

Valkyrie Profile A Ending Notes (With Appendices)

[Pre-Game]

- Set text speed to page
- Battles in the prologue are RNG whether you get through as fast as possible, hope for no guard block
- When Arngrim's playable sections come up, hold right as the screen fades in from black. You can move a little before the screen actually fades in. If you end up inside the doorway, walk back to hit the door trigger.
- Arngrim's playable sections are :
After the Jelanda/King/Arngrim scene (throne room)
After the restaurant scene (Mash cancel to cancel save prompt)
After Badrach's bar scene

[Artolian Ruins]

1. Go all the way right and up the stairs
2. Go left to the 1st door in, go in and collect the iron key
3. Exit and return down the stairs, go left to 2nd door and go in
4. Run up to the iron door and interact to go through, continue left
5. Drop down, at the crystal tutorial try to throw a crystal while dropping midair to save time
6. Continue to the bottom of the room, go out exit at left side
7. Go right to pit over spikes, wait for the boat to come near and freeze the enemy on it to use as a platform to get to the hanging platform with a chest
8. Open chest and dodge the explosion, grab the **Element Scepter** and then crystal boost to get back to the edge of the pit, return to the large room you dropped down
9. Go right this time all the way to a pillar, complete tutorial and return to large room
10. Climb up to the top right
11. Go down the stairs in the bottom right
12. Climb up to the top right
13. Stop at save point, **MENU**:
Create 11 Two-Handed Swords
Sell all consumables (can save union plumes for safety, but will make menuing harder)
Transmute the swords into gems, then transmute those gems until you create 11 Holy gems
14. Go right to boss

[Vampire]:

Clear the lizards with the holy gems, then the vampire. Simple fight.

15. Keep both artifacts, do not send either to Odin (answer no)
16. Leave the ruins (you must use crystals to climb the wall to exit)

[World Map, Chapter 1]

1. Remove the Neb ring from Lenneth
2. Skip to chapter 4
3. Use spiritual concentration to find Lezard (Flenceburg)
4. Set periods to 27/28 by waiting
5. Go to Flenceburg

[Lezard Tower]

1. Stop at the first save point and **MENU**:
Transmute the Element Sceptre into a Tome of Alchemy
Make 7 Angel Curios
Set Lorenta into the party
Equip everyone with an Angel Curio
2. Go left to next room (skip 1st door in)
3. Go in nearby door up, then left to elevator
4. Wait a moment inside the elevator, then jump over the enemy and throw a crystal onto the wall – you cannot freeze this enemy so make a foothold to stand on on the wall
5. The elevator door will open, exit then re-enter the elevator and repeat step 4
6. Exit the elevator, then go into door down
7. Go left to just in front of the zombie dragon, make a large crystal, and jump over the dragon, continue to the left and go in door up
8. Go all the way right and go in door down
9. Go left to 1st door up, then go left into elevator
10. Repeat step 4, then exit the elevator and go in door up
11. Go right and in door down, repeat step 7 except now it is for the beast (continue in door up)
12. Go right to next room, quickly freeze the 1st firefly, then jump over and run down the stairs (under all the enemies), then go in the door up
13. Go left up the stairs, and attack the beast – run from the encounter, then continue left into the next room and slash the crystal
14. Exit and go back through the previous two rooms to the room after step 11 (after the 1st beast), this time go left down the stairs (under the enemies) and in the door up
15. Go left 2 rooms (you can crystal boost to go down the stairs faster), then go in door down – quickly shoot a crystal to freeze the nearby enemy, then continue up the stairs left and in door down
16. Go right down the stairs, and attack the zombie dragon – run from the encounter, then continue to next room and slash crystal
17. Go left, back up the stairs and in door up, then quickly freeze the enemy to your right, and continue down stairs to door up
18. Go right up stairs, then in door down – get past the enemies down the stairs, then in door down
19. Go right to teleporter and use it, then go left to boss

[Lezard]:

Easy fight – use the Tome of Alchemy to dispose of the minions, then use Holy Gems to dispose of Lezard

20. On exiting, you will go directly into the sacred phase – afterwards, the game will ask you for disk 2, so be ready

[World Map, Chapter 5]

1. Use spiritual concentration to find Mystina (Flenceburg) and Lucian (Gerabellum)
2. Collect Mystina in Flenceburg (Freya will yell at you after)
3. Collect Lucian
4. **MENU:**
 - Switch out Jelanda for Lucian
 - Give Lorenta 20,000 EXP
 - Give Lucian 7,000 EXP
 - Give Lorenta 5 points in Undead Int
 - Give Lucian 6 points in March
 - Level up Lorenta's 1st, 3rd, 5th, 6th, and 7th human traits to max
 - Level up Lucian's 1st, 3rd, and 4th human traits to max
 - Set your periods to 28/28
 - Transfer up Lucian
5. After scenes, you will be in chapter 6, skip to chapter 7

