



VALKYRIE PROFILE[®]

Covenant of the Plume[™]

COVERS NINTENDO DS[™]

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

SQUARE ENIX[®]

Written by Dan Birlaw

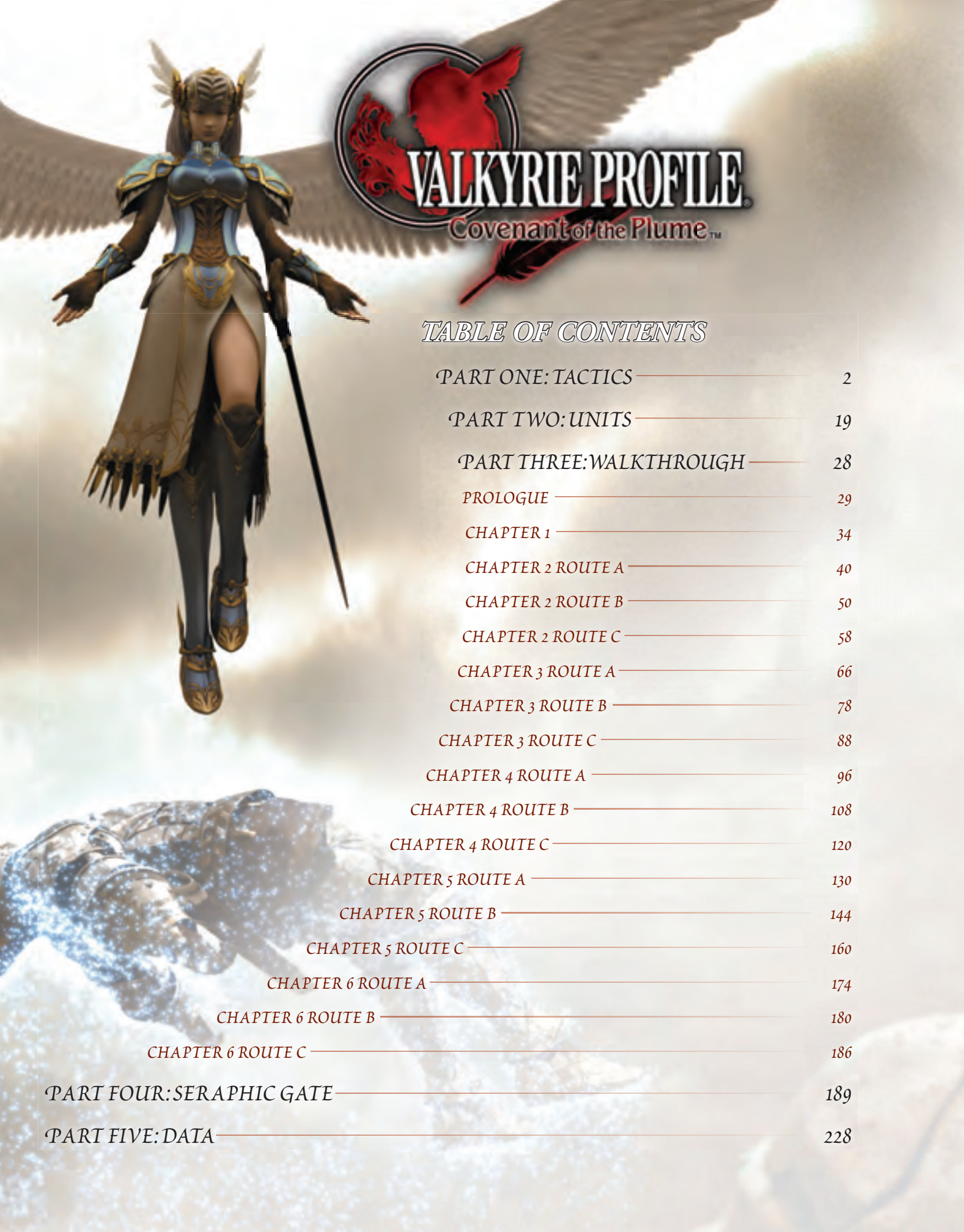


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Part One: Tactics

Valkyrie Profile: Covenant of the Plume is a turn-based strategy role-playing game for the Nintendo DS handheld gaming system. This is the third game in the series, following Valkyrie Profile (1999) and Valkyrie Profile 2: Silmeria. Covenant of the Plume features the valkyrie Lenneth, who struggles to reconcile the will of the gods with that of mortals.



The story and gameplay flow are strikingly different than previous series iterations. *Covenant* focuses on new character Wylfred, a youth whose father Thyodor was killed in battle and appointed einherjar by the valkyrie. Seeking vengeance, Wylfred sets out to confront the Battle Maiden. Striking a pact with the denizens of Niflheim, Wylfred receives the Destiny Plume. The Destiny Plume allows Wylfred to unlock an ally's potential, making that person indestructible and all-powerful for one battle. However, the ally permanently dies afterward, and Wylfred's destiny is changed.

Battles are played in "rounds," with the player controlling four characters who each get one "turn" per round. The enemies also each get one turn, during the "Enemy Phase." The objective of every round is to defeat as many enemies as possible, thus limiting the amount of retribution the characters stand to suffer when the enemies get their turn. When a character moves within attacking range of an enemy, the player can initiate combat. If other characters are also in range of the same enemy, they can assist. Thus, characters only get one chance to move per round, but they can attack multiple times if properly positioned.

