, but still, a nice class all the same. Item needed: KnightDragon Chain Effect of Item: Multi-Target Protect Down Spear: Dragon Lance Helmet: Rising Dragon Armour: Dragon Knight's Armor Ring: Giant's Ring Shield: None SPELLS: Protect Down - Lowers Defensive Stat. Mind Down - Lowers Magic Stat. Speed Down - Lowers Evade/Hit Rate Stat. Power Down - Lowers Strength Stat. Iormundgand - Damages + Poisons Enemies. TECH: Dragon Tooth Spear Lise leaves the screen, the comes flying back with a flaming Dragon's head on her spear and plows into the enemy, hurting it (As you'd assume). This is THE COOLEST looking Tech around. Choose this class simply to watch the Tech animation, if you have to. You won't be disappointed. Dark/Dark - Fenrir Knight: MAX STATS ---------- Strength: 19 |||||||||||||||||| Agility: 20 |||||||||||||||||| Vitality: 20 |||||||||||||||||| Intell.: 19 |||||||||||||||||| Spirit: 17 |||||||||||||||| Luck: 17 |||||||||||||||| ---------- The Ability to Multi-Target her Stat Downs aint that useful when it comes to the boss fights (The only real time you're gonna need them), so it really isnt that great of an upgrade. In fact, I see it as a downside. The Dragon Master only has ST Stat Downs, thats true, but you only need to gain one level to learn Iormundgand, whereas with this class, to learn Lamia Naga, you have to gain five. Summon is nothing special. Doesnt have a status effect, but damages alright. Attack power is pretty average. Not too bad a class, not too great a class. You're gonna be pretty happy no matter what situation you put the Fenrir Knight in. Item needed: Gleipnir Effect of Item: Multi-Target Mind Down Spear: Giant Spear Helmet: Wolf Helmet Armour: Scale Mail Ring: Giant's Ring Shield: None SPELLS: Protect Down - Lowers Defensive Stat. Mind Down - Lowers Magic Stat. Speed Down - Lowers Evade/Hit Rate Stat. Power Down - Lowers Strength Stat. Lamia Naga - Damages Enemies. TECH: Hundred Flower Dance Lise jumps at the enemy and belts it around with her spear repeated times. First time I saw it I half expected to see a head or limb fly out somewhere. Explosions follow every hit. Looks really cool. WEAPONS: Weapons Name Cost Where to Get ---------- Long Spear 95 Wendel/Maia Corsesca 258 Byzel/Jad Flamea 205 Forcena Glaive 1450 Elrand/Sultan Golden Spear 4320 Deen/Mintos Mithril Spear 4670 Deen/Mintos (Light classes only) Brainwrecker 4935 Deen/Mintos (Dark classes only) Plume Lance 3400 Diorre Dark Piercer 3440 Diorre (Light classes only) Torrent Spear 3415 Diorre (Dark classes only) Griffin Lance 7870 Cats Staghorn 8240 Cats (Light classes only) Wolf's Fang 8400 Cats (Dark classes only) Maiden Leaf 17230 Cats Valkyrie Spear 18480 Cats (Light classes only) Mideel Spear 18270 Cats (Dark classes only) Brunak 18670 Pedan Gungnir 34135 Pedan (Light classes only) Paintooth 34270 Pedan (Dark classes only) Armour Name Cost Where to Get ---------- Cuir Boulli 60 Wendel/Maia Spiked Leather 215 Byzel Banded Mail 360 Forcena Scale Mail 738 Elrand/Sultan/Diorre Whiteeagle Plate 2930 Deen/Mintos Steda Plate 2560 Diorre Jotzdammoran 3170 Cats Valkyrie Mail 4670 Cats (Light classes only) Rune Armor 4535 Cats (Dark classes only) Wing Armor 8240 Pedan (Light classes only) Fang Armor 8135 Pedan (Dark classes only) Helmet Name Cost Where to Get ---------- Winged Ribbon 48 Maia Leather Helmet 205 Jad Viking Helm 1600 Diorre Unicorn Helm 3170 Cats Accessory Name Cost Where to Get ---------- Steel Bracelet 160 Jad Earth Bracelet 1690 Deen/Mintos Gyral Horn 1900 Cats (Light classes only) Rune Earrings 2200 Cats (Dark classes only) Aurora Helmet 4670 Pedan ---------- 10. ANGELA - MAGE ---------- Angela is the Princess of the Magic Kingdom Altena. Her mother, Queen Valda, neglected her as a child, probably due to the fact that Angela is the only person in Altena that cannot use Magic. She skips Magic class (Much to her mother and her tutor, Jose's, grief) constantly, and as such grows up Magic Illiterate. She is friends with a well known personality throughout the castle, Victor. One day, Victor tells Angela that Koren and Valda Want to see her. It turns out that the two want to use the Princess in a cockamamie sceme to release the power of the Altena Mana Stone of Water which will cost her life! What a nice Mum she has..... And in a flash of raw emotion, she winds up outside the castle in the freezing snowfield. She flees the scene, but ends up passing out, waking up in Elrand, a nearby town - And decides to journey to Wendel to consult the Priest of Light on these matters. ---------- STR: When choosing Angela, Strength shouldn't be the primary attribute you're concerned with. In fact, she shouldn't be using physical attacks at all, unless you're flat out of MP and you need Leaf Saber to rasp some back. Grand Divina has the highest Strength, followed by a tie between Magus and Arch Mage, then the Runemaster. AGL: Angela's Agility isnt fantastic, but it isnt bad. Angela shouldn't be in a Melee situation to have to rely on Agility much anyway, so it really doesn’t matter too much. VIT: Doesn't even come close to the Vitality of say, Kevin and Duran, but it's not too bad nonetheless. As with Agility, Angela isnt a melee player, so keep her out of the situation that she needs to rely on it. INT: Ahhh, now THIS is Angela's signature stat. Her spells are really powerful, and there isnt a better Mage in the game. Boost this before all else - Make sure her spells can kill, because she doesnt have another way of doing it. Magus gets the highest Int. stat. PIE: Arch Mage gets her highest spirit, and