

against ogres, while a variety of troops are effective for chimera (the best are ghosts, archers, dragons & zombies, but soldiers & ashigaru usually do well too).

It's also effective to combine different troop types - i.e. against ogres, pit a ground troop with a ranged or flying class. Against chimera, couple dragons or a ranged troop with flying units like falcons or birdmen.

2. The enemy's level always matches the level of your division leader, so send in 4 of your strongest generals with a 5th, low-level division leader to make the battles much easier. (Level 4 or less is best, to ensure the enemy has low MP) Best of all, your generals will still usually receive a level-up for each K.O.

3. The enemy will always conserve 1MP. Thus, by sending in a division led by a level 1-4 general, the enemy will have 1MP (fighters) or 4MP (mages). As a result, fighters will never cast, and mages will only cast once.

4. The enemy will often use melee when they have significantly more troops than you, and occasionally when you use the disperse command. In certain instances, this AI quirk can be used to your advantage, particularly when using the "Stephano Strategy" (see vii. How To Clear Out Caverns)

5. If they are a mage, or have more than 1MP, the enemy will usually cast a spell as soon as the timer reaches 75.

6. If your general has less than 5-7MP, there's a good chance the fighters won't cast Silence.

7. Give your generals the best weapons & items whenever possible to make life easier. Some of the best include:

Astea & Dragon Statues
Canes of Might
Dark Bows
Dark Sabers
Dark or Light Swords
Dark or Light Whips
Dark Spears or Gungnirs
Dark or Holy Rods
Death Claws
Dragon Shields
Kikuichimonji
Light or Dark Books
Magic Rings

8. It's best to use loyal generals for cave-grinding as much as possible; that way you can amass extra awards to hand out whenever/however you see fit, without turning any traitors.

9. Use the timer to whittle down enemy troops when needed, since draws don't count as losses.

10. Enemy stats: (when using the low-level leader tactic)

[found an assortment of unit crests**]

Ghost Crest
Harpy crest
Mage Crest
Monk Crest
Robot Crest
Soldier Crest
Zombie Crest

(* awards one of every troop crest)
(** awards 1-5 of various troop crests)

///CRYSTALS\\\///CRYSTALS\\\///CRYSTALS\\\

Dark Crystal
Light Crystal
Magic Crystal
Power Crystal
[stumbled into a crystal cave*]
Thunder Crystal
Wind Crystal
(* awards roughly 6-8 of various crystals)

///EQUIPS\\\///EQUIPS\\\///EQUIPS\\\

Blessed Ring
Buckler
Builder's Ring
Chain Mail
Defense Book
Divine Robe
Iron Shield
Loyalty Book
Loyalty Ring
Magic Ring
Magic Tome
Plate Armor
Power Book
Robe
Sash
Shield
Shinobi Suit
Tower Shield

///MINERAL ORES\\\///MINERAL ORES\\\///MINERAL ORES\\\

Copper Ore
Gold Ore
Iron Ore
Silver Ore
[tapped into a mineral vein*]
[tapped into a Gold mineral vein**]
[tapped into a Silver mineral vein**]
(* awards roughly 5-9 of various mineral ores)
(** awards 8+ of specific mineral ore)

///SCROLLS\\\///SCROLLS\\\///SCROLLS\\\

(Note: Scrolls are forging instructions, as well as one of each of the materials mentioned therein. So, if you won a Centaur Scroll, you should see an extra Cavalry Crest,

Power Crystal & Iron Ore in your inventory!)

[Scroll: Airbots]

[Scroll: Cane of Might]

[Scroll: Centaurs]

[Scroll: Chimera]

[Scroll: Death Claw]

[Scroll: Dragons]

[Scroll: Falcons]

[Scroll: Ghosts]

[Scroll: Harpies]

[Scroll: Kaminari*]

[Scroll: Kikuichimonji*]

[Scroll: Light Saber**]

[Scroll: Zombies]

(* current patch refers to Kaminari as "Hayabusa Sword")

(** current patch refers to it as "Divine Saber")

///SPECIAL-MISC\\\///SPECIAL-MISC\\\///SPECIAL-MISC\\\

Astea's Herb

Astea Statue

Dragon Scale

Faith Coin

[sack of Faith Coins]

[stumbled into an empty dragon's roost*]

(* awards about 8 Dragon Scales)

///WEAPONS\\\///WEAPONS\\\///WEAPONS\\\

Battle Bow

Battle Claw

Bishop's Cane

Bow

Buster Sword

Chain Whip

Claw

[Collection of Whips*]

Dark Bow

Dark Saber

Dark Whip

Divine Saber(**)

Gale Whip

Hayabusa Sword

Holy Rod

Inazuma Spear

Iron Claw

Javelin

Katana

Kikuichimonji

Knife

Lancelot

Long Bow

Long Sword

Magic Rod

Magic Sword

Masamune

Muramasa

Power Rod

Rapier

1: Robe, [Scroll: Centaurs], Mage Crest
2: Soldier Crest, Javelin, Ghost Crest
3: Battle Bow, [hunk of] Copper Ore, Dragon Crest
4: Battle Bow, [hunk of] Silver Ore,
[tapped into a Silver mineral vein]
5: Muramasa, Magic Sword, Holy Rod
6: Defense Book, Wind Crystal, Divine Saber
7: Long Bow, Muramasa, Steel Staff
8: [tapped into a mineral vein],
[stumbled into a crystal cave],
[found an assortment of unit crests]

4. Dark

of Levels: 9

1: Robe, Soldier Crest, Cavalry Crest
2: Faith Coin, Ashigaru Crest, Zombie Crest
3: Beast Crest, Battle Claw, Iron Shield
4: Knife, Loyalty Book, Zombie Crest
5: Copper Shield, Thunder Crystal,
[tapped into a mineral vein]
6: Holy Rod, Gale Whip, Power Crystal
7: Muramasa, Iron Claw, Divine Saber
8: Hayabusa Sword, Inazuma Spear, Magic Tome
9: [tapped into a Silver mineral vein],
[stumbled into a crystal cave],
[found an assortment of unit crests]

5. Guonyan

of Levels: 7

1: Short Sword, Bishop's Cane, Archer Crest
2: Robot Crest, Magic Rod, Wind Crystal
3: Buckler, Javelin, Magic Tome
4: Faith Coin, Blessed Ring, Dragon Crest
5: Knife, Buster Sword, Lancelot
6: Masamune, Power Book, Magic Sword
7: [found a sack of Faith Coins], [Scroll: Death Claw],
[Scroll: Airbots]

6. Hisame

of Levels: 8

1: Spear, Ashigaru Crest, Cavalry Crest
2: Sword, Mage Crest, Power Crystal
3: Battle Bow, [hunk of] Iron Ore, Ghost Crest
4: Divine Ring, Tower Shield, Harpy Crest
5: Defense Book, Dragon Scale, Magic Sword
6: Faith Coin, Long Sword, Dark Crystal
7: Long Bow, Power Rod, Iron Claw
8: [stumbled into a crystal cave],
[found a sack of Faith Coins],
[found a path to an ancient ruin]

