

SaGa Frontier 2 Boss FAQ

by pensfan111

Updated to v1.6 on Jan 8, 2016

SAGA FRONTIER 2 BOSS FAQ
WRITTEN BY SWORDSFREAK254

TABLE OF CONTENTS

1. INTRO/CREDITS/VERSION HISTORY/CONTACT INFO
2. GUSTAVE'S BOSSES
3. WIL'S BOSSES
4. CLOSING

1. INTRO

Hey everyone, it's SwordsFreak254 bringing you another Boss FAQ, this time for Saga Frontier 2! A hidden gem of the PS1 era and one of my favorite games for the console, this is a guide I've been wanting to write for quite sometime now. This Boss FAQ will direct you through all of this games' boss fights and military battles in such a manner that will lead to a (hopeful) easy victory! Much like my Lunar 2 EBC and Wild Arms Boss Guides, I'll be suggesting some recommended stats and Arts your characters should have to insure your success, as well as detailing how to best handle every fight. They won't be a dead set number per se, just a rough estimate of how powerful you'll want to be beforehand. The Arts suggested are just some of what I find particularly useful, though others will also be mentioned.

Many thanks to the Official Strategy Guide written by BradyGames for the info on each Boss, as it was a tremendous aid in writing this FAQ.

VERSION HISTORY

- 1.0 1/1/2016- Started work on the guide, Gustave's section is complete
- 1.1 1/2/2016- Started Wil's section of bosses, left off with Megalith Beast
- 1.2 1/3/2016- Minor update, left off with the Egg Pirate
- 1.3 1/4/2016- Finished everything up until the Anima Beast, started the 3rd Handy Tip Time section
- 1.4 1/5/2016- Finished everything up to the Megalith Dragon and the 4th Handy Tip Time section
- 1.5 1/6/2016- Every main storyline boss is finished, started the bosses of the Ghoul Tower.
- 1.6 1/7/2016- Completed the Guide!

If you have any questions on anything you see here or wish to send any extra tips of your own, feel free to email me @ zrhodes1313@yahoo.com with the subject line of "Saga Frontier 2 Boss FAQ" and I'll be sure to include it in a future update!

Throwing this tidbit of info before the meat of the guide, I'll be using a few acronyms throughout each listing which are explained below:

HP- Enemies' hit points

LP- Life Points
AP- Attack Power
SP- Spell Points
SL- Spark Level
WP- Weapon Points

Along the way I'll add in what I call *HANDY TIP TIME*, which will give some extra advice on how to best handle leveling your characters when the time arises. Also, remember that characters' stats will increase as they get older, so factor that in to any training you'll do throughout the game.

2. GUSTAVE'S BOSSES

#1. BANDITS/BANDIT CHIEF

HP- 320/600
LP- 18/16
AP- 40/20
SP- 40/26
SL- 16/5

RECOMMENDED STATS:

Gustave- 300+ HP, 75+ WP, Sword Level 10+, All Sword Arts up til Smash
Kelvin- Honestly? Don't worry about it

Welcome to our 1st boss fight! These Bandits talk a big game, but they're pretty paltry overall. Top off your HP with either some LP or Kelvin's Life Water spell beforehand to be safe. You'll want to take that Birch Ring off of him in the near future to use for other party members.

While you may be outnumbered 4 to 2, you really only need to go after the Bandit Chief to win the fight. Thin down their ranks by ganging up on the front-most Bandit first, followed by the Bandit Chief. Have Gustave use his most powerful Sword Art you've learned thus far (Smash probably), while Kelvin attacks with his Spear. I wouldn't worry about trying to power him up too much as he doesn't appear in many fights throughout Gustave's tale.

The Bandits will only attack you for some mild damage, and the Chief will attack for a hair bit more. She can also use Chief's Temper on her own allies, damaging them for a bit but also raising their damage. If Kelvin happens to have any Spear Arts learned, he and Gustave should be able to Combo their attacks together and deal some real solid damage. Gustave will be doing most of the heavy lifting more than likely, with Kelvin's spell support. Again, be sure to take that Birch Ring from Kelvin as soon as you can; It'll prove to be VERY useful to future party members.

Another quick note, buy the Steel Dagger from the shop in Wide for a boost in Gustave's attack power. Some new armor would be cool, if funds allow. :)

#2. WIDE GHOST

HP- 1932
LP- 1
AP- 55
SP- 55
SL- 21

RECOMMENDED STATS:

Gustave- 350+ HP, 80+ WP, Sword Level 12+, Cross Slash/Smash

This guy is actually optional but the reward is worth the trouble. You

should be familiar with how Duels work at this point so this should be no problem. Cross Slash is handy to have here as the Ghost is especially vulnerable to it, though Smash or Slice and Dice are good to know too.

No need to be prudent with your LP here as the scenario is almost over, so use it when your HP is low. You'll be exchanging blows here throughout the fight and while the Ghost is fairly powerful, he should fall quickly with some moderately powerful Sword Arts. At this point if you've been training heavily, you may already have the Slice and Dice Art which can end the fight quite quickly. Otherwise, Smash or Cross Slash work well enough. Be sure to open the casket the Ghost emerged from for a reward of 1000 Crowns, too.

#3. BATTLE OF BUCKETHILL

HP- Every normal Soldier has 100 HP and 1 LP

RECOMMENDED STATS:

Gustave- 400+ HP, 85+ WP, Sword Level 15+, any decent Sword Art

Before we get to the strategy here, let's detail how exactly these fights work and the unit types we'll be seeing throughout the battle.

Each character you see on the screen is their own personal "army", with 4 Soldiers each, with certain characters appearing themselves with 3 units. Gustave and General Nebelstern are 2 such examples and they are extremely powerful in this war. Kelvin makes an appearance as well controlling his group of Archers, albeit they're not as powerful as your other units.

Each turn you're allowed to move each character 2 spaces in any direction, engaging in battle with a nearby enemy unit. Once every one of your units has acted, the round will end and the enemy will make their moves. Proper unit alignment is key to these fights, which I'll be detailing soon enough.

There are 3 types of units you'll be seeing here, as explained below:

Steel Soldier- These units will accompany Gustave in battle and are pretty damn OP here. Not only do they take less damage overall, they come with the Rush Spear Art and some powerful equipment which will just about always one shot an enemy in battle.

Infantry- The base unit that is most common, these guys always have 100 HP and 1 LP. Their best bet is to use Flame Spear which can SOMETIMES kill a unit in one hit, as long as it does 100 damage or more. I can't tell you how many times I've needed a kill in a fight, only to have them do like 94 damage or something. Feels Bad Man.

Archers- These units, while not very powerful on their own, are VITAL to turning the battle in your favor. As long as they are next to an ally unit before battle is initiated, they'll launch a volley of arrows which deal 30 HP to every enemy! This all but guarantees a win for you, as you'll only have 70 HP to deal instead of 100. If they're engaged in battle directly, I prefer to have them either just Defend or use Random Shot to try to knock out a few enemies.

Something else to keep in mind is "Successive Battle". If the same ally or enemy unit is engaged back to back, they'll begin the battle with reduced HP. This generally isn't a huge hassle, but you'll do well to remember it.

Gustave XIV is your main opponent here, as you only need to wipe out his unit to win the battle. That's easier said than done, as he has quite a few

allies of his own blocking your way. We'll be playing this a bit defensively, drawing the enemy to us and wiping them out with our more powerful armies.

To start, position your group in such a way that Kelvin's archers are in the back and able to provide long range support, with Gustave and Nebelstern handling the front lines. We'll want Kelvin's unit placed precisely so that they can attack as many enemy units as possible as shown below:

IGN
IK

The "I's" are the Infantry, while the "G", "N", and "K" are Gustave, Kelvin, and Nebelstern, respectively. Damn, that was a lot of commas. Anywho, have your units stand pat while the enemy comes to you, then annihilate them with Gustave and Nebelstern. Gustave can one shot any enemy with whatever Sword Art you like, as his custom made sword lets you deal tons of damage. Nebelstern comes with the Woodstock and Aqua Viper spells, the former hitting one enemy while the latter hits foes in a straight line. Use these 2 to great effect and you'll have little to no trouble.

