



WHITE KNIGHT CHRONICLES™

INTERNATIONAL EDITION

Off Base Productions

COVERS PLAYSTATION® 3
COMPUTER ENTERTAINMENT SYSTEM



PS3
PlayStation®3

WHITE KNIGHT CHRONICLES

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CAST OF CHARACTERS

HEROES



LEONARD

Leonard could not have possibly known the adventure that awaited him when he woke up the morning of the Princess's ball. As a young man employed at Rappaci's wines in Balandor, he had a fairly average, though happy, life. He has never been bothered by the fact that he is an orphan, particularly since Rappaci adopted him when he was young, and had his fair share of friends as a child. It was not the most exciting life to live, but it was his and he lived it to the fullest.

Leonard is easily described as the best kind of friend. His gentle nature and cordial attitude are rare among others his age, so those who come in contact with him cannot help but be drawn in and charmed. To some, he is seen as almost naïve, trusting too easily and opening his heart too often. But others cherish these traits, joining in his company and quickly becoming his closest friends and allies. For those comrades, Leonard would give his own life. He fights for them, supports them, helps them find their way when they are lost, and celebrates their victories.

At the center of Leonard's thoughts is the fair and lovely Princess Cisna. They first encountered one another in their youth and the royal child mesmerized Leonard. Their meeting was brief, and in reality it was nothing more than a whisper of a moment, but he held onto it tightly. They met again, this time as adults, during Princess Cisna's birthday celebration. Leonard could barely believe the beauty before him. Then, just like the first time they met, she was taken away.

In that moment, Leonard's life changed forever. He was thrust into the center of an ancient conflict that centered around the Princess and a forgotten technology of unknown power, the Knights. Her captors' plans are not clear, but undoubtedly not for the greater good. Leonard is courageous and undeterred. He is ready to release the force of the White Knight to rescue the Princess and stop the oncoming tide of darkness.





INCORRUPTUS

WAR MACHINES

Ten thousand years ago, in the time now known as the Dogma Age, the Yshrenian and Athwani empires erupted into a vicious and brutal war. The two were the largest and most powerful kingdoms in the land, nearly equal in prestige and resources.

Their battles raged across the face of the world, turning verdant forests and peaceful hamlets into charred and burned charnel houses. The casualties quickly mounted on both sides, resulting in a situation where one side or the other had to gain an advantage, give in, or risk mutual destruction.

Yshrenian scholars and scientists introduced the Knights, giant machines created solely for the purpose of war. These beings, when bonded with a human soul, could utilize immense power on the battlefield, able to lay waste to an entire army singlehandedly.

The Athwani military soon began to fall under the overwhelming power of the Knights. Their forces became so much cannon fodder beneath the gigantic blades of these giants, causing a severe drop in morale, efficiency, and battles won.



The scholars of Athwan, desperate to turn the tide of battle, developed sealing magic intended to completely remove the Knights from the field of battle and leave both armies on an even plane. They cast their spell, and though many valuable lives were lost in the process, the Knights were forever sealed away.

The Yshrenian army, having become reliant on the power of the Knights, courageously rushed into battle against the Athwani army, but their spirit was broken. They lost their strongest advantage and had no real hope of victory.

The Athwani kingdom did not escape unscathed. Years spent in a costly and violent war, a war that ended with the death of their best and brightest, left the country in a state of discontent. Strife ripped through the land, eventually resulting in the death of the Queen.

The Knights remain sealed away to this day, long forgotten and unused.