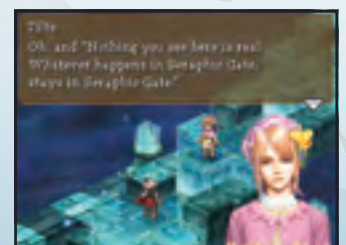


With several characters attacking a single foe simultaneously, the Attack Gauge fills and a Soul Crush occurs. The Soul Crush is a limited time period in which one character may perform his/her trademark special attack. If that character's special attack refills the Attack Gauge, then another character can perform his/her own special attack. And so forth, until all four characters have engaged a Soul Crush.

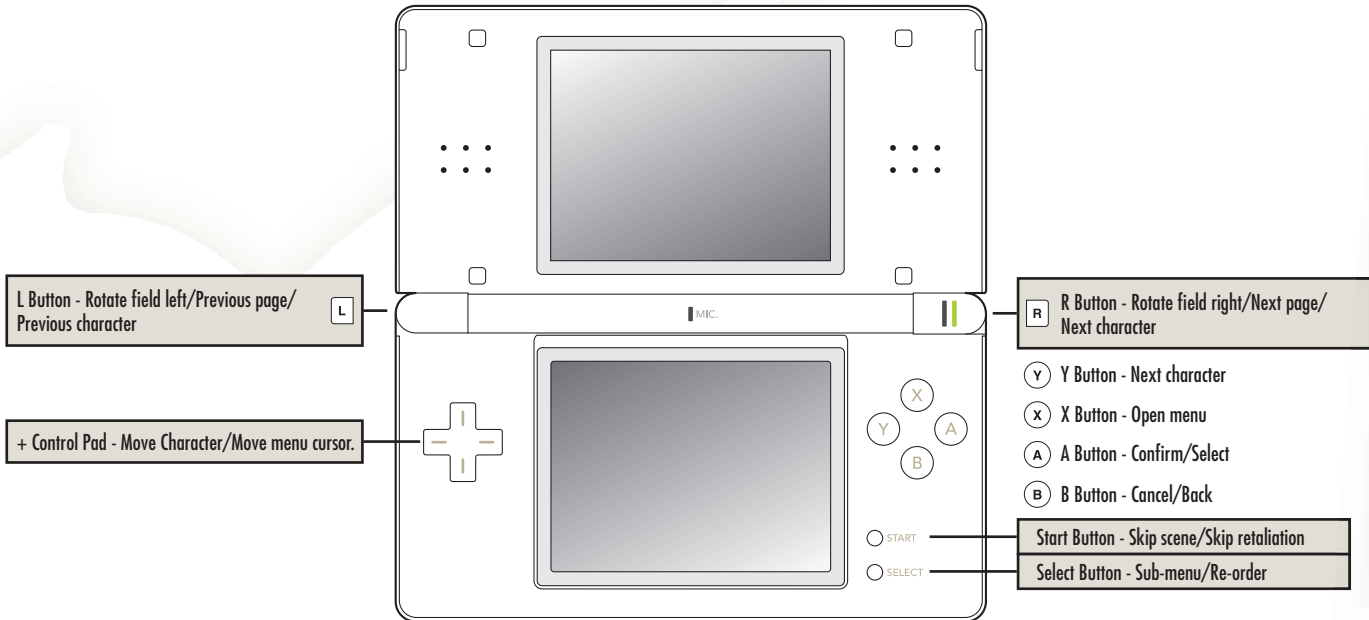
Battles are won when the pre-set objective is achieved. The four main types of objectives are: destroy all opposition, defeat the enemy leader, defeat a character or boss, or rescue a game-controlled ally from being killed.



The story and progression of battles follows three main "routes." Use of the Destiny Plume determines which route the player follows and which battles are fought. When the player has achieved victory in all battles and confronted the final boss, the game is won. The player can then save the game and play again with bonuses carried over from the first game. *Covenant* also features a bonus dungeon called Seraphic Gate, which is unlocked by completing all three routes in the main game.



CONTROLS



SCENARIO PROGRESSION

Covenant of the Plume is a game with three sides to the story. The player follows one story (called a route) per game. The route changes with use of the Destiny Plume.

CHAPTERS

The game is broken up into "chapters" wherein story sub-plots begin and end. At the beginning of each new chapter, the main protagonist Wylfred meets new characters that need or want his help. The allies then become embroiled in a series of battles that change the political and emotional makeup of the land, for better or worse. Use of the Destiny Plume changes the title of the next chapter, and also alters the story.

EVENTS

The story progresses in short scenes depicting the characters conversing with one another. While an event transpires, press **(A)** to advance or skip dialog, or press Start to skip scenes altogether.



ROUTES

The player starts in Route A and remains there from chapter to chapter if the Destiny Plume is not used. The exception is Chapter 2, where the route is determined by the player's choice of destination at the end of Chapter 1. If the player uses the Plume once during Chapter 2, the game changes to Route B. Two uses of the Destiny Plume in Chapter 2 change the game to Route C. The player can also change the route by using the Plume in subsequent chapters.

ROUTE DIFFICULTY

Changing the route also changes the difficulty of the game. The initial route, Route A, is the hardest route to clear. In fact, Route A is too challenging to clear in the first game. Route B is less difficult, and Route C should be considered "easy." Thus, the player should resolve to using the Destiny Plume twice during the first game and completing Route C, making Routes A and B easier to clear in subsequent plays. Each route has a unique ending. Eventually, you must view all three endings to unlock Seraphic Gate mode.

