

Castlevania

Order of Ecclesia



COVERS NINTENDO DS™

BASED ON A GAME
RATED BY THE
ESRB **T** **TEEN**

Written by Adam Deats

Wygol Village

Introduction

The sleepy village of Wygol is initially almost empty, save for its founder Nikolai. As the game progresses, new villagers are rescued, slowly populating the town with its awkward inhabitants. Rescued citizens offer many services ranging from medicine creation to shop management. However, these services come at a price. Special tasks must be completed for each of the townsfolk to obtain new wares. This, in combination with Wygol's Save Point and heart regenerator, make it the perfect hub for restoration and preparation. When you have completed an area, stop by Wygol to save your game, buy items, restore your hearts, and to pick up new quests before marching into the next zone.

This section covers every aspect of Wygol Village, including quests and info about the people demanding such tasks. Refer to this section whenever clarity is needed on problems relating to the town.



Always Something New in Wygol



There are three chests carrying items when you initially enter Wygol Village. These chests often hold a different set of items whenever you have defeated a new boss (25% of the time). Come back to them and examine their contents as often as possible to restock on Milk, Coffee, or Meat.



THE CAT WHISPERER

Wygol's villagers aren't the only ones who need help. A group of stray cats have gotten themselves into trouble. A job once meant for veterinarians and fireman, it is now your duty to venture into the depths of precarious dungeons to find these felines a home. Successfully catching one makes it a new member of Wygol Village. Though normally it's impossible to communicate with them, morphing into a cat via the Arma Felix glyph (obtained from the Black Panther enemy) allows you to speak with the cats in the village. They often offer hints to the placement of hidden items.



Cat Locations

Cat Name	Location
Tofu	Monastery
SoyBeanFlour	Minera Prison Island
Ink	Mystery Manor
Tom	Tristis Pass

Villagers & Quests

Nikolai

Age: 70 Location: Wygol Village

As the founder of Wygol Village, the compassionate priest Nikolai cares for nothing more than the safe return its members. Offering little but worry and the occasional prayer, the only quest involving Nikolai is hidden from sight...

SETTING NIKOLAI'S WORRIES TO REST

When all of Wygol's quests have been completed, speak to Nikolai. He'll give you the Master Ring, a powerful item that drastically increases the rate at which attribute points are gained.



Jacob

Age: 48 Location: Kalidus Channel

The peddler Jacob is hardly affected by his kidnapping. His heart and soul are focused entirely on running the town shop.

SHOP INFORMATION

Jacob adds new items to his shop when two conditions are met: the completion of certain quests and the defeat of either the Maneater or Goliath bosses. The exact items that are added to the shop are:

After Maneater Battle:

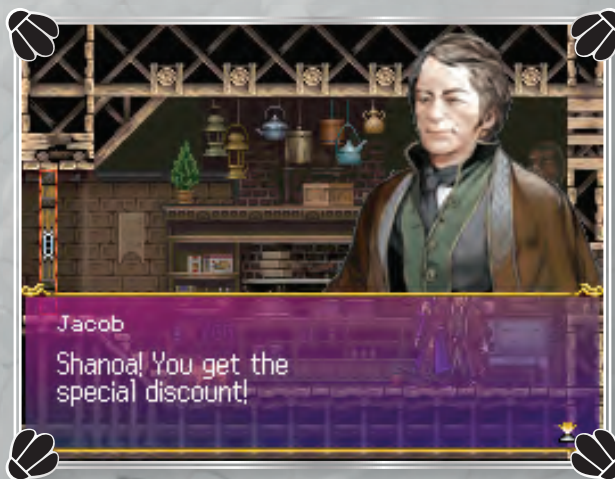
Combo Boots, Baggy Boots, Battle Boots.

After Goliath battle:

Crochet, Ghillie Boots, Cavalier Boots.

VIP CARD

Spend 100,000 Gold in Jacob's shop to earn the VIP Card, which lowers the price of store items by 20%. Jacob loves a big spender!





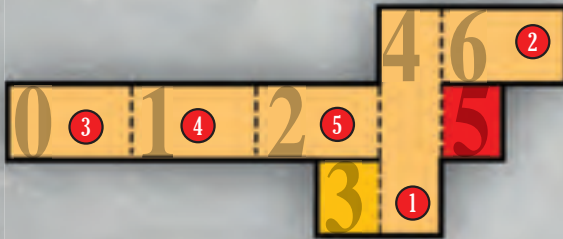
The Search for Dominus

Ecclesia



Our story opens with the entrance of Albus, a member of Ecclesia with aspirations of being the vessel for the Domnius glyph. Dominus, a tightly kept secret of the order, is a powerful weapon

developed to eliminate Dracula. Shanoa, our heroine, breaks the news that she has been chosen over Albus to bear the glyph's power. Of course, Albus is outraged by this.