CHAPTER 1

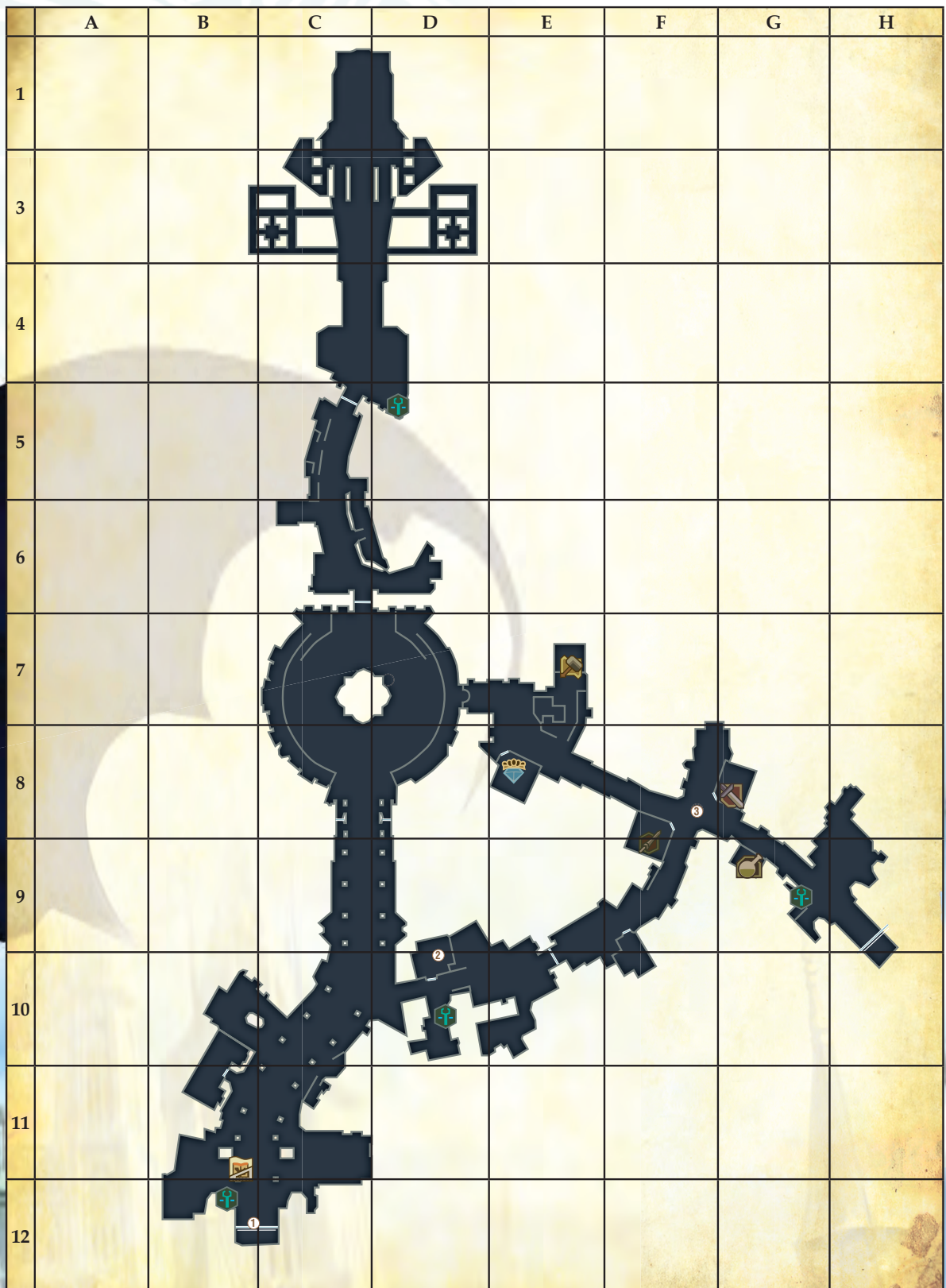
THE KINGDOM ATTACKED

BALANDOR

SPECIAL DELIVERY

It's the night of Princess Cisna's ball, and the kingdom of Balandor is in an uproar. Citizens rush to and fro, chattering excitedly about the ball, and servants run from hall to hall, preparing the banquet for the night. At Rapacci's Wines, a new hire and Leonard are about to embark on the adventure of a lifetime...







BALANDOR BEFORE THE BALL

Rapacci's angry that Leonard is being a little lazy on this most momentous of days. Leonard needs to go to the winery in Parma to fetch the wine for the night and use the beastswaine to bring it back to Rapacci. Luckily, the new member of Rapacci's Wines has joined and is ready to go, making Leonard's job just a little easier.

"GUESS WE'D BETTER GET MOVING!"