ROUTE DIFFICULTY COMPARISON

ROUTE A FEATURES	ROUTE B FEATURES	ROUTE C FEATURES
More instances of 2-3 successive battles without being able to save between.	The last two battles of chapters don't allow saving between.	Can save between every battle.
More enemies with higher parameters.	A few enemies with high parameters, but mostly standard foes.	Fewer enemies of lesser challenge.
Greater difficulty and fewer opportunities in acquiring plunder from defeated foes.	Good quantities of plunder with mixed chances to acquire from enemies.	Many enemies drop plunder with 100% probability when defeated.
Rare occurrence of hidden items per battle.	Several occurrences of hidden stage items.	Large quantities of items hidden in every stage.
More battles with high Sin score requirements.	Several battles with moderate Sin score requirements.	Fewer battles with Sin score requirements.
Difficult to earn Rank A Spoils of Sin.	Possible to earn Rank A Spoils of Sin through consistent teamwork.	Easier to earn Rank A Spoils of Sin
Nearly impossible to complete on the first try.	Very difficult to complete on the first try.	Greater ease of completing the game on the first try.

WORLD MAP

Between events and battle, the player may navigate the party from one location to the next using the World Map. New locations on the World Map display as the player progresses through chapters. Locations of interest that the player may visit are highlighted with white font. Inactive locations that the player may not visit are marked with grayed-out font. To keep the game moving, use the World Map to find a new location to visit.



WORLD MAP CONTROLS

CONTROL	WORLD MAP FUNCTION
Directional pad	Move feather cursor.
L and R	Move cursor to next/previous available location.
A	Visit location.
B	Increase cursor speed.
X	Open Menu.

LOCATION POINTS

While viewing and navigating the World Map, the upper screen of the Nintendo DS system displays a drawing of the entire continent. Pointing the cursor at a location displays the destination name and a brief description in the upper window. Colored points on the drawn map show recent and active locations. The color of the point indicates what the player stands to find when visiting a location:

POINT	MEANING
	Peaceful town (shop or event available)
	Current town location
	Current location, no further activity
	Main battle location
	Optional sub-battle location



TOWN MENU



Upon entering a World Map location marked by a blue dot, the Town menu is displayed. The Town menu allows the player to purchase items and equipment from the shop, or to visit the local tavern and listen to the regional gossip. The appearance of a separate option above the Town menu allows the player to engage events or battles available at the town.

Part Two: Units

This chapter contains information regarding all of the playable characters in *Valkyrie Profile: Covenant of the Plume*, including information on recruitment, attacks, and special attacks. Character profiles include the default profile, as well as the profile shown when wearing the Truthade accoutrement acquired in Seraphic Gate.

Some characters join the party as guests before permanently joining. The stage listed is the earliest that the character appears as a guest. The character joins the party after the stage listed. Stages are abbreviated as S01, S02, et cetera, meaning STAGE01 and STAGE02, respectively. Stages listed such as SG01-01 occur in Seraphic Gate mode.



WYLFRED

Class: Swordsman **Age:** 17 **Gender:** Male **Homeland:** Crell Monferaigne

PROFILE:

Cast into poverty by his father's slaying in battle, Wylfred's family was soon after struck by tragedy yet again, losing his younger sister, Elsie, to hunger. Left with only the Destiny Plume that lay at his father's final place of rest, Wylfred vows revenge upon the valkyrie for all he has suffered.

TRUTHADE PROFILE:

Boy with an unhealthy obsession for pinning blame on the valkyrie—an obsession without which there would be no story, so just let it go. Wylfred was actually a relatively well-rounded kid before being exhausted by Elsie's mischievousness, vexed by Ancel's recklessness, and dumbfounded by Tilt's airheadedness. Apparently, he can't stand it when Ancel has the nerve to call him "Wee Wyl" in battle like some sort of crybaby, particularly when it's Ancel's stupidity that has him crying in the first place.

ATTACKS

NAME	Guilt Rack
DESCRIPTION	Furious downward vertical slash.
ATTACK GAUGE BOOST	20
NAME	Open Slash
DESCRIPTION	Nimble horizontal swipe. Launches enemy upward.
ATTACK GAUGE BOOST	16
NAME	Double Cross
DESCRIPTION	Cruel dual-bladed slash from above.
ATTACK GAUGE BOOST	18

SPECIAL ATTACK

NAME	DESCRIPTION	HITS	ATTACK GAUGE BOOST
Grim Vengeance	Pounces quickly upon foe, mounting slash upon slash before raining down vicious revenge.	16	48



ANCEL

Class: Warrior **Age:** 18 **Gender:** Male **Homeland:** Crell Monferaigne

PROFILE:

Wylfred's oldest friend joins him out of concern for his well-being, while harboring hopes that he might somehow dissuade Wylfred from the fruitless path of revenge against the Battle Maiden. Another childhood friend of Ancel's, Tilt, also draws his attention of late.

TRUTHADE PROFILE:

Wide-eyed lad who sealed his own fate the moment he told Tilt "There's something I want to ask you when I return," which ranks alongside "wistfully gazing at family pictures" and "expressing eagerness about future plans" in terms of telltale signs that a character is not going to live past the first battle. Take note.

ATTACKS

NAME	Overhead Crush
DESCRIPTION	Skull-pounding blow from above.
ATTACK GAUGE BOOST	18
NAME	Steel Streak
DESCRIPTION	Full horizontal flash of the blade.
ATTACK GAUGE BOOST	18
NAME	Spine Tingle
DESCRIPTION	Backbone-breaking forward lunge. Knocks enemy back.
ATTACK GAUGE BOOST	18

SPECIAL ATTACK

NAME	DESCRIPTION	HITS	ATTACK GAUGE BOOST
Sonic Burst	Drives the blade inward with staggering force, leaving resounding pain in its wake.	20	60



CHERIPHA

Joins as Guest: S04 **Joins Party:** S05
Class: Archeress **Age:** 16 **Gender:** Female **Homeland:** Artolia

PROFILE:

Though an accomplished assassin serving the Artolian court, watching her fellow soldiers fall one by one into unmarked graves forced Cheripha to question the life she had led for as long as she could remember. Resolving to see all the world has to offer before succumbing to such a fate, she deserts the assassin's guild and sets forth for adventure.