Room	Enemy	Item
0	-	Record 5
1	-	-
2	-	-
3	-	-
4	-	Hidden Box: Record 1 Hard Mode: Glyph Sleeve
5	-	-
6	-	-

OBJECTIVE CHECKLIST

1 As the conversation finishes, leap vertically up the nearby platform until you reach the top of the room. Jump over to the topmost left ledge and crouch near its center. When you do this, a blue box magically rises from the ground. Input when you are near the box to obtain the **Record 1** item. Now proceed to the golden door way at the right end of the room.



2 Barlowe, master of the Ecclesia Order, proceeds to prepare Shanoa for the absorption of Dominus. Albus, angered with Barlowe's decision to select Shanoa over himself, interrupts the ritual and escapes with the glyph's three pieces.



3 As the dramatic scene concludes, the story flashes forward three weeks later. Albus' interference with the ritual has caused Shanoa to lose her memory, forcing Barlowe to re-teach the abilities she once knew. A short training tutorial starts. Absorb the **Confodere** glyph, a Rapier weapon with a startling attack speed. Open your inventory (when asked) and equip the weapon to both glyph slots, then proceed to attack Barlowe three times. Use its glyph union attack to move on to the next scene.



4 Upon entering the combat training room, several bone-throwing Skeletons appear. Rapidly attack each monster with a 3-hit combo (input **Y.X.Y** very quickly), then quickly shift into a back dash to avoid their bone attack. When the room is clear, enter the room to your west.



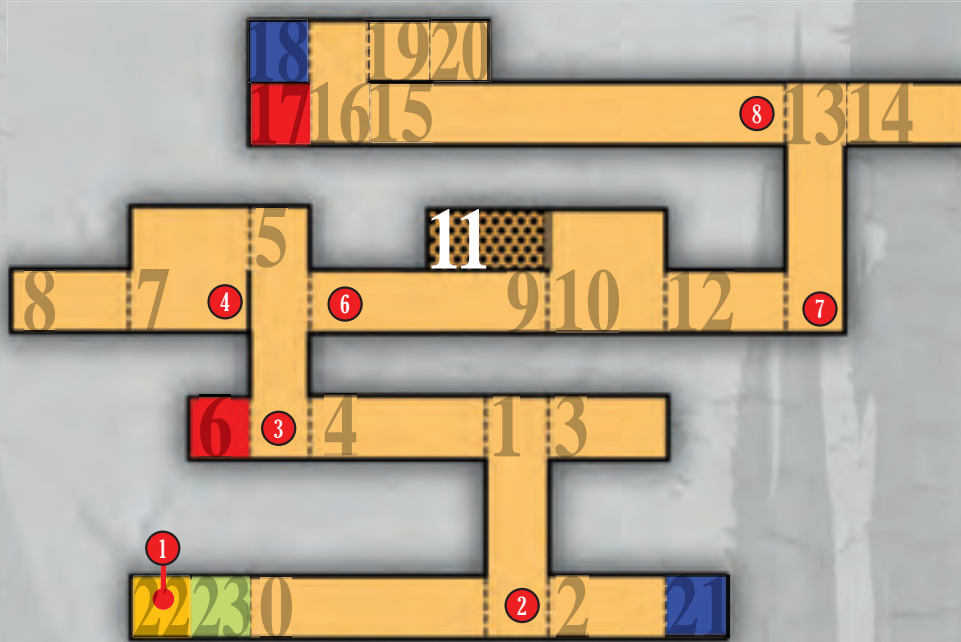
5 Open the red box inside **Room #0** for **Record 5**. Exit the room and move east until you find Barlowe again. After a lengthy exchange about your duty to retrieve the Dominus glyphs, exit the room through the right door. Enter the glowing door directly across from you to find the first Save Point. After recording your data, exit the room and move southwest to leave Ecclesia.



Search for Dominus

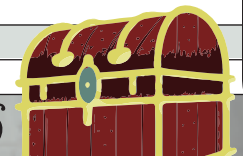
Monastery

The once-holy Monastery is currently in disrepair, now it is a refuge for creatures of the night. Since this is your first real dungeon experience, tread carefully through each room as if danger lurked around every corner (which it does). Use this opportunity to also practice stringing your attacks into the back dash, a useful technique for escaping harms way.