#4. THE SOUTHERN FORT

While this doesn't technically qualify as a boss fight, I feel it's important enough to include. There's no Recommended Stats here, as this is a fight you're destined to lose. However, it can be helpful to learn a few new Sword Arts, so let's get to it.

Johan will be fighting an endless chain of battles here while losing 1 LP after each "victory". Johan is quite skilled with a sword so try to learn some mid level Sword Arts like Head Wind and Head Cracker if you can, so future party members can have them available. It's not entirely required to do so but anything that can help long term, especially in this game, is well worth it IMO.

#5. THE BATTLE OF SALISBURY

Like before, each unit here will have just 100 HP and 1 LP, so no need for any Recommended Stats and the like here.

This fight is more of a "gentleman's war", so pull out your dueling glove and have at them! This fight is very evenly matched as well as being quite easy overall. It's a 5 v 5 match here with no Steel Soldier units, just standard Infantry and Archers. Your target here is the Duke of Laubholzs' unit, so shoot for him right away for a quick victory. Keep Kelvin's unit in the back lines to provide Archer support, and gang up on the Duke's army.

You can also win the fight by wiping out more than half of the entire enemy force, as a friendly heads up. Either way, this fight will go smoothly. Before the next battle, I recommend doing the Edelritter scenario to power up Sargon a bit as he'll be a key member in our next fight.

#6. THE BATTLE OF HAHN NOVA

Ahh, this theme that plays is so damn good. Sit back for a bit with your volume turned up and enjoy it before you wreck these guys!

Another military battle here, and it's our easiest yet. Though you're outnumbered 8 units to 6, the Fake Gustave has a unit of Steel Soldiers AND Sargon along for the ride. If you've strengthened Sargon at all before this point, victory is all but assured. He, Fake Gustave, and the Steel Soldier unit are more than enough to wipe out every enemy here.

Charles is your target here, defended by 3 units in front of him on the bridge. Clear them out with which ever unit you like (Sargon with Tornado Blade is a guaranteed kill on everything here, btw), and shoot for Charles' demise. It's too bad you can't take Fake Gustaves' Galatyn sword to use in the future, as it looks awesome and it pretty darn powerful.

Enjoy this easy battle here, as the next one is DAMN NEAR IMPOSSIBLE.

#7. THE BATTLE OF SOUTH MOUNDTOP

THIS. BATTLE. SUCKS. Seriously, in all my years of gaming, few fights compare to the difficulty that this fight brings. I've only been able to win once in all my play throughs of the game, so expect to see a few Game Overs before victory is yours.

This fight is essentially the Battle of Hahn Nova reversed, with your units fighting against the Fake Gustave and his armies. Straight up, you're not gonna be able to defeat his units normally sans a few of his infantry units, so we'll be shooting to wipe them out as quickly as possible and holding the line until reinforcements arrive, "winning" the battle. Keep in mind that if any of the enemy units reach the area marked as your fort at the start of the war, it's a Game Over.

Thankfully for us, Fake Gustave and his 2 Steel Soldier units will remain stationary until Round 4, so DO NOT ENGAGE THEM. We'll wanna make use of all of our units, including David's, to clear out Fake Gustave's army before then. You'll still want to keep his unit in the kind of back lines, since if he's wiped out completely, it's Game Over too. Position your Archers as so they'll provide much needed support from the back lines to make the 1st few fights easier. The enemy units employ Rangers, which are a step up from the standard Infantry units. They do still have the same 100 HP as normal units, but have much more powerful Arts to use in Smash and Flame Naga.

Once the field is clear of every enemy unit besides Fake Gustave and the Steel Soldiers, push everyone as far forward as they can go with David in back and form a wall in front of them. Hopefully all of your units are still standing, so place them as such:

SGS
III
AIA
ID

S- Steel dudes
G- Gustave
I- Infantry
A- Archer
D- David

With this strategy, you SHOULD be able to hold out until the end of Round 8, when reinforcements from the Jade Army arrive. You don't want to attack them when they engage you in battle, though; Just have everyone Defend in every battle to greatly lessen their damage and PRAY that you can survive.

These guys are far more powerful than you and the game seems to LOVE to screw you over when you need a soldier to survive a hit. It may very well take a few tries but with diligence a lot of luck, you'll come out with the elusive victory!

Also, there's no way to get Gustaf to take part in the battle, as he arrives too late to play a part. It's a damn shame though, as he would make the fight around 10000x easier. Oh well.

3. WIL'S BOSSES

#1. SKELETONS

HP- 359 (Green), 796 (Blue)

AP- 50 (G), 107 (B)

LP- 1 (both)

SP- 38 (G), 71 (B)

SL- 18 (G), 29 (B)

RECOMMENDED STATS:

Wil: 300+ HP, 50+ WP, 70+ SP, Staff level 8+, Life Water, Bone Crush

Cordelia: 300+ HP, 60+ WP, 60+ SP, Spear level 10+, Snake Blaster

Narcisse: 375+ HP, 50+ WP, 80+SP, Bow level 15+, Sidewinder

Tyler: 400+ HP, 70+ WP, 50+ SP, Axe level 10+, Skull Crush

These stats will work well enough for the remainder of this scenario, so I'll just copy them into the next 2 boss sections :)

The first few fights in Wil's section are technically optional bosses, but the rewards are well worth it. You'll most certainly want to tackle this battle as a team, as losing in a Duel is a Game Over. Keep in mind that more enemies may appear this way, hence why there are two different listings. At this point, in the case of Cordelia, she's able to learn a TON of Spear Arts so focus on learning as many as you can. Snake Blaster in particular is very powerful right now and can be used to level both Cordelia's Spear and Water levels, which will be a great boon. The commands for it are Water-Charge-Thrust, by the way.

Regarding the teams' formation, you'll want Tyler and Cordelia in the front to act as tanks while Wil and Narcisse provide spell support from the back line. Wil can be used as a frontline fighter as well, but I prefer him to be loaded with Spell Arts and act as a mage. Focus your attacks on one Skeleton with everyone until it falls, then shoot for the next one if a second one showed up.

These 2 can easily wipe you out if you're not careful, so having Wil and one other character with Water or Life Water (Cordelia?) is also suggested. The aforementioned Bone and Skull Crush work very well against the undead, so use them heavily to deal extra damage.

#2. XENOTYPE

HP- 888

LP- 80

AP- 42

SP- 78

SL- 16

RECOMMENDED STATS:

Wil: 300+ HP, 50+ WP, 70+ SP, Staff level 8+, Life Water, Bone Crush
Cordelia: 300+ HP, 60+ WP, 60+ SP, Spear level 10+, Snake Blaster
Narcisse: 375+ HP, 50+ WP, 80+SP, Bow level 15+, Sidewinder
Tyler: 400+ HP, 70+ WP, 50+ SP, Axe level 10+, Skull Crush

Before tackling this guy, if you're sneaky you can actually run right past this guy and grab the nearby item, the Kris Knife Quell. While not very strong on its own, it does give the user the Comet Fall ability which can deal several hundred points of damage! I'd suggest giving it to Narcisse, as he doesn't have much other use overall. Besides that, stick to the usual formation of Tyler/Cordelia up front and Wil/Narcisse in the back.

A second one of these guys can potentially show up as well, so follow suit like you did against the Skeletons and focus your attacks on one at a time to expedite things. The Arts listed above will suffice here as well, so feel free to spam them to great effect.

#3. LAND URCHIN

HP- 1158
LP- 1
AP- 66
SP- 92
SL- 23

RECOMMENDED STATS:

Wil: 300+ HP, 50+ WP, 70+ SP, Staff level 8+, Life Water, Bone Crush
Cordelia: 300+ HP, 60+ WP, 60+ SP, Spear level 10+, Snake Blaster/Lawnmower
Narcisse: 375+ HP, 50+ WP, 80+SP, Bow level 15+, Sidewinder
Tyler: 400+ HP, 70+ WP, 50+ SP, Axe level 10+, Skull Crush/Tree Cutter

Time for our last mini boss! Much like our first 2 opponents, more enemies can sometimes show up here if you're in a Team Battle, but it's still probably the better way to go unless someone is very highly leveled.

I threw in a couple extra Arts here for this fight, Lawnmower and Tree Cutter. Both of these do extra damage to plants, and the former can potentially stun enemies with each use. Whoever has the Kris Knife equipped can make great use of Comet Fall again with continued use of it. The same strategy as used for the earlier fights applies here: Stick to targeting one foe at a time and heal with LP/Water/Life Water as needed.

