

# Drakengard Weapons Guide

The information here was taken from <https://www.ign.com/faqs/2012/drakengard-weapon-unlocking-and-boss-guide-502944>, but I reorganized and clarified it in places, as well as removed any references to spoilers in the story.

## **IMPORTANT NOTES**

1. Weapons written in **bold** can only be obtained in normal mode.
2. Weapons that are underlined are for event missions, and all others are ground missions. The only exceptions are free expeditions, which will be listed after all of the story missions. I recommend saving all free expeditions for after ending D because they will be much easier and far less tedious to obtain that way.
3. You can bring up the map at any time by clicking the right stick, and you can rotate it with L and R. The guide here will be using directions in reference to the compass on the map.
4. Drakengard has a weird mission structure, but there's no need to be intimidated by it. If you've unlocked a Verse, then you can play it whenever you want. Due to this structure it is possible to earn Ending C before Ending B. This does not matter, so don't be worried about spoiling yourself by doing certain missions before others.
5. There are side chapters dedicated to certain characters. You'll know them when you encounter them. Check the second section, **STORY MISSIONS (CHARACTER CHAPTERS)** for weapons requirements when you reach them.
6. You will never be locked out of any weapon. You can replay verses whenever you want.
7. Verses are identified by color:  
  
White = Completed  
Yellow = The verse you are currently on  
Orange = Unlocked  
Black = Locked (select to reveal the requirements for unlocking)
8. To unlock Chapter 11 Verse II you need to find something in particular on Chapter 11 Verse 1. When you reach the bottom floor and get the key, go back up the stairs and you will see a new

objective on your map. Go to that objective to complete the mission to unlock Chapter 11 Verse II.

### **STORY MISSIONS (MAIN)**

-Bonebreaker: Chapter 1 Verse 2 = Beat the Stage.

-Skald's Song: Chapter 1 Verse 8 = Destroy ALL enemies on the southwest portion of the map.

-Glory's Bane: Chapter 1 Verse 10 = Destroy the 4 fat silver enemies in the center area of the 2nd floor. The chest will appear in one of the armories, though it won't show up in the map.

-Knight's Vow: Chapter 1 Verse 10 = Show up in a room on the 2nd floor. I think it's the NE stairs to the 2nd floor. If not, just take all the stairs to the 2nd floor.

-Tyrant's Hammer: Chapter 2 Verse 3 = Destroy ALL targets BEFORE reaching the bridge. And then destroy the regular enemies on the bridge.

-Iron Scraps: Chapter 2 Verse V = It's inside one of the huts.

-Maiden's Kris: Chapter 2 Verse 6 = Inside one of the damaged hut.

-Wisdom: Chapter 2 Verse XIII = Destroy ALL enemies in the narrow valley in the north-central part of the map. The chest will appear near a rock across the bridge where the healing chest is.

-Swordsmasher: Chapter 3 Verse 7 = Go approximately NW. The box is next to a stone.

-Crimson Hood: Chapter 3 Verse XIV = Kill all the initial targets. Kill about half the targets that appear around the prison to make the enemies spawn near the west cave. Head to the cave and kill the single, non-target heavy knight who is inside. When you kill him, the hidden treasure chest will appear inside the prison, on the east side. Make sure you leave at least one target alive before you claim this weapon, or you will accidentally complete the mission when you try to grab the weapon.

-Wolf's Plague: Chapter 3 Verse XV = inside a burning build SW of your starting point.

-Fheng's Glaive: Chapter 4 Verse 5 = Defeat all enemies in the narrow path in the hill.

-Ravenfeeder: Chapter 4 Verse VI = Walk to the upper left area from your starting point. It's between some trees.

-Holy Mace: Chapter 5 Verse 3 = Destroy lots of enemies in ten minutes. The number and location isn't certain yet, people have reported different amounts. It appears you need to kill off enemies in the area around you, and possibly the enemies around the catapults. I personally unlocked it by killing as many enemies as fast as I could (200) with the dragon, but you may go on foot and use allies as well.