TRUTHADE PROFILE:

Painfully cheerful assassin who counterbalances the dark world of espionage and murder with exuberance and flair.

She and her father, Lockswell, have grown closer than ever since the ordeal of her desertion. Truth be told, however, the old man has grown a bit too doting lately, and she could really use some space.

ATTACKS

NAME	Sharpshot
DESCRIPTION	Singularly-focused assault.
ATTACK GAUGE BOOST	24
NAME	Fusillade
DESCRIPTION	Steady stream of stinging arrows.
ATTACK GAUGE BOOST	15
NAME	Threefold
DESCRIPTION	Double volley of triple bolts.
ATTACK GAUGE BOOST	18

SPECIAL ATTACK

NAME	DESCRIPTION	HITS	ATTACK GAUGE BOOST
Beaming Barrage	Focuses energy into a blast that launches a blinding flurry of countless arrows.	20	48

Part Three: Walkthrough

This chapter covers progression through Valkyrie Profile: Covenant of the Plume on a battle by battle basis. Story events and tutorial messages appearing during the game are omitted, so that this guide may enhance your gaming experience without ruining it.



ROUTE

The player can manipulate the events of the game by following a different route during each play. At the end of Chapter 1, the player must choose whether to proceed to one of three World Map destinations: Hroethe Walk, Camille, or Aullewyn Keep. The events and battles encountered during Chapter 2 change depending on the destination chosen. Choosing Hroethe Walk follows Route A, choosing Camille follows Route B, and choosing Aullewyn Keep follows Route C.



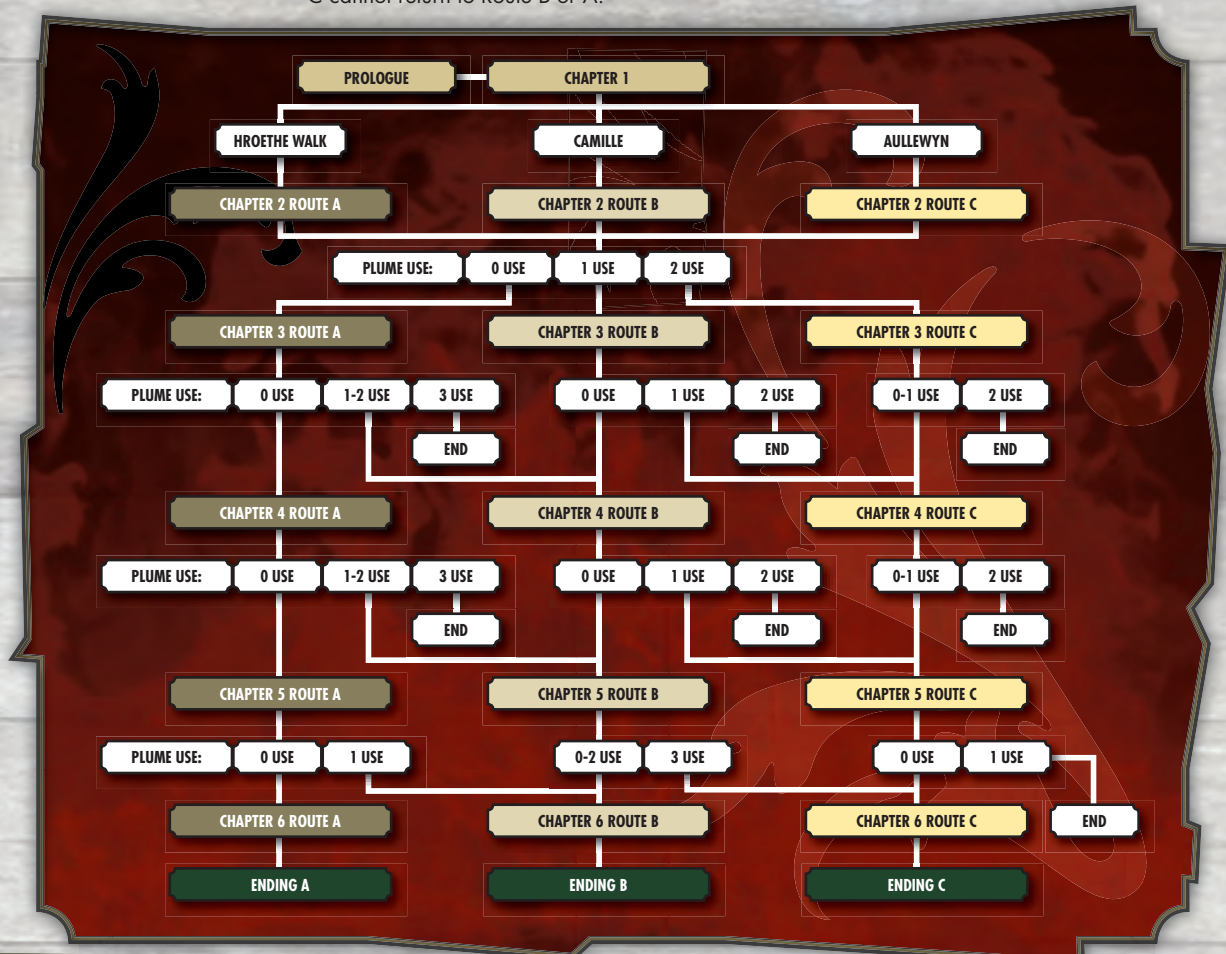
Use of the Destiny Plume sacrifices a character and alters the course of events.