Room	Enemy	Item
0	Skeleton	-
	Hard Mode: Axe Knight	-
	Hard Mode: Bone Archer	-
1	Bat	Item Box
	Skeleton	-
2	Skeleton	-
	Zombie	-
3	Skeleton	-
	Banshee	Sandals
4	Skeleton	-
	Hard Mode: Axe Knight	-
5	-	Magnes
	-	Cotton Hat
6	-	-
	-	-
7	Ghost	Fool Ring
	Banshee	HP Max Up
	-	Kitty (Tofu)
8	Bone Scimitar	Cubus
	-	-
9	Zombie	Culter
	Hard Mode: Bone Archer	-
10	Ghost	Relic: Book of Spirits
	Banshee	Item Box
11	Zombie	Heart Max Up
	Ghost	-

Room	Enemy	Item
12	Banshee	-
	Bone Scimitar	-
13	Bat	Breakable Wall: Red Drops
	Skeleton	Item Box
14	-	500G
	Banshee	Item Box
15	Bone Scimitar	-
	Zombie	Item Box
16	Skeleton	-
	Bone Scimitar	-
17	-	MP Max Up
18	-	-
19	Arthroverta	-
20	Event: Albus	Dominus Hatred
21	-	-
22	-	-
23	-	-



Common Box	Rare Box
Meat	Heart Repair
Cotton Thread	High Tonic
Anti-Venom	Lapis Lazuli
Magical Ticket	Darjeeling Tea

OBJECTIVE CHECKLIST

1 Move east until you reach a room with a treasure box on a ledge to the northwest. This box is the first of many that have random items. Boxes like this reappear and change their contents every time you exit and re-enter a dungeon. Keep this in mind whenever you encounter either brown or green boxes.



2 Open the box, then drop down and continue east through the hallways. At the end of the path is a Warp Point, which comes in handy later when exiting the dungeon. Loop back to the room with the box from earlier, then start traveling north via the platforms. When you reach the top, proceed into the right corridor until you reach its end. There is a creature here called the Banshee that attacks with an unbearable screech. Keep your distance and attack three times to bring her down. Open the red box in the room to obtain **Sandals**, equip them immediately. Loop back and start moving towards the west end of the dungeon.



3 The Magnes glyph creates a field around Shanoa that pulls her towards magnetic rods, the shiny silver spheres hanging near the glyph's location. This is useful for reaching locations that are normally inaccessible. In this specific case you need to go north. Press **R** to activate Magnes and cling to the rod above you, then hold **↓** to pull Shanoa away from it. While continuing to hold **↓**, release **R** to fling Shanoa upwards. Press the **R** button again when she nears another rod to latch on to it. Repeat the process and continue north, ignoring the doorway to your right. Grab the red box at the top of the room to acquire the **Cotton Hat**. Head into the left doorway.



Search for Dominus

Bring Home a New Pet



4 Upon entering this new room, a meowing cat can be heard. She's hiding next to a treasure box at the southeast corner of the room. To get to her, use the Lizard's Tail slide (**↓** + **B**) just to the left of the pillar, west of the cat's location. If done correctly, you should slide right under the ledge and end up directly on top of the cat. When there, press **↓** to catch your new found friend. Slide again to your right to obtain the HP Max Up hiding away in the box.



005

"An apparition whose chilling wail stops men cold."



BANSHEE



Point	EXP	HP	ATK	DEF	MND
1	4	3	7	0	0

The opposite of what you would call lovely, the Banshee uses her screeching voice to attack the ears of music lovers and vampire slayers alike. The attack has very little range, so keep your distance to avoid it. The real danger lies in her big tolerance towards physical weapons. To compensate, rapidly attack her several times in succession with the Confodere glyph.

006

“A skeleton warrior. Strangely, it fights with genuine courage.”



BONE SCIMITAR



Point	EXP	HP	ATK	DEF	MND
1	5	17	8	0	0
ITEM DROP		GLYPH DROP			
-		-	Secare	15%	

The main interest in this fellow is the **Secare** glyph he drops. Attack him relentlessly until he finally lets you have it. You'll find it immediately useful.