7. Larla

of Levels: 4

1: [Scroll: Harpies], Sash, Wind Crystal
2: Mage Crest, Astea Statue, [hunk of] Silver Ore
3: Shield, Chimera Crest, [hunk of] Iron Ore
4: [tapped into a Silver mineral vein],
[tapped into a Gold mineral vein],
[tapped into a mineral vein]

8. Lirion

of Levels: 10

- 1: Sash, Battle Claw, Dragon Scale
- 2: Shinobi Suit, Javelin, Centaur Crest
- 3: [Scroll: Centaurs], Archer Crest, Iron Shield
- 4: Tower Shield, Ghost Crest, Thunder Crystal
- 5: Chain Mail, Dragon Crest, [stumbled into a crystal cave]
- 6: Long Sword, Magic Sword, Holy Rod
- 7: Lancelot, Power Rod, Dark Whip
- 8: Divine Robe, Dragon Scale, Silver Claw
- 9: Dark Saber, Dark Bow, Kikuichimonji
- 10: [tapped into a Gold mineral vein],
[found a collection of all unit crests],
[stumbled into a crystal cave]

9. Morelie

of Levels: 6

- 1: Bandit Crest, Claw, Whip
- 2: Bandit Crest, Katana, Mage Crest
- 3: Buckler, Magic Ring, Airbot Crest
- 4: Faith Coin, Loyalty Ring, Dragon Crest
- 5: Knife, Wind Crystal, Power Crystal
- 6: [Scroll: Cane of Might], [Scroll: Kaminari],
[Scroll: Kikuichimonji]

10. Spumante

of Levels: 6

- 1: Rod, Faith Coin, Harpy Crest
- 2: Battle Claw, Beast Crest, Wind Crystal
- 3: Tetsubo, Iron Shield, Birdman Crest
- 4: Monk Crest, Falcon Crest, Dragon Scale
- 5: Knife, Thunder Crystal, Dragon Scale
- 6: [Scroll: Light Saber],
[stumbled into an empty dragon's roost],
[Collection of Whips]

11. Yarakka

of Levels: 5

- 1: Whip, [Scroll: Falcons], Robot Crest
- 2: Bow, Sword, Archer Crest
- 3: Tetsubo, Katana, Iron Shield
- 4: Loyalty Ring, Airbot Crest, [Scroll: Falcons]
- 5: [Scroll: Airbots], [tapped into a Gold mineral vein],
[tapped into a mineral vein]

12. Yolire

of Levels: 4

- 1: Shinobi Suit, [Scroll: Chimera], Dragon Scale
- 2: Scimitar, Cavalry Crest, [hunk of] Gold Ore
- 3: Centaur Crest, Magic Ring, Light Crystal
- 4: [tapped into a Silver mineral vein],
[tapped into a mineral vein]

13. Yurisam

of Levels: 5

- 1: Robe, Monk Crest, [hunk of] Copper Ore
- 2: Ashigaru Crest, [bushel of] Astea's Herb, Thunder Crystal
- 3: Rapier, Chimera Crest, Magic Crystal
- 4: Builder's Ring, Birdman Crest, Dragon Scale
- 5 [Scroll: Ghosts], [tapped into a Silver mineral vein],

[tapped into a mineral vein]

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II. FANDARIA (BARTZ):

1. Amber

of Levels: 7

- 1: Short Sword, Bishop's Cane, Archer Crest
- 2: Robot Crest, Magic Rod, Wind Crystal
- 3: Buckler, Javelin, Magic Tome
- 4: Faith Coin, Blessed Ring, Dragon Crest
- 5: Knife, Buster Sword, Lancelot
- 6: Masamune, Power Book, Magic Sword
- 7: [found a sack of Faith Coins], [Scroll: Death Claw],
[Scroll: Airbots]

2. Calune

of Levels: 7

- 1: Beast Crest, Rod, Dragon Scale
- 2: Faith Coin, Cavalry Crest, Harpy Crest
- 3: Buckler, Robot Crest, Falcon Crest
- 4: Chain Whip, Builder's Ring, Dark Crystal
- 5: Knife, Magic Ring, Chain Mail
- 6: Masamune, Plate Armor, Power Book
- 7: [found a sack of Faith Coins], [Scroll: Dragons],
[Scroll: Zombies]

3. Crossknoll

of Levels: 9

- 1: Robe, Soldier Crest, Cavalry Crest
- 2: Faith Coin, Ashigaru Crest, Zombie Crest
- 3: Beast Crest, Battle Claw, Iron Shield
- 4: Knife, Loyalty Book, Zombie Crest
- 5: Copper Shield, Thunder Crystal,
[tapped into a mineral vein]
- 6: Holy Rod, Gale Whip, Power Crystal
- 7: Muramasa, Iron Claw, Divine Saber
- 8: Hayabusa Sword, Inazuma Spear, Magic Tome
- 9: [tapped into a Silver mineral vein],
[stumbled into a crystal cave],
[found an assortment of unit crests]

4. Dark

of Levels: 10

- 1: Sash, Battle Claw, Dragon Scale
- 2: Shinobi Suit, Javelin, Centaur Crest
- 3: [Scroll: Centaurs], Archer Crest, Iron Shield
- 4: Tower Shield, Ghost Crest, Thunder Crystal
- 5: Chain Mail, Dragon Crest, [stumbled into a crystal cave]
- 6: Long Sword, Magic Sword, Holy Rod
- 7: Lancelot, Power Rod, Dark Whip
- 8: Divine Robe, Dragon Scale, Silver Claw
- 9: Dark Saber, Dark Bow, Kikuichimonji
- 10: [tapped into a Gold mineral vein],
[found a collection of all unit crests],
[stumbled into a crystal cave]

5. Guonyan

of Levels: 5

- 1: Robe, Monk Crest, [hunk of] Copper Ore
- 2: Ashigaru Crest, [bushel of] Astea's Herb, Thunder Crystal
- 3: Rapier, Chimera Crest, Magic Crystal
- 4: Builder's Ring, Birdman Crest, Dragon Scale
- 5: [Scroll: Ghosts], [tapped into a Silver mineral vein],
[tapped into a mineral vein]

6. Hisame

of Levels: 8

- 1: Spear, Ashigaru Crest, Cavalry Crest
- 2: Sword, Mage Crest, Power Crystal
- 3: Battle Bow, [hunk of] Iron Ore, Ghost Crest
- 4: Divine Ring, Tower Shield, Harpy Crest
- 5: Defense Book, Dragon Scale, Magic Sword
- 6: Faith Coin, Long Sword, Dark Crystal
- 7: Long Bow, Power Rod, Iron Claw
- 8: [stumbled into a crystal cave],
[found a sack of Faith Coins],
[found a path to an ancient ruin]