Progression in subsequent chapters depends upon the player's use of the Destiny Plume. Main protagonist Wylfred acquires the Destiny Plume during the Prologue scenario. This item makes an ally super-powerful for the remainder of the battle, but unfortunately forfeits that character's life. Sacrificing an ally through use of the Destiny Plume changes the scenario of the game, starting in Chapter 2. If the player does not use the Destiny Plume, then the scenario follows Route A in Chapter 3. If the Destiny Plume is used to sacrifice one ally, then the scenario follows Route B. If two allies are sacrificed, then the scenario follows Route C.



Choice of World Map destination in Chapter 2 changes the battles engaged.

The following chart shows how use of the Destiny Plume changes the scenario in Chapters 2 through 6. Note that once the scenario changes to Route B, the player cannot return to Route A. Also, players following Route C cannot return to Route B or A.



PROLOGUE

DRAMATIS PERSONAE

Part
ONE
Tactics

Part
TWO
Units

Part
THREE
Walkthrough

Part
FOUR
Seraphic Gate

Part
FIVE
Data



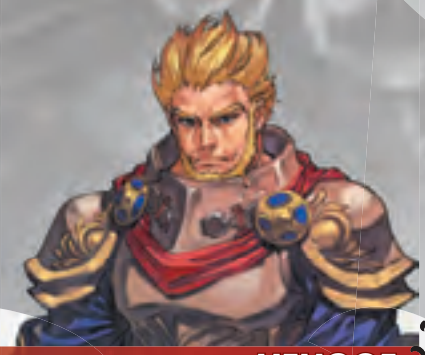
ANSEL

Wylfred's oldest friend joins him out of concern for his well-being, while harboring hopes that he might somehow dissuade Wylfred from the fruitless path of revenge against the Battle Maiden. Another childhood friend of Ansel's, Tílte, also draws his attention of late.



GWENDAL

The soulless sellsword Gwendal scours the lands of Midgard, hoarding plunder at will and sparing nary a thought to those he wrongs. Thievery, extortion, murder—no deed is beneath this unsavory villain.



HEUGOE

Once a commanding officer in Villnore's military, Heugoe suffered near-fatal wounds during a battle when the host he led was sabotaged from within. Miraculously, his body recovered, but his spirit was later broken when it was revealed the traitor was none other than his very own son. Despair and depression drove Heugoe from the military to search for an early grave, and he soon took up work as a mercenary. Haunted by his past, he sees the face of his son in a boy of the same age.

PROLOGUE SHOP MENU

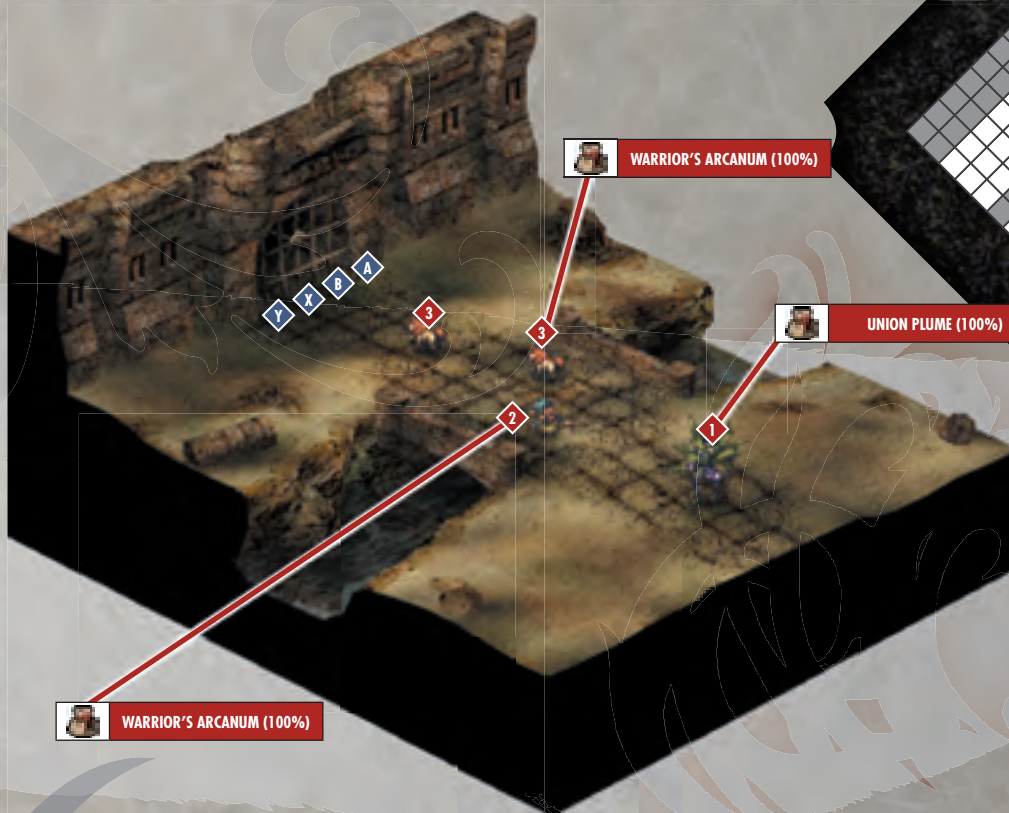
NAME	PRICE
 LONG SWORD	200
 BASTARD SWORD	250
 LEATHER ARMOR	300
 WARRIOR'S ARCANUM	200
 UNION PLUME	1200

