

SHINING FORCE ETERNITY

A MOD BY ACCUMULUS



Controls:

- Directional Buttons
 - ◆ (Exploration) Navigate character
 - ◆ (Battle) Navigate character/cursor
 - ◆ (Menu) Navigate selection
 - ◆ (Cutscene) Advance at 'Text speed 4' while held

- Start Button
 - ◆ (Exploration) [No use]
 - ◆ (Battle) Hide windows
 - ◆ (Menu) Hide windows
 - ◆ (Cutscene) Hide windows

- 'A' Button
 - ◆ (Exploration) Open menu
 - ◆ (Battle) Confirm selection/View unit status page/Open menu
 - ◆ (Menu) Confirm selection
 - ◆ (Cutscene) Advance at 'Text speed 4' while held

- 'B' Button
 - ◆ (Exploration) [No use]
 - ◆ (Battle) Exit to cursor
 - ◆ (Menu) Exit to previous menu
 - ◆ (Cutscene) Advance at 'Text speed 4' while held

- 'C' Button
 - ◆ (Exploration) Speak with NPC/Search area
 - ◆ (Battle) Confirm selection/View unit battle header/Open menu/Search Area
 - ◆ (Menu) Confirm selection
 - ◆ (Cutscene) Advance at 'Text speed 4' while held

Game Start:

Upon startup, an introductory cutscene will play showing the leadup to the adventure's start. Pressing start during this will skip to the title screen. Waiting at the title screen will cycle back into the intro.

Advancing past the title screen, a witch will greet you and handle the file options for the 2 save slots:

Start – Begin a new adventure

Cont. – Return to a previously saved adventure

Del. – Erase a saved adventure

Copy – Duplicate a saved adventure into the other save slot

Game Configuration:

The game has a default 'Standard Configuration' of random battles enabled, and all other options disabled.

If not using the 'Standard Configuration' you will be prompted to select options for your custom configuration. These options enabled are:

Shuffler – Characters will be shuffled around to appear in a randomized join order

Permadeath – When a character dies they will be removed from the party and will be no longer available for gameplay. Results in a 'Game Over' if leader dies.

Turbo Mode – Mimics « Special Turbo Mode » from vanilla game

Classic Equips – Class equip tables include are simplified to classes of weapons (swords/longbows/daggers/etc), instead of having customized lists.

Random Battles – Certain battles have a chance to activate, outside of the story, with enemy levels matched to your leader, while exploring the map.

Scaled Gold Drops – Killing enemies with units significantly above enemy level will decrease how much gold is dropped.

Free Promotions – Special promotions no longer need item to enact.

Starting A New File:

After starting a new file, you are prompted to choose a difficulty:

- Norm. – Enemies have base stats
- Hard – Enemies gain a boost to offensive abilities
- Super – Enemies gain another boost to offensive abilities
- Ouch! – Enemies also gain boost to defense

Then you will need to name your character(s). A screen with the unit portrait will appear with a textbox and alphanumeric selection. Names can be up to 9 characters long and will be defaulted to the generic name if left blank. Naming the first unit will always be prompted, and all other units can be renamed by holding start during naming that first unit.

New Game+:

After beating the game you will end up in an empty version of Granseal. While there, save at the church and restart the game to continue. Continue from the file, and you will be prompted to select a difficulty and name.

Exploration:

When outside of a battle, the main character can explore towns, fields, caves/ruins, and other areas.

Look around for items stashed away to aid you in your journey, and watch out for ambushes in the overworld. Towns are filled with people and will offer shops to buy/sell items or a church to revive/cure/promote allies, as well as save your game. Fields are predominately where battles will take place but may also hide some secrets. Caves/Ruins are typically thinly populated and usually are important to advancing with your adventure.

Stats:

- LV – Unit's level; guides cost of performing church functions on unit.
- HP – How much health unit has. If leaders HP is reduced to 0, the battle is lost and ½ of gold is lost.
- MP – How large unit's magic pool is. Most magic will grow more powerful as the caster gains more MP, and subsequently cost more.
- EXP – Unit's experience; will levelup at 100 unless at max level.
- ATT – Unit's attack power. Damage taken based on difference between unit's ATT and target's DEF (1 damage minimum).
- DEF – Unit's defense power
- AGI – Unit's agility score
- MOV – Unit's movement. Different terrain can consume different amounts of MOV
- Resistance – How much protection unit has from each element (weakness, resistance, immunity).
- Critical Chance – How frequently unit will deal extra damage
- Counter Chance – How frequently unit will counterattack
- Double Chance – How frequently unit will perform second attack
- Evade Chance – How frequently unit will avoid an attack
- Land Effect – How much protection unit gains from terrain
- Status – Buffs/Ailments unit currently has; display as icons in upper-right of unit stat screen