her Spirit overall is above average. Arch Mage throwing Poto Oils is a good healing substitute, and her Holy Ball/Saint Beam attacks are reflected in her PIE stat. LUC: Nothing to do with Angela, really. She has average luck, and will be an OK chest opener. Critical hits arent important for her either. ---------- Grand Divina / / / Sorceress / \ / \ / \ / Arch Mage / Magician \ \ Rune Master \ / \ / \ / Delvar \ \ \ Magus Neutral - Magician MAX STATS ---------- Strength: 8 |||||||| Agility: 8 |||||||| Vitality: 8 |||||||| Intell.: 12 |||||||||| Spirit: 11 |||||||||| Luck: 10 ||||||||| ---------- A good first class. She learns all the level 1 elemental spells, which are of great use early on, and is good for taking down a screen of enemies quickly. However, you have to have collected the corrosponding spirit before you can learn each spell. Intelligence is her best quality. An out-and-out Mage, and perhaps the sexiest character in SD3. SPELLS: Holy Ball - Level 1 Wisp Elemental Damage Diamond Missile - Level 1 Gnome Elemental Damage Air Blast - Level 1 Jinn Elemental Damage Evil Gate - Level 1 Shade Elemental Damage Ice Smash - Level 1 Undine Elemental Damage Fireball - Level 1 Salamando Elemental Damage TECH: Double Attack Angela flashes white, does a flip, hits whats in front of her. Light - Sorceress ---------- Strength: 14 |||||||||||||| Agility: 14 |||||||||||||| Vitality: 14 |||||||||||||| Intell.: 17 |||||||||||||||| Spirit: 17 |||||||||||||||| Luck: 14 |||||||||||||| ---------- Probably the better of the two first classes you can choose between. The Sorceress gets every elemental Level 2 spell (Save Dark Force), but isn’t able to Multi-target them yet. Has a SLIGHTLY lower Intelligence than its Dark counterpart, but its diversity more than makes up for this. An EXTREMELY cool Tech, which is fun to watch so give it a go at least once. This is probably the better of the two for starters and beginners to the game. SPELLS: Holy Ball - Level 1 Wisp Elemental Damage Diamond Missile - Level 1 Gnome Elemental Damage Air Blast - Level 1 Jinn Elemental Damage Evil Gate - Level 1 Shade Elemental Damage Ice Smash - Level 1 Undine Elemental Damage Fireball - Level 1 Salamando Elemental Damage Saint Beam (ST) - Level 2 Wisp Elemental Damage Thunderstorm (ST) - Level 2 Jinn Elemental Damage Earthquake (ST) - Level 2 Gnome Elemental Damage Mega Splash (ST) - Level 2 Undine Elemental Damage Exploder (ST) - Level 2 Salamando Elemental Damage TECH: Pink Typhoon This Tech is commonly thought of as the coolest Tech in SD3 – Angela flashes her arse for a second, then blows a damaging kiss at the enemy. How cool is this?! It's a reason in itself just to choose Angela. Light/Light- Grand Divina ---------- Strength: 17 |||||||||||||||| Agility: 17 |||||||||||||||| Vitality: 18 |||||||||||||||| Intell.: 21 |||||||||||||||||| Spirit: 19 |||||||||||||||||| Luck: 16 |||||||||||||||| ---------- This class is probably the most economical of Angela's classes, it has the cheapest Ultimate spell, Double Spell, which costs 9MP, compared to Arch Mage's Rainbow Dust (10MP), and Magus's Ancient (12MP). The Runemaster has DeathSpell, but i'll discuss *THAT* later. Now, there isn't alot of difference between Arch Mage and Grand Divina beyond the Divina having a slightly higher Intelligence, Strength and Agility, which pretty much puts her over the line as the better class, in my mind anyway. Double Spell is fun to watch - Angela splits into two (Hence the "Double" part of the spell), and casts Lava Wave, Ice Smash, and Thunderstorm on the enemies, hitting for big Non-Elemental damage. SPELLS: Holy Ball - Level 1 Wisp Elemental Damage Diamond Missile - Level 1 Gnome Elemental Damage Air Blast - Level 1 Jinn Elemental Damage Evil Gate - Level 1 Shade Elemental Damage Ice Smash - Level 1 Undine Elemental Damage Fireball - Level 1 Salamando Elemental Damage Saint Beam - Level 2 Wisp Elemental Damage Thunderstorm - Level 2 Jinn Elemental Damage Earthquake - Level 2 Gnome Elemental Damage Mega Splash - Level 2 Undine Elemental Damage Exploder - Level 2 Salamando Elemental Damage Double Spell - Massive Non-Elemental Damage TECH: Spiral Rod Angela chucks her spinning Rod at the enemy, and it twirls, repeatedly Schmacking the enemy to do damage, before returning to Angela's hand. Kinda cool the first couple of times you see it. Item needed: Arcane Book Effect of Item: Multi-Target Saint Beam Staff: Gunbantine Helmet: Myien Crown Armour: Mayan's Dress Ring: Marble Ring Shield: None Light/Dark - Arch Mage ---------- Strength: 16 |||||||||||||||| Agility: 16 |||||||||||||||| Vitality: 18 |||||||||||||||||| Intell.: 20 |||||||||||||||||| Spirit: 20 |||||||||||||||||| Luck: 17 |||||||||||||||| ---------- Right, the Arch Mage, Nadia's favourite class =). Well, it isn't much different to the Grand Divina, except a little less strength, agility, and intelligence, and a little higher spirit, and luck. Pretty similar, but Arch Mage makes a good healer in a clutch situation by throwing Poto Oils, and her High spirit heals for more than her other classes. This also means her Holy Ball and Saint Beam spells will be a bit more nasty than the Divina's. Her ultimate spell, Rainbow Dust, costs 1 more MP than the Divina's, but is much more cool to watch - Four Spirits (Salamando, Undine, Jinn, and Gnome) leap out from Angela, and a Rainbow shockwave shoots out across the screen. SPELLS: Holy Ball - Level 1 Wisp Elemental Damage Diamond Missile - Level 1 Gnome Elemental Damage Air Blast - Level 1 Jinn Elemental Damage Evil Gate - Level 1 