7. Larla

of Levels: 5

- 1: Whip, [Scroll: Falcons], Robot Crest
- 2: Bow, Sword, Archer Crest
- 3: Tetsubo, Katana, Iron Shield
- 4: Loyalty Ring, Airbot Crest, [Scroll: Falcons]
- 5: [Scroll: Airbots], [tapped into a Gold mineral vein],
[tapped into a mineral vein]

8. Lirion

of Levels: 8

- 1: Robe, [Scroll: Centaurs], Mage Crest
- 2: Soldier Crest, Javelin, Ghost Crest
- 3: Battle Bow, [hunk of] Copper Ore, Dragon Crest
- 4: Battle Bow, [hunk of] Silver Ore,
[tapped into a Silver mineral vein]
- 5: Muramasa, Magic Sword, Holy Rod
- 6: Defense Book, Wind Crystal, Divine Saber
- 7: Long Bow, Muramasa, Steel Staff
- 8: [tapped into a mineral vein],
[stumbled into a crystal cave],
[found an assortment of unit crests]

9. Morelie

of Levels: 4

- 1: Shinobi Suit, [Scroll: Chimera], Dragon Scale
- 2: Scimitar, Cavalry Crest, [hunk of] Gold Ore
- 3: Centaur Crest, Magic Ring, Light Crystal
- 4: [tapped into a Silver mineral vein],
[tapped into a mineral vein]

10. Spumante

of Levels: 3

- 1: Robe, [Scroll: Centaurs], Magic Crystal
- 2: Soldier Crest, Magic Rod, Magic Crystal
- 3: [tapped into a mineral vein]

11. Yarakka

of Levels: 4

1: [Scroll: Harpies], Sash, Wind Crystal
2: Mage Crest, Astea Statue, [hunk of] Silver Ore
3: Shield, Chimera Crest, [hunk of] Iron Ore
4: [tapped into a Silver mineral vein],
[tapped into a Gold mineral vein],
[tapped into a mineral vein]

12. Yolire

of Levels: 6

1: Rod, Faith Coin, Harpy Crest
2: Battle Claw, Beast Crest, Wind Crystal
3: Tetsubo, Iron Shield, Birdman Crest
4: Monk Crest, Falcon Crest, Dragon Scale
5: Knife, Thunder Crystal, Dragon Scale
6: [Scroll: Light Saber],
[stumbled into an empty dragon's roost],
[Collection of Whips]

13. Yurisam

of Levels: 6

1: Bandit Crest, Claw, Whip
2: Bandit Crest, Katana, Mage Crest
3: Buckler, Magic Ring, Airbot Crest
4: Faith Coin, Loyalty Ring, Dragon Crest
5: Knife, Wind Crystal, Power Crystal
6: [Scroll: Cane of Might], [Scroll: Kaminari],
[Scroll: Kikuichimonji]

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III. HIGHLAND (AVERUS):

1. Amber

of Levels: 7

1: Beast Crest, Rod, Dragon Scale
2: Faith Coin, Cavalry Crest, Harpy Crest
3: Buckler, Robot Crest, Falcon Crest
4: Chain Whip, Builder's Ring, Dark Crystal
5: Knife, Magic Ring, Chain Mail
6: Masamune, Plate Armor, Power Book
7: [found a sack of Faith Coins], [Scroll: Dragons],
[Scroll: Zombies]

2. Calune

of Levels: 6

1: Bandit Crest, Claw, Whip
2: Bandit Crest, Katana, Mage Crest
3: Buckler, Magic Ring, Airbot Crest
4: Faith Coin, Loyalty Ring, Dragon Crest
5: Knife, Wind Crystal, Power Crystal
6: [Scroll: Cane of Might], [Scroll: Kaminari],
[Scroll: Kikuichimonji]

3. Crossknoll

of Levels: 8

1: Robe, [Scroll: Centaurs], Mage Crest
2: Soldier Crest, Javelin, Ghost Crest
3: Battle Bow, [hunk of] Copper Ore, Dragon Crest
4: Battle Bow, [hunk of] Silver Ore,

[tapped into a Silver mineral vein]
5: Muramasa, Magic Sword, Holy Rod
6: Defense Book, Wind Crystal, Divine Saber
7: Long Bow, Muramasa, Steel Staff
8: [tapped into a mineral vein],
[stumbled into a crystal cave],
[found an assortment of unit crests]

4. Dark

of Levels: 10

1: Sash, Battle Claw, Dragon Scale
2: Shinobi Suit, Javelin, Centaur Crest
3: [Scroll: Centaurs], Archer Crest, Iron Shield
4: Tower Shield, Ghost Crest, Thunder Crystal
5: Chain Mail, Dragon Crest, [stumbled into a crystal cave]
6: Long Sword, Magic Sword, Holy Rod
7: Lancelot, Power Rod, Dark Whip
8: Divine Robe, Dragon Scale, Silver Claw
9: Dark Saber, Dark Bow, Kikuichimonji
10: [tapped into a Gold mineral vein],
[found a collection of all unit crests],
[stumbled into a crystal cave]

5. Guonyan

of Levels: 7

1: Short Sword, Bishop's Cane, Archer Crest
2: Robot Crest, Magic Rod, Wind Crystal
3: Buckler, Javelin, Magic Tome
4: Faith Coin, Blessed Ring, Dragon Crest
5: Knife, Buster Sword, Lancelot
6: Masamune, Power Book, Magic Sword
7: [found a sack of Faith Coins], [Scroll: Death Claw],
[Scroll: Airbots]

6. Hisame

of Levels: 8

1: Spear, Ashigaru Crest, Cavalry Crest
2: Sword, Mage Crest, Power Crystal
3: Battle Bow, [hunk of] Iron Ore, Ghost Crest
4: Divine Ring, Tower Shield, Harpy Crest
5: Defense Book, Dragon Scale, Magic Sword
6: Faith Coin, Long Sword, Dark Crystal
7: Long Bow, Power Rod, Iron Claw
8: [stumbled into a crystal cave],
[found a sack of Faith Coins],
[found a path to an ancient ruin]

7. Larla

of Levels: 5

1: Robe, Monk Crest, [hunk of] Copper Ore
2: Ashigaru Crest, [bushel of] Astea's Herb, Thunder Crystal
3: Rapier, Chimera Crest, Magic Crystal
4: Builder's Ring, Birdman Crest, Dragon Scale
5: [Scroll: Ghosts], [tapped into a Silver mineral vein],
[tapped into a mineral vein]

8. Lirion

of Levels: 9

1: Robe, Soldier Crest, Cavalry Crest
2: Faith Coin, Ashigaru Crest, Zombie Crest

3: Beast Crest, Battle Claw, Iron Shield
4: Knife, Loyalty Book, Zombie Crest
5: Copper Shield, Thunder Crystal,
[tapped into a mineral vein]
6: Holy Rod, Gale Whip, Power Crystal
7: Muramasa, Iron Claw, Divine Saber
8: Hayabusa Sword, Inazuma Spear, Magic Tome
9: [tapped into a Silver mineral vein],
[stumbled into a crystal cave],
[found an assortment of unit crests]