Menus:

- Member – Brings up the member list of your current allies. Use directional buttons to navigate between pages of information. Selecting a unit will bring up their status page.
- Item – Bring up Item submenu
 - ◆ Use – Use consumable item or magical equipment (equipment might break)
 - ◆ Give – Trade items between characters (can trade empty space in battle)
 - ◆ Equip – Select appropriate equipment to equip to unit
 - ◆ Drop – Discard item (rare items will be recovered in shop deals)
- Search – Investigate space in front of unit (chests can be opened in battle)
- Buy – Bring up regular shop inventory for purchase
- Sell – Bring up member list to select item to sell
- Repair – Repair broken equipment before it is unusable
- Deals – Bring up special shop inventory of acquired rare items
- Join – Select unit to include in active force
- Purge – Select unit to remove from active force
- Depot – Bring up Depot submenu
 - ◆ Look – Inspect item to learn more about it
 - ◆ Derive – Select item to remove from storage
 - ◆ Deposit – Select item to submit to storage
 - ◆ Rename – Change name of unit
- Raise – Revive fallen unit
- Cure – Restore unit blighted with poison/paralysis/curse
- Promote – Advance valid unit to higher class
- Save – Save current game progress/Establish location as egress point
- Attack – Select enemy to melee attack
- Magic – (Battle only) Allows selection of spells/abilities known by unit.
- Stay – (Battle only) Ends turn.
- Map – (Battle only) Brings minimap of the battlefield.
- Speed – (Battle only) Brings up options for dialog/messages.
- Quit – (Battle only) Save game in a suspended state during battle.

Classes:

Swordsman (SDMN)

A mere squire learning the sword.

Has some potential for magic.



Uses Swords

General (GRNL)

Generals oversee the battle doling out boons to their units or capably calling for a tactical retreat.



Uses Swords

Viking (VKNG)

A general dedicated to never backing down.

Depends on elevated health and strength to take down demons. Able to wield greatswords.



Uses Broadswords

Uses Axes

Spellsword (SPSW)

A general that leads the way with the help of spells. Wields the sword or the stave.



Uses Swords

Uses Staves

Hero (HERO)

A fighter chosen to lead the fight against evil.

May they not just be a pawn in a game of he deities.



Uses Broadswords

Priest (PRST)

A healer; offers some buff/debuff but low attack/defense.



Uses Rods

Vicar (VICR)

Clergy member with access to greater healing techniques. Uses rods as primary armament.



Uses Rods

Master Monk (MMNK)

A priest who has decided to put the fight in her own hands. Possessing moderate attack and defense.



Uses Greaves

Angel (ANGL)

Flying avatars of either blessing or assault. Angels of blessing boast high magic pools to heal/support allies, but lack offensive magic. Angels of assault can fight for themselves and share an offensive boon with allies.

Unarmed

Zealot (ZEAL)

A healer willing to use every resource to fulfill divine superiority.

Uses Rods
Uses Ankhs

Saint (SNT)

The highest tier of Vicar; able to implement an attack buff, and the highest levels of mass healing and cures.

Uses Rods

Knight (KNTE)

A standard centaur; notable for their health and movement range.



Uses Lances
Uses Spears

Paladin (PLDN)

An advanced class for centaurs that boast high health. A basic advancement on the Knight class.



Uses Lances
Uses Spears

Pegasus Knight (PGNT)/(BLKT)

An aerial variant of the Knight. Specializes in using lances and javelins to snipe the devils.



Uses Lances
Uses Javelins

Magic Knight (MKNT)

A centaur which has studied spellcasting. Able to deal magic to those whom the spear will be ineffective.

Uses Spears
Uses Halberds

Strike Knight (SKNT)

Centaurs using ancient tech to blast enemies with cannonfire.



Uses Cannons

Dvarpala (DVAR)

This is a heavy, armored knight standing as a general among the centaur. Dvarpala are skilled with all forms of longarms, employing the lance, spear, and halberd as needed.



Uses Lances
Uses Spears
Uses Javelins
Uses Halberds

Warrior (WARR)

A standard frontline soldier. Has higher defense to absorb blows and respond with an axe.