Shade Elemental Damage Ice Smash - Level 1 Undine Elemental Damage Fireball - Level 1 Salamando Elemental Damage Saint Beam - Level 2 Wisp Elemental Damage Thunderstorm - Level 2 Jinn Elemental Damage Earthquake - Level 2 Gnome Elemental Damage Mega Splash - Level 2 Undine Elemental Damage Exploder - Level 2 Salamando Elemental Damage Rainbow Dust - Massive Non-Elemental Damage TECH: Dancing Rod Angela drops her staff, and enchants it with her fingers. It strolls across to the enemy (ala The Brooms in Disney's Fantasia) and belts the enemy around. Item needed: Book of Secrets Effect of Item: Multi-Target Exploder Staff: Spiritual Staff Helmet: Eremos Crown Armour: Elmos' Coat Ring: Marble Ring Shield: None Dark - Delvar ---------- Strength: 13 |||||||||||| Agility: 13 |||||||||||| Vitality: 14 |||||||||||||| Intell.: 18 |||||||||||||||| Spirit: 16 |||||||||||||||| Luck: 13 |||||||||||| ---------- Delvar is without a doubt the weaker of the two first class changes for Angela. This class is not recommended for the newer players to the game, because when you make your first class change, you are stuck with it for the next twenty levels. Although Angela's next two classes can be quite powerful, the road to getting them is long and tough. As Delvar, she drops in every stat compared to the Sorceress (besides gaining one point in INT and breaking even in VIT). The Delvar also learns the level two Shade spell, Dark Force. This can be quite potent, especially against Lightgazer (The Light Element God Beast), but when you compare it to the power of the Sorceress, it's hard to see people picking anything else. SPELLS: Holy Ball - Level 1 Wisp Elemental Damage Diamond Missile - Level 1 Gnome Elemental Damage Air Blast - Level 1 Jinn Elemental Damage Evil Gate - Level 1 Shade Elemental Damage Ice Smash - Level 1 Undine Elemental Damage Fireball - Level 1 Salamando Elemental Damage Dark Force (ST) - Level 2 Shade Elemental Damage TECH: Star Attack She shoots three stars out of her cane into the enemy. While the damage on Angela's techs are almost identical, the sheer coolness of Pink Typhoon makes this one seem just a little... disappointing. Dark/Light - Rune Master ---------- Strength: 15 ||||||||||||||| Agility: 15 ||||||||||||||| Vitality: 18 |||||||||||||||||| Intell.: 21 |||||||||||||||||||| Spirit: 19 |||||||||||||||||| Luck: 16 |||||||||||||||| ---------- Now, other guides will tell you that this is the one and only way to go not only when going Dark, but the only way to go with Angela. THIS IS NOT THE CASE!!! Rune Master is a very average class when it comes to the nitty gritty, and the supposed "All Powerful" Death Spell is highly overrated. This class has the level 3 elemental spells, most of which have an attached status effect. Although these are relatively useful, you will pay for it in terms of MP. One thing that you must know about Angela's dark classes: They are MP vacuums. Death Spell requires that you are at a higher level than the target, which is a disadvantage as well, as it can sometimes require some serious levelling to get it to work, especially against the latter bosses. Stun Wind and Stone Cloud's status effects are really useful late in the game, however. SPELLS: Holy Ball - Level 1 Wisp Elemental Damage Diamond Missile - Level 1 Gnome Elemental Damage Air Blast - Level 1 Jinn Elemental Damage Evil Gate - Level 1 Shade Elemental Damage Ice Smash - Level 1 Undine Elemental Damage Fireball - Level 1 Salamando Elemental Damage Dark Force - Level 2 Shade Elemental Damage Stun Wind - Level 3 Jinn Elemental Damage + Silence Stone Cloud - Level 3 Gnome Elemental Damage + Petrify Cold Blaze - Level 3 Undine Elemental Damage + Snowman Blaze Wall - Level 3 Salamando Elemental Damage Death Spell - Level 3 Shade (Non-Elemental Damage) + Death to Normal Enemies, 999 Damage to bosses. TECH: 10T Angela throws her Staff in the air, and then a 10-ton weight falls on top of an enemy. Very cartoony.... Similar to Ultros' plan at the Opera in FF6. Item needed: Book of Rune Effect of Item: Death Spell Staff: Rune Staff Helmet: Rune Veil Armour: Rune Coat Ring: Magma Hairpin Shield: None Dark/Dark - Magus ---------- Strength: 16 |||||||||||||||| Agility: 16 |||||||||||||||| Vitality: 18 |||||||||||||||||| Intell.: 22 |||||||||||||||||||| Spirit: 18 |||||||||||||||||| Luck: 15 |||||||||||||||| ---------- Angela's Dark-Dark class. Dark-Dark usually means power, and this is no exception – She receives the most powerful spell in the game (Bar Death Spell and Turn Undead, but they have limits), Ancient. However, this spell is a HUGE MP sucker, and due to the fact that you can only get off 8 of these spells for your max 99MP, the class is frowned upon. However, Ancient is not all this class has. She has the highest Intelligence of any of Angela's classes, thus giving her the most powerful and quickest Level 1 spells. These by themselves can destroy a screen of enemies quickly. The Magus is not as one dimensional as some people would think - You just need to know how to use it right. SPELLS: Holy Ball - Level 1 Wisp Elemental Damage Diamond Missile - Level 1 Gnome Elemental Damage Air Blast - Level 1 Jinn Elemental Damage Evil Gate - Level 1 Shade Elemental Damage Ice Smash - Level 1 Undine Elemental Damage Fireball - Level 1 Salamando Elemental Damage Dark Force (ST) - Level 2 Shade Elemental Damage Thunderstorm (ST) - Level 2 Jinn Elemental Damage Earthquake (ST) - Level 2 Gnome Elemental Damage Mega Splash (ST) - Level 2 Undine Elemental Damage Exploder (ST) - Level 2 Salamando Elemental Damage