HANDY TIP TIME

Afterwards, put the Pocket Dragon and Amber Maleatte to good use by learning some new Arts with the elements they bestow: The Pocket Dragon being a Stone Quell will be a great fit on someone with a "+" in Stone, as it's a key Anima in Incineration (Flame-Flame-Tree-Stone) which is the one of the most powerful spells in the game! The Amber Maleatte gives you Tree AND Beast so I find it to be a good fit on either Tyler or Cordelia.

We have some time until our next boss fight and the vast desert of Vogelang to explore, so take some time to work on increasing your stats and learning some new Arts. Here are some goals to shoot for for each character:

Wil will (lol) want to be your main focus as he's our most prevalent character, and you'll want to work on his Staff along with his Tree and Water levels. If you can, try to learn the Gale Strike hybrid Art (Tree-Swingx3) and he'll be good to go on that front. Also, learning Call Thunder

(Water-Water-Tone) will serve him well as a high damage spell.

Cordelia will want to improve her Spear prowess, which she seems to do quite easily. You'll mainly wanna focus on her HP and WP as you're training in the desert, with the occasional Snake Blaster use to work on her Water level and SP. She tends to learn Arts extremely quickly, so try to shoot for learning Beast Lightning (Ready-Focus-Backslash-Thrust) and she'll be all set to wreck your opponents. Just wait til you get some stronger weapons later on; Cordelia will be EXTREMELY powerful. :P

Tyler will also want to focus on his HP and WP growth, along with his Axe. I generally don't use him for spells that much, though he does have skill with Beast Anima, so giving him Regenerate (Beast-Beast) will be a good call. Besides that, shoot for an Axe level of 15+, with every Axe Art up til Axel Turn (Ready-Charge-Backslash) or Ogre Crossing (Ready-Backslashx2).

Narcisses' forte is Spell Arts, so focus on increasing his Flame and Stone levels. While his Bow level is high he doesn't have a "+" with it, so learning new Arts there isn't a top priority. If you can learn Incineration for him, that's pretty much all he'll need. Sidewinder will work well enough as a mainstay Weapon Art if you wanna work on his WP.

You can level up Nina if you wish, though she's only gonna be around for a short time so I find it's more worthwhile to strengthen our main group of 4.

END HANDY TIP TIME

#4. ALEXEI

HP- 3468

LP- 14

AP- 40

SP- 30

SL- 20

RECOMMENDED STATS:

Wil- 375+ HP, 70+ WP, 90+ SP, Staff level 15+, Tree level 10+, Gale Strike, Call Thunder

Cordelia- 375+ HP, 80+ WP, 60+ SP, Spear level 15+, Water level 10+, Snake Blaster, Beast Lightning

Narcisse- 400+ HP, 50+ WP, 90+ SP, Bow level 15+, Flame/Stone level 15+, Sidewinder/Incineration

Tyler- 425+ HP, 80+ WP, 60+ SP, Axe level 15+, Beast level 10+, Axel Turn, Ogre Crossing, Regenerate

Nina- Not needed :(

It's been a while since our last boss fight, huh? A note before this, HAVE NINA IN YOUR MAIN PARTY. She's necessary to proceed with this part of the game, but don't bother equipping her with anything. Bring along Wil, Cordelia, and Tyler as your other 3 characters as well.

Alexei will send 2 Wyverns after you first in an unwinnable battle, so just Defend until Nina takes over. Afterwards, you'll battle Alexei and his 2 Knight Servants with your remaining 3 party members but it's a pretty easy fight. You can go after the Servants first if you want, but it's just quicker and easier to go for Alexei as his demise ends the battle outright.

Use your most powerful Arts with each character here on Alexei, being Gale Strike, Snake Blaster/Beast Lightning, and Axel Turn/Ogre Crossing if you have them. It's entirely possible that you'll have stronger Arts than these,

but these are ones I generally have at this point in the game and are fairly easy to learn early on. Alexei and his Servants aren't much of a threat, so you can freely use your LP to heal if need be.

#5. VOLCANOID

HP- 8800

LP- 79

AP- 80

SP- 60

SL- 124

RECOMMENDED STATS:

Wil- 400+ HP, 75+ WP, 95+ SP, Staff level 15+, Tree level 10+, Gale Strike, Call Thunder/Heaven's Thunder, Life Water

Cordelia- 400+ HP, 85+ WP, 65+ SP, Spear level 15+, Water level 10+, Snake Blaster, Beast Lightning, Water/Life Water

Narcisse- 400+ HP, 50+ WP, 90+ SP, Bow level 15+, Flame/Stone level 15+, Sidewinder/Incineration

Tyler- 425+ HP, 85+ WP, 60+ SP, Axe level 15+, Beast level 10+, Axel Turn, Ogre Crossing, Regenerate

Labelle- Don't worry about it (I never use her, in all honesty)

Before tackling this giant rock monster, top off your WP/SP with an Ark Stone if you have a spare as this fight will be tough. Having multiple characters with Water or Life Water is highly recommended as well, since this guy loves to single out a character until they're dead.

If Tyler (or anyone, really) has Regenerate, definitely take a few turns to get that on everyone to make healing a bit easier. After that, go all out with your strongest attacks and shoot for some Combos. (If you've seen a few before, they'll be listed in your menu as a reference).

Volcanoid is very powerful AND he can attack multiple times per round, to boot. Eruption and Volcano Crush are his main damage dealers and if one unlucky character is hit twice or thrice in a row, they'll most certainly be dead. Seeing as how he sticks to this trend, you'll want to have 2 characters use a healing spell on the dead character so as they won't immediately die again if they're targeted by any follow up attacks.

After your hard fought victory, ABSOLUTELY give the Ice Lance to Cordelia! Not only is it your strongest weapon to date, it's also an unbreakable Quell and her damage output will sky rocket!

#6. MEGALITH BEAST

HP- 30,000

LP- 100

AP- 80-100

SP- 80-100

SL- 20-28

RECOMMENDED STATS:

Wil- 400+ HP, 80+ WP, 100+ SP, Staff level 15+, Tree level 13+, Gale Strike, Call Thunder/Heaven's Thunder, Life Water

Cordelia- 400+ HP, 90+ WP, 65+ SP, Spear level 15+, Water level 10+, Snake Blaster, Beast Lightning, Water/Life Water

Tyler- 450+ HP, 90+ WP, 60+ SP, Axe level 15+, Beast level 10+, Axel Turn, Ogre Crossing, Regenerate

Patrick- 400+ HP, 70+ WP, 50+ SP, Staff level 10+, spell levels not needed,

Painful Beat

Labelle- Don't worry about it

William- Same as ^

Say goodbye to Narcisse and hello to Patrick! Patrick is a solid candidate as a frontline fighter, sporting high HP and great armor already. He starts with really low SP due to his Steel armor however, so you can give him a different piece of armor if you want to boost his SP. He does also have a good starting level with Axes, but I prefer him to stick with Staves.

Before we go any further, there's a couple of VERY good items here to get so let's go over how to find them. Near the end of the area, you'll be in a circular room with a door to the north, east, and west. Going through either the left or right doors will lead to a room with several teleporters. You'll want to go in a clock-wise direction in the left room and counter-clockwise in the right room. Your rewards for doing so are a Hyper Water, a useful Water Quell, and the mighty Beast Lance, one of the most powerful spears in the game! You'll DEFINITELY want Cordelia to have this weapon against our upcoming opponent, but make sure you take it off of her once you get back to a town.

This area can be pretty taxing on your WP and SP as you'll only be fighting Team battles here, so top off your points with an Ark Stone before doing battle with this monster.

This is a 3 part fight here and one you're not meant to win. Each battle you'll want to just target the Megalith Beast himself, as defeating his allies will only lead to more being summoned. After dealing enough damage (a few thousand points or so), you're given the option to retreat. There's no point in prolonging the fight any longer than necessary. Do this at the end of each battle to secure your escape and seal the fate of the beast.

#7. MERMAN X3

HP- 919

LP- 4

AP- 80-90??