Uses Axes

Gladiator (GLDT)

A heavy unit trained to draw the ire of the enemy, then crush them with heavy axes.



Uses Thrown Axes
Uses Heavy Axes

Champion (CHMP)

Champions are warriors focused on confronting foes in a duel of blows; a pugilist with less concern for defense.

Uses Gloves

Baron (BRN)/(RDBN)

A warrior trained to fight with swords and axes. With battle exercises barons have learned how to counter the enemy and land critical blows.



Uses Broadswords
Uses Axes

Weapon Master (WPNM)

A warrior trained in the arts of war, able to bring destruction with a variety of weapons.



Uses Swords
Uses Axes
Uses Thrown Axes
Uses Daggers

Mage (MAGE)

A purveyor of the magical arts. A unit with low attack/defense using staves to bolster spells.



Uses Staves

Wizard (WIZ)

A fully trained mage with high speed; can unleash devastating spells.



Uses Staves

Alchemist (ALCM)

A mage that has pursued the arts of chemistry. Able to concoct acid to use in battle.

Unarmed

Sorcerer/Sorceress (SORC)

Spellcasters contracted with spirits to do battle. Uses ankhs to recover magic from the environment.



Uses Ankhs

Necromancer (NCRO)

A wizard that has turned to the dark arts to further their power.



Uses Staves
Uses Ankhs

Archer (ACHR)

An elven adventurer gifted at using the bow. Archers are gifted at moving through forests and surprising their enemies.



Uses Bows

Sniper (SNIP)

An elf gifted at stealthily taking shots from the cover of darkness or the woods.



Uses Longbows

Hunter (HUNT)

A sturdy elf that uses bows and daggers.



Uses Bows
Uses Daggers

Brass Gunner (BRGN)

Piloting a tank of ancient design, brass gunners can blast enemies at even great distances. These tanks are equipped with cannons that can unleash a powerful blast that assails all in a very large area.



Uses Cannons

Quickdraw (QDRW)

A very skilled archer, able to act in the blink of an eye.

Uses Bows
Uses Crossbows

Witch (WTCH)

A purveyor of the magical arts. This unit is more apt to use support spells than its Mage counterpart.



Uses Staves

Madam (MDM)

A skilled witch.



Uses Staves

Magitech (MTEC)

Using the plans for a magical battery, this unit can continuously loose spells.



Uses Staves

Yaga (JAGA)

An elite witch, able to bring many down to their knees.

Uses Staves
Uses Ankhs

Demigoddess (DEMI)

The demigoddess represents the spearhead of the fight against evil. With a tremendous magic pool, pacts with spirits, and divine protection from spells, this unit can turn the tide of battle.



Uses Ankhs

Birdman (BDMN)

A warrior of Bedoe ready to swoop into the enemy impaling them upon their sword.



Uses Swords

Bird Battler (BDBT)

An advanced bird class fighting with sword and shield. With high speed and movement these troops can quickly engage the enemy.



Uses Swords

Bird Mage (BDMG)

The birdmage is able to fight with sword in hand or unleashing spells from the air guided by their staff.



Uses Swords
Uses Staves

Sky Lord (SKY)

An elite bird warrior, able to survey the entire field for the right opportunity.



Uses Swords
Uses Broadswords
Uses Axes

Ranger (RNGR)

A centaur class that utilizes bows.

Has moderate attack, but lower health.



Uses Bows

Bow Knight (BWNT)

The bow knight is not able to maneuver as well as a paladin but uses crossbows and longbows to reach their targets.

Uses Bows

Uses Longbows

Fletchling (FTCH)

A flying archer using their superior vantage to rain terror on the enemy.



Uses Bows

Uses Longbows

Frakka (FRKA)

A centaur that excels at the spear/javelin is granted the title of 'Frakka'. Frakkas are able to achieve attacks outside the range of a typical centaur.

Uses Spears

Uses Javelins

Bow Master (BMST)

A Bow Knight that has achieved peak form. This unit may utilize all of the bowarms to enact their justice.



Uses Bows

Uses Crossbows

Uses Longbows

Monk (MNK)

A fighter who has also invested into learning the divine arts.



Uses Gloves

Hermit (HRMT)

A monk that has spent much time further training.



Uses Gloves

Innovator (INVO)

A blessed unit dedicated to removing evil from this world.



Uses Gloves

Technician (TECH)

A monk that has spent ages learning how to disassemble the opposition.