9. Morelie

of Levels: 6

1: Rod, Faith Coin, Harpy Crest
2: Battle Claw, Beast Crest, Wind Crystal
3: Tetsubo, Iron Shield, Birdman Crest
4: Monk Crest, Falcon Crest, Dragon Scale
5: Knife, Thunder Crystal, Dragon Scale
6: [Scroll: Light Saber],
[stumbled into an empty dragon's roost],
[Collection of Whips]

10. Spumante

of Levels: 5

1: Whip, [Scroll: Falcons], Robot Crest
2: Bow, Sword, Archer Crest
3: Tetsubo, Katana, Iron Shield
4: Loyalty Ring, Airbot Crest, [Scroll: Falcons]
5: [Scroll: Airbots], [tapped into a Gold mineral vein],
[tapped into a mineral vein]

11. Yarakka

of Levels: 4

1: Shinobi Suit, [Scroll: Chimera], Dragon Scale
2: Scimitar, Cavalry Crest, [hunk of] Gold Ore
3: Centaur Crest, Magic Ring, Light Crystal
4: [tapped into a Silver mineral vein],
[tapped into a mineral vein]

12. Yolire

of Levels: 4

1: [Scroll: Harpies], Sash, Wind Crystal
2: Mage Crest, Astea Statue, [hunk of] Silver Ore
3: Shield, Chimera Crest, [hunk of] Iron Ore
4: [tapped into a Silver mineral vein],
[tapped into a Gold mineral vein],
[tapped into a mineral vein]

13. Yurisam

of Levels: 3

1: Robe, [Scroll: Centaurs], Magic Crystal
2: Soldier Crest, Magic Rod, Magic Crystal
3: [tapped into a mineral vein]

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IV. IZUMO (KAEDE):

1. Amber

of Levels: 4

- 1: Shinobi Suit, [Scroll: Chimera], Dragon Scale
- 2: Scimitar, Cavalry Crest, [hunk of] Gold Ore
- 3: Centaur Crest, Magic Ring, Light Crystal
- 4: [tapped into a Silver mineral vein],
[tapped into a mineral vein]

2. Calune

of Levels: 6

- 1: Rod, Faith Coin, Harpy Crest
- 2: Battle Claw, Beast Crest, Wind Crystal
- 3: Tetsubo, Iron Shield, Birdman Crest
- 4: Monk Crest, Falcon Crest, Dragon Scale
- 5: Knife, Thunder Crystal, Dragon Scale
- 6: [Scroll: Light Saber],
[stumbled into an empty dragon's roost],
[Collection of Whips]

3. Crossknoll

of Levels: 8

- 1: Robe, [Scroll: Centaurs], Mage Crest
- 2: Soldier Crest, Javelin, Ghost Crest
- 3: Battle Bow, [hunk of] Copper Ore, Dragon Crest
- 4: Battle Bow, [hunk of] Silver Ore,
[tapped into a Silver mineral vein]
- 5: Muramasa, Magic Sword, Holy Rod
- 6: Defense Book, Wind Crystal, Divine Saber
- 7: Long Bow, Muramasa, Steel Staff
- 8: [tapped into a mineral vein],
[stumbled into a crystal cave],
[found an assortment of unit crests]

4. Dark

of Levels: 10

- 1: Sash, Battle Claw, Dragon Scale
- 2: Shinobi Suit, Javelin, Centaur Crest
- 3: [Scroll: Centaurs], Archer Crest, Iron Shield
- 4: Tower Shield, Ghost Crest, Thunder Crystal
- 5: Chain Mail, Dragon Crest, [stumbled into a crystal cave]
- 6: Long Sword, Magic Sword, Holy Rod
- 7: Lancelot, Power Rod, Dark Whip
- 8: Divine Robe, Dragon Scale, Silver Claw
- 9: Dark Saber, Dark Bow, Kikuichimonji
- 10: [tapped into a Gold mineral vein],
[found a collection of all unit crests],
[stumbled into a crystal cave]

5. Guonyan

of Levels: 8

- 1: Spear, Ashigaru Crest, Cavalry Crest
- 2: Sword, Mage Crest, Power Crystal
- 3: Battle Bow, [hunk of] Iron Ore, Ghost Crest
- 4: Divine Ring, Tower Shield, Harpy Crest
- 5: Defense Book, Dragon Scale, Magic Sword
- 6: Faith Coin, Long Sword, Dark Crystal
- 7: Long Bow, Power Rod, Iron Claw
- 8: [stumbled into a crystal cave],
[found a sack of Faith Coins],
[found a path to an ancient ruin]

6. Hisame

of Levels: 3

- 1: Robe, [Scroll: Centaurs], Magic Crystal
- 2: Soldier Crest, Magic Rod, Magic Crystal
- 3: [tapped into a mineral vein]

7. Larla

of Levels: 4

- 1: [Scroll: Harpies], Sash, Wind Crystal
- 2: Mage Crest, Astea Statue, [hunk of] Silver Ore
- 3: Shield, Chimera Crest, [hunk of] Iron Ore
- 4: [tapped into a Silver mineral vein],
[tapped into a Gold mineral vein],
[tapped into a mineral vein]

8. Lirion

of Levels: 9

- 1: Robe, Soldier Crest, Cavalry Crest
- 2: Faith Coin, Ashigaru Crest, Zombie Crest
- 3: Beast Crest, Battle Claw, Iron Shield
- 4: Knife, Loyalty Book, Zombie Crest
- 5: Copper Shield, Thunder Crystal,
[tapped into a mineral vein]
- 6: Holy Rod, Gale Whip, Power Crystal
- 7: Muramasa, Iron Claw, Divine Saber
- 8: Hayabusa Sword, Inazuma Spear, Magic Tome
- 9: [tapped into a Silver mineral vein],
[stumbled into a crystal cave],
[found an assortment of unit crests]

9. Morelie

of Levels: 7

- 1: Short Sword, Bishop's Cane, Archer Crest
- 2: Robot Crest, Magic Rod, Wind Crystal
- 3: Buckler, Javelin, Magic Tome
- 4: Faith Coin, Blessed Ring, Dragon Crest
- 5: Knife, Buster Sword, Lancelot
- 6: Masamune, Power Book, Magic Sword
- 7: [found a sack of] Faith Coins, [Scroll: Death Claw],
[Scroll: Airbots]

10. Spumante

of Levels: 7

- 1: Beast Crest, Rod, Dragon Scale
- 2: Faith Coin, Cavalry Crest, Harpy Crest
- 3: Buckler, Robot Crest, Falcon Crest
- 4: Chain Whip, Builder's Ring, Dark Crystal
- 5: Knife, Magic Ring, Chain Mail
- 6: Masamune, Plate Armor, Power Book
- 7: [sack of] Faith Coins, [Scroll: Dragons],
[Scroll: Zombies]