Ancient - Massive Non-Elemental Damage TECH: Hot Shot Angela aims her staff at one enemy, then unleashes a barrage off bullets? At the target. If someone can please explain to me how a Staff can be used like an Uzi, email me. Item needed: Forbidden Book Effect of Item: Dark Force Staff: Dragon Rod Helmet: Ancient Tiara Armour: Ancient Robe Ring: Magma Hairpin Shield: None WEAPONS: Weapons Name Cost Where to Get ---------- Staff 75 Wendel/Maia Oak Cane 220 Byzel/Jad Witch Staff 180 Forcena Crystal Rod 1100 Elrand/Sultan Rajin's Cane 3480 Deen/Mintos Mithril Rod 3830 Deen/Mintos (Light classes only) Skull Rod 4000 Deen/Mintos (Dark classes only) Ash Cane 3410 Diorre Will Staff 2900 Diorre (Light classes only) Tot's Cane 3155 Diorre (Dark classes only) Memyl Rod 6950 Cats Druid Staff 7015 Cats (Light classes only) Revelation Cane 7200 Cats (Dark classes only) Nebula Staff 14335 Cats Worldtree Branch 16400 Cats (Light classes only) Ancient Rod 17335 Cats (Dark classes only) Mizunara Cane 22000 Pedan Eternal Rod 33470 Pedan (Light classes only) Celnunnos Cane 31735 Pedan (Dark classes only) Armour Name Cost Where to Get ---------- Silk Robe 50 Wendel/Maia Queen Bee Dress 184 Byzel Tiger Bikini 234 Forcena Rose Leotard 600 Elrand/Sultan/Diorre Zephyr Robe 2150 Deen/Mintos Owl Coat 1970 Diorre Mananan Robe 2300 Cats Sunrise Dress 3830 Cats (Light classes only) Dusk Dress 3440 Cats (Dark classes only) Pure White Robe 7495 Pedan (Light classes only) Darkness Robe 7015 Pedan (Dark classes only) Helmet Name Cost Where to Get ---------- Circlet 42 Wendel/Maia Witch Hood 184 Jad Panther Hood 990 Diorre Silver Circlet 2300 Cats Accessory Name Cost Where to Get ---------- Crystal Ring 154 Jad Protect Ring 860 Deen/Mintos Snow Crystal 2000 Cats (Light classes only) Fireblaze 2150 Cats (Dark classes only) Mist Veil 3630 Pedan ---------- 11. CARLIE/CHARLOTTE - CLERIC ---------- Carlie, or Charlotte, is the "Cute Little Girl who lives in Wendel". Wendel is the home of the Priest of Light, who also happens perchance to be Carlie's Grandfather. She lives in the Temple with the various priests, including one whom she very much loves named Heath. Heath is basically Carlie's father figure due to the fact that her Parents named Leroy and Shayla. Her Mother was an Elf, her Father a Human, making her half Elf and thus aging at a much slower rate than any normal person would. Her speech and maturity is that of about a five year old, despite the fact that she is sixteen (The same age as Kevin). She is well versed in the Area of Healing, and hence is the "White Mage" of the game. One other advantage she has is that unlike other characters, she will join your team before the Full Metal Hugger fight, thus allowing you to fight it with three characters instead of two. The trouble begins when Heath leaves Wendel to investigate a strange light near the village or Astoria. Carlie, fearing that her Heath will be in Trouble, escapes the Castle with the help of her friend Mick (And a Bakujenko) and travels to give Heath a hand. However, once she finds Heath, they are attacked by a bunch of Beastmen, whom Heath deals with easily. However, Heath is then attacked by Deathjester, and hence Kidnapped. Now Carlie has no protection, and no way of getting home..... ---------- STR: Carlie's only a child, so her Strength isnt very high. Physical attributes aren't her forte, so only raise them if you have to. AGL: Like above, Carlie's agility isnt all that flash. Its a bit higher than her Strength though, thankfully. VIT: Doesn't matter which class you take, they all have the same max Vitality (And Defense) in the end. INT: Quite an amusing point in the game is the fact that Carlie isn't all that bright. She can't read, and has the vocabulary of a five year old. Yet amazingly, she has the second highest intelligence in the game. Doesn’t speak to highly of the other characters now, does it? PIE: Carlie likes PIE. She has the highest in the game, thus making a team nearly invincible by the time she reaches a final class, because it will make full party healing instantaneous and strong. It also makes her Holy Ball and Saint Beam quite a potent attack. LUC: Carlie has the second highest Luck in the game, next to Hawk. Therefore, if you don't have him in the team, let Carlie open your chests. ---------- Bishop / / / Priestess / \ / \ / \ / Sage / Cleric \ \ Necromancer \ / \ / \ / Enchantress \ \ \ Evil Shaman Neutral - Cleric: MAX STATS ---------- Strength: 8 |||||||| Agility: 8 |||||||| Vitality: 8 |||||||| Intell.: 9 |||||||||| Spirit: 9 |||||||||| Luck: 12 |||||||||||| ---------- Next to the Grappler, this is probably the best first class you can get. Not Only will it learn Heal Light and Tinkle Rain after the Full Metal Hugger fight, it'll keep you alive for a long time in fights and save you money with its curative properties. Only learns the two spells, but it's really all you need. SPELLS: Heal Light (ST)- Restores HP based on Spirit Tinkle Rain (ST)- Cures all negative status TECH: Bonkle Like every other level 1 Tech, Carlie glows white, swings her flail, and hits the enemy. Can only hit once. Light - Priestess MAX STATS ---------- Strength: 13 |||||||||||||| Agility: 14 |||||||||||||| Vitality: 14 |||||||||||||| Intell.: 16 |||||||||||||||| Spirit: 18 |||||||||||||||||| Luck: 16 |||||||||||||||| ---------- Probably the better of the first two classes. You get an attack spell in Holy Ball, which is better than Angela's for damage. You also get a very handy Bunch of Elemental Sabers, which are definitely much more useful than