SP- 108

SL- 18-24? (Any confirmation on this and AP would be swell)

RECOMMENED STATS:

Wil- 400+ HP, 80+ WP, 100+ SP, Staff level 15+, Tree level 13+, Gale Strike, Call Thunder/Heaven's Thunder, Life Water

Tyler- 450+ HP, 90+ WP, 60+ SP, Axe level 15+, Beast level 10+, Axel Turn, Ogre Crossing, Regenerate

Patrick- 400+ HP, 70+ WP, 50+ SP, Staff level 10+, spell levels not needed, Painful Beat

Raymond- 325+ HP, 65+ WP, 60+ SP, Bow level 16+, Tree level 10+, Sidewinder, Windbreaker (Tree-Charge-Charge-Shoot)

Before progressing any further, be sure to take the Beast Lance off of Cordelia and hold onto it for a future party member if you haven't already

Finally, a worthy Archer in our party! Granted, Labelle also had a "+" in Bows but Raymond is far and away better. His skill with a Bow from the get go is noteworthy, so you can finally work on getting some more powerful Bow Arts here in the Ruins of Hahn. Windbreaker is especially powerful and it can be used to increase both Raymond's SP and WP, though it may take a few tries to learn. As you're training here, remember that you can leave whenever you wish and return to Westia to rest up before more exploring.

These guys are tame compared to some of the other bosses we've fought thus far, so feel free to go all out with your best Arts. If you have Wil equipped with Flame and Tree items, he can use Firestorm to great effect in this battle while the others pound away with their strongest Arts.

#8. WYVERN

HP- 13,414

LP- 10

AP- 124

SP- 60

SL- 26

RECOMMENDED STATS:

Wil- 400+ HP, 80+ WP, 100+ SP, Staff level 15+, Tree level 13+, Gale Strike, Call Thunder/Heaven's Thunder, Life Water (he'll be in the next battle)

Tyler- 450+ HP, 90+ WP, 60+ SP, Axe level 15+, Beast level 10+, Axel Turn, Ogre Crossing, Regenerate

Patrick- 425+ HP, 70+ WP, 50+ SP, Staff level 10+, spell levels not needed, Painful Beat, Water/Life Water

Raymond- 350+ HP, 65+ WP, 60+ SP, Bow level 16+, Tree level 10+, Sidewinder, Windbreaker, Water/Life Water

Gustave (!)- 500+ HP, 100+ WP, Sword level 20+, Slice And Dice at the least

Wil won't be joining us for this fight as he has other matters to attend to, but we get a bitchin' replacement for him with Gustave! He's a powerhouse and then some in this scenario so revel in his damage output and watch him destroy all of the things. Do note that in this area, much like the Megalith in Weissland, all of the battles are fought as a Team so keep an eye on your SP and WP and use an Ark Stone to heal up if you have a spare.

The Wyvern is still no joke though and can deal a couple hundred points of damage to everyone with its Oscillation attack, so generous doses of LP/ Water/Life Water will be appreciated. Other than that, just spam your most powerful Arts and Combo them with Gustave when you can and this guy will fall in due time. Tis a shame we can't use Gustave more often in battle but I'll take what I can get. Granted, you can take a group of him, Johan, and Ventarbre to Gruegel, Vogelang, and Weissland right after Johan's side quest scenario for some extra leveling if you so choose.

#9. EGG PIRATE

HP- 4179

LP- 12

AP- 68

SP- 40

SL- 18

RECOMMENDED STATS:

Wil- 400+ HP, 80+ WP, 100+ SP, Staff level 15+, Tree level 13+, Gale Strike, Call Thunder/Heaven's Thunder, Life Water

A one on one Duel, winner take all! This Pirate is much stronger than others we've fought before but he's nothing Wil can't handle. Wil should be more than powerful enough to manhandle this guy but keep in mind that the Pirate can drain your HP with the Egg multiple times per round. Luckily you can just use your LP as willy nilly as you like, which makes the battle a cinch. Gale Strike or Time and Tide (if you have it, Feint-Focus-Beat-Beat) make mincemeat out of this guy.

HANDY TIP TIME #2

We'll have a new party set up for the next few areas, with Eleanor and Rich Knights added to the fold with old friends Raymond and Patrick. Eleanor, Patrick, and Raymond aren't quite as necessary to train but Rich is who you'll want to focus on as he's REALLY FRICKIN' GOOD. He does start out rather weak, but I'll detail that more in a moment. Let's give a quick look over for everyone else:

Eleanor is a pro at spells and has a "+" with Staves to boot, but she's far more suited to sticking with powerful spells like Firestorm and Incineration while also healing with Life Water. I wouldn't worry about raising her WP too much, but definitely give her Gale Strike with a decent Staff so she can work on her Staff and Tree levels simultaneously.

Raymond and Patrick are getting up there in age at this point, but they should be more than powerful enough just as they are at the beginning of the next scenario. For the stronger enemies in the Forest upcoming, let them battle them in a Duel until Rich is sufficiently powered up to fly solo.

Rich is my personal favorite character in the game, both from a story stand point and a gameplay standpoint. He's skilled with both Swords and Spears along with damn near every type of Anima, making him an extremely versatile party member. While training here in the Forest, I'd suggest giving him the Beast Lance and working on increasing his Spear level, as it'll make your life easier doing so with an unbreakable weapon. You'll also want to work on his Beast level by giving him Regenerate and trying to learn Reviva as well (Beastx2-Flamex2). Once we get an unbreakable sword, you can either switch Rich over to Swords (which I'd suggest you do) or stick with leveling his Spear.

END HANDY TIP TIME #2

#10. WOOD GUARD

HP- 7676
LP- 8
AP- 65
SP- 60
SL- 24

RECOMMENDED STATS:

Eleanor- 350+ HP, don't worry about WP, 100+ SP, Staff level 10+, Flame and Stone level 12+, Gale Strike, Firestorm, Incineration, Life Water
Raymond- 450+ HP, 90+ WP, 90+ SP, Bow level 20+, Tree level 15+, Windbreaker, Hi-Speed Arrow (Charge-Focusx2-Quickshot), Life Water
Patrick- 500+ HP, 90+ WP, 60+ SP, Staff level 20+, don't worry about spell levels, Painful Beat, Time and Tide
Rich- 400+ HP, 75+ WP, 75+ SP, Sword/Spear level 14+, Beast level 10+, Beast Lightning, Snake Blaster, Life Water

These stats will also work well enough for our next boss

This guy is more intimidating looking than anything else, but one of his attacks does pack a wallop so start things off with buffing up the group with Regenerate to have an easier time of healing. After that, you'll want to have Eleanor spam Firestorm or Incineration with every turn, while the dudes of the team go all out with their best Arts. A lot of times Eleanor

and Patrick will end up comboing their Arts together, which will speed things along considerably.

The main concern here is the Wood Guards' Bombard attack, which hits the entire party for around 250-300 HP. With Regenerate in place it'll soften the blow a bit, but you'll want to keep an eye out on Rich's and Eleanor's HP in particular. Other than that, it's a pretty straight forward battle for our merry little band of adventurers.

#11. TREEFOLK

HP- 12,000

LP- 100

AP- 70

SP- 80

SL- 27

RECOMMENDED STATS:

Eleanor- 350+ HP, don't worry about WP, 100+ SP, Staff level 10+, Flame and Stone level 12+, Gale Strike, Firestorm, Incineration, Life Water

Raymond- 450+ HP, 90+ WP, 90+ SP, Bow level 20+, Tree level 15+, Windbreaker, Hi-Speed Arrow (Charge-Focusx2-Quickshot), Life Water

Patrick- 500+ HP, 90+ WP, 60+ SP, Staff level 20+, don't worry about spell levels, Painful Beat, Time and Tide

Rich- 400+ HP, 75+ WP, 75+ SP, Sword/Spear level 14+, Beast level 10+, Beast Lightning, Snake Blaster, Life Water

This section of the game gives us plenty of bosses to tackle, which is probably why it's among my favorites overall. You're probably hurting on the SP and WP fronts if you've been doing a lot of fighting, so top off your numbers with an Ark Stone if your inventory allows before jumping in.

Much like the Wood Guard, you'll want Eleanor to go all out with her best Flame Arts while everyone else chips in with their best Weapon Arts. Being a creature of the Forest, Tree Arts aren't quite as effective here but Flame Arts will be super useful here. Eleanor and Patrick will probably be teaming up with Duo attacks pretty often which'll deal a couple thousand points of damage per use. Have Raymond stick to his strongest Bow Arts, while Rich works on getting Regenerate on the team before attacking with his Spear.