11. Yarakka

of Levels: 5

- 1: Whip, [Scroll: Falcons], Robot Crest
- 2: Bow, Sword, Archer Crest
- 3: Tetsubo, Katana, Iron Shield
- 4: Loyalty Ring, Airbot Crest, [Scroll: Falcons]
- 5: [Scroll: Airbots], [tapped into a Gold mineral vein],
[tapped into a mineral vein]

12. Yolire

of Levels: 5

- 1: Robe, Monk Crest, [hunk of] Copper Ore
- 2: Ashigaru Crest, [bushel of] Astea's Herb, Thunder Crystal
- 3: Rapier, Chimera Crest, Magic Crystal
- 4: Builder's Ring, Birdman Crest, Dragon Scale
- 5: [Scroll: Ghosts], [tapped into a Silver mineral vein],
[tapped into a mineral vein]

13. Yurisam

of Levels: 6

- 1: Bandit Crest, Claw, Whip
- 2: Bandit Crest, Katana, Mage Crest
- 3: Buckler, Magic Ring, Airbot Crest
- 4: Faith Coin, Loyalty Ring, Dragon Crest
- 5: Knife, Wind Crystal, Power Crystal
- 6: [Scroll: Cane of Might], [Scroll: Kaminari],
[Scroll: Kikuichimonji]

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V. MOON PALACE (RENI):

1. Amber

of Levels: 4

- 1: [Scroll: Harpies], Sash, Wind Crystal
- 2: Mage Crest, Astea Statue, [hunk of] Silver Ore
- 3: Shield, Chimera Crest, [hunk of] Iron Ore
- 4: [tapped into a Silver mineral vein],
[tapped into a Gold mineral vein],
[tapped into a mineral vein]

2. Calune

of Levels: 6

- 1: Bandit Crest, Claw, Whip
- 2: Bandit Crest, Katana, Mage Crest
- 3: Buckler, Magic Ring, Airbot Crest
- 4: Faith Coin, Loyalty Ring, Dragon Crest
- 5: Knife, Wind Crystal, Power Crystal
- 6: [Scroll: Cane of Might], [Scroll: Kaminari],
[Scroll: Kikuichimonji]

3. Crossknoll

of Levels: 3

- 1: Robe, [Scroll: Centaurs], Magic Crystal
- 2: Soldier Crest, Magic Rod, Magic Crystal
- 3: [tapped into a mineral vein]

4. Dark

of Levels: 7

- 1: Beast Crest, Rod, Dragon Scale
- 2: Faith Coin, Cavalry Crest, Harpy Crest
- 3: Buckler, Robot Crest, Falcon Crest
- 4: Chain Whip, Builder's Ring, Dark Crystal
- 5: Knife, Magic Ring, Chain Mail
- 6: Masamune, Plate Armor, Power Book
- 7: [found a sack of Faith Coins], [Scroll: Dragons],
[Scroll: Zombies]

5. Guonyan

of Levels: 7

- 1: Short Sword, Bishop's Cane, Archer Crest
- 2: Robot Crest, Magic Rod, Wind Crystal
- 3: Buckler, Javelin, Magic Tome
- 4: Faith Coin, Blessed Ring, Dragon Crest
- 5: Knife, Buster Sword, Lancelot
- 6: Masamune, Power Book, Magic Sword
- 7: [found a sack of Faith Coins], [Scroll: Death Claw],
[Scroll: Airbots]

6. Hisame

of Levels: 6

- 1: Rod, Faith Coin, Harpy Crest
- 2: Battle Claw, Beast Crest, Wind Crystal
- 3: Tetsubo, Iron Shield, Birdman Crest
- 4: Monk Crest, Falcon Crest, Dragon Scale
- 5: Knife, Thunder Crystal, Dragon Scale
- 6: [Scroll: Light Saber],
[stumbled into an empty dragon's roost],
[Collection of Whips]

7. Larla

of Levels: 5

- 1: Robe, Monk Crest, [hunk of] Copper Ore
- 2: Ashigaru Crest, [bushel of] Astea's Herb, Thunder Crystal
- 3: Rapier, Chimera Crest, Magic Crystal
- 4: Builder's Ring, Birdman Crest, Dragon Scale
- 5: [Scroll: Ghosts], [tapped into a Silver mineral vein],
[tapped into a mineral vein]

8. Lirion

of Levels: 4

- 1: Shinobi Suit, [Scroll: Chimera], Dragon Scale
- 2: Scimitar, Cavalry Crest, [hunk of] Gold Ore
- 3: Centaur Crest, Magic Ring, Light Crystal
- 4: [tapped into a Silver mineral vein],
[tapped into a mineral vein]

9. Morelie

of Levels: 10

- 1: Sash, Battle Claw, Dragon Scale
- 2: Shinobi Suit, Javelin, Centaur Crest
- 3: [Scroll: Centaurs], Archer Crest, Iron Shield
- 4: Tower Shield, Ghost Crest, Thunder Crystal
- 5: Chain Mail, Dragon Crest, [stumbled into a crystal cave]
- 6: Long Sword, Magic Sword, Holy Rod
- 7: Lancelot, Power Rod, Dark Whip
- 8: Divine Robe, Dragon Scale, Silver Claw
- 9: Dark Saber, Dark Bow, Kikuichimonji
- 10: [tapped into a Gold mineral vein],
[found a collection of all unit crests],
[stumbled into a crystal cave]

10. Spumante

of Levels: 9

- 1: Robe, Soldier Crest, Cavalry Crest
- 2: Faith Coin, Ashigaru Crest, Zombie Crest
- 3: Beast Crest, Battle Claw, Iron Shield

4: Knife, Loyalty Book, Zombie Crest
5: Copper Shield, Thunder Crystal,
[tapped into a mineral vein]
6: Holy Rod, Gale Whip, Power Crystal
7: Muramasa, Iron Claw, Divine Saber
8: Hayabusa Sword, Inazuma Spear, Magic Tome
9: [tapped into a Silver mineral vein],
[stumbled into a crystal cave],
[found an assortment of unit crests]

11. Yarakka

of Levels: 8
1: Robe, [Scroll: Centaurs], Mage Crest
2: Soldier Crest, Javelin, Ghost Crest
3: Battle Bow, [hunk of] Copper Ore, Dragon Crest
4: Battle Bow, [hunk of] Silver Ore,
[tapped into a Silver mineral vein]
5: Muramasa, Magic Sword, Holy Rod
6: Defense Book, Wind Crystal, Divine Saber
7: Long Bow, Muramasa, Steel Staff
8: [tapped into a mineral vein],
[stumbled into a crystal cave],
[found an assortment of unit crests]

12. Yolire

of Levels: 5
1: Whip, [Scroll: Falcons], Robot Crest
2: Bow, Sword, Archer Crest
3: Tetsubo, Katana, Iron Shield
4: Loyalty Ring, Airbot Crest, [Scroll: Falcons]
5: [Scroll: Airbots], [tapped into a Gold mineral vein],
[tapped into a mineral vein]

