

- Law
- Neutral
- Neutral and Chaos
- Chaos

## Chapter 1

- In the battle at the Arkhaiopolis of Rhime in Chapter 1, you must first keep Cistina alive. If she survives the battle, answer "We seek only peace."
- Avoid killing Ravness during the Balmamusa battle.

## Chapter 2

- Early in Chapter 2, an item "Ravness Loxaerion Captured" will appear in the Warren Report after the Rhea Boum Aqueduct battle. Go to the Reisan Way and choose to rescue Ravness ("I cannot leave you here").
- Defeat Farrell in the battle at Krysar to free Folcort. Accept Folcort's mission to Qadriga Fortress to save Bayin. Folcort will join as a Guest. Keep Bayin alive throughout the battle, and afterwards tell him "We will help you" to open a battle at Ndamsa Fortress, where Cistina is being held. Win that battle with both Folcort and Bayin as Guests. Cistina will join you after the battle, also as a Guest. With the entire Liberation Front crew in tow, win the battle at Golyat and sail to Boed Fortress. Tell Cistina "Come with us" and she will join, along with Bayin and Folcort.
- Avoid killing Arycelle in the battle against her at the Arkhaiopolis of Rhime in Chapter 2 (defeat Vyce instead). Also keep her alive during the fight against Leonar at the end of the chapter.
- If, at the end of Chapter 2C, you make the decision to accept Leonar's offer and rejoin the Duke to take the Neutral route, Arycelle's loyalty will take a drastic plunge to 10, no matter how high it was before; unless you bring her loyalty up QUICKLY, she will leave your army. Also note that this will happen even if you originally recruited her on a Lawful or Chaotic playthrough and are replaying through with World; the only way to avoid this entirely is to allow her to die as a Guest in 2C, so that she is dead in the Warren Report even if she is alive in your army.

## Chapter 3

- Keep Cerya alive in Boed fortress battle, she's in the middle of the enemies and inflicted with the Leadened status. If you can keep her alive throughout the battle, you will be rewarded with...Cerya telling you she doesn't approve of your wishy-washiness and leaving.
- After the Tynemouth Hill battle with Ganpp but before the battle at Port Asyton, meet with Leonar at Krysar to hear about some captive warriors at Qadriga Fortress. During the battle, Chamos, Phaesta and Tamuz will be incapacitated guest party members. Revive them or win the battle before their countdowns run out, and any who survive will join you after the battle, along with Hobyrim.
- In the Port Asyton battle in Chapter 3N, you will have to rescue Dievold and Oelias from a horde of undead. If they both survive the battle, answer "Very well. You may join us," to recruit both Dievold and Oelias.
- After taking Brigantys in Chapter 3L, a group of Galgastani prisoners will ask you if the Hierophant's enemies are also yours. Answer "How could they be?" and Jeunan will join you.
- After taking Brigantys in Chapter 3, recruit Jeunan and read the "Lord of Coritanae Missing" Warren Report entry before going to Bahanna Highlands. Bring Jeunan into the Bahanna fight and get the enemy leader, Roberval, below 70% HP to trigger a convo between him, Jeunan and Denam. When Jeunan says "I am sure by now that his father joins him," you can kill Roberval; Denam should say "Balbatos must fall, or they died for nothing" at the end of the battle.
- After taking Coritanae later in the chapter, return to Bahanna to encounter Ravness again. Keep her alive in this battle, and at the end she'll finally join you.