Uses Gloves

Wolfman (WFMN)

A fledgling beastman building up strength while attacking with the aid of gloves.



Uses Gloves

Wolf Baron (WFBR)

A beastman that has achieved fighting form; attacks with natural claws for great damage.



Unarmed

Berserker (BSRK)

A beast soldier tattooed with runes to give magic resistance. Berserkers confront their targets with bared claws.



Unarmed

Brawler (BRWL)

A fighter dedicated to raining blows upon the enemy. They favor a light build to properly intercept enemies and take them down.

Uses Gloves

Automaton (AUTO)

A simple machine manufactured to assist their masters. They utilize no weapon, but may unleash energy from their reactor to harm foes.



Unarmed

Robot (RBT)

A constructed soldier armed with a small laser cannon.



Unarmed

Mecha (MECH)

A large automaton. Armed with a cannon, this unit can unleash chaos among the enemy ranks.

Uses Cannons

Cyborg (CYBG)

A machine of the Ancients designed to Strike down all invaders.



Unarmed

Xenolith (XENO)

Unarmed

Thief (THIF)

A stealth class using knives to take down mages.



Uses Knives

Rogue (ROGE)

An experienced thief hardened with elevated attack and defense.

Uses Knives
Uses Daggers

Hermes (HRMS)

Hermes are tremendously fast units able to ferry items efficiently across the battlefield.

Unarmed

Ninja (NINJ)

A warrior trained to use spell-like techniques to supplement their attacks. Uses light swords to execute foes.



Uses Swords

Assassin (ASSN)

A fighter highly skilled in stealth. Send this unit into enemy territory to remove problematic foes.

Uses Swords
Uses Knives
Uses Daggers

Beast (BST)

A heavy unit that uses his bulk to crush the enemies.



Unarmed

Brute (BRUT)

A heavy unit that takes to the fight with his own fists ... and feet.



Uses Greaves

Lizardman (LZMN)

A warrior able to mobilize on land or in the water.

Uses Spears

Dragon Soldier (DSOL)

A lizardman warrior that will cleave resistance in twain.



Uses Axes
Uses Heavy Axes

Dragonman (DGMN)

A lizardman unit which has taken to the skies. With wing and weapon, this unit can assail the enemy.



Uses

Saurian (SAUR)

A lizardman dedicated to raw strength. Using chaotic attacks, this creature can bring the devils to rein.

Unarmed

Dragon (DRGN)

A young dragon that can swoop in and disrupt the enemy.



Unarmed

Great Dragon (GRDR)

An adolescent dragon able to fend off even high-level devils.



Unarmed

Serpent (SPNT)

A dragon bent toward the natural and mystical energies. Floating across the battlefield, it is destined to bring ruin to its enemies.



Unarmed

King Dragon (KDGN)

An adult dragon fully capable of clearing the battlefield.

Unarmed

Driver (DRIV)

A warrior utilizing an armed vehicle. Has excellent movement enabling it to get into position to stab its foes.

Uses Lances

Wing Knight (WKNT)

A fighter utilizing a flying contraption to Soar to victory.



Uses Lances

Armor (ARMR)

A mechanized suit to allow its user to wade into the battlefield.



Uses Axes

Uses Heavy Axes

Chrome Dome (CRDM)

After studying the blueprints of the Ancients, the mechanist has made a prime work, an advancement on the Brass Gunner tank.

Uses Cannons

Shabti (SBTI)

A construct made to assist in day-to-day services.

Unarmed

Golem (GLM)

A servant constructed ages ago to aid in the sealing of evil, golems are heavy attackers undeterred by damage.



Unarmed

Colossus (COLO)

A towering golem, looming over its foes.



Unarmed

Phoenik (PHNK)

A magical creature that screams at its enemies. Has reduced flight capability.



Unarmed

Phoenix (PHNX)

An adult magical creature with some magical resistance. Recovers full flight capabilities.



Unarmed

Rhea (RHEA)

A flightless creature with high attack and mobility.

Unarmed

Elemental (ELEM)

A creature embodying an aspect of nature. These units will gather magical power from the surrounding to fuel their attacks.



Unarmed

Tortoise (TORT)

A small creature saved from the menagerie boasting high defense, but meager health.



Unarmed

Ancient (ANCT)

A long-lived creature characterized by high health and defense. Slow and steadily this unit bowls into the enemy lines.