buying them at Byzel. You also become pretty much invincible with Heal Light becoming Multi- Target. Great for support and even Magical Attack if the situation calls for it. SPELLS: Heal Light - Restores HP based on Spirit Tinkle Rain (ST)- Cures all negative status Holy Ball (ST)- Level 1 Wisp Elemental Damage Ice Saber (ST)- Adds Undine Attribute to the Weapon Diamond Saber (ST)- Adds Gnome Attribute to the Weapon Flame Saber (ST)- Adds Salamando Attribute to the Weapon Thunder Saber (ST)- Adds Jinn Attribute to the Weapon TECH: Jump Carlie jumps into the air (Boy, with a name like that you'd NEVER see that coming) lands on the enemy's head and flips to hit the enemy. Deals damage, only hits once despite the animation. Light/Light - Bishop: MAX STATS ---------- Strength: 16 |||||||||||||||| Agility: 16 |||||||||||||||| Vitality: 18 |||||||||||||||||| Intell.: 18 |||||||||||||||||| Spirit: 22 |||||||||||||||||||| Luck: 18 |||||||||||||||||| ---------- The best class for Carlie/Kevin's story. Turn Undead (For 1 MP) will deal 999 damage to any undead enemy in the game, such as Ghoul, Zombie, and fantastically, Dark Lich -the final Boss. SPELLS: Heal Light - Restores HP based on Spirit Tinkle Rain - Cures all negative status Holy Ball (ST)- Level 1 Wisp Elemental Damage Ice Saber (ST)- Adds Undine Attribute to the Weapon Diamond Saber (ST)- Adds Gnome Attribute to the Weapon Flame Saber (ST)- Adds Salamando Attribute to the Weapon Thunder Saber (ST)- Adds Jinn Attribute to the Weapon Saint Saber (ST)- Adds Wisp Attribute to the Weapon Magic Shield - Weakens Magic Damage Turn Undead - Deals 999 Damage to Undead enemies TECH: ChopChop Carlie jumps off screen, then returns with a giant fan and proceeds to hit the target about with it. Item needed: Holy Water Vial Effect of Item: Multi-Target Heal Light Flail: Judgment Flail Helmet: Bishop's Ribbon Armour: Bishop's Robe Ring: Moon Flower Shield: None Light/Dark - Sage: MAX STATS ---------- Strength: 15 |||||||||||||||| Agility: 17 |||||||||||||||||| Vitality: 18 |||||||||||||||||| Intell.: 19 |||||||||||||||||| Spirit: 21 |||||||||||||||||||| Luck: 19 |||||||||||||||||| ---------- The Sage is not good. That's the nicest way I can phrase it. You get Saint Beam, which isn't that great a damage spell (And if you wanted Damage Spells, you should have gone as the Evil Shaman for Demon Breath) and you get Multi-Target Sabers. Wow, considering they become obsolete well before you make the final class change. SPELLS: Heal Light - Restores HP based on Spirit Tinkle Rain - Cures all negative status Holy Ball - Level 1 Wisp Elemental Damage Ice Saber - Adds Undine Attribute to the Weapon Diamond Saber - Adds Gnome Attribute to the Weapon Flame Saber - Adds Salamando Attribute to the Weapon Thunder Saber - Adds Jinn Attribute to the Weapon Saint Beam (ST)- Level 2 Wisp Elemental Damage TECH: BoomBoom Carlie becomes a suicide bomber, running at the enemy, jumping off screen, then landing on the target with an explosion. Item needed: Bottle of Salt Effect of Item: Multi-Target Tinkle Rain Flail: Giant's Flail Helmet: Sage's Ribbon Armour: Sage's Robe Ring: Moon Flower Shield: None Dark - Enchantress: MAX STATS ---------- Strength: 13 |||||||||||||| Agility: 14 |||||||||||||| Vitality: 13 |||||||||||||| Intell.: 17 |||||||||||||||| Spirit: 17 |||||||||||||||| Luck: 17 |||||||||||||||| ---------- The weaker of the first class change options, but by no means bad – the options that come later for class are very solid. Basically, you have to make the choice whether you are willing to sacrifice the extremely useful Sabers now, for a couple of weak summons and extremely powerful spells (Demon Breath & Black Curse) later. SPELLS: Heal Light - Restores HP based on Spirit Tinkle Rain (ST)- Cures all negative status Unicorn Head - Level 1 Summon Damage Machine Golem - Level 1 Summon Damage TECH: Dash Carlie runs toward the target, twirling her flail. She hits it. Yippee. Dark/Light - Necromancer: MAX STATS ---------- Strength: 16 |||||||||||||||| Agility: 15 |||||||||||||||| Vitality: 18 |||||||||||||||||| Intell.: 19 |||||||||||||||||| Spirit: 21 |||||||||||||||||||| Luck: 20 |||||||||||||||||||| ---------- The basic theory of Carlie, is that Necromancer rocks the damn house. Black Curse, as soon as it's learnt, makes Lise's Dark Classes redundant. Couple that with Carlie's Multi-Target healing, Tinkle Rain to cover any status, and Carlie can pretty much carry a team through to and PAST the final boss with no trouble in the world. If you have an offensive weapon like Duran or a Dark Kevin class, you'll be nearly unbeatable once you change class. SPELLS: Heal Light - Restores HP based on Spirit Tinkle Rain (ST)- Cures all negative status Unicorn Head - Level 1 Summon Damage Machine Golem - Level 1 Summon Damage Ghoul - Level 2 Summon Damage Ghost - Level 2 Summon Damage Dark Saber (ST)- Adds Shade Attribute to the Weapon Black Curse - Lowers Enemies Strength, Agility, Vitality, Intelligence and Spirit TECH: Craaaazy Carlie belts the enemy a couple of time with her flail, causing an explosion each time she hits. Only causes one hit of damage, though, and it's not very high, because it's Carlie. Item needed: Bottle of Ashes Effect of Item: Black Curse Flail: Maul of the Dead Helmet: Undead Ribbon Armour: Undead Suit Ring: Black Onyx Shield: None Dark/Dark - Evil Shaman: MAX STATS ---------- Strength: 17 |||||||||||||||| Agility: 16 |||||||||||||||| Vitality: 18 |||||||||||||||||| Intell.: 20 |||||||||||||||||| Spirit: 20 |||||||||||||||||| Luck: 19 |||||||||||||||||| ---------- Once you go Dark with Carl