- 5 Ignore the red box on top of the tall platform, you can't reach it just yet. Instead, proceed southwest to the next room while being cautious of the Ghosts flying around. Jump and slash at them once to make quick work of them. Upon entering the southwest door, overlook the suspicious falling blocks at the back of the room, you can't complete that puzzle until later. Focus on killing the Bone Scimitar in the room, who randomly drops the **Secare** glyph. You may want to repeatedly enter this room and defeat this enemy until he drops it, it is a sword-based glyph that is well worth the time invested to obtain it.



004

“The reanimated ghost of a horse killed on the battlefield.”



GHOST



Point	EXP	HP	ATK	DEF	MND
1	3	5	5	0	0

Ghosts tend to be very persistent about running into you, but that shouldn't matter much if you have a slash-based weapon on you. Cut the fiends down with your Confodere or Secare glyph in a single swing.

- 6 Return to **room #5** (where Magnes was found) and move into the east doorway. Break the statue in the middle of the hallway for the **Culter** glyph, but don't bother equipping it, stick with your current weapon. The next room over has a golden box in it, open it for the **Book of Spirits** relic. Now, jump up to the northeast end of the area for another treasure box.



A Careful Eye Reveals Many Imperfections



A hidden room is tucked away within the same area the golden box resides in. Jump up to the northwest corner of the room and face the left wall. Jump and slash at the suspicious looking red candle to reveal a breakable wall. After a few cuts the stacked furniture will



collapse, revealing a hidden room. Follow the newly formed hallway to find a **Heart Max Up** tucked away in a red box.

7

Continue east through the dungeon until you reach a vertical shaft with a treasure box in the northwest corner of it. The ledge that the box is sitting on holds a hidden item within it. Slash at the right end of the ledge three times to break it, causing **Red Drops** to fall. This item permanently increases the power of your fire attribute, improving the fire-based glyphs that you will obtain later. Proceed up the tower and enter the right corridor at the top of the room, grab the box at the end, then backtrack west.



8

This corridor is inhabited by an endless stream of Zombies, along with several Skeletons and Bone Scimitars. Move about slowly, carefully watching the spawning positions of the Zombies. Make use of the Save Point at the east end of the corridor, then leave the room. The red box outside of the room can be reached with the Magnes glyph. Cling to the metal rod, hold **↵** on the directional pad, then release **R** to launch over to the **MP Max Up**. Use Magnes again to reach the Warp Point and the blue door at the top of the room that leads to the area boss.



Glyphs

Name	ATK	MP	Quantity	Start Up	Attribute	Location
Confodere	6	5	1	8	Physical	During Ecclesia tutorial.
Vol Confodere	11	10	1	8	Physical	Dullahan
Melio Confodere	15	15	1	8	Physical	Dracula's Castle: Melio Confodere
Secare	8	5	1	12	Physical	Bone Scimitar
Vol Secare	14	10	1	12	Physical	Giant's Dwelling
Melio Secare	20	15	1	12	Physical	Spectral Sword

- 1 Glyph Name** – The label for the said glyph.
- 2 ATK** – The attack power of the glyph in question. This value contends with an enemy's DEF rating to formulate the damage dealt with your weapon.
- 3 MP** – The amount of Magic Points expended when a glyph is used.
- 4 Quantity** – All projectile-firing glyphs can only have a specific number of bullets on screen at a single time. This limit affects how fast the weapon can fire. The value listed here shows the exact number of projectiles a glyph can fire at one time. Take note that a 1 is automatically placed here if the glyph is handheld weapon.
- 5 Start Up** – The exact number of animation frames it takes for the glyph's attack to occur. In short, the lower this value is, the faster the glyph's attack comes out. Glyph's with a large wind up period tend to have higher ATK values, while faster glyphs suffer from lower ATK values to make up for their speed.
- 6 Attribute** – The type of damage the glyph inflicts. Enemies that show a weakness towards a glyph's element take 1.5 times more damage than normal.
- 7 Location** – The glyph's position.

Hand Glyphs

Shanoa has no need for real swords. Her entire arsenal revolves around the glyph system, magic imbued symbols that allow her to summon weapons in an instant. The variety of spells and weapons at her disposal is vast, so selecting the ideal weapon may come with difficulty. Use the following information to make raw comparisons between glyphs you're interested in or to locate any glyphs you don't have yet.