WEAPONS SHOP

EQUIPMENT	PRICE	EQUIPMENT	PRICE	EQUIPMENT	PRICE
Shortsword	100	Eldertree Staff	210	Chainmail Gloves	60
Rapier	210	Cotton Kirtle	80	Chain Trousers	60
Knife	100	Cotton Cuffs	40	Chainmail Boots	60
Stone Cleaver	210	Cotton Trousers	40	Copper Plate	160
Bastard Sword	350	Cotton Boots	40	Copper Gauntlets	80
Battle-axe	350	Traveler's Robe	80	Copper Cuirasses	80
Spear	210	Traveler's Sarong	40	Copper Sollerets	80
Hickory Bow	100	Traveler's Shoes	40	Buckler	70
Oaken Staff	100	Chainmail	120	Leather Shield	140

Leonard and the avatar begin just outside of Rapacci's Wines. The party has a total of 500g, and Leonard has five Heal Potions in his inventory. This is a good start. Before proceeding to the glowing star in **F10** on the map, walk past the Logic Stone, saving your progress, and turn to the west. A treasure chest containing a **Heal Potion** is inside this alcove.



LEONARD

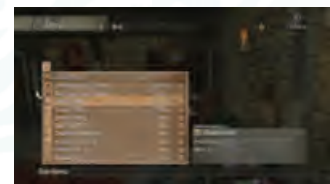
Leonard is young, and maybe a bit lazy, but still dependable. He has a strong sense of duty, but isn't afraid to have fun sometimes, too. Rapacci raised him. Leonard is an orphan and now feels that he owes Rapacci a great deal.

Exit the alcove and continue northeast. Sebastian and Nathan are speaking about Sebastian's relationship problems near a tree. Travel south from that tree to find another treasure chest. This chest contains a **Mana Potion**.



The Great Door is to the northeast. Stroll through to visit Balandor's merchant district. Leonard is familiar with many of the merchants here and is more than happy to while away the time talking to them; however, there is business to be done. Go to the shop located in **H8** and speak to the woman inside.

Catherine sells a number of accessories for newbie adventurers. While the cloaks she carries are tempting and rather fashionable, the rings bring more bang for Leonard's buck at this point. Purchase three rings: Beast Rings or Power Rings. The Beast Ring grants its bearer ATK 1, while the Power Ring provides DEF 1 and STR+1. These are small boosts, but valuable ones at lower levels. Place the third ring in Equipment Storage for now.



The other shops in town are well-stocked, but not useful to Leonard at the moment. Go to the stairs to the east of Catherine's shop and walk down to the waterside. There is a treasure chest in a doorway. Examine it to obtain a **Heal Potion II**.



Walk to **K8** next and locate the treasure chest in the corner of another alcove. Scoop up the **Heal Potion** before leaving this area and go to the Central Plaza at **F7**, directly to the west.

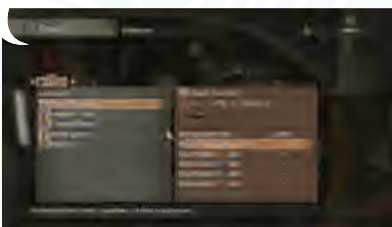


Climb the westernmost stairs and follow the path to find the final treasure chest. Open it to send a Bag of Gold Dust to Item Storage.



ENHANCE THAT WEAPON!

Enhance the party's efficiency in battle by enhancing their weaponry! To enhance a weapon, visit a weapons shop and select Enhance. Enhancing costs a little money and a few specific materials, but the bonus given to a character's combat prowess is invaluable. Adding extra ATK or an elemental effect can turn a difficult battle into an easy victory. When given a chance to enhance a weapon, do so.



ITEM & EQUIPMENT STORAGE

Items and equipment found in the field generally go into the inventory of the currently controlled character. However, do not forget to use Item Storage and Equipment Storage. These have vastly larger storage capabilities than characters and can free up valuable personal inventory space when adventuring.



Certain items, such as materials, go directly into Item Storage rather than being placed into a character's personal inventory.