released from the control that the Dragon Emperor had over him, and tells the heroes that he has faith in their power to stop the Dragon Emperor. If Duran or Angela aren't the main characters, then the Darkshine Knight still reveals that the Dragon Emperor revived him before dying and that the Dragon Emperor's power is what kept him alive. Dragon Lord: Duran and Angela's main enemy. Of the three possible main villains, the Dragon Emperor's past is the least developed. His origin isn't stated; the most that seem to be known is that he is the leader of a clan of dragons. A coalition was led against him by Prince Richard and Loki. At the cost of Loki's life, the Dragon Emperor was defeated, but he managed to resurrect himself by using half of the crimson wizard's life and resurrected Loki as the Darkshine Knight. The Dragon Lord's intent is to transform the world into a world of utter chaos with him standing above all. His true form for the final battle is the Huge Dragon, which lives up to its name as he is so big he cannot be fully shown on-screen. He's viewed as being in between the difficulty of the other two final bosses. Charlotte and Kevin's enemies: The Masked Mage's Faction Gauser: The King of Ferolia, and Kevin's father. He appears to be a ruthless conqueror, starting a war against humanity and torturing his only son by manipulating him into killing his only friend (and rewarding Goremand for setting it up by letting him join his army). In reality, unlike his counterparts, Gauser is not being manipulated by Goremand. He started his war to try and unite his people against human oppression and went along with Goremand's actions because it was in line with his true goal: to make his son walk the path of the warrior. In the end, the two make peace with his father happy his son has shown resolve and will be a bridge for the divide between human and beastman. Ludgar: A beast guard who was chosen by Gauser to be the leader of the invasion of Jadd and Wendel. He is openly hostile to Kevin. No matter who is in the party, Ludgar will fight in one boss battle and be fatally wounded. Even if Kevin is not in the party, he will be present as an NPC, and Ludgar will explain his complex reasons for his hatred of the prince. This will cause a bonding moment between the two, before Ludgar dies. Lumina the moon spirit, having watched the events, manages to reincarnate Ludgar as a baby. Kevin promises they will meet and fight again. Goremand: The main servant of the Masked Mage. His origins are unknown. He displays the ability to eat souls, hence his Japanese/official translated name. He is helping the Masked Mage because the resulting death will keep him fed for eternity. Early on, he abducts Heath and hands him over to the Masked Mage as a servant. Unlike the other villains, he seems to survive when the Masked Mage is not the main villain. What happens to Goremand after that is unknown. Heath: The other servant of the Masked Mage. Heath is the son of the Masked Mage and previously a friend and brother figure to Charlotte. At the start of the plot, he goes out to try to investigate the disturbances with Mana and to try and save his father from his own darkness, but was abducted by Goremand and turned evil. If Charlotte or Kevin aren't the main characters, Heath is never fought as a boss and instead wanders about. Regardless of which character is the main character, Heath eventually sacrifices his life to cure the Priest of Light's illness and is later revived by the Mana Goddess. Masked Mage: Kevin and Charlotte's main enemy. He was once a human named Belgar, who, in addition to acting as the Holy City Wendel's Oracle of Shadows, was also a priest renowned for his skill in healing. One day, he found a disease that could not be cured with light magic and began using dark magic to find a cure, but the victim died before he found it. Belgar continued dabbling in dark magic and eventually discovered a spell that could revive the dead. Soon afterward, he challenged the Priest of Light but was defeated and exiled. During this time, Belgar became corrupted by the dark magic and became the Masked Mage, developing a strong hatred for the living. He intended to gain the power to exact his revenge. At some point, he recruited Goremand. The Masked Mage's son, Heath, tried to stop him but was corrupted and became his father's strongest servant. His true form for the final battle is the Dark Lich. He's viewed as the easiest of the three final bosses. Riesz and Hawkeye's enemies: The Dark Majesty's Faction Flamekhan: The leader of the Nevarl chivalrous thieves group, Eagle and Jessica's father, and Hawkeye's adopted father. Flamekhan seemingly turns Nevarl on its head by declaring they will conquer Laurent and become a kingdom. It becomes clear early on, however, he is being controlled by Belladonna. At the end of the game, he is restored and vows to honor his deceased son by helping the desert grow into a new paradise in the now mana-less era. Bil and Ben: Agents of Nevarl who have become corrupted by the power given to them by Belladonna. No matter who is in the party they will be fought twice in boss battles and killed in their second fight. However, there is more story if Riesz and/or Hawkeye is at the party. Bill and Ben tricked Elliot into opening Laurent's defenses to Nevarl at the beginning of Reisz's path. They were once Hawkeye's friends and he attempts to reason with them, only to find they are too far gone. Belladonna ended up using their souls to activate