13. Yurisam

of Levels: 8
1: Spear, Ashigaru Crest, Cavalry Crest
2: Sword, Mage Crest, Power Crystal
3: Battle Bow, [hunk of] Iron Ore, Ghost Crest
4: Divine Ring, Tower Shield, Harpy Crest
5: Defense Book, Dragon Scale, Magic Sword
6: Faith Coin, Long Sword, Dark Crystal
7: Long Bow, Power Rod, Iron Claw
8: [stumbled into a crystal cave],
[found a sack of Faith Coins],
[found a path to an ancient ruin]

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VI. TOPAZ (SHEN):

1. Amber

of Levels: 7
1: Short Sword, Bishop's Cane, Archer Crest
2: Robot Crest, Magic Rod, Wind Crystal
3: Buckler, Javelin, Magic Tome
4: Faith Coin, Blessed Ring, Dragon Crest
5: Knife, Buster Sword, Lancelot
6: Masamune, Power Book, Magic Sword
7: [found a sack of Faith Coins], [Scroll: Death Claw],

[Scroll: Airbots]

2. Calune

of Levels: 7

- 1: Beast Crest, Rod, Dragon Scale
- 2: Faith Coin, Cavalry Crest, Harpy Crest
- 3: Buckler, Robot Crest, Falcon Crest
- 4: Chain Whip, Builder's Ring, Dark Crystal
- 5: Knife, Magic Ring, Chain Mail
- 6: Masamune, Plate Armor, Power Book
- 7: [found a sack of Faith Coins], [Scroll: Dragons], [Scroll: Zombies]

3. Crossknoll

of Levels: 10

- 1: Sash, Battle Claw, Dragon Scale
- 2: Shinobi Suit, Javelin, Centaur Crest
- 3: [Scroll: Centaurs], Archer Crest, Iron Shield
- 4: Tower Shield, Ghost Crest, Thunder Crystal
- 5: Chain Mail, Dragon Crest, [stumbled into a crystal cave]
- 6: Long Sword, Magic Sword, Holy Rod
- 7: Lancelot, Power Rod, Dark Whip
- 8: Divine Robe, Dragon Scale, Silver Claw
- 9: Dark Saber, Dark Bow, Kikuichimonji
- 10: [tapped into a Gold mineral vein], [found a collection of all unit crests], [stumbled into a crystal cave]

4. Dark

of Levels: 9

- 1: Robe, Soldier Crest, Cavalry Crest
- 2: Faith Coin, Ashigaru Crest, Zombie Crest
- 3: Beast Crest, Battle Claw, Iron Shield
- 4: Knife, Loyalty Book, Zombie Crest
- 5: Copper Shield, Thunder Crystal, [tapped into a mineral vein]
- 6: Holy Rod, Gale Whip, Power Crystal
- 7: Muramasa, Iron Claw, Divine Saber
- 8: Hayabusa Sword, Inazuma Spear, Magic Tome
- 9: [tapped into a Silver mineral vein], [stumbled into a crystal cave], [found an assortment of unit crests]

5. Guonyan

of Levels: 3

- 1: Robe, [Scroll: Centaurs], Magic Crystal
- 2: Soldier Crest, Magic Rod, Magic Crystal
- 3: [tapped into a mineral vein]

6. Hisame

of Levels: 8

- 1: Spear, Ashigaru Crest, Cavalry Crest
- 2: Sword, Mage Crest, Power Crystal
- 3: Battle Bow, [hunk of] Iron Ore, Ghost Crest
- 4: Divine Ring, Tower Shield, Harpy Crest
- 5: Defense Book, Dragon Scale, Magic Sword
- 6: Faith Coin, Long Sword, Dark Crystal
- 7: Long Bow, Power Rod, Iron Claw
- 8: [stumbled into a crystal cave], [found a sack of Faith Coins],

[found a path to an ancient ruin]

7. Larla

of Levels: 5

1: Whip, [Scroll: Falcons], Robot Crest

2: Bow, Sword, Archer Crest

3: Tetsubo, Katana, Iron Shield

4: Loyalty Ring, Airbot Crest, [Scroll: Falcons]

5: [Scroll: Airbots], [tapped into a Gold mineral vein],
[tapped into a mineral vein]

8. Lirion

of Levels: 8

1: Robe, [Scroll: Centaurs], Mage Crest

2: Soldier Crest, Javelin, Ghost Crest

3: Battle Bow, [hunk of] Copper Ore, Dragon Crest

4: Battle Bow, [hunk of] Silver Ore,

[tapped into a Silver mineral vein]

5: Muramasa, Magic Sword, Holy Rod

6: Defense Book, Wind Crystal, Divine Saber

7: Long Bow, Muramasa, Steel Staff

8: [tapped into a mineral vein],

[stumbled into a crystal cave],

[found an assortment of unit crests]

9. Morelie

of Levels: 4

1: [Scroll: Harpies], Sash, Wind Crystal

2: Mage Crest, Astea Statue, [hunk of] Silver Ore

3: Shield, Chimera Crest, [hunk of] Iron Ore

4: [tapped into a Silver mineral vein],

[tapped into a Gold mineral vein],

[tapped into a mineral vein]

10. Spumante

of Levels: 4

1: Shinobi Suit, [Scroll: Chimera], Dragon Scale

2: Scimitar, Cavalry Crest, [hunk of] Gold Ore

3: Centaur Crest, Magic Ring, Light Crystal

4: [tapped into a Silver mineral vein],

[tapped into a mineral vein]

11. Yarakka

of Levels: 5

1: Robe, Monk Crest, [hunk of] Copper Ore

2: Ashigaru Crest, [bushel of] Astea's Herb, Thunder Crystal

3: Rapier, Chimera Crest, Magic Crystal

4: Builder's Ring, Birdman Crest, Dragon Scale

5: [Scroll: Ghosts], [tapped into a Silver mineral vein],

[tapped into a mineral vein]

12. Yolire

of Levels: 6

1: Rod, Faith Coin, Harpy Crest

2: Battle Claw, Beast Crest, Wind Crystal

3: Tetsubo, Iron Shield, Birdman Crest

4: Monk Crest, Falcon Crest, Dragon Scale

5: Knife, Thunder Crystal, Dragon Scale

6: [Scroll: Light Saber],

[stumbled into an empty dragon's roost],

[Collection of Whips]

13. Yurisam

of Levels: 6

- 1: Bandit Crest, Claw, Whip
- 2: Bandit Crest, Katana, Mage Crest
- 3: Buckler, Magic Ring, Airbot Crest
- 4: Faith Coin, Loyalty Ring, Dragon Crest
- 5: Knife, Wind Crystal, Power Crystal
- 6: [Scroll: Cane of Might], [Scroll: Kaminari],
[Scroll: Kikuichimonji]

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VII. TRADNOR (SANICE):