Leave the Central Plaza through the southern exit. Walk to the glowing star on your map in **F10** to trigger a cinema. Leonard and the avatar bump into a mysterious old man with a suspicious package. The old man throws a mean look Leonard's way before moving on. Shortly after, the Marcus Revelers arrive and give the citizens a preview of the celebrations and entertainment for the night. When they finish, the World Map appears and **Balastor Plain** is unlocked.



SAVING

Save whenever the World Map appears! There is no penalty for saving and an unlimited number of save slots, so save often!



Open the menu while on the World Map, before heading to Balastor Plain. Select Items. Leonard should have seven Heal Potions, a Mana Potion, and a Heal Potion II. Give three Heal Potions to the avatar and allow Leonard to keep the rest. This way, if the battles in the next area become tough, either character can heal any member of the party when necessary.

Take a moment to examine the skills of both characters, as well. Each has four Skill Points that can be spent on new attacks or maneuvers. It may be wise to purchase Back Slash, Lunging Slash, and Sword Master for Leonard from the Sword skills menu. Sword Master unlocks several new attacks, including Thrust. Purchase Thrust and add all of Leonard's new skills into spare command slots.



Upgrade the avatar as well. Instead of purchasing several Sword skills, procure Heal from Divine Magic. Use the remaining Skill Points on Fireball, Icebolt, Crosswind, and Stone Spear from Elemental Magic. This gives the avatar some much-needed flexibility in combat.

APPLIED KNOWLEDGE

Make sure that newly learned skills are installed in command slots! Learning skills is merely step one on the path to using them. The second step is placing the skills in command slots so that characters may use them during battle.





QUESTS

BALASTOR PLAIN

1	E	F	G	H
6				
7				
8				



BALASTOR PLAIN-CAVE





BALASTOR

BRAVE LITTON'S PLIGHT

Self-proclaimed "adventurers" Litton and Grasper managed to make off with a Trollish treasure horde. But they were ambushed on the return journey, and Grasper has been wounded.

VERSION	RANK	SUGGESTED LEVEL	TIME LIMIT	COMPLETION BONUS	GUILDER BONUS	SUBQUEST	SUBQUEST BONUS
I	1	8+	1:00	1,000	300	Give Fine Maka Flower	400
I	7	36+	1:00	8,000	1,800	Give Fine Maka Flower	3,000
I	10	50+	1:00	15,000	12,000	Give Fine Maka Flower	7,500



CLEAR CONDITIONS

Deliver the client's desired items.

GROUND'S FOR FAILURE

Clear conditions not met in time. Party killed during boss battle.



WALKTHROUGH

Brave Litton's pal Grasper needs some help, and you're the perfect person to come to their assistance. Approach Litton after the quest begins to get the details on exactly what you need to do.



The best way to approach the quest is taking care of the moss first. Travel north to the mines, **Point 1** on the map, and enter them. Proceed deep into the mines, bearing east. Battle your way past the Spider Sprogs and Basilisks until you come to a glowing spark in a broken rock wall.

Examine the spark to find the moss. This is half of your objective. After leaving the mines, the next step is locating a Maka Flower.

Litton needs a Fine Maka Flower to fully complete his quest. Travel to Pimm Forest, **Point 2** on the map, to find the appropriate area, and search the glowing bush to find the Fine Maka Flower.

Be prepared for a short battle against up to six Kibbles. After beating them, examine the glowing spot to acquire the flower, and then head back to Litton's position. Give him the materials and get ready for a boss fight, as two Trolls are coming your way.

BOSS FIGHT

NAME	SIZE	DROP 1	DROP 2	DROP 3	DROP 4	DROP 5
Troll	L	Giant Bone (30%)	Sturdy Chain (50%)	Giant Shank (30%)	Guardian Pearl Lv. 1 (10%)	Chromium Pearl Lv. 1 (10%)
NAME	SIZE	DROP 1	DROP 2	DROP 3	DROP 4	DROP 5
Troll	L	Troll Helm (20%)	Troll Claw (15%)	Troll Cudgel (5%)	Troll Mask (1%)	
NAME	SIZE	DROP 1	DROP 2	DROP 3	DROP 4	DROP 5
Troll	L	Troll Armor Suit (17%)	Troll Claw+ (12%)	Troll Cudgel+ (1%)	Silver Troll Mask (<1%)	

In **Brave Litton's Plight I**, it is possible to fight two Trolls, assuming you are of sufficient level. However, in **Brave Litton's Plight II** and **III**, it is essentially impossible.