Unarmed

Monster (MNST)

A creature suite for war with high defense and flight. Able to unleash gouts of flame on occasion.



Unarmed

Juggernaut (JGNT)

An unstoppable force. An oncoming onslaught. A creature of catastrophe.

Unarmed

Magical Creature (MGCR)

A curious creature, able to utilize the arcane arts.



Unarmed

Kaiju (KJU)

A creature which has accessed monstrous power.

Unarmed

Celestial (CLST)

A magical creature highly gifted in arcane arts.

Little is known of where this creature came from.

Unarmed

Alien (ALN)

A true enigma of a creature,
Displaying wonderous powers.

Unarmed

Shinobi (SNBI)

A fighter utilizing stealth to infiltrate
the enemy's forces. Has good mobility
and



Uses Knives
Uses Daggers

Samurai (SAMR)

Combining styles, this unit can pick apart the
opposing force.



Uses Swords

Spirit (SPRT)

A magical creature assisting with support magics.

Unarmed

Fairy (FAE)

The fairy is a neutral entity that grants gifts of support, granting healing, attack, defense, or speed.

Unarmed

Tamer (TAME)

A unit knowledgeable in training methods. Fighting alongside such a unit speeds growth.

Unarmed

Director (DRCT)

A trainer that demands obedience. This unit will use harsh methods to make their vision a reality.

Unarmed

Ogre Rider (OGRE)

A trainer that has paired with an ogre to strike down the devilish threat.

Unarmed

Mentor (MNTR)

A trainer that forms a strong bond with their charges.

Unarmed

Colt (COLT)

A young horse willing to go forth and trample the devils.

Unarmed

Unicorn (UNI)

A mystic creature that represents peace and Prosperity.

Unarmed

Nightmare (NGHT)

A dark steed. Steeped in arcane power, this unit unleashes fury on the enemy.

Unarmed

Kirin (KIRN)

A holy creature, blessed by nature and a symbol of tranquility.

Unarmed

Penguin (PGN)

A creature that must be protected at all times. They are prone to waddling into danger.

Unarmed

Great Penguin (GPGN)

A creature that has realized that now is the time to show its worth.

Unarmed

Flare Penguin (FPGN)

A sturdy creature that has just the tools to help.

Unarmed

Samba Penguin (SPGN)

A key unit, gifted in movement. This unit will dance across the battle to victory.

Unarmed

Academy Penguin (APGN)

A creature which has studied to utilize several magic arts. They will unleash powerful spells to show their worth.

Unarmed

Prinny (PRIN)

A dedicated unit, willing to offer everything for the cause.

Unarmed

Yogurt (YGRT)

Unarmed

Items:

- Consumables
 - ◆ HP Restore – Item to recover health (Medical Herb, Healing Drop, etc)
 - ◆ MP Restore – Item to recover magic (Fairy Powder, Fairy Tear, etc)
 - ◆ Status – Item to clear ailment (Antidote)
 - ◆ Damage – Items containing a single use spell
 - ◆ Stat Boost – Item to increase single stat on use
- Weapon
 - ◆ Sword – Basic sword; adjacent only
 - ◆ Broadsword – Sword with high attack, but reduced prowess; adjacent only
 - ◆ Axe – Basic axe; adjacent only
 - ◆ Thrown Axe – Axe that can be thrown; adjacent/ranged
 - ◆ Heavy Axe – Axe with high attack, but reduced prowess; adjacent only
 - ◆ Lance – Basic lance; adjacent only
 - ◆ Spear – Basic spear; adjacent/ranged
 - ◆ Javelin – Spear made for throwing; ranged only
 - ◆ Halberd – Lance that boost unit def; adjacent only
 - ◆ Rod – Weapon that maintains a minimum health; adjacent only
 - ◆ Stave – Weapon that boost magic pool; adjacent only
 - ◆ Ankh – Weapon that restores magic; adjacent only
 - ◆ Knife – Basic knife; adjacent/ranged
 - ◆ Dagger – Knife made for stabbing; adjacent only
 - ◆ Bow – Basic bow; ranged only
 - ◆ Crossbow – Bow that can be easily wielded; adjacent/ranged
 - ◆ Longbow – Bow with increased range; ranged only
 - ◆ Cannon – Weapon to fire powerful blasts; ranged only
 - ◆ Knuckle – Weapon to reinforce punching; adjacent only
 - ◆ Greave – Weapon to reinforce kicking; adjacent only
- Accessory
 - ◆ Ring – Item for humanoid unit that generally boost single stat while equipped.
 - ◆ Medal – Item that automatically clears an ailment while equipped.
 - ◆ Artifact – Unique item made by a master smith; may have various effects
- Promotion Item
 - ◆ Vigor Ball – Allows promotion into class more suited to frontline fighting
 - ◆ Roc Feather – Allows promotion into aerial class
 - ◆ Tactics Primer – Allows promotion into class with alternate weaponry
 - ◆ Ars Innova – Allows promotion with new spell capability
 - ◆ Naska Plans – Allows promotion that uses ancient tech
- Material – Item that can be processed into another item
- Key Item – Item that is needed to progress the story or unlock feature