STAGE 01: AULLEWYN KEEP GATES

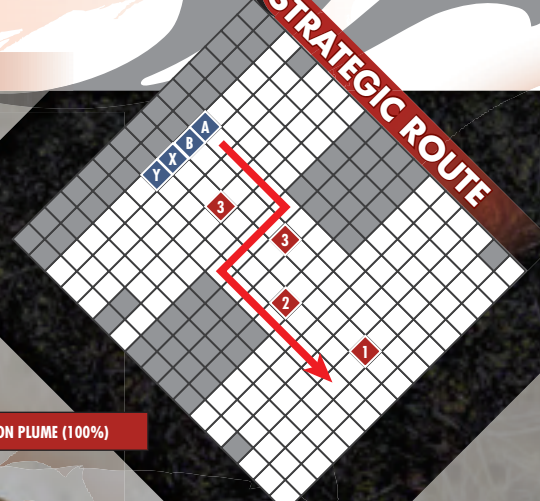
ENGAGEMENT DATA

Objective Destroy all opposition.

STAGE MAP



STRATEGIC ROUTE



ENEMY DATA

1 GHOUL

HP	700	
ATTACK	NONE	
DEFENSE		
OTH	500	
EXPERIENCE		755

2 KOBOLD

HP	280	
ATTACK	NONE	
DEFENSE		
OTH	150	
EXPERIENCE		200

3 DIRE WOLF

HP	200	
ATTACK	NONE	
DEFENSE		
OTH	100	
EXPERIENCE		100

LEARNING THE ROPES

Battles take place in "rounds" consisting of an "Ally Phase" followed by an "Enemy Phase." The characters you control get to move and attack enemies during the Ally Phase. Likewise, enemies get to move and attack during the Enemy Phase. The overall goal is to eliminate as many enemies as possible before the next Enemy Phase, thereby preventing the enemies from crippling or killing your characters.



Surround and defeat enemies as often as possible.



Heugoe can attack targets from two spaces away with his lance!

CONTROL YOUR DESTINY!

Upon the engagement of the battle, Wylfred is in movement phase. However, Heugoe and Gwendal are both at Lv10, and either is capable of eliminating a foe in a single attack. Therefore, it's safer for Heugoe and Gwendal to lead the battle, while Wylfred and Ancel follow up.



To select a different character than the current one, press **B** to cancel movement and free the cursor. You may then move the cursor to another ally, press **A**, and move him/her instead. Just because the game selects your allies in a certain order doesn't mean you must move and fight that way!

TAKE OUT YOUR FIRST FOE

Move one of your allies within range of the closest enemy, a Dire Wolf. You'll know the ally is in striking range when the wolf flashes. At that point, press **A** to open the action menu. The first option lets the character attack, so press **A** again. The scene shifts to a battle screen.



Moving within attack range of a target causes a red exclamation mark to appear above it. These targets will be able to retaliate after your character initiates battle.

During an attack, first the ally gets a turn, then the enemy. The lower screen depicts the action, while the upper screen shows the allies within range of the enemy, the number of attacks and their HP remaining, and an icon depicting the attack button for each ally. For instance, Wylfred is automatically assigned to the **Y** button during this first battle. Press **Y** repeatedly to make Wylfred attack as many times as he can.



Press the buttons shown to make each character attack when a foe is surrounded.

Because the enemy gets a turn to counter, you must avoid attacking with low HP unless you're certain of eliminating the foe. Use a wounded ally's turn to heal, either by magic or by using a recovery item such as a Warrior's Arcanum. Note that allies regain full HP by leveling up.

SAFETY FIRST!

There are a number of ways to deny an enemy its chance to respond to your characters' attacks. When using a character with a weapon that can attack from two or more spaces away, such as Heugoe, the targeted enemy will not be able to retaliate if it is only capable of attacking in adjacent spaces.

Additionally, attacks made from behind a target have a chance to faze the victim, preventing the target from making a counter attack.

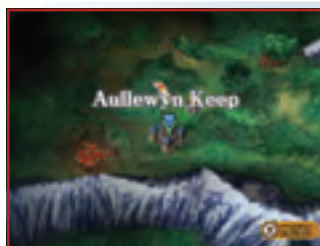
ATTACK FROM ALL SIDES

If an ally fails to defeat a foe during one attack, move another ally within range of the same foe. Select the attack option, and blue exclamation marks appear above the heads of surrounding allies. This means that they too have an opportunity to strike during an attack! Therefore, surround tough enemies such as the Ghoul from all sides and unleash devastating combination attacks on every turn to defeat it.



Blue exclamation marks over allies' heads indicate that they get to attack the enemy in combination with the moving character.

NAVIGATING THE WORLD MAP



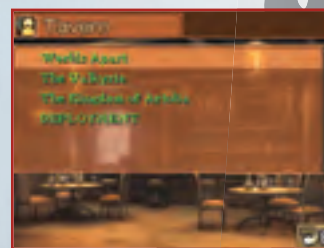
Prior to the next battle, the scene shifts to the World Map. The only available destination is Aullewyn Keep. Use the **+** Control Pad or press **L** or **R** to move the plume cursor to this location. Press **A** to enter.

Note that while viewing the World Map, pressing **X** opens the menu. Within the menu, you can make changes to your party, change important functions of the system, or save your data. Be sure to save before proceeding to Aullewyn Keep.



USING THE TOWN MENU

Upon entering a location, the Town menu may appear. While using the Town menu, you can also open the main menu, but you cannot save or change system options. You may peruse items in the shop, enter the tavern and listen to lore (local gossip), or leave and return to the World Map. As is the case in Aullewyn Keep, the separate option at the top allows you to view a scene and continue the scenario.