## Chapter 4

- During chapter 4, read the Talk topic "Deneb's Emporium" in the Warren Report. This will unlock her shop, which moves from town to town depending on the day of the month.
- To get Cressida, read "The Balmamusa Dead" to unlock a battle in Balmamusa, where you must revive the Cleric Oelias (she teleports out) and then slaughter the undead. Then go to Qadriga Fortress to trigger a battle with the Terror Knight Dievold. Finally, go to Golyat to face Nybeth, along with some old friends and enemies, in a battle where you must rescue Cressida. Save her, and you can tell her "You will not be judged by me". If your Galgastani Chaos Frame is high enough, she will join you. The tricky part here is the Chaos Frame part; that's the general approval you have among the Galgastani. Hire a newly recruited unit from the shop to get an idea of their loyalty; if it seems low, you should try to increase it. You want a loyalty of 50 or above; as loyalty messages change at 40 and 60, you will have to either go with some guesswork or raise your Chaos Frame higher than you strictly need to. The most painless way to raise your Galgastani CF, take one or two high-level non-Galgastani units (I like Denam and Canopus) along with eleven low-level, unequipped Galgastani units to the Reisan Way. (You can also use your Galgastani uniques/semi-uniques/named generics if you like.) Make sure that all are stripped of Field Alchemy skills, then set all the characters to AI (Melee setting for the newbies, Rear Guard for the more powerful characters). Let it go, and stop and retreat once all the newbies have been slaughtered. Each Galgastani death in battle raises your CF approximately a tenth of a point, so killing 10 units off per battle means you'll raise a point per battle.
- Read "A Rift in the Dark Knights" in the Warren Report at the beginning of Chapter 4, before going to Mount Hedon.
- After meeting Prancet at Brigantys Castle. Before going to Mount Hedon, read "Port Omish, Den of Thieves" and Port Omish will become available. Go there for a somewhat tough battle (the enemies are level 20 if this is your first playthrough, and you're likely to be around level 15 or so at this point), during which you must protect Diego from being killed.
- Don't kill Sherri in the Hagia Banhamuba battle early in Chapter 4, merely reduce her to less than 10% of her HP and she will teleport out.
- After rescuing Archiereus Mreuva. He asks you "Have you the will to wage war upon her?" Answer "That I cannot do," and Catuia will appear in the Barnicia Grand Staircase battle later in the chapter. Answer "I shall do what I must," and she will not appear in the Barnicia battle.
- After rescuing Archiereus Mreuva, go to Krysaro to unlock the Warren Report Talk entry "Pirates of Qadriga Fortress" to unlock an encounter with Captain Ehlig. Answer him "Will you aid us?" to recruit both Cerya and Ehlig.
- After rescuing Mreuva at Hagia Banhamuba, go to Krysaro with Hobyrim at reasonably high loyalty (above 50). Bring him into the battle against Volaq and Ozma, and when she asks have him tell her that he is indeed Hobyrim. Then you must reduce Ozma to less than 10% HP without killing her and defeat Volaq (not an easy task, since the Templars are very high level); once you've done both of these things, in whichever order, Ozma will surrender to Hobyrim and hear his story. When she tells you that she owes you for her brother, respond "As I owe you for my father" to recruit her.
- After returning to Phidoch to report but before going to Barnicia, go to Balmamusa with Olivya at decent loyalty (her starting loyalty is fine). If it's raining, an event should start at the end of which Sherri will join.
- After saving Archiereus Mreuva at Hagia Banhamuba but before attacking Barnicia Castle, read "The Pirate's Graveyard" to unlock the optional dungeon of the same name. Go into the Pirate's Graveyard - you don't have to fight any battles - to unlock "The Dread Pirate" Talk item in the Warren Report. Visit Port Omish for an event with Diego, then visit Qadriga Fortress.
- To get Ocionne, you must have recruited Jeunan during the Lawful route. Then, read the "Mysterious Blast at Exeter" item in the Warren Report to unlock the path to the Palace of the Dead. Once you reach Vasque, you'll see Ocionne be taken by the Necromancer Reymos. After winning the battle, follow them to Lhazan Fortress. Here things get tricky, because you must keep Ocionne from dying or being petrified, keep Jeunan and Denam from dying or being petrified, and keep Ocionne from killing Reymos until Denam, Ocionne and Jeunan finish their little convo. (It's over when Denam says "Yes, but his remorse is sincere," and you can feel free to kill Reymos then.) Ocionne will join once the battle is over.

- To recruit Deneb, you must unlock the village of Vasque by beginning the Palace of the Dead sidequest and fighting until you clear the battle there. Then purchase 5 elemental orbs of each kind from her shop; the trouble is that these elemental orbs are only available by auctioning off dragons of each elemental type. Once you've done this, she will talk to you. Answer her "No. Let's hear it," and she will join your party as a guest to pursue the rogue Punkin. Go to the village of Vasque and you will have to fight a Wicce named Punkin, accompanied by a bevy of Pumpkinhead Familiars. Defeat Punkin while keeping Deneb alive, and Deneb will place Punkin in charge of her shop and join your army. But wait! Deneb can also join your party as a unique class, Wicce, which has better stats than a Witch and several unique action abilities. In order for this to happen, though, you must sell 30 Glass Pumpkins to Deneb BEFORE buying the last of the elemental orbs to begin her sidequest. When she joins your party as a guest, she will be a Witch, but when she joins permanently she will be a Wicce, the same as Punkin.
- Once you reach Barnicia Castle, the next step is not to let Catiua die if she participates in the battle with Tartaros (obviously). If she did not appear, then that's one less thing you have to worry about. After the battle, Denam will have a conversation with Catiua inside an abandoned room in the castle. If she participated in the battle, answer her "I did only what I had to do," and "You are my sister, and I love you." If she did not appear in the battle, answer "I never abandoned you," and "I took no joy in our parting." Any other answer will result in Catiua not joining your army, for reasons that will become obvious. Catiua will permanently join you once you return to Phidoch Castle.
- After the events at Barnicia but before attacking Heim Castle, go to Port Omish to fight another battle to save Azelstan from pirates. At this point, you can go to the Pirate's Graveyard at any point in the remainder of the game or post-game, and fight your way to the Crystal Halls area. Azelstan will join you as a guest in this battle, and if he survives the battle, he will join you permanently.
- After the battle at Barnicia Castle in Chapter 4, read "Rhamsen Wreck Raised" in the Warren Report's Talk section. Then go to Grimsby, where you will have to aid Lindl in a battle against the Dark Knight Martym and his troops. If you can keep Lindl alive, he will join you
- After saving Lindl, read the Warren Report Talk entry "The Bandits of Neimrahava." This will open up the Neimrahava Wood, where you can battle Ganpp and his new pets, Berda and Obda the Younger. If you avoid killing either of the Gryphons and reduce Ganpp to critical HP, he will surrender and join your army, along with the two gryphons.