Magic:

Each magic will be tied to 1 of 8 elements (Wind, Lightning, Fire, Ice, Earth, Water, Elementless, and Status). Magic can also be grouped by class (Support, Ailment, Spell, Technique, Summon, and Ability).

- Support
 - ◆ Egress – Allows party to leave battle, but does not disperse enemies
 - ◆ Heal – Restores HP to single unit
 - ◆ Bless – Restores HP to units near caster
 - ◆ Aura – Restores HP to group of units
 - ◆ Cure – Removes ailments (Poison/Paralysis/Curse)
 - ◆ Attack – Boosts attack for 3 turns
 - ◆ Fortify – Boosts defense for 3 turns
 - ◆ Fleet – Increases movement range for 3 turns
 - ◆ Fervor – Boosts attack and agility for 3 turns
 - ◆ Boost – Boosts defense and agility for 3 turns
- Ailment
 - ◆ Slow – Decreases defense and agility for 3 turns
 - ◆ Feeble – Decreases attack and defense for 3 turns
 - ◆ Muddle – Confuses targets
 - ◆ Dispel – Silences targets
 - ◆ Sleep – Sleeps targets
 - ◆ Desoul – Kills targets
- Spell
 - ◆ Blast – Wind-based spell
 - ◆ Bolt – Lightning-based spell
 - ◆ Blaze – Fire-based spell
 - ◆ Freeze – Ice-based spell
 - ◆ Quake – Earth-based spell
 - ◆ Geyser – Water-based spell
- Technique
 - ◆ Futon – Wind-like technique
 - ◆ Raiton – Lightning-like technique
 - ◆ Katon – Fire-like technique
 - ◆ Hyoton – Ice-like technique
 - ◆ Doton – Earth-like technique
 - ◆ Suiton – Water-like technique
- Summon
 - ◆ Djinni – Invoke the spirit of wind
 - ◆ Thor – Invoke the spirit of lightning
 - ◆ Apollo – Invoke the spirit of fire
 - ◆ Ymir – Invoke the spirit of ice
 - ◆ Dao – Invoke the spirit of earth
 - ◆ Neptune – Invoke the spirit of water
 - ◆ Vestia - Invoke the spirit of blessing

- Ability
 - ◆ Absorb – Steal an amount of MP from enemy
 - ◆ Flame Breath – Breathe gout of fire onto target
 - ◆ Snow Breath – Breathe gout of Ice onto target
 - ◆ Bubble Breath – Spray stream of water onto target
 - ◆ Static – Release a stream of plasma, shocking target
 - ◆ Sand – Blast earthen debris onto target
 - ◆ Laser – Discharge accumulated energy, damaging all within the blast
 - ◆ Burst – Explode body, damaging all within the blast
 - ◆ Acid – Throw acid onto target
 - ◆ Demon Breath – Breathe spirits of the damned onto target
 - ◆ Aid – Restore HP of ally
 - ◆ Refill – Restore MP of ally

Vehicles:

During your journey you will come across some vehicles to aid you in your expedition. The raft will allow you to navigate the river, but it will be stopped by the rocky shallows.

The Caravan can traverse very rough terrain and will act as a mobile headquarters. The active force can be manipulated, having choice units join the battle while others sit it out (a leader must be in battle). Also, like the headquarters in New Granseal, items can be inspected or put into storage via the 'Depot'.

Tips:

- Many battles, once completed, can turn into fields for enemies to ambush the party while exploring.
- Aquatic enemies become more vulnerable, once on land.
- Some equipment has spells enchanted into their form.
- Enemies may drop items in battle, so keep a slot open to retrieve them.
- Most offensive spells/techniques will divide damage across the targets, but summons will commit full damage to all targets.
- Different promotions will have different spell lists.