[World Map, Chapter 7]

1. **MENU:**
 - Send up both artifacts from 1st dungeon to Odin (Jeweled Blade Grimrist and Sealed Box)
 - Create 10 Lucid Potions
 - Create 20 Halberds
 - Create 1 Deluge Scepter
 - Create 1 Fairy Ring
 - Create 2 Power Bangles
 - Create 1 Magic Bangle
 - Create 1 Stun Check
 - Create 3 Pearl of Karula
 - Equip Lenneth with the Neb Ring
 - Equip Lorenta with the Holy Wand Adventia and 3 Pearl of Karula
2. On the map there are 2 dots in the center-north area, close together – one of them is the Weeping Lily Meadow, visit this location
3. **MENU:**
 - Set periods to Max
 - Send up Lorenta
4. Exit menu and finish chapter

[World Map, Chapter 8]

1. MENU:

- Put Jelanda and Mystina back into the party
 - Convert your Star Guard and remaining Holy Gems to MP
 - Transmute all of your Halberds into Poison Crystals
 - Transmute 1 Guard Reinforce to Spell Reinforce
 - Teach Might Reinforce and Sacred Javelin to Jelanda
 - Create 1 Valkyrie Favour
 - Create 1 Seraphic Garland
 - Make 10 Angel Curios
 - Set Jelanda's Attack to Sacred Javelin
 - Set Mystina's Attack to Mystic Cross
 - Equip Lenneth with Seraphic Garland, Angel Curio, and switch Neb Ring to a Power Bangle
 - Equip Arngrim with Valkyrie Favour, Angel Curio, and a Power Bangle
 - Equip Jelanda with Deluge Scepter, Angel Curio, and a Fairy Ring
 - Equip Mystina with Ether Scepter, Angel Curio, and a Magic Bangle
2. Visit Weeping Lily Meadow again, many cutscenes
3. In the fight with Hrist, initiate with Mystina then attack with Arngrim & Brahms – you shouldn't need Lezard, and if short damage use a PWS

[Asgard Hill]

1. Climb the hill and freeze enemies in your path, when you see a save point the next screen will have the first end boss

[Bloodbane]:

- If you don't have all your actions, simply end turn and let people die and revive
- Otherwise, Lucid Potion everyone ASAP
- Jelanda casts Spell Reinforce
- All other characters use poison crystals until boss is at roughly 50% HP (Roughly 10 crystals, can use 11 to be super safe)
- Initiate with a magic attack (probably Mystina) then hit all of your buttons (Each character must land at least 1 hit)
- Use PWS in order Jelanda --> Arngrim --> Mystina

2. Collect the chest that the dragon dropped for a sword

3. MENU:

- Equip Arngrim with Demon Sword Levaitain
- Equip Lenneth with Valkyrie Favour
- Equip Mystina with Ether Scepter (only if the one she was using broke)
- Equip Angel Curio to anyone who needs one

4. Continue to climb the hill and freeze enemies, you will see another save point, and the next screen will have the 2nd end boss

[Fenrir]:

Strategy must be modified if you don't start with all your actions (ie, the boss goes first)

Generally, Lucid Potion your whole team ASAP

Jelanda casts Spell Reinforce

Mystina casts Sap Guard

Jelanda casts Might Reinforce

Use ~5 poison crystals (more if you want to be safe)

Initiate with a magic attack (probably Mystina) then hit all of your buttons (Each character must land at least 1 hit)

Use PWS order Jelanda --> Lenneth --> Arngrim --> Mystina

5. Continue climbing hill – a screen coming up will have a ghost that descends from above on entry, to avoid you must run underneath it and slide (tight window)
6. Continue to next save point, then **MENU**:
Create the maximum amount of Lucid Potions
Create 2 Might Potions
Switch Arngrim's Power Bangle to a Stun Check
Equip Angle Curio to anyone that needs one
7. Continue to next screen to fight final boss

[Loki 1]

Lucid Potion everyone ASAP, then end turn – battle will end

[Loki 2]

Depending on how the first action plays out, you will need to switch strategies

If anyone is dead, you lose

If anyone is frozen/paralyzed, you also lose

These are rare circumstances, but can happen

If you have all actions, start with Lucid Potion on everyone

Jelanda casts Spell Reinforce

Mystina casts Reduce Guard

Lenneth uses Might Potion on herself

Arngrim uses Might Potion on himself

Initiate with a magic attack (probably Mystina) then hit all of your buttons (Each character must land at least 1 hit)

