

IQBG GUIDES · QUICK REFERENCE

Metaphor: ReFantazio

The rules that save runs, combat economy, and how to spend your days — on one page.

RULES THAT SAVE RUNS

- **Deadlines are real.** Missing a main-story deadline is a game over. Rotate several manual saves.
- **Clear dungeons in one trip.** Every return trip burns calendar days.
- **Hit first in the field.** Weak enemies die outright; strong ones get stunned for an opening advantage.
- **Analyze before you commit.** Weaknesses are how you earn extra actions.
- **Restart bad fights** from the battle menu instead of limping through.
- **Wisdom 2 and Imagination 2 early:** they start Brigitta (Merchant) and Alonzo (Faker).
- **Read while travelling.** Free virtue progress. Don't miss *The Magical Future* (Wisdom).
- **Bounties** give Courage, money and experience.

A GOOD DAY

SLOT	DO
Day, in town	Follower hangouts, side quests, bounties, shopping
Evening	Night-only Follower scenes, virtue activities, reading
Travelling	Read, talk to allies on the Gauntlet Runner, cook
Before a deadline	Stop socialising; clear the dungeon in one trip

PRESS TURN ECONOMY

Weakness / crit
Uses only half an icon. Chain them to act far more than the enemy.

Miss / null / block
Costs extra icons and can end your turn. Analyze first.

Synthesis
Combo skills between compatible Archetypes; more icons, big payoff.

Slash · Strike · Pierce · Fire · Ice · Electric · Wind · Light · Dark · Almighty

ROWS

ROW	EFFECT	WHO
Front	Full melee damage, normal damage taken	Tanks, melee
Back	Less damage taken and less melee dealt; magic and ranged unaffected	Healers, mages, gunners

BOSS CHECKLIST

- **Turn 1:** Analyze.
- **Buff yourselves, debuff the boss** on long fights.
- **Healer in the back row**, plus one inherited backup heal.
- **Synthesis on a weakness** is your biggest damage window.

EASY TO MISS

- ***The Magical Future*** (Wisdom book): from Julian, Angler's Inn Square, Port Brilehaven, **7/23–8/13** only.
- **Debate podiums** (big Eloquence boosts): candidates only appear on certain days.
- **Gold beetles:** three are missable (Nord Mines camp, *Dental Distress*, Ancient Eldan Sanctum).
- **Free roam ends with the story.** Finish side content before the final deadline.

Party shape: one **tank**, two **damage**, one **healer/support**.

ARCHETYPE UNLOCKS

FAMILY	PATH	BASE UNLOCK
Seeker	Magic Seeker → Soul Hacker	Story
Warrior	Swordmaster → Samurai	Story
Mage	Wizard → Elemental Master / Warlock	Story
Healer	Cleric → Saviour	Story
Knight	Magic Knight → Paladin / Dark Knight	Story
Thief	Assassin → Ninja	Story
Brawler	Pugilist → Martial Artist	Quest: A Friend in Need
Merchant	Tycoon	Quest: A Bullish Embargo **Wis 2**
Gunner	Sniper → Dragoon	Quest: Providing a Spark
Commander	General → Warlord	Bardon, day after Kriegante Castle
Faker	Trickster	Quest: A Dagger, a Ring, and a Rake **Imag 2**
Summoner	Devil Summoner	Quest: The Trial of Malnova
Masked Dancer	Persona Master	Quest: Save the Mourning Snakes
Berserker	Destroyer	Basilio rank 1 + Warrior, Brawler, Knight rank 10

ROYAL ARCHETYPES

CHARACTER	ROYAL	NATURAL LINE
Protagonist	Prince	Seeker line (flex)
Strohl	Royal Warrior	Warrior → Samurai
Hulkenberg	Royal Knight	Knight → Paladin / Dark Knight
Heismay	Royal Thief	Thief → Ninja
Junah	Royal Masked Dancer	Masked Dancer
Eupha	Royal Summoner	Summoner
Basilio	Royal Berserker	Berserker → Destroyer

INHERITANCE

At **Akademeia** with **More**, for MAG per skill. Only from unlocked Archetypes; **no passives or Synthesis**. Slots are few early: spend them on heals, buffs and weakness coverage.

ALL 14 FOLLOWERS

FOLLOWER	ARCH.	START	VIRTUES NEEDED
Gallica	Mage	Story	—
Strohl	Warrior	Story	Imag 3
Hulkenberg	Knight	Story	Wis 4
Heismay	Thief	After Kriegante	Elo 2, Imag 4
Junah	M. Dancer	Mourning Snakes	Imag 4
Eupha	Summoner	After Virga Island	Elo 4, Wis 5
Basilio	Berserker	Late story	Imag 5, Elo 5

FOLLOWER	ARCH.	START	VIRTUES NEEDED
Maria	Healer	Automatic	Tol 2, Tol 4
More	Seeker	First hour	— (Archetype progress)
Catherina	Brawler	Grand Cathedral	Tol 5
Neuras	Gunner	Komero; relics	—
Bardon	Commander	Martira, post-Kriegante	Elo 3
Alonzo	Faker	"Pompous Man"	Imag 2, Wis 3, Tol 3, Cou 5
Brigitta	Merchant	Grand Trad	Wis 2, Cou 3, Cou 4

RAISING THE ROYAL VIRTUES

Courage
- Bounties
- Weapon care with Strohl
- Spirited Youth, Martira
- Reading

Wisdom
- *The Magical Future*
- Scenic spots in town
- Wis 2: purification at St. Feremis Church

Tolerance
- Reading
- Milking cows
- Quests and town

Eloquence
- Debate podiums (big gains)
- Reading
- Speeches and choices

Imagination
- Reading
- Quests and town
- Rank 2 starts Alonzo

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