the firestone. Belladonna: The right-hand servant of the Dark Majesty, she is also implied to have romantic feelings for him, especially during her death scene; how she met him is never stated. Belladonna's sole intent is following the will of the Dark Majesty, but she notes that he "lost his soul" when he became a demon, and she hoped to "bring his soul back". Despite this devotion, the Majesty has never displayed any sign of caring for her and considers her expendable. A notable event only occurs if the main characters are not Hawkeye or Riesz: after the Dark Majesty is killed by the main villain, Belladonna kills Malocchio off-screen and releases Elliot before killing herself, seeing no reason to live without the Dark Majesty. Malocchio: The Dark Majesty's other main servant. Malocchio is a vampire-like entity (and is harmed by Charlotte's Turn Undead spell as a Bishop). His origins are unclear, but he is likely a demon from the underworld. He is fought and killed by the characters if Hawkeye or Riesz are the main characters; otherwise, he is killed by a grieving Belladonna after the remains of the Dark Majesty's body are destroyed. Dark Majesty: Hawkeye and Riesz's main enemy. He was once a human, though his original human name is never given. He was the prince of the "Kingdom of Light", but for unexplained reasons was both hated and feared by his people. The demons of the underworld offered to make him their leader in order to obtain revenge; the prince accepted and soon destroyed his former kingdom. He does not have a body of his own, but instead acts throughout the game by possessing the body of Riesz's younger brother Elliot (though only in Riesz and Hawkeye's stories; in the others', his remains are destroyed). His aim is to merge the human world with the underworld so that he can rule both, and he even displays a desire for the demons to be worshipped in place of the Mana Goddess. His true form for the final battle is the Arch Demon, which is also the only final boss with two forms. The Arch Demon is generally viewed by fans to be the hardest of the three final bosses. Development Seiken Densetsu 3 was designed by the series creator Koichi Ishii. The game was directed by Hiromichi Tanaka, who previously helped design the first three Final Fantasy titles and Secret of Mana. Anime artist Nobuteru Yūki was responsible for the character designs and character illustrations respectively. Yūki's artwork for the game can be found in the rare Nobuteru Yuki Seiken Densetsu Illustration Book. Overview Initially released exclusively in Japan for Nintendo's Super Famicom console in 1995, Seiken Densetsu 3 was notable as being one of the hallmark games of the 16-bit era never to receive an official translation for Western audiences. As a result, it became a highly sought-after commodity within the virtualization community of the 2000s, gaining further notoriety for its gameplay, depth of story, replay value, and relative complexity of localization. An incomplete but playable English mod was released in 2000. No further development had occurred for the following sixteen years. In June 2017, the game was included in the Seiken Densetsu Collection anthology for the Nintendo Switch in Japan. The collection was released in June 2019 in North America with Seiken Densetsu 3 titled Trials of Mana. That same month, a remake of the game under that title was announced for worldwide release for the PlayStation 4, Nintendo Switch, and PC, Trials of Mana was released April 24, 2020, at a price of US$49.99 to celebrate its 25th anniversary. However, as with the Adventures of Mana and Secret of Mana conversions, the original design staff was not involved in the remake's development. Veteran composer Hiroki Kikuta was brought on board for portions of the remastered musical score. During the Mana series' 30th Anniversary stream event on June 27, 2021, developers announced that the 3D remake would be ported to current smartphones beginning in July. The port was published July 16, 2021. Nearly four years later, Square Enix entered into an agreement with Apple Inc. to offer a subscription-based version of Trials of Mana on its Apple Arcade service. Dubbed Trials of Mana+, the rerelease became available January 9, 2025 English translation controversy During the game's development and release, Seiken Densetsu 3 became known abroad as Secret of Mana 2. Squaresoft stated in a 1995 issue of its North American newsletter that they planned to release the game during the second half of the year. However, Seiken Densetsu 3 was never localized outside of Japan. There is an apparent misconception among video game fans that the SNES title Secret of Evermore was released in lieu of an English language version of Seiken Densetsu 3 in 1995. Ill feelings towards the lack of an official translation probably stem from titular and mechanical similarities. One suggested reason against Secret of Evermore's favoring over Seiken Densetsu 3 is due to the establishment of a new development team at Squaresoft's office in Redmond, Washington. According to Brian Fehdrau, the lead programmer for Secret of Evermore, the decision had absolutely no effect on any such translations and did not tie up any of the people involved in translation; it was specifically hired to create it and they would not have been assembled otherwise. This may have been accompanied by a decision not to continue translating titles, including the sequel to Secret of Mana. Citing Nintendo Power, the probability of a North American release for Seiken Densetsu 3 