Name	ATK	MP	Quantity	Start Up	Attribute	Location
Confodere	6	5	1	8	Physical	During Ecclesia tutorial.
Vol Confodere	11	10	1	8	Physical	Dullahan
Melio Confodere	15	15	1	8	Physical	Dracula's Castle: Melio Confodere
Secare	8	5	1	12	Physical	Bone Scimitar
Vol Secare	14	10	1	12	Physical	Giant's Dwelling
Melio Secare	20	15	1	12	Physical	Spectral Sword
Hasta	9	5	1	14	Physical	Spear Guard
Vol Hasta	16	10	1	14	Physical	Tristis Pass
Melio Hasta	23	15	1	14	Physical	Dracula's Castle: Barracks
Macir	10	5	1	16	Physical	Ruvas Forest
Vol Macir	18	10	1	16	Physical	Misty Forest Road
Melio Macir	25	15	1	16	Physical	Hammer Shaker

Glyphs



Name	ATK	MP	Quantity	Start Up	Attribute	Location
Arcus	6	15	5	8		Bone Archer
Vol Arcus	9	15	5	8		Somnus Reef
Melio Arcus	9	25	5	8		Misty Forest Road
Ascia	8	15	2	8		Axe Knight
Vol Ascia	12	30	2	8		Somnus Reef
Melio Ascia	16	45	2	8		Great Knight
Falcis	11	5	1	16		Minera Prison Island
Vol Falcis	19	10	1	16		Miss Murder
Melio Falcis	28	15	1	16		Arms Depot
Culter	3	8	3	8		Monastery
Vol Culter	3	16	4	8		Red Smasher
Melio Culter	3	24	8	8		Arms Depot
Scutum	0	5	1	4	—	Kalidus Channel
Vol Scutum	0	5	1	4	—	Lizardman
Melio Scutum	0	5	1	4	—	Arms Depot
Redire	4	10	3	8		Training Hall
Cubus	5	20	4	8		Monastery
Torpor	10	20	2	8		Wygol Village
Lapiste	17	20	1	8		Dracula's Castle: Underground Labyrinth
Pneuma	14	25	1	0		Tymeo Mountains
Ignia	9	25	2	8		Fire Demon
Vol Ignis	7	40	1	8		Dracula's Castle: Underground Labyrinth
Grando	8	25	2	8		Sea Demon
Vol Grando	27	40	1	8		Tristis Pass
Fulgur	5	25	1	8		Thunder Demon
Vol Fulgur	3	40	3	8		Minera Prison Island
Luminatio	8	25	2	8		Lighthouse
Vol Luminatio	20	40	1	8		White Fomor
Umbra	13	25	1	8		Black Fomor
Vol Umbra	23	40	2	8		Mystery Manor
Morbus	12	25	1	8		Mechanical Tower
Nitesco	9	20	1	8		Nova Skeleton
Acerbatus	22	44	1	8		Albus
Globus	8	50	4	8		Barlowe, Demon Lord
Dextro Custos	18	16	1	8		Dracula's Castle: Library
Sinestros Custos	18	16	1	8		Dracula's Castle: Mechanical Tower
Dominus Hatred	66	66	1	8		Minera Prison Island event
Dominus Anger	66	66	2	8		Giant's Dwelling event

Bestiary

Enemy Example

096 *"A nearly-complete mobile robot. Model No. 27."*
1 **2** **3** **4**

AUTOMATION ZX27 Dracula's Castle: Mechanical Power

5

Point	EXP	HP	ATK	DEF	MND
6	7	8	9	10	11
ITEM DROP			GLYPH DROP		
12 er Ore		14	13 ma Machina		14

001 *"A bloodsucking bat that lurks in the dark."*
BAT Monastery, Ruvas Forest

5

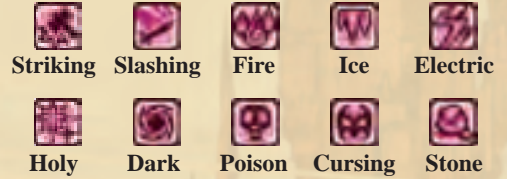
Point	EXP	HP	ATK	DEF	MND
1	1	1	4	0	0
ITEM DROP			GLYPH DROP		
-		-	-		-

002 *"A lively animated corpse, magically brought to life."*
ZOMBIE Monastery

5

Point	EXP	HP	ATK	DEF	MND
1	1	9	6	0	0
ITEM DROP			GLYPH DROP		
Rotten Meat		5%	-		-

- 1 Enemy Number**
- 2 Enemy Name** – your foe’s name.
- 3 Description** – Brief details about your adversary.
- 4 Location** – The enemy’s homestead.
- 5 Damage Types** – There are 10 types of damage in *Order of Ecclesia*:



Icons in this section indicate whether a foe is susceptible to certain damage types, or resistant to others. Damage types that deal extra damage to a given foe are highlighted with a red icon. In these cases the enemy’s defense parameter is ignored and the damage inflicted is 1.5 times higher than the norm. Damage types that a given foe resists, taking 25% of the normal damage inflicted, will be highlighted with a blue icon.