The Treefolk employ just about every Tree Art in the book, including Bushfire and Sleep. The former hits a wide circle area for Flame damage, while the latter will put a dude or dudette to...sleep. Yeah. Anywho, the Treefolk also employs the Charm attack which can turn one of your own characters against you which can be an annoyance, and her Divine Forest ability hits everyone for a couple hundred damage. You'll want to have at least 2 characters with Life Water to quickly get everyone back on their feet, especially if your LP is running a bit low.

#12. GARGOYLE

HP- 18,621

LP- 30

AP- 110

SP- 80

SL- 25

RECOMMENDED STATS:

Eleanor- 375+ HP, don't worry about WP, 100+ SP, Staff level 12+, Flame and Stone level 12+, Gale Strike, Firestorm, Incineration, Life Water

Raymond- 450+ HP, 90+ WP, 90+ SP, Bow level 20+, Tree level 15+, Windbreaker, Hi-Speed Arrow (Charge-Focusx2-Quickshot), Life Water

Patrick- 500+ HP, 90+ WP, 60+ SP, Staff level 20+, don't worry about spell levels, Painful Beat, Time and Tide

Rich- 425+ HP, 75+ WP, 75+ SP, Sword or Spear level 14+, Beast level 10+, Beast Lightning, Snake Blaster, Life Water

Oooh damn, this guy is quite the beast and a hefty challenge at that. You'll want to come into this fight as close to full HP/WP/SP as possible before tackling this monster. Having Regenerate, Reviva, and Life Water are all extremely valuable to have in this battle, too.

With how much health this guy has, you'll want to employ any and all Triple Onslaughts and All-Out Attacks you've used along the way to deal as much damage as possible. Patrick and either Raymond or Rich, depending on who has better HP and Armor, will wanna be up front to tank while Eleanor stays in the back and slings spells all day.

The Gargoyle has a plethora of attacks available including a variety of Stone Arts, such as Magmaxplosion and Delta Petra. These both hit an area around your characters and can sometimes petrify you. His deadliest attack by far is Scissor Break which not only deals over 200 damage in most cases, it can also kill you in one hit or reduce your LP! Needless to say, having 2 or even 3 characters with Life Water will make the damage more manageable.

If you're lucky this guy can drop a Blackstone Armor upon his defeat, which is an extremely powerful piece of equipment. I'd recommend giving it to Rich for right now as he still has quite a few scenarios left to play out, but you'll want to remove it from him later on for future party members.

#13. MOTHER GRENDEL

HP- 4524

LP- 60

AP- 70

SP- 50

SL- 26

RECOMMENDED STATS:

Rich- 475+ HP, 85+ WP, 80+ SP, Sword or Spear level 15+, Tree/Beast level 12+, Beast Lightning, Snake Blaster, Life Water, OR...

You might be wondering about that "OR" in Rich's stats. At this point or even before this scenario, you can return to Laubholz and undergo a side quest at the nearby Ghoul Tower to find the most powerful sword in the game! (The 7-Star Blade doesn't count, as it's likely you'll never get the thing). As long as Rich, Raymond, and Patrick are sufficiently leveled the tower should be no problem, although the last boss of it can be very difficult. I'll be going over the bosses there a bit later on, but it's entirely up to you if you wanna tackle it now or save it til later. If you do go through it, you'll wanna give Rich said sword and work on leveling his Sword level and getting any Sword Arts you may be missing. We haven't had a good sword user since Gustave, so you'll more than likely need most of the mid level Arts beyond Slice and Dice. You'll also want to make sure you grab the Elven Lyre bow during your trip for a future party member, if you do go. Me personally? I'd definitely suggest tackling the area now as the rewards are WELL worth the effort.

ANYway, let's go over how to best handle this giant enemy crab monster. Being that this is a Duel, you'll wanna keep a closer eye on Rich's HP and

heal it up with LP whenever needed. As always, Regenerate is appreciated so cast that on your first turn to help your healing efforts.

You'll just need to spam your most powerful art you've learned thus far every round and this fight will be over right quick. The Grendel herself isn't much of a threat, only using a poison cloud ability and Big Hammer. A quick dose of Recovery Breath will handle the poison proper, while Regenerate should mitigate Big Hammer's damage.

#14. FOSSIL BEAST

HP- 6064

LP- 4

AP- 88

SP- 82

SL- 24

RECOMMENDED STATS:

Eleanor- 350+ HP, don't worry about WP, 100+ SP, Staff level 10+, Flame and

Stone level 12+, Gale Strike, Firestorm, Incineration, Life Water

Raymond- 450+ HP, 90+ WP, 90+ SP, Bow level 20+, Tree level 15+, Windbreaker,

Hi-Speed Arrow (Charge-Focusx2-Quickshot), Life Water

Rich- 450+ HP, 80+ WP, 80+ SP, Sword/Spear level 14+, Beast level 10+,

Beast Lightning, Snake Blaster, Life Water

Diana- Not important, really

This boss is rather unique in the fact that you can fight him with just Rich and Diana, or with the 2 of them plus Raymond and Eleanor. To get them, just leave the cave once you enter and return to the inn, where they'll be waiting to be recruited. Whatever their stats were for the last scenario will more than suffice, while Diana starts out far too weak to be of any real use without extensive training. Personally, I don't find it to be worth the trouble so just put her in the back lines or your sub party.

You'll want to focus your efforts on the Beast himself first before tackling his undead servants. If you've previously done Johan's scenario "Johan the Assassin" you'll have his Tornado Blade Art available which is extremely powerful and hits a wide area, as well. Barring that, stick to Rich's strongest Spear Art if he still has the Beast Lance equipped. Eleanor will be wanting to stick with Incinerator every round, while Raymond goes to town with his best Bow Art (Crystal Prism? Q. Shot-Shoot-Q. Shot-Shoot).

As a heads up, if you defeat the servants before the Fossil Beast he'll heal himself for a fair amount of HP along with summoning more servants to take their places. As long as you gun for the Fossil Beast first, this fight should go by smoothly.

#15. ANIMA BEAST

HP- 8064

LP- 4

AP- 50

SP- 50

SL- 33

RECOMMENDED STATS:

Rich- 450+ HP, 85+ WP, 85+ SP, Sword/Spear level 14+, Beast level 10+,

Beast Lightning, Snake Blaster, Life Water

Time for another Boss Duel! This guy is not at all threatening, so this

part is gonna fairly (really) short. If you're still on the Beast Lance, use either Snake Blaster or Shining Arm (Charge-Feint-Thrust) with Water as your last command and this fight is all but won. If you have the Cinderforge Sword from the Ghoull Tower, this fight is even easier as it is stupidly powerful (It has 70 attack power!). Water will easily take care of any damage this guy will deal, and either of the aforementioned Arts will make short work of this reanimated monster.

HANDY TIP TIME #3

This is gonna be the most in depth tip section yet, as we have 4 new party members here and they'll be our final group of the game. Having them sufficiently powered up for the last areas of the game is crucial, so you'll want to spend quite a while leveling everyone up. Let's go over each one in more detail:

Ginny is our main character and much like her father and grandfather, she's extremely versatile with her weapon and spell prowess. She's skilled with Staves and Swords, along with just about every spell type. She's a perfect fit for your higher end armor and weaponry, of note the Eternity Staff and the Stardust Robe. She'll want to have a balance of weapon and spell Arts to make full use of her potential; Gale Strike, Time and Tide, Life Water, Firestorm, Heaven's Thunder, and Incineration are all highly recommended to have on her, as this will allow her to deal heavy damage multiple ways. Her starting stats aren't too hot sadly, so she'll want to see more Duels in an effort to increase her stats high enough. By the end of the Giant Worm Hole, you'll want to have her with at least 400 HP if not more, with 15+ skill level with Staves, Tree, Water, Flame, and Stone. It sounds like a lot I know, but the end game can be very challenging so your training will be rewarded.