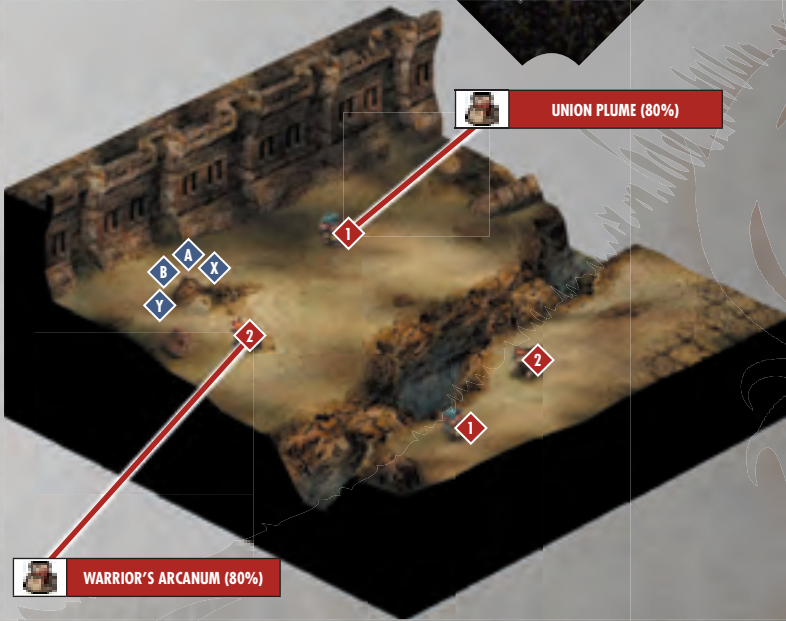
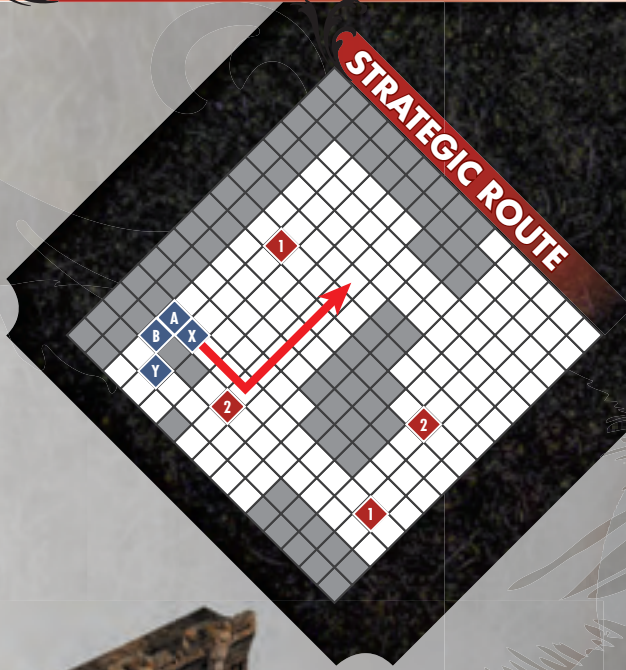


STAGE 02: AULLEWYN KEEP WEST

ENGAGEMENT DATA

Objective Destroy all opposition.

STAGE MAP



SURROUND AND DESTROY

As per the opening conversation between Ancel and Wylfred, the best strategy is to surround enemies to initiate sieges. This means moving Wylfred and Ancel to opposite sides of a foe to attack. When a siege is possible, all allies surrounding the foe start glowing during target selection. A message appearing at the start of the attack shows the type of siege as well as the benefits to the allies. The type of siege engaged depends on the allies' positions surrounding the foe.



Surround a foe from two sides to engage a siege. Characters that benefit from a siege formation glow during target selection.

For instance, if Wylfred and Ancel move to either side of a Dire Wolf, then a "Flank Raid" formation is achieved. During a Flank Raid, the chances of gaining plunder by defeating the enemy increase, and each strike adds an additional 10% to the Attack Gauge, making special attacks easier to launch (special attacks are more important in subsequent battles).



Siege benefits, if any, are displayed at the start of an attack.

ENEMY DATA

1	KOBOLD	HP	280
ATTACK	NONE	DEFENSE	200
		EXPERIENCE	150
		OTH	150
2	DIRE WOLF	HP	200
ATTACK	NONE	DEFENSE	100
		EXPERIENCE	100
		OTH	100



Enemies in narrow passages, or on bridges, cannot be bypassed. Try to goad them into open space to surround them.

Without the aid of Gwendal and Heugoe this time around, initiating sieges and making your characters work together are vital to survival. Surrounding foes can be tricky on the single-space "bridges" spanning the canyon, since allies cannot move past foes to flank them. If possible, try to goad the enemies to cross the bridges in order to surround them more easily.

Part Five: Data

This chapter contains reference tables that list all available items, skills, and spells, as well as how to acquire them. Many items are available in the shop, but they may also be hidden in stages, plundered from enemies, or received by scoring Sin. Whatever item or skill you wish to obtain, this chapter has it all. All data is presented in alphabetical order for easier reference.

SKILL DATA

Skills can be used in battle to enhance a character's abilities. Skills divide into two types: Tactics that require AP and a character's turn to use, and Techniques that can be equipped to be active all the time (provided the character has enough CP). Both types of skills are learned from tomes that can be bought in the shop, hidden in stages, plundered from enemies, or received by scoring high amounts of Sin.