- 6 Point** – The amount of attribute points obtained when they enemy is defeated. Only the attribute type used to inflict the finishing blow increases.
- 7 EXP** – The experience points acquired when the monster is eliminated. The amount earned can be increased by equipping the Hierophant Ring.
- 8 HP** – The enemy’s hit point value. Your enemy dies when this number reaches 0.
- 9 ATK** – Your adversary’s attack rating. The higher the number, the stronger their attacks are. Shanoa’s DEF and CON stats reduce the damage dealt from this statistic.
- 10 DEF** – The monster’s defense rating. For most monsters, this is low or nonexistent, meaning your weapons will strike for full damage (i.e. if your attack rating is 100 and you hit an enemy with 0 DEF, you will do 100 damage).
- 11 MND** – The enemy’s mind rating. Affects the enemy’s ability to defend against elemental-based glyphs.
- 12 Item Drops** – Most creatures drop special items after their defeat, the top being a common item, while the bottom is rare. Whether an item drops or not is dependant on the item’s drop percentage and Shanoa’s Luck rating at the time of the enemy’s defeat.
- 13 Glyph Drop** – The glyph the enemy carries.
- 14 Drop percentage** – The percentage chance that an item or glyph will drop when an enemy is killed. For every 1 point of Luck Shanoa acquires, an additional 0.5% is added to the item’s drop percentage. Glyphs with a 100% drop rating must be obtained by other means (i.e. by waiting for the enemy to perform a specific attack, and then absorbing the glyph that appears).

003

“A skeletal corpse controlled by magic.
One of many.”



SKELETON

Ecclesia, Monastery

Point	EXP	HP	ATK	DEF	MND
1	3	12	5	0	0
ITEM DROP			GLYPH DROP		
-			-		

004

“The reanimated ghost of a horse
killed on the battlefield.”



GHOST

Monastery

Point	EXP	HP	ATK	DEF	MND
1	3	5	5	0	0
ITEM DROP			GLYPH DROP		
-			-		

005

“An apparition whose chilling wail
stops men cold.”



BANSHEE

Monastery

Point	EXP	HP	ATK	DEF	MND
1	4	3	7	0	0
ITEM DROP			GLYPH DROP		
-			-		

006

“A skeleton warrior. Strangely, it fights
with genuine courage.”



BONE SCIMITAR

Monastery, Ruvas Forest

Point	EXP	HP	ATK	DEF	MND
1	5	17	8	0	0
ITEM DROP			GLYPH DROP		
-			Secare		15%

007

“A carnivorous and disturbingly agile
fish creature.”



SEA STINGER

Kalidus Channel

Point	EXP	HP	ATK	DEF	MND
1	1	6	13	0	0
ITEM DROP			GLYPH DROP		
-			-		

008

“An evil, soul-sucking spirit that
paralyzes its victims.”



NOMINON

Ruvas Forest, kalidus Channel

Point	EXP	HP	ATK	DEF	MND
1	7	16	12	0	0
ITEM DROP			GLYPH DROP		
-			-		

009

“A heavily-armored warrior with an
equally heavy axe.”



AXE KNIGHT

Ruvas Forest, Minera Prison Island

Point	EXP	HP	ATK	DEF	MND
1	9	23	15	0	0
ITEM DROP			GLYPH DROP		
Copper Ore		5%	Ascia		12%

010

“This plant’s diet of blood results in
odd mutations.”



UNE

Ruvas Forest, Argila Swamp

Point	EXP	HP	ATK	DEF	MND
1	1	1	14	0	0
ITEM DROP			GLYPH DROP		
-			-		

011

“This aquatic hunter spots prey from
the water before leaping.”



MERMAN

Kalidus Channel

Point	EXP	HP	ATK	DEF	MND
1	8	17	16	0	0
ITEM DROP			GLYPH DROP		
Meat		5%	-		-
Zircon		3%	-		-

012

“Uses black magic to make and control
corpses.”



NECROMANCER

Ruvas Forest

Point	EXP	HP	ATK	DEF	MND
1	7	22	13	0	0
ITEM DROP			GLYPH DROP		
-			Fidelis Caries		100%



Bestiary



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Official Strategy Guide

Written by Adam Deats

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