Gustaf is essentially Gustave if he could use Spells, and probably your most powerful character amongst our new foursome. He comes with two of the best swords in the game, the Flame Sword and Gustaf's Sword (aptly named, to be sure). You'll want to swap his weapons so that his own sword is his primary weapon as it's stronger than the Flame Sword. As you probably guessed, he has a "+" in Swords, along with being skilled with a variety of Anima. You'll want him to have mostly Sword Arts, which by now you should have most if not all of them if you were diligent with training Rich. Having the Gale Blade Art (Tree-Cleave-Cleave-Slash) will serve Gustaf well to raise his Tree and Sword levels AND his WP and SP all in one fell swoop, while having Life Water and Recovery Breath will work well on the healing front. In particular, make sure you learn Multi-Way (Slash-Backslash-Cleave-Slash) as not only is it damn strong, it'll combo quite frequently with Roberto's Spectral Shot Art for oodles of damage,

Primiera more or less the female version of Tyler but 532x better. She is a perfect choice for the frontlines with heavy armor equipped and either a strong Axe or Spear, as she's skilled in both. I HIGHLY recommend giving her the Beast Lance and focusing on her Spear level, as there's no unbreakable Axe worth using. (The Golden Axe, while unbreakable if memory serves, is too weak to be of much use sadly). She comes equipped with steel armor and while it's great for her overall defense it kills her SP, so I'd suggest giving her the Blackstone Armor instead. She won't need her SP for much spell casting to be fair, but she'll at least want to have Regenerate and Reviva with the rest of her Arts being Spear ones. You'll want to learn any remaining Spear Arts you're missing, which would probably just be the high tier ones; Heavenly Strike: Backslashx2-Thrustx2, Thousand Cross: Thrustx4, Fearless Triple: Feint-Backslashx2-Thrust, Twin Dragon: Flame-

Water-Thrustx2, and Jewel Strike: Stone-Water-Backslashx2. Those all will serve her well for the remainder of the adventure.

Roberto is our marksman and spellcaster of the group and he's damn good at both. If you've already cleared out the Ghoul Tower you'll have the Elven Lyre bow which should be his weapon of choice for most of what's left of the game. His WP isn't too big of a concern, but you'll still want to learn the mid and high leveled Bow Arts to increase his skill level. One Art you'll DEFINITELY wanna learn is Spectral Shot (Beastx3-Quickshot) as that'll be his attack of choice in boss fights, especially when it's combo'd with Gustaf's Multi-Way attack. Against the final boss with enough levels in their respective weapons, I've since this duo do over 10,000 HP! Besides that, you'll want him with plenty of Spell Arts such as Regenerate, Life Water, Reviva, Recovery Breath and Soul Hymn. Soul Hymn in particular is noteworthy as being very difficult to learn (only a few characters can even learn it to begin with, but once you do everyone can use it). Gustaf is one such character that can learn it after a battle, so just use Flame, Beast, or Tone once in a battle and you'll have a chance of learning it. It's extremely worthwhile if you do get it, as it gives Regenerate AND Morale Up to everyone at once! It does take 16 SP to use however, but it's totally worth it IMO.

Let's not mince words here, you're gonna need to do A LOT of training with this team in a fairly short amount of time. So where's the best place to do all of this training? The desert of Vogelang, that's where! Once you finish your business in the Giant Worm Cave and end that scenario, head over to Vogelang to get things started. You'll want to convert any old Tools you have into Chips, then from Chips to Crowns in turn to raise your overall total of them.

The game keeps track itself with an unseen Chips converted counter and once you've converted a certain amount of them, you'll be able to craft some custom weapons if your skill levels are high enough. Here's what you'll need to make them all:

Babrashka- 1500 CR, 1000 CH, Spear/Tree 25+, 9000+ CR
Beast Dancer- 2000 CR, 1000 CH, Bow/Beast 25+, 12,000+ CR
Carlthel- 2000 CR, 1000 CH, Sword/Stone 25+, 10,000+ CR
Hawk Wind- 1500 CR, 1000 CH, Axe/Beast 25+, 9000+ CR
Limstokes- 1000 CR, 1000 CH, Staff/Water 25+, 8000+ CR
Pan Flute- 500 CR, 100 CH, 1000+ CR, Tree-Tone Tool
Soul Crystal- 500 CR, 200 CR, 5000+ CR (Full heal on one character)

The weapons can be worthwhile to get as you can just sit on them until the final battles, but what you'll really wanna get are a few Soul Crystals. These are perfect for fully healing your team before the end of the game, so try to create 3-4 of them if at all possible.

Regarding your actual training, make sure everyone has an unbreakable weapon equipped so you don't have to worry about going back and forth repairing any other weapons you're using. A lot of the enemies seem to drop Tools fairly often so you can stockpile your winnings to convert back in town. Of note, you can win either a Protector or an Enhanced Armor from the Horn Buffalo and Armor Beetle which convert to 30 Chips apiece.

Those 2 enemies in particular are also good for learning any Arts you may be missing, but they're also pretty strong. The Horn Buffalo isn't as much of a concern, though the Armor Beetle can easily kill you if you're not careful. Until Roberto and Ginny have higher HP, you'll want either Gustaf or Primiera to deal with them.

At minimum, you'll want EVERYONE to have 500 HP or more, and 100+ WP or SP depending on what they use more in battle. In the case of Gustaf and Ginny, if you have the patience you can get both their WP and SP over 100, seeing as how they're equally as awesome with weapons and spells. Roberto will be a-okay with his 100+ SP, while Primera will be set with 100+ WP. A note, the Recommended Stats for the next few battles will be listed as if one hasn't unlocked the Custom Tools yet. If you've gone ahead and already unlocked some or all of them, your stats will of course be higher than what's listed. Regardless, the following stats will still be plenty good to get ya by. :)

I realize that this was a TON of text, so if you just need info on the next boss fight feel free to Control-F (hopefully it should work) right to the "Megalith Wurms/Wurm Leader" section.

I think that's everything needed for this group, so I'll see you in the next boss section after your dozens of hours of training. XD

END HANDY TIP TIME #3

#16. MEGALITH WURMS/WURM LEADER

HP- 1306/2946

LP- 1 apiece

AP- 98/138

SP- 48/88

SL- 25/30

RECOMMENDED STATS:

Ginny- 500+ HP, 80+ WP, 100+ SP, Staff level 25+, Tree/Flame/Stone level 18+, Gale Strike, Time and Tide, Life Water, Heaven's Thunder, Firestorm, Incineration

Gustaf- 500+ HP, 90+ WP, 90+ SP, Sword Level 25+, Tree level 20+, Gale Blade, Multi Way, Life Water, Tornado Blade

Roberto- 500+ HP, 70+ WP, 100+ SP, Bow level 25+, Beast/Flame level 20+, Spectral Shot, Crystal Prism, Windbreaker, Reviva, Regenerate, Life Water

Primera- 550+ HP, 100+ WP, 70+ SP, Axe OR Spear level 25+, Beast level 20+, Regenerate, Reviva, Beast Lightning, Fearless Triple, Jewel Strike

Oh hey, welcome back! How'd all that training go? Good? Splendid, as we're gonna need those stats and then some for what's upcoming. These guys aren't quite at the level of some other bosses but still provide a good challenge. The main boss here is the Wurm Leader himself, but it's easy enough to knock the other minions out with a powerful Art. It pretty much boils down to everyone using their best Art focused on one target, then moving on to the next one. Ginny chipping in with Firestorm for some all-targeting damage works quite nicely here if her Flame level is at a high enough level.

IIRC, an Empusa enemy can also appear here sometimes but he's not much of a threat. The Wurms here are fairly powerful mind you, but seeing as how this scenario is pretty short you can go ahead and liberally use your LP to heal whenever ya need to.

#17. DREAD TREES (SPECIAL FORCES)

HP- 4192

LP- 2

AP- 106

SP- 108

SL- 27

RECOMMENDED STATS:

Ginny- 500+ HP, 80+ WP, 100+ SP, Staff level 25+, Tree/Flame/Stone level 18+, Gale Strike, Time and Tide, Life Water, Heaven's Thunder, Firestorm, Incineration

Gustaf- 500+ HP, 90+ WP, 90+ SP, Sword Level 25+, Tree level 20+, Gale Blade, Multi Way, Life Water, Tornado Blade

Roberto- 500+ HP, 70+ WP, 100+ SP, Bow level 25+, Beast/Flame level 20+, Spectral Shot, Crystal Prism, Windbreaker, Reviva, Regenerate, Life Water

Primiera- 550+ HP, 100+ WP, 70+ SP, Axe OR Spear level 25+, Beast level 20+, Regenerate, Reviva, Beast Lightning, Fearless Triple, Jewel Strike

These guys act a lot like the Treefolk from ages ago, employing a wide variety of Tree Arts. They're not very strong though, so conserve your WP and SP here and use some mid level attacks to deal with these guys. We've a much tougher opponent on the way very shortly, so play it cool for now.