The party should focus its attacks on one Troll at a time, and on one body part at a time. When the Trolls take a knee, attack their heads while their defense is lowered.

Use attacks and spells that decrease their ATK or DEF. If your party is powerful enough to take them out quickly, lower their DEF and go all out. If your party is a little under-prepared, decrease their ATK so that you can withstand their attacks while you wear them down.





BESTIARY

LARGE-SIZED ENEMIES

AHWAHNEE



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	↓	↓	↓	↓	—	—	↑
Right Foreleg	↓	—	—	↓	—	—	↑
Left Foreleg	↓	—	—	↓	—	—	↑
Right Hind Leg	↓	—	—	↓	—	—	↑
Left Hind Leg	↓	—	—	↓	—	—	↑
Belly	↓	↓	↓	↓	—	—	↑
Back	↓	—	—	↓	—	—	↑

Guild Rank 1	Guild Rank 7	Guild Rank 10
White Beast Horn (10%)	Massive Incisor (20%)	Massive Molar (17%)
Massive Tooth (25%)	White Pelt (15%)	Pure White Pelt (12%)
Beautiful Pelt (25%)	Massive Hoof (10%)	Hard Massive Hoof (7%)
Beast Shank (30%)	Massive Jaw (5%)	Hard Massive Jaw (2%)
Chromium Pearl Lv. 1 (80%)	White Heart (1%)	Pure Heart (<1%)
Guardian Pearl Lv. 1 (50%)	—	—
Water Shard (10%)	—	—

ALPHAPENTE GIGAS



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	—	↓	—	—	—	—	—
Belly	—	—	↓	—	—	—	—
Right Leg	↓	—	—	—	—	—	—
Left Leg	↓	—	—	—	—	—	—

Guild Rank 1	Guild Rank 7	Guild Rank 10
Chromium Pearl Lv. 1 (65%)	Demon Claw (20%)	Demon Claw+ (17%)
Guardian Pearl Lv. 1 (65%)	Demon Eye (1%)	Demon Evil Eye (1%)
—	Demon Crest (10%)	Demon Hex (7%)
—	Demon Heart (6%)	Evil Demon Heart (4%)
—	Demon Tail (4%)	Pointy Demon Tail (2%)

ALPHAENA GIGAS



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	—	↓	—	—	—	—	—
Belly	—	—	↓	—	—	—	—
Right Leg	↓	—	—	—	—	—	—
Left Leg	↓	—	—	—	—	—	—

Guild Rank 1	Guild Rank 7	Guild Rank 10
Chromium Pearl Lv. 1 (65%)	Demon Claw (20%)	Demon Claw+ (17%)
Guardian Pearl Lv. 1 (65%)	Demon Eye (1%)	Demon Evil Eye (1%)
—	Demon Crest (10%)	Demon Hex (7%)
—	Demon Heart (6%)	Evil Demon Heart (4%)
—	Demon Tail (4%)	Pointy Demon Tail (2%)

ALPHATRIA GIGAS



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	—	↓	—	—	—	—	—
Belly	—	—	↓	—	—	—	—
Right Leg	↓	—	—	—	—	—	—
Left Leg	↓	—	—	—	—	—	—

Guild Rank 1	Guild Rank 7	Guild Rank 10
Chromium Pearl Lv. 2 (65%)	Demon Claw (20%)	Demon Claw+ (17%)
Guardian Pearl Lv. 2 (65%)	Demon Eye (1%)	Demon Evil Eye (1%)
—	Demon Crest (10%)	Demon Hex (7%)
—	Demon Heart (6%)	Evil Demon Heart (4%)
—	Demon Tail (4%)	Pointy Demon Tail (2%)

ALPHAMIDEN GIGAS



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	—	↓	—	—	—	—	—
Belly	—	—	↓	—	—	—	—
Right Leg	↓	—	—	—	—	—	—
Left Leg	↓	—	—	—	—	—	—

Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	—	↓	—	—	—	—	—
Belly	—	—	↓	—	—	—	—
Right Leg	↓	—	—	—	—	—	—
Left Leg	↓	—	—	—	—	—	—

ANCIENT DRAGON



Body Part	Slash	Strike	Thrust	Fire	Earth	Wind	Water
Head	↓	↓	↓	↑	↑	↑	↑
Right Foreleg	—	—	—	↑	↑	↑	↑
Left Foreleg	—	—	—	↑	↑	↑	↑
Right Hind Leg	—	—	—	↑	↑	↑	↑
Left Hind Leg	—	—	—	↑	↑	↑	↑
Belly	—	—	—	↑	↑	↑	↑
Back	↓	↓	↓	↑	↑	↑	↑
Tail	↓	—	—	↑	↑	↑	↑

Guild Rank 1	Guild Rank 7	Guild Rank 10
Dragon Fang (40%)	Aged Dragon Scale (20%)	Aged Dragon Scale+ (17%)
Aged Dragon Claw (25%)	Aged Dragon Tail (15%)	Aged Dragon Tail+ (12%)
Dragon Bone (50%)	Aged Dragon Wing (10%)	Aged Dragon Wing+ (7%)
Aged Dragon Flake (25%)	Aged Dragon Horn (6%)	Aged Dragon Horn+ (4%)
Hard Dragon Egg (10%)	Aged Dragon Heart (5%)	Aged Dragon Heart+ (1%)
Aged Dragon Beard (4%)	Aged Dragon Skull (2%)	Aged Dragon Skull+ (<1%)



ITEMS

CONSUMABLE ITEMS

Name	Cost	Sell	Rank	Recipe Cost	Recipe	Effect
Antidote Grass	50	5	—	—	—	A medicinal plant that heals the Poison condition for one person.
Antiplegia Root	70	7	—	—	—	A medicinal plant that heals the Paralysis condition for one person.
Charge Drink	700	70	3	300	Yellow Pollen Grain (1) + Cactus Flower (1)	A drink that restores 1 Action Chip to a single person.
Charge Drink II	200	200	6	650	Honeycomb (1) + Fullfycap (1)	A drink that restores 3 Action Chips to a single person.
Charge Drink III	4,000	400	9	2,000	White Pollen Grain (1) + Aromatic Herb (1)	A drink that restores 5 Action Chips to a single person.
Elixir	7,000	700	10	500	Insect Liver (1) + Cordyceps (1)	A miraculous medicine that restores all HP/MP for one comrade.
Goddess Tear	400	40	3	30	Digestive Juice (1) + Scarab Beetle (1)	Medicine that restores 60 HP to all comrades in range.
Goddess Tear II	800	80	4	40	Sticky Sap Ball (1) + Stink Bug (1)	Miracle medicine that restores 120 HP to all comrades in range.
Heal Drop	200	20	3	30	Heal Potion (1) + Death Cap (1)	A nutritional candy that gradually increases HP in increments of 1.
Heal Drop II	400	40	4	40	Heal Potion II (1) + Sopor Fungus (1)	A nutritional candy that gradually increases HP in increments of 3.
Heal Drop III	550	55	6	60	Heal Potion III (1) + Hexcap (1)	A nutritional candy that gradually increases HP in increments of 5.
Heal Potion	50	5	1	10	Ghost Walnut (1) + Little White Flower (1)	Medicine that restores 50 HP to one person.
Heal Potion II	250	25	2	20	Heal Potion (1) + Salmonberry (1)	Medicine that restores 100 HP to one person.
Heal Potion III	550	55	4	40	Heal Potion II (1) + Safflower (1)	Medicine that restores 200 HP to one person.
Inspectacles	40	4	—	—	—	Mysterious glasses that let you see a monster's weaknesses.
Lifestone	3,500	350	11	1,300	Hard Dragon Egg (1) + Monster Fossil (1)	A sorcery stone that restores life to a single person.
Mana Potion	200	20	2	20	Magecrystal Bit (1) + Beast Bloodrop (1)	A rare medicine that restores 25 MP to one person.
Mana Potion II	400	40	3	30	Magecrystal (1) + Giant Blooddrop (1)	A rare medicine that restores 50 MP to one person.
Mana Potion III	550	55	5	50	Magecrystal Lump (1) + Beast Bloodrop (1)	A rare medicine that restores 75 MP to one person.
Panacea	3,500	350	8	350	Big Seed (1) + Ganoderma (1)	A high-grade medicine that heals all status ailments except Death.
Pick-Me-Up	100	10	—	—	—	A snack that increases the user's Max HP for a time.
Reveille Herb	70	7	—	—	—	A stinky herb that removes the Sleep condition from one person.
Revival Herb	400	40	11	800	Dew Drop (1) + Luneflower (1)	Restores a fallen comrade to decent health.
Revival Powder	140	14	10	450	Mist Crystal (1) + Gromwell Flower (1)	Restores a fallen party member to near-death condition.
Revival Salve	800	80	12	1,500	Mist Crystal+ (1) + Safflower (1)	Restores a fallen comrade to full health.
Ward Chime	100	10	—	—	—	A loud bell that removes the Silence condition from one person.