TACTICS

Tactics can be used during combat to boost a character's abilities for several rounds, perform a special task, or affect enemy behavior. The character must have enough AP to use the Tactic. If not, he or she must wait a few rounds for AP to recharge.

TABLE KEY

Range of Use: Certain Tactics can be used on a target several spaces away. The character can use the skill on a target that is a number of spaces away equal to the number in this column. For instance, the Encircle Tactic can be used on an enemy two spaces away.

Effect of Use: Certain Tactics useable on a target at range sometimes affect surrounding targets as well. The number in this column indicates the number of spaces surrounding the target that may also suffer the effects of the Tactic. For instance, Martyr's Cry affects targets three spaces away from the character in all directions.

NAME	DESCRIPTION	RANGE OF USE	EFFECT RANGE	AP	ROUNDS EFFECTIVE
Aura Flux	Extends targeting range of spells by two spaces.	—	—	40	2
Consecrate	Randomly cures status ailments that do not restrict movement at beginning of round.	—	—	40	5
Dash	Extends movement three spaces.	—	—	30	—
Encircle	Positions unit behind target enemy.	2	0	40	—
Evanescence	Deters all enemies within three spaces from attacking unit.	0	3	30	1
Mana Surge	Expands area magic effect radius by one space.	—	—	60	2
Martyr's Cry	Compels all enemies within three spaces to attack unit.	0	3	30	1
Pacify	Deters target enemy from attacking unit.	4	0	10	1
Provoke	Compels target enemy to attack unit.	4	0	10	1
Regenerate	Restores 5% of max. HP at beginning of round.	—	—	50	5
Rejuvenate	Increases max. HP by 20%.	—	—	20	5
Stalk	Prevents enemies from targeting unit. Forfeit by acting or being hit by ranged magic.	—	—	50	3
Transpose	Exchanges current position with target enemy's.	3	0	40	—

TACTIC TOME AVAILABILITY

Tactics are learned by using tome items to teach the skill to a character. The table below shows the availability of Tactic tomes both in the shop and as a treasure to be won or obtained during a stage.

TABLE KEY

Price: The price in Oth to purchase the tome in the shop. No price listed means the item is not sold.

Sell: Sale value of the tome in the shop.

Restricted to Class: If a class is listed, only characters of that class may use the tome to learn the Tactic.

Main Scenario Acquisition: Stages in the game where the tome is available. Circumstances of acquisition include **H** (Hidden), **P** (Plunder), **S** (Spoils of Sin). **Shop** indicates that the item can only be purchased, listing the chapters of availability for your convenience.

Seraphic Gate Acquisition: Stages in Seraphic Gate mode where the item is available. Circumstances of acquisition include **H** (Hidden), **P** (Plunder).

TOME NAME	TACTIC	PRICE	SELL	RESTRICTED TO CLASS	MAIN SCENARIO ACQUISITION	SERAPHIC GATE ACQUISITION
The Way of Aura Flux	Aura Flux	—	1000	Sorcerer	S: S37, S41, S46, S49, S56, S64	P: SG08-02, SG11-03, SG15-04, SG14-06, SG19-10
The Way of Consecration	Consecrate	1000	500	None	Shop: C4-C6	H: SG09-01 P: SG10-02, SG02-04, SG08-06, SG06-10
The Way of Dashing	Dash	800	400	None	Shop: C2-C6	P: SG01-01, SG08-01, SG06-04, SG02-05
The Way of Encirclement	Encircle	—	600	None	S: S22, S27, S32, S48, S55, S63	P: SG14-01, SG17-02, SG14-04, SG06-06, SG02-10
The Way of Evanescence	Evanescence	—	750	None	S: S08, S12, S16, S50, S65	H: SG10-03 P: SG01-03, SG17-04, SG16-07, SG19-10
The Way of Mana Surge	Mana Surge	—	1000	Sorcerer	S: S52, S55, S59, S63, S67	P: SG10-02, SG19-03, SG16-05, SG16-06, SG19-10
The Way of Martyr's Cry	Martyr's Cry	—	750	None	S: S09, S13, S17, S22, S27, S32	H: SG11-02 P: SG18-03, SG16-05, SG14-07, SG19-10
The Way of Pacification	Pacify	1000	500	None	Shop: C1-C6	P: SG11-01, SG14-02, SG16-04, SG10-05, SG08-10
The Way of Provocation	Provoke	1000	500	None	Shop: C1-C6	H: SG02-01, SG13-02 P: SG02-04, SG04-05
The Way of Regeneration	Regenerate	—	500	None	S: S18, S25, S28, S37, S41, S46, S50, S57, S65	H: SG18-02 P: SG18-01, SG08-05, SG04-07, SG08-10
The Way of Rejuvenation	Rejuvenate	—	500	None	H: S07, S10, S11, S15, S21, S23 P: S06, S29, S47 S: S42	P: SG10-01, SG03-03, SG10-04, SG12-06, SG04-10
The Way of Stalking	Stalk	—	750	None	S: S20, S26, S29, S42, S47	P: SG03-02 SG15-03 SG18-04 SG16-07 SG19-10
The Way of Transposition	Transpose	—	750	None	P: S49, S57, S65 S: S18, S25, S28	P: SG09-01, SG04-02, SG16-03, SG18-05, SG18-07, SG19-10



VALKYRIE PROFILE

Covenant of the Plume

OFFICIAL STRATEGY GUIDE

Written by Dan Birlew

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Dan Birlew has written more than 60 official strategy guides for video games, including other Square Enix titles such as *STAR OCEAN: First Departure*, *STAR OCEAN: Second Evolution*, *Final Fantasy X* and *X-2*, and many more. He currently resides in Las Vegas, Nevada, with his wife of 15 years.