1. Amber

of Levels: 5

- 1: Robe, Monk Crest, [hunk of] Copper Ore
- 2: Ashigaru Crest, [bushel of] Astea's Herb, Thunder Crystal
- 3: Rapier, Chimera Crest, Magic Crystal
- 4: Builder's Ring, Birdman Crest, Dragon Scale
- 5: [Scroll: Ghosts], [tapped into a Silver mineral vein],
[tapped into a mineral vein]

2. Calune

of Levels: 9

- 1: Robe, Soldier Crest, Cavalry Crest
- 2: Faith Coin, Ashigaru Crest, Zombie Crest
- 3: Beast Crest, Battle Claw, Iron Shield
- 4: Knife, Loyalty Book, Zombie Crest
- 5: Copper Shield, Thunder Crystal,
[tapped into a mineral vein]
- 6: Holy Rod, Gale Whip, Power Crystal
- 7: Muramasa, Iron Claw, Divine Saber
- 8: Hayabusa Sword, Inazuma Spear, Magic Tome
- 9: [tapped into a Silver mineral vein],
[stumbled into a crystal cave],
[found an assortment of unit crests]

3. Crossknoll

of Levels: 4

- 1: Shinobi Suit, [Scroll: Chimera], Dragon Scale
- 2: Scimitar, Cavalry Crest, [hunk of] Gold Ore
- 3: Centaur Crest, Magic Ring, Light Crystal
- 4: [tapped into a Silver mineral vein],
[tapped into a mineral vein]

4. Dark

of Levels: 3

- 1: Robe, [Scroll: Centaurs], Magic Crystal
- 2: Soldier Crest, Magic Rod, Magic Crystal
- 3: [tapped into a mineral vein]

5. Guonyan

of Levels: 7

- 1: Short Sword, Bishop's Cane, Archer Crest
- 2: Robot Crest, Magic Rod, Wind Crystal
- 3: Buckler, Javelin, Magic Tome

4: Faith Coin, Blessed Ring, Dragon Crest
5: Knife, Buster Sword, Lancelot
6: Masamune, Power Book, Magic Sword
7: [found a sack of Faith Coins], [Scroll: Death Claw],
[Scroll: Airbots]

6. Hisame

of Levels: 10

1: Sash, Battle Claw, Dragon Scale
2: Shinobi Suit, Javelin, Centaur Crest
3: [Scroll: Centaurs], Archer Crest, Iron Shield
4: Tower Shield, Ghost Crest, Thunder Crystal
5: Chain Mail, Dragon Crest, [stumbled into a crystal cave]
6: Long Sword, Magic Sword, Holy Rod
7: Lancelot, Power Rod, Dark Whip
8: Divine Robe, Dragon Scale, Silver Claw
9: Dark Saber, Dark Bow, Kikuichimonji
10: [tapped into a Gold mineral vein],
[found a collection of all unit crests],
[stumbled into a crystal cave]

7. Larla

of Levels: 5

1: Whip, [Scroll: Falcons], Robot Crest
2: Bow, Sword, Archer Crest
3: Tetsubo, Katana, Iron Shield
4: Loyalty Ring, Airbot Crest, [Scroll: Falcons]
5: [Scroll: Airbots], [tapped into a Gold mineral vein],
[tapped into a mineral vein]

8. Lirion

of Levels: 4

1: [Scroll: Harpies], Sash, Wind Crystal
2: Mage Crest, Astea Statue, [hunk of] Silver Ore
3: Shield, Chimera Crest, [hunk of] Iron Ore
4: [tapped into a Silver mineral vein],
[tapped into a Gold mineral vein],
[tapped into a mineral vein]

9. Morelie

of Levels: 8

1: Robe, [Scroll: Centaurs], Mage Crest
2: Soldier Crest, Javelin, Ghost Crest
3: Battle Bow, [hunk of] Copper Ore, Dragon Crest
4: Battle Bow, [hunk of] Silver Ore,
[tapped into a Silver mineral vein]
5: Muramasa, Magic Sword, Holy Rod
6: Defense Book, Wind Crystal, Divine Saber
7: Long Bow, Muramasa, Steel Staff
8: [tapped into a mineral vein],
[stumbled into a crystal cave],
[found an assortment of unit crests]

10. Spumante

of Levels: 8

1: Spear, Ashigaru Crest, Cavalry Crest
2: Sword, Mage Crest, Power Crystal
3: Battle Bow, [hunk of] Iron Ore, Ghost Crest
4: Divine Ring, Tower Shield, Harpy Crest
5: Defense Book, Dragon Scale, Magic Sword

6: Faith Coin, Long Sword, Dark Crystal

7: Long Bow, Power Rod, Iron Claw

8: [stumbled into a crystal cave],
[found a sack of Faith Coins],
[found a path to an ancient ruin]

11. Yarakka

of Levels: 6

1: Bandit Crest, Claw, Whip

2: Bandit Crest, Katana, Mage Crest

3: Buckler, Magic Ring, Airbot Crest

4: Faith Coin, Loyalty Ring, Dragon Crest

5: Knife, Wind Crystal, Power Crystal

6: [Scroll: Cane of Might], [Scroll: Kaminari],
[Scroll: Kikuichimonji]

12. Yolire

of Levels: 6

1: Rod, Faith Coin, Harpy Crest

2: Battle Claw, Beast Crest, Wind Crystal

3: Tetsubo, Iron Shield, Birdman Crest

4: Monk Crest, Falcon Crest, Dragon Scale

5: Knife, Thunder Crystal, Dragon Scale

6: [Scroll: Light Saber],
[stumbled into an empty dragon's roost],
[Collection of Whips]

13. Yurisam

of Levels: 7

1: Beast Crest, Rod, Dragon Scale

2: Faith Coin, Cavalry Crest, Harpy Crest

3: Buckler, Robot Crest, Falcon Crest

4: Chain Whip, Builder's Ring, Dark Crystal

5: Knife, Magic Ring, Chain Mail

6: Masamune, Plate Armor, Power Book

7: [found a sack of Faith Coins], [Scroll: Dragons],
[Scroll: Zombies]

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VIII. TRISTAN (ADELVACH):

1. Amber

of Levels: 4

1: [Scroll: Harpies], Sash, Wind Crystal

2: Mage Crest, Astea Statue, [hunk of] Silver Ore

3: Shield, Chimera Crest, [hunk of] Iron Ore

4: [tapped into a Silver mineral vein],
[tapped into a Gold mineral vein],
[tapped into a mineral vein]

2. Calune

of Levels: 8

1: Spear, Ashigaru Crest, Cavalry Crest

2: Sword, Mage Crest, Power Crystal

3: Battle Bow, [hunk of] Iron Ore, Ghost Crest

4: Divine Ring, Tower Shield, Harpy Crest

5: Defense Book, Dragon Scale, Magic Sword

6: Faith Coin, Long Sword, Dark Crystal

7: Long Bow, Power Rod, Iron Claw

8: [stumbled into a crystal cave],
[found a sack of Faith Coins],
[found a path to an ancient ruin]

3. Crossknoll

of Levels: 3

1: Robe, [Scroll: Centaurs], Magic Crystal

2: Soldier Crest, Magic Rod, Magic Crystal

3: [tapped into a mineral vein]