MATERIALS

Name	Cost	Sell	Description
Adderpalm Plank	48,000	241	Strong, elastic adderpalm lumber.
Aged Dragon Beard	—	14	Crystal-like hair that grows on the lower jaw of an ancient dragon.
Aged Dragon Bone	—	3	The bone of an ancient dragon. A mysterious magic still remains inside.
Aged Dragon Claw	—	27	The blue claw of an ancient dragon. Said to be harder than any metal.
Aged Dragon Fang	—	8	The fang of an ancient dragon. Used as a weapon since ancient times.
Aged Dragon Flake	—	36	The fragment of a scale from an ancient dragon.
Aged Dragon Heart	—	240	The heart of an ancient dragon. Said to retain the power of immortality.
Aged Dragon Heart+	—	1,060	The valiant heart from one of the ancient dragon clan.
Aged Dragon Horn	—	190	The horn of an ancient dragon. It covers the head like a helmet.
Aged Dragon Horn+	—	940	The fine horn of an ancient dragon.
Aged Dragon Scale	—	49	The beautiful silver scale of an ancient dragon.
Aged Dragon Scale+	—	420	A fine silver scale that protects the back and neck.
Aged Dragon Skull	—	300	The clean skull of an ancient dragon.
Aged Dragon Skull+	—	1,320	The fine skull of an ancient dragon. The hardest material in all the world.
Aged Dragon Tail	—	70	The tail of an ancient dragon. Formed from hard magical crystal.
Aged Dragon Tail+	—	610	The fine tail of an ancient dragon. It can topple a thousand men.
Aged Dragon Wing	—	98	The wing of an ancient dragon. It glows with a beautiful silver light.
Aged Dragon Wing+	—	700	The fine wing of an ancient dragon. It may have carved canyons.
Amber Bit	10,000	78	Resin from a buried tree. Time and pressure have solidified it into a jewel.
Amethyst Geode	—	400	A rare stone found in the Flanders. It radiates with mysterious power.
Amethyst Shard	7,000	42	A purple crystal often used as a magical intermediary.
Ammonite Fossil	280	9	A fossil of an ancient cephalopod.
Armorcrap	33,000	165	A mushroom with a tough, elastic cap.
Aromatic Herb	29,000	145	A medicinal herb with a nice fragrance.
Bag Of Gold Dust	—	500	Monetary ItemA small bag packed with gold dust.
Balmwood Plank	15,000	75	Precious lumber with a healing fragrance.
Basilisk Claw	4,100	20	The poisonous black claw of a basilisk.
Basilisk Claw+	38,500	192	A large claw of a basilisk. Even after death, it thrums with magical power.
Basilisk Head	—	85	The head of a basilisk. Even after death, it thrums with magical power.
Basilisk Pelt	550	5	The scale-like pelt of a basilisk.
Basilisk Plume	5,800	29	Damp, cold purple feathers.
Basilisk Tail	—	10	A fat tail that looks like a club. It'slayered with sharp thorns.
Beast Bloodrop	2,300	12	Thick bile from a large beast.
Beast Bloodrop	480	5	Fresh blood from a carnivore.
Beast Bone	—	3	The bone of a large beast.
Beast Heart	—	42	The heart of an animal that no longer fears death.
Beast Heart+	—	320	The most perfect example of an animal heart you have ever seen.
Beast Pelt	—	7	A shaggy pelt.
Beast Shank	—	23	Soft, smelly meat from a beast. Only the bravest of gluttons dare try it.
Beautiful Pelt	800	8	A beautiful pelt with lustrous fur.
Beetle Fossil	650	18	An ancient fossil of an giant insect.
Belladonna	4,800	29	A dangerous brown flower with poisonous roots.
Big Seed	4,000	20	The smooth seed of a man-eating plant.