was low due to "a technical nature" and that it would have been far too costly to produce at the time. This is further supported by Fehdrau, who mentions that Seiken Densetsu 3 had some bugs, hindering its likelihood of being certified for release by Nintendo of America. In 2000, an English fan translation project led by hacker Neill Corlett was successfully completed and made available on the internet as an unofficial patch. Due to the increasing popularity of video game ROMs and the quick progress of emulators at the time, the translated version of Seiken Densetsu 3 was made available to many players from around the world in 2000. At the time of its release, the translation was the most sophisticated hack of its type, with assembly hacks for script compression and variable font width, as well as overcoming technical difficulties in dumping and re-inserting the original script. The game was also translated to French, German, and Spanish based on the English fan translation. Official translation See Trials of Mana Translation page After the release of the Collection of Mana to Japanese audiences in 2017, work began in earnest on a Western localization. Square Enix cited a strong demand for Seiken Densetsu 3 in its decision to bring the anthology overseas, but this was reportedly not without its technical challenges as the team had to revisit programming for the SNES while adapting the title for the Nintendo Switch, which required assistance from Nintendo itself. Seiken Densetsu 3 was christened Trials of Mana with input from series founder Koichi Ishii, who cited the trials of the six protagonists as well as the prefix "tri" in reference to its position as the third game in the series. 3D reboot See Trials of Mana Version Differences page The 3D reboot of Seiken Densetsu 3 was announced alongside the first official English localization on June 11, 2019, when it was retitled Trials of Mana and packaged with the Collection of Mana anthology. Since then, multiple trailers and a limited demo version circulated through a number of review websites and trade shows before an initial release date of February 2020 had been announced. However, this was pushed back in a September follow-up to April 24, 2020. The limited demo as seen at Penny Arcade Expo (PAX) 2019 included the first chapter from the viewpoint of Duran, with both Riesz and Charlotte joining at the west entrance to Cascade Cavern. Players were permitted to continue through the battle with Fullmetal Hugger, at which point several preview screenshots would be displayed as a montage before closing. An expanded playable demo was published to digital stores on March 18, 2020. This version is more closely aligned to Seiken Densetsu 3 in terms of general gameplay, but includes several additions and enhancements: Based on Epic Games' Unreal Engine Fully rendered in behind-the-back 3D with adjustable camera angles Fully voiced battles and 3D cutscenes with selectable dialogue and subtitles Fully remastered soundtrack Story recap features, including flashback play for new party members Addition of chapter and mission mechanics Addition of 3D battle mechanics (e.g. jump attacks, area-of-effect highlighting, heads-up display) Addition of customizable dash mechanics (NEW in v1.01) Addition of custom inventory management; the cap on items held raised to 99, the player can prioritize items for faster use in Ring Menu. Addition of programmable hotkeys for spells and items Addition of real-time 2D maps with tracking Additional treasure mechanics, including hotspots and destructible pots Improvements to Class Strike (CS) execution Revised skill allocation system with selectable passive abilities Option to switch between Original and Remake soundtracks Any progress made in the demo is also transferable to the full version. Audio The score for Seiken Densetsu 3 was composed by Hiroki Kikuta, who had previously composed the music for Secret of Mana. Kikuta completed it with little assistance, having performed the sound selection, editing, effect design, and data encoding himself. The soundtrack features 60 tracks on 3 discs and was published by NTT Publishing on August 25, 1995, and was republished by Square Enix on October 1, 2004. The main theme from Secret of Mana, "Where Angels Fear to Tread", makes a return in this installment. The track "Meridian Child" was performed by the Tokyo Symphony Orchestra for the fifth Orchestral Game Concert in 1996. The game also features a surround sound mode. Reception Trials of Mana received "generally favorable" and "mixed or average" reviews on Metacritic getting a metascore of 78/100 on PC,[1] 76/100 on PS4,[2] and 74/100 on Nintendo Switch.[3] Sales On February 12, 2021, the official Mana Series account on Twitter celebrated the fact that Square Enix sold more than one million units of the 3D remake worldwide by sharing special artwork. Gallery 25th-anniversary design based on art by Yuki Nobuteru25th-anniversary design based on art by HACCANArtwork celebrating the remake's 1,000,000 sales worldwide Trivia As in Seiken Densetsu 2 (Secret of Mana), the sky shows two moons in the opening animation. The original version of Seiken Densetsu 3 only supported two-player co-op, a step down from the 3-player co-op of the second game. Luckily, a reproduction cartridge with a patch that allows three people to play simultaneously exists, though it also requires a multi-tap adapter to play with it. External links Official English Site Official Japanese Site References

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