At least the stuff we got right before this battle was worth the trouble. :P

#18. EVIL ANIMA TREE (DEITY)

HP- 4720

LP- 2

AP- 101

SP- 106

SL- 28

RECOMMENDED STATS:

Ginny- 500+ HP, 80+ WP, 100+ SP, Staff level 25+, Tree/Flame/Stone level 18+, Gale Strike, Time and Tide, Life Water, Heaven's Thunder, Firestorm, Incineration

Gustaf- 500+ HP, 90+ WP, 90+ SP, Sword Level 25+, Tree level 20+, Gale Blade, Multi Way, Life Water, Tornado Blade

Roberto- 500+ HP, 70+ WP, 100+ SP, Bow level 25+, Beast/Flame level 20+, Spectral Shot, Crystal Prism, Windbreaker, Reviva, Regenerate, Life Water

Primiera- 550+ HP, 100+ WP, 70+ SP, Axe OR Spear level 25+, Beast level 20+, Regenerate, Reviva, Beast Lightning, Fearless Triple, Jewel Strike

This fight is entirely optional, but there's a handy weapon drop that we can get upon victory so ya might as well go for it. To get to this guy, you'll need to follow the dirt path on your right on the screen with the intersection of dirt and stone roads.

You'll be fighting a handful enemies along with the "tree" itself, but overall they're nothing too difficult. Again, stick to using your mid level Arts in an effort to conserve your WP and SP as the big bad boss is just around the corner.

You'll receive the Beowulf sword when you win which is reasonably strong but ultimately redundant unless you've been training a second character in Swords. Gustaf's weapons can't be unequipped anyhow.

#19. SAGRON, THE FIRE LORD

HP- 24,550

LP- 80

AP- 100

SP- 120

SL- 35

RECOMMENDED STATS:

Ginny- 500+ HP, 80+ WP, 100+ SP, Staff level 25+, Tree/Flame/Stone level 18+, Gale Strike, Time and Tide, Life Water, Heaven's Thunder, Firestorm, Incineration

Gustaf- 500+ HP, 90+ WP, 90+ SP, Sword Level 25+, Tree level 20+, Gale Blade, Multi Way, Life Water, Tornado Blade

Roberto- 500+ HP, 70+ WP, 100+ SP, Bow level 25+, Beast/Flame level 20+, Spectral Shot, Crystal Prism, Windbreaker, Reviva, Regenerate, Life Water

Primiera- 550+ HP, 100+ WP, 70+ SP, Axe OR Spear level 25+, Beast level 20+, Regenerate, Reviva, Beast Lightning, Fearless Triple, Jewel Strike

Wil and Meythia aren't much of a concern for now, but they'll wanna be decently leveled for the final area. More on that later.

Ahhh, now HERE's a good challenge! Sargon has transformed into a beast of pure fire and as such, he uses a host of powerful Fire Arts against you. He also has a lovely habit of targeting characters who are trying to revive or heal someone else, so you'll wanna try to double up on the healing to stay on the safe side. Better safe than dead, as the saying goes. :P

First things first, definitely get Regenerate on everyone with your 1st few turns to make healing less of a worry. Reviva might not be a bad idea as a follow up tactic but it's not 100% necessary. Roberto and Gustaf will wanna team up with their Spectral Shot+Multi Way duo attack for oodles of damage if you have them, while Primiera and Ginny join in with their best Arts as well.

If you're lucky Sargon will drop the Uroborus spear, which is much stronger than the Beast Lance or Babrashka so you'll wanna hold on to it for the end.

#20. MEGALITH DRAGON

HP- 31,122

LP- 250

AP- 92

SP- 86

SL- 32

RECOMMENDED STATS:

Ginny- 500+ HP, 80+ WP, 100+ SP, Staff level 25+, Tree/Flame/Stone level 18+, Gale Strike, Time and Tide, Life Water, Heaven's Thunder, Firestorm, Incineration

Gustaf- 500+ HP, 90+ WP, 90+ SP, Sword Level 25+, Tree level 20+, Gale Blade, Multi Way, Life Water, Tornado Blade

Roberto- 500+ HP, 70+ WP, 100+ SP, Bow level 25+, Beast/Flame level 20+, Spectral Shot, Crystal Prism, Windbreaker, Reviva, Regenerate, Life Water

Primiera- 550+ HP, 100+ WP, 70+ SP, Axe OR Spear level 25+, Beast level 20+, Regenerate, Reviva, Beast Lightning, Fearless Triple, Jewel Strike

Meythia- 500+ HP, 50+ WP and decent equipment/Axe Arts

Wil- 400+ HP, 70+ WP/SP, decent equipment/Staff and Spell Arts

Meythia and Wil are finally gonna be of some use to us, as we have a chain of battles before we get to this beast. You'll want to have two of your stronger characters in your sub party to start so as to conserve their strength for the Dragon, while Wil, Meythia, and your other 2 members handle the smaller fry. Before the battle with the Megalith Dragon, swap out Wil and Meythia for your 2 characters you removed earlier to give you a much needed extra punch.

First things first, ABSOLUTELY get Revina and Regenerate on everyone! This

monster doesn't play around so anything to help the healing front is always appreciated. Combos will play a key role in this battle, so pull off any Triple Onslaughts and All Out attacks you can to maximize your damage output. Barring that, Spectral Shot and Multi Way seem to combo damn near all the time, so that also works here. Primiera will wanna go all out with her strongest Spear Art, while Ginny is probably better suited to focus on healing everyone and curing status ailments. If she has a free turn here and there, feel free to chip in with Gale Strike or Time and Tide.

This guy is far and away our most difficult foe yet, and his arsenal of attacks speaks to that fact. He starts off the battle with some of his weaker attacks like Fire Breath and Plunge. He'll move onto the ever annoying Rotten Breath after that, then REALLY gets dangerous with his Draconian Slicer attack. This attack not only deals a lot of damage but can also inflict Deathblow on you or outright kill you. Immediately heal whomever was struck by it and continue your offensive; you want this guy dead ASAP and leaving him around longer than necessary could spell doom.

HANDY TIP TIME #4

It's time for the final area of the game and this area is nothing to be trifled with, especially if you're underpowered. Thankfully, once you defeat the Megalith Dragon, you're able to venture elsewhere to do any last minute training, Tool creating, and any other preparations before tackling this area. At this late stage in the game, there's no need to hold on to weaker Tools so convert everything you can in working towards unlocking the Custom Tools. You'll want to make a handful of Soul Crystals first and foremost to fully heal everyone before the last boss, and a few of the Custom Weapons. You can skip the Carthel sword since Gustaf already has more powerful weaponry at his disposal, but I'd recommend getting everything else available to use against it.

As far as your stats go, your main 4 party members will want to have 600+ HP at least, Meythia will want 500+, and Wil will (tee hee) want at least 450 or so. At this point, Ginny and Gustaf should have or be very close to 100 WP and SP, while Roberto and Primiera should be at 100+ SP and WP, respectively. Whereever you decide to train, say the desert or right inside the Last Megalith, give everyone their usual unbreakable weapons and switch to any more powerful ones you have before the final boss.

We have a unique opportunity to level up in the Megalith if you need to which might not be a bad idea if you're already inside and in need of a boost. The enemy encounters are infinite in here, and also scale in difficulty after each battle. You can fight a few battles at first to gain some stats in each room, then proceed to the next room to reset the enemies to their starting strength. If you ever need to heal at all, fight a battle with some weaker enemies and eliminate all but one. Afterwards, cast Regenerate on everyone and just Defend for a few turns to regain some much needed WP and SP.