Name	Cost	Sell	Description
Big Thread Ball	1,000	10	A huge armband of spider web.
Big-Jawed Mantis	480	6	An insect with a scissor-like jaw that can cut through nearly anything.
Black Iron Ore	24,000	120	An extremely heavy black ore.
Black Mass	—	25	A clump of unworldly metal.
Black Ore	—	175	A mysterious black ore found inside the body of an iron golem.
Black Ore+	—	870	A vibrating chunk of black ore from an iron golem.
Black Shell	—	12	A black fragment of shell.
Black Spine	—	7	A black fragment of spine.
Black Steel	—	1	A dense, black clump of steel.
Bloodsteel Ore	50,000	250	An ominous ore that glows blood-red.
Bloody Cloth	—	850	A piece of cloth stained red with blood.
Blue Angel Coin	—	8,000	A blue coin created from one's knowledge of beasts.
Blue Arcane Coin	—	15,000	A blue coin created from one's knowledge of the plant race.
Blue Autocrat Coin	—	8,000	A blue coin created from one's knowledge of the giant race.
Blue Chaos Coin	—	8,000	A blue coin created from one's knowledge of the plant race.
Blue Chef Coin	—	2,000	A blue coin created from one's knowledge of beasts.
Blue Emperor Coin	—	15,000	A blue coin created from one's knowledge of cotton.
Blue Ethereal Coin	—	15,000	A blue coin created from one's knowledge of lumber.
Blue Faerie Coin	—	8,000	A blue coin created from one's knowledge of cotton.
Blue Foreign Coin	—	8,000	A blue coin created from one's knowledge of lumber.
Blue Governor Coin	—	2,000	A blue coin created from one's knowledge of the plant race.
Blue Gratos Coin	—	15,000	A blue coin created from one's knowledge of beasts.
Blue Hunter Coin	—	2,000	A blue coin created from one's knowledge of the giant race.
Blue Inferno Coin	—	8,000	A blue coin created from one's knowledge of fossils.
Blue Knight Coin	—	15,000	A blue coin created from one's knowledge of the giant race.
Blue Miner Coin	—	2,000	A blue coin created from one's knowledge of fossils.
Blue Noble Coin	—	2,000	A blue coin created from one's knowledge of lumber.
Blue Ore	18,400	92	A mysterious blue ore found inside the body of a golem.
Blue Ore+	128,000	640	A vibrating blue ore found inside the body of a golem.
Blue Seeker Coin	—	2,000	A blue coin created from one's knowledge of cotton.
Blue War-Hero Coin	—	15,000	A blue coin created from one's knowledge of fossils.
Bone Fragment	90	4	Some fossilized bone.
Bristly Pelt	—	8	A pelt with short, hard fur.
Broken Mask	—	2	A faerie's mask that was broken in battle.
Broken Mossy Face	—	12	The broken fragment of an aged mask.
Cactus Flower	520	12	A red flower with thorns on the stem. Don't touch it!
Carbon Steel	—	1	An extremely pure clump of steel.
Cedar Branch	6,000	25	A sturdy cedar branch.
Cedar Plank	3,600	18	Sturdy cedar lumber.
Centenary Branch	32,000	160	The branch of a tree that has lived for over 100 years.
Century-Tree Plank	34,000	173	Lumber from a tree over 100 years old.
Clay Face	—	71	An odd mask made from special clay.
Clay Face+	105,000	502	A perfectly shaped clay mask.



WHITE KNIGHT CHRONICLES™

OFFICIAL STRATEGY GUIDE

By OffBase Productions

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