-Nobuyoshi: Chapter 5 Verse 6 = Talk to the soldier on the ground TWICE.

-Flamberge: Chapter 6 Verse 4 = KILL all enemies on the 2nd floor.

-Moonfire: Chapter 8 Verse 4 = Kill the 4 target undead knights to get the 4 keys. The chest appears in one of the side streets.

-Foul Blade: Chapter 9 Verse 2 = It's located in a side street towards the end of the map.

**-Lovekeeper:** Chapter 10 Verse II = Kill all the troops in the third room from the end, then run all the way back to the first small room in the center of a rectangular hallway. The chest is in there.

**-Slaughterism:** Chapter 10 Verse II = Destroy ALL enemies on the 2nd floor. The box WILL appear somewhere on the 2nd floor upon doing so.

**-Poisontongue:** Chapter 10 Verse 3 = Before you go up the stairs to the 2nd floor, the box WILL appear. Just backtrack to find the chest. You MUST get close to the stairs to the 2nd floor.

**-Widow's Death:** Chapter 10 Verse 3 = This chest is out in the open on the 2nd floor. Note that you can ONLY get this upon replaying the stage after getting Poisontounge.

-Sorrow's Companion: Chapter 10 Verse III = Located directly left of your starting position.

**-King's Blood:** Chapter 11 Verse 1 = You will need to follow a set path to get to the empty room in the NE corner on the initial floor. Following the set path will spawn enemies in that room. Kill them to get the weapon. The path is, head north through the eastern corridor in the room you start in. Head to the east room, then head north till you reach the intersection just prior to the empty room. Do NOT head to the empty room yet. Instead, head to the next intersection westward. Then head north, and then east, and the enemies should spawn.

**-Edacious:** Chapter 11 Verse 1 = Kill the targets on the first floor (YOU DO NOT START ON THE FIRST FLOOR). Then, instead of heading to the door, go back upstairs. The round room will now have a blue highlighted treasure chest in it.

-Reaper's Scythe: Chapter 11 Verse 2 = Upper right portion of the map on a small bridge. Keep heading NE across bridges until you can't go NE anymore. It will be on a broken bridge heading

east on the last platform.

**-Devilscale:** Chapter 11 Verse II = Go to the large room at the South end of the map on the third (top) floor. This is the same room you started in, in Chapter 11 Verse 1. Rush to that room and kill everyone in that room within approximately 5:00. Don't waste time on enemies until you get to that room. The treasure chest will appear in that room.

**-Skull Banquet:** Chapter 11 Verse II = The box will appear after 15 minutes of play time. It will appear on the top floor, in the room at the south end of the eastern North/South corridor.

**-Takamasa:** Chapter 12 Verse 3. = This mission introduces a certain new enemy type. Destroy all of the new enemies in the corridors. Note that there are 3 DIFFERENT places.

**-Baberith's Tears:** Chapter 12 Verse 3 = Kill ALL of the new enemies.

**-Souldouser:** Chapter 12 Verse 6 = It WILL appear when 15 minutes have passed.

### **STORY MISSIONS (CHARACTER CHAPTERS)**

**-Carrion Maker:** Leonard's Regret Verse 3 = Kill ALL knights on the furthest part of the map BEFORE killing all targets.

**-Demonbane:** Leonard's Regret Verse 4 = It's located out in the open next to some stairs. Get this BEFORE you kill the ghosts.

**-Apostate's Misery:** Leonard's Regret Verse 6 = KILL ALL the "conscripts" on the map. You MUST traverse the WHOLE map to find them all.

**-Dragonhook:** Seere's Prayer Verse 2 = It's located on the south-central nook in the map.

**-Philosopher's Staff:** Seere's Prayer Verse 5 = KILL ALL 264 goblin leaders and red goblins in 6 MINUTES. You may summon allies. Try Leonard or Ariocho.

**-Battlelust:** Seere's Prayer Verse 6 = Run NW to a bluff and then NE to find it. Ride the walls NW, and when they turn NE, follow that. It will be behind a big brown rock.