4. Dark

of Levels: 7

1: Beast Crest, Rod, Dragon Scale

2: Faith Coin, Cavalry Crest, Harpy Crest

3: Buckler, Robot Crest, Falcon Crest

4: Chain Whip, Builder's Ring, Dark Crystal

5: Knife, Magic Ring, Chain Mail

6: Masamune, Plate Armor, Power Book

7: [found a sack of Faith Coins], [Scroll: Dragons],
[Scroll: Zombies]

5. Guonyan

of Levels: 10

1: Sash, Battle Claw, Dragon Scale

2: Shinobi Suit, Javelin, Centaur Crest

3: [Scroll: Centaurs], Archer Crest, Iron Shield

4: Tower Shield, Ghost Crest, Thunder Crystal

5: Chain Mail, Dragon Crest, [stumbled into a crystal cave]

6: Long Sword, Magic Sword, Holy Rod

7: Lancelot, Power Rod, Dark Whip

8: Divine Robe, Dragon Scale, Silver Claw

9: Dark Saber, Dark Bow, Kikuichimonji

10: [tapped into a Gold mineral vein],
[found a collection of all unit crests],
[stumbled into a crystal cave]

6. Hisame

of Levels: 7

1: Short Sword, Bishop's Cane, Archer Crest

2: Robot Crest, Magic Rod, Wind Crystal

3: Buckler, Javelin, Magic Tome

4: Faith Coin, Blessed Ring, Dragon Crest

5: Knife, Buster Sword, Lancelot

6: Masamune, Power Book, Magic Sword

7: [found a sack of Faith Coins], [Scroll: Death Claw],
[Scroll: Airbots]

7. Larla

of Levels: 5

1: Robe, Monk Crest, [hunk of] Copper Ore

2: Ashigaru Crest, [bushel of] Astea's Herb, Thunder Crystal

3: Rapier, Chimera Crest, Magic Crystal

4: Builder's Ring, Birdman Crest, Dragon Scale

5: [Scroll: Ghosts], [tapped into a Silver mineral vein],
[tapped into a mineral vein]

8. Lirion

of Levels: 4

1: Shinobi Suit, [Scroll: Chimera], Dragon Scale

2: Scimitar, Cavalry Crest, [hunk of] Gold Ore
3: Centaur Crest, Magic Ring, Light Crystal
4: [tapped into a Silver mineral vein],
[tapped into a mineral vein]

9. Morelie

of Levels: 9

1: Robe, Soldier Crest, Cavalry Crest
2: Faith Coin, Ashigaru Crest, Zombie Crest
3: Beast Crest, Battle Claw, Iron Shield
4: Knife, Loyalty Book, Zombie Crest
5: Copper Shield, Thunder Crystal,
[tapped into a mineral vein]
6: Holy Rod, Gale Whip, Power Crystal
7: Muramasa, Iron Claw, Divine Saber
8: Hayabusa Sword, Inazuma Spear, Magic Tome
9: [tapped into a Silver mineral vein],
[stumbled into a crystal cave],
[found an assortment of unit crests]

10. Spumante

of Levels: 8

1: Robe, [Scroll: Centaurs], Mage Crest
2: Soldier Crest, Javelin, Ghost Crest
3: Battle Bow, [hunk of] Copper Ore, Dragon Crest
4: Battle Bow, [hunk of] Silver Ore,
[tapped into a Silver mineral vein]
5: Muramasa, Magic Sword, Holy Rod
6: Defense Book, Wind Crystal, Divine Saber
7: Long Bow, Muramasa, Steel Staff
8: [tapped into a mineral vein],
[stumbled into a crystal cave],
[found an assortment of unit crests]

11. Yarakka

of Levels: 6

1: Bandit Crest, Claw, Whip
2: Bandit Crest, Katana, Mage Crest
3: Buckler, Magic Ring, Airbot Crest
4: Faith Coin, Loyalty Ring, Dragon Crest
5: Knife, Wind Crystal, Power Crystal
6: [Scroll: Cane of Might], [Scroll: Kaminari],
[Scroll: Kikuichimonji]

12. Yolire

of Levels: 5

1: Whip, [Scroll: Falcons], Robot Crest
2: Bow, Sword, Archer Crest
3: Tetsubo, Katana, Iron Shield
4: Loyalty Ring, Airbot Crest, [Scroll: Falcons]
5: [Scroll: Airbots], [tapped into a Gold mineral vein],
[tapped into a mineral vein]

13. Yurisam

of Levels: 6

1: Rod, Faith Coin, Harpy Crest
2: Battle Claw, Beast Crest, Wind Crystal
3: Tetsubo, Iron Shield, Birdman Crest
4: Monk Crest, Falcon Crest, Dragon Scale
5: Knife, Thunder Crystal, Dragon Scale

as many Astea Statues as you can find (see my "Item Forging Guide" for the best places to find them), and cast Grim Reaper as soon as you can while surrounding him completely with cavs or centaurs (centaurs are best: they can disperse/regroup). Next, cast Aura Bomb asap to end the fight abruptly.

Grim Reaper can't kill outright, and can be used across multiple battles, provided Stephano hasn't taken a hit. If you have less troops heading into the next fight, order disperse and advance your troops to goad the enemy into using melee. This will keep all troops far from you, keeping Stephano safe while waiting to cast Aura, or for one of your troops to land a direct hit on the enemy.)

b) Healer's Last Stand

Your officers, provided they aren't feeble, can absorb a lot of hits from enemy troops. Use this to your advantage with generals who can heal: move your troops as far away as possible so the enemy troops focus on you. Let them take you down to low health, heal up, wash, rinse, repeat.

If they also have MP regen and an attack spell (like Varley), you can alternate between the three abilities as needed indefinitely, provided at least one of your troops survives. And that's how you can clear whole caverns with Varley! (Reni has Healing, MP regen and Revival, making her arguably even more effective, as she has the potential to keep at least one troop around by reviving)

c) Endless Knives

Simple enough. Give your character of choice lots of Astea Statues, and spam the Knife Toss skill to end the fight while prohibiting the enemy from casting.

d) Straight II Duel

Give a reliable duelist like Bartz, Robert, Shen, or Matilda a small number of cavs or centaurs - just enough to quickly clear out any number of ogres (40-50 max). While your troops are dealing with the ogres, you should be hitting the enemy general with attacks.

This hastens fights to a duel, where your general should nab an easy victory - especially if you can cast Arm Doubler or Fire Sword just before the duel begins.

e) Final Attack Spam

After your ruler has earned their sixth & final skill, you can spam this ability in caverns to end fights fast. This only works well for rulers with a fast charge, and skills that focus their power on the enemy general, like Bartz. (Since rulers are always division leader, cavern opponents will always match their level, meaning they'll have the MP to cast Silence, something they generally can't wait to do - bad pun #2, btw)

Naturally, the downside to this tactic is it arrives too