Use PWS order Jelanda --> Arngrim --> Mystina --> Lenneth

Alternatively, if Lenneth is hit and stunned on the first turn, Lucid Potion everyone else and hope Loki uses a single target attack and kills Lenneth

Then Lucid Potion Lenneth with herself

Arngrim uses Might Potion on Lenneth

Jelanda casts Spell Reinforce

Mystina uses Reduce Guard

Initiate with a magic attack (probably Mystina) then hit all of your buttons (Each character must land at least 1 hit)

Use PWS order Jelanda --> Arngrim --> Mystina --> Lenneth

[Appendix 1]

Notes about PWS (Purify Wierd Soul):

The order of PWS is important – each successive PWS does increased damage, so the last does way more damage

For PWS it is good to mash the button at as high a speed as possible or else you run the risk of the combo bar decreasing too much. If it goes too low you'll lose the ability to continue the combo.

Crystal Boosting: Crouch and face away from where you want to go, then explode a crystal on the ground next to you to boost in a direction

There is a bug in the game that can cause you to walk out of doors if holding a direction. A brief pause before moving may alleviate this problem.

Note that in the equipment menu there are 2 accessory slots, as well as 3 add on item slots. These are different item types.

[Appendix 2 & 3]

Important Characters		Important Places	
English Name	Japanese Name	English Name	Japanese Name
Lenneth / Valkyrie	レナス / ヴァルキリー	Flenceburg	フレンスブルグ
Arngrim	アリューゼ	Gerabellum	ジェラベルン
Jelanda	ジェラード	Weeping Lily Meadow	鈴蘭の草原
Badrach	バドラック		
Lorenta	ロレンタ		
Lucian	ルシオ		
Mystina	メルティーナ		

[Appendix 4]

Important Spells	
English Name	Japanese Name
Guard Reinforce	ガード レインフォース
Spell Reinforce	スペル レインフォース
Might Reinforce	マイト レインフォース
Sacred Javelin	イグニート ジャベリン
Mystic Cross	クロス エアレイド
Sap Guard	レデュース ガード

[Appendix 5]

Important Items	
English Name	Japanese Name
Element Sceptre	エレメント セプター
Two-Handed Sword	トゥハンデッド ソード
Union Plume	ユニオン プラム
Thunder Gem	サンダー ジェム
Poison Gem	ポイズン ジェム
Holy Gem	ホーリィ ジェム
Nibelungen Ring	ニーベルンゲンの指環
Tome of Alchemy	錬金術の書
Angel Curio	エンジェル キュリオ
Lucid Potion	ルシッド ポーション
Halberd	ハルヴァード
Deluge Sceptre	デルージュ セプター
Fairy Ring	フェアリィ リング
Power Bangle	パワー バングル
Magic Bangle	マジック バングル
Stun Check	スタン チェック
Pearl of Karula	カルラの真珠
Holy Wand Adventia	聖杖アドヴェンティア
Jeweled Blade Grimrist	宝剣グリム ガウディ
Sealed Box	封印の小箱
Star Guard	スター ガード
Poison Crystal	ポイズン クリスタル
Valkyrie Favour	ヴァルキチー フェイバー
Seraphic Garland	セラフィック ガーランド
Ether Sceptre	エーテル セプター
Demon Sword Levantine	魔剣レヴァンティン

[Appendix 6]

The main menu options will change to English in the Japanese version for a moment if you highlight them, however the individual menu options in the nested menus are as follows (only relevant menus and mostly just relevant items included):

Skill	
Learn	習得
Set Up	セットアップ
Traits	人物特性
Use Item	
Use	使用
Transmutate	原子配列変換
Convert MP	MP 変換
Party	
Edit	編成
Exp. Orb	経験の宝珠
Practice	練習
Equipment	
Change	変更
Remove	はずす
Best	最適
Configuration/Config	
Text Speed Slow / Normal / Fast / Page Units	文字表示速度 遅い / 音通 / 速い / ページ単位
Button Use Dec / Attack, Cancel / Jump, Camp, Crystal, Minimap, Back Console, Message Cut	ボタン配置 決定 / 攻撃, キャンセル / ジャンプ, キャンプ, 晶石を撃つ, ミニマップ, バックコンソール, メッセージカット
Original	元に戻す
Default	デフォルト
Data	
Save	セーブ
Load	ロード
Main Menu	
Time for a rest	で休息に入ります。
Materialize Points	マテリアライズポイント