**-Twin's Fang:** Seere's Prayer Verse 8 = KILL ALL goblin leaders on the map. The box will appear by the coliseum gates.

**-Hymir's Finger:** Seere's Prayer Verse 10 = Kill ALL 10 waves of enemies in less than 5 minutes.

### **GROUND MISSIONS (FREE EXPEDITION)**

**-Greed's Reward:** Crimson Mountains; Impassable Valley = Kill ALL 5 black ogres.

**-Windsinger:** Crimson Mountains; Coliseum = Kill 9 of the 10 waves of enemies in 9 minutes. You may summon an ally. I suggest Ariocho.

**-Writheheart:** Forest of the Seal; Imperial Garrison = Let 25 minutes pass. It'll appear next to the final target.

**-Ozmandias's Might:** The Ocean; Inside the Ocean Fortress = Obtain ALL 10 keys from the chests. Upon doing so, the weapon chest will appear on the 1st floor. There are seven keys on the first floor, two on the second, and one on the third.

**-Treasure Builder:** Imperial Capital; Altar in the City = View the portraits on the wall in this particular order: 1st picture on the right, 1st picture on the left, 7th picture on the right, 7th picture on the left. Simply walk close enough to the portraits that you are touching them.

**-Sorrowborn:** Imperial Capital; Destroyed City = Reach the far end of the map within 2 minutes. Just move STRAIGHT to the far end of the map with your dragon.

**-Stormgiver:** The Sky Fortress; Inside the Sky Fortress = Kill 150 enemies to make the box appear on the 2nd floor.

**-Magi's Sorrow:** The Blue Mountains; The Highlands = Kill 1250 enemies to make the box appear.

**-Executioner's Song:** The Winter Wastelands; Hidden Mountains = Kill ALL 10 ogres in the winding canyons on the eastern portion of the map.

**-Spiked Wisdom:** Desert of the Moon; Temple of the Desert = Let 20 minutes pass. The chest will appear in the prison.

**-Dragonstroke:** Silent Forest; Valley of the Faeires = Kill all enemies around the shrine. The box WILL appear inside the shire upon doing so.

**-Victor's Spoils:** Silent Forest; Elf Village = Kill the enemies in your starting area, then cross the bridge and head south to find a bunch of enemies in a narrow strip of land. Kill them all and find the chest at the end of the strip.

**-Hunter's Joy:** Castle of the Goddess; Castle Environs = Kill all enemies in the NE valley of the

map.

-Robber King: Castle of the Goddess; Castle Keep = Kill all enemies in a certain room. The stairs that lead to the room are found in one of the 3 stairs on the 1st floor.

### **AERIAL MISSIONS (FREE EXPEDITION)**

-Deathdance: Castle of the Goddess - Kill ALL enemies including the towers. You may use magic.

-Butcher's Joy: The Silent Forest - Kill ALL ENEMIES in 2:30. You may use magic.

-Mermaid's Feast: Desert of the Moon - Kill ALL ENEMIES in 3:00 WITHOUT the use of magic.

-Injustice: The Winter Wastelands - Kill ALL enemies in 3:20. You may use magic.

-Guardian's Sorrow: The Blue Mountains - Kill ALL ENEMIES in 3:20 WITHOUT using magic.

-Broken Dogma: The Sky Fortress - You MUST have at least 75% HP upon beating this mission. You may use magic.

-Scream: The Imperial Capital - Kill ALL ENEMIES in 5:00 and have at least 50% HP.

-Pupil's Club: The Ocean Fortress - Kill ALL ENEMIES in 3:40 and have at least 25% HP.

-Dragonstorm: The Temple on the Ocean - Beat the mission in 8:00 with at least 25% HP and NO



magic usage.

-Soldier's Sword: Forest of the Seal - Beat the mission in 4:10 WITHOUT magic.

-Mage's Promise: The Crimson Mountains - Beat mission in 250 SECONDS. You can use magic.