There's a total of SEVEN bosses here, the 6 Edelritters and the final boss. 2 of them are fought in Team Battles while the other 4 can be fought in a Duel. Defeating each one means that the final boss can't call upon their power to use itself, so I highly recommend going after a total of 4 bosses, the 2 Team Battles and 2 of the Duel ones. Why 4, you ask? It's moreso to do with the Duel battles, as whichever character you select to fight the Edelritter cannot be used from there on. This is where Meythia and Wil shine, as you'll want them each to Duel an Edelritter to make the final boss easier overall on your main 4. Each Edelritter drops a rare and very

powerful Quell as well, which I'll go over in their respective listing along with which ones you should fight and which ones to skip.

END HANDY TIP TIME #4 Last one, I promise. :)

#21. WATER LORD

HP- 36,462

LP- 80

AP- 100

SP- 102

SL- 37

RECOMMENDED STATS:

Ginny- 600+ HP, 100+ WP, 100+ SP, Staff level 25+, Tree/Flame/Stone level 18+, Gale Strike, Time and Tide, Life Water, Heaven's Thunder, Firestorm, Incineration

Gustaf- 600+ HP, 100+ WP, 100+ SP, Sword Level 25+, Tree level 20+, Gale Blade, Multi Way, Life Water, Tornado Blade

Roberto- 600+ HP, 70+ WP, 100+ SP, Bow level 25+, Beast/Flame level 20+, Spectral Shot, Crystal Prism, Windbreaker, Reviva, Regenerate, Life Water

Primiera- 600+ HP, 100+ WP, 70+ SP, Axe OR Spear level 25+, Beast level 20+, Regenerate, Reviva, Beast Lightning, Fearless Triple, Jewel Strike

Meythia- 500+ HP, 50+ WP and decent equipment/Axe Arts

Wil- 450+ HP, 70+ WP/SP, decent equipment/Staff and Spell Arts

This beast is one of 2 of the Edelrittters you'll fight as a Team, along with the Fire Lord Sargon. These 2 fights are unskippable just so you know, but the other 4 battles are if you so choose. As you probably guessed, this guy loves to use all sorts of Water Arts on you so any equipment that resists or nullifies Water (Lake Robe?) will be handy to have.

Our general strategy will be the same for this fight and the Fire Lord; Buff everyone up with Reviva and Regenerate/Soul Hymn and go to town with your best Arts. After a while, he'll start employing Deathblow attacks, so anything you have that can inflict Stun might not be a bad idea to use too.

Scratch and Deadly Loop are only standard normal attacks and aren't too much of a concern, while his Water Gun attack is also fairly weak. His big damage will come from Blizzard, Call Thunder, and Heaven's Thunder. Thankfully only Blizzard hits everyone, so Regenerate should be more than enough handle things on the heling front. You will however want to be stingy with your LP if you don't have a surplus of Soul Crystals.

Your reward for this battle is the Deep Blue, the best Water Quell in the game. If anyone has a pure Water Quell already equipped, you'll wanna upgrade it with this little number.

#22. BEAST LORD

HP- 20,000

LP- 80

AP- 90

SP- 80

SL- 38

RECOMMENDED STATS:

Meythia- 500+ HP, 75+ WP, 60+SP, Axe level 20+, Regenerate/Reviva, most every Axe Art

This is one of the Edelrittters you'll probably wanna skip, as the Final Boss doesn't gain too large a benefit from its Anima. I've just listed Meythia here in the case you do fight it, though Wil can work here as well with Meythia fighting the other Edelritter. *The general strategy for the 4 Duel Battles are largely the same sans what attacks they use, so I'll try to keep these short and sweet.

The Beast, Tone, Stone, and Wood Lords are all Duel Battles and you're given the option to fight them or skip them. If you skip them, the Final Boss will be able to use their abilities in the last fight but if you fight them, the character will be lost forever. This is why I suggested training up Wil and Meythia a bit as we want Ginny/Gustaf/Roberto/Primiera to be our team of 4 for the end of the game.

With your first few turns you'll wanna buff up with Regenerate and Reviva, and Stone Armor/Guard Beast if you have them for an extra boost. These fights will essentially boil down to you using your strongest Art while healing with LP whenever needed. Using a 3-command Art along with Water is a smart play here as you can still deal some good damage while topping off your HP at the end of each round.

The Beast Lord is quite the powerhouse and can also poison you with its Poison Gas attack (who knew), so a quick dose of Recovery Breath will take care of that. Its most worrisome attacks are Step In and Rapid Hit, both of which deal lots of damage and can inflict Deathblow. Besides that, just stick your strongest Arts with plentiful healing and you'll be fine. :)

Your prize here is the Tao-Tie Motif, the best Beast Quell in the game. Roberto or Primiera would be your best bet to equip this.

#23. TONE LORD

HP- 20,000

LP- 80

AP- 100

SP- 100

SL- 30

RECOMMENDED STATS:

Wil- 450+ HP, 80+ WP and SP, Staff level 20+, Tree level 20+, Regenerate, Reviva, Life Water, Gale Strike, Time and Tide, Turtle Killer

I'd suggest skipping this guy as well since Tone isn't really all that good anyhow, and it's hardly a concern in the final battle. If you do fight him, Wil is the way to go if you've already sent Meythia to fight earlier.

Same with the Beast Lord, take a few turns to establish Regenerate and Reviva along with Guard Beast/Stone Armor. After that, open up your offense with Turtle Killer (Charge-Focusx2-Beat) to lower the Tone Lord's defense to make things a bit easier. Time and Tide and Gale Strike spam will be the way to go following that, with the occasional use of LP/Water/Life Water if you need to heal.

The Tone Lord doesn't have a lot going for him if memory serves, and only a handful of attacks in its arsenal. Earth Beat, Sonic Blaster, and Air Pressure are all it has available and none of them are too terribly strong. Anything that resists or nullifies Tone Anima will be good to have, as well.

Your reward here is the Harmonium, the best Tone Quell in the game. I generally don't use it on anyone, as Ginny more than likely has the Silver

Staff already equipped to use Tone spells so I just leave it be.

#24. STONE LORD

HP- 30,000

LP- 80

AP- 100

SP- 100

SL- 30

RECOMMENDED STATS:

Meythia: 500+ HP, 75+ WP, 60+SP, Axe level 20+, Regenerate/Reviva, most every Axe Art

This guy is one you'll absolutely wanna fight, as you DO NOT wanna deal with getting petrified all the time in the final battle. Unfortunately, the Stone Lord is one of the stronger of the Anima Lords so we'll want Meythia to take care of him as she probably has higher HP than Wil.

Same with our previous battles, cast Regenerate/Reviva to start off followed by Guard Beast and Stone Armor to set up your defense. I've never used those 2 spells anywhere else in the game besides here, but I'll be damned if they aren't immensely helpful here. After that, go all out with your best 3-command Art with Water at the end to deal solid damage and help HP uptake.

The Stone Lord has a host of powerful attacks to use in addition to being able to petrify you, so anything that prevents that will be key. Big Spin and Stone Memory are the biggest worries here, the former dealing lots of damage while the latter can petrify you. He can also use Magmaxplosion which should only be moderately strong. To my knowledge he DOESN'T have Delta Petra which I find really odd but I'm glad all the same.

Your prize for this hard earned win is the Eternal Rock, the best Stone Quell in the game. Stone Quells are few and far between so you'll wanna give this to your prevalent Stone user.

#25. WOOD LORD

HP- 25,000

LP- 80

AP- 100

SP- 100

SL- 30

RECOMMENDED STATS:

Wil- 450+ HP, 80+ WP and SP, Staff level 20+, Tree level 20+, Regenerate, Reviva, Life Water, Gale Strike, Time and Tide, Turtle Killer, Incineration

You'll also wanna fight this guy and get him out of the way, as the attacks the final boss can pull from him are annoying and powerful. He's not quite as powerful in a Duel however, so Wil will be more than enough to handle it.

Same deal as before: Reviva/Regenerate/Stone Armor/Guard Beast to start then go all out with Incineration with doses of healing. Being a creature of pure Wood (lol) Flame Arts to a ton of damage here so that or Firestorm will be worthwhile to use.

Anything to resist or nullify Tree Anima is good to have, as the Wood Lord employs a variety of Tree based attacks including Woodstock, Sleep, and Leaf Dance. He can also poison you with a Pollen Gas attack so heal that

up with a quick Recovery Breath. Besides that, this fight should be simple.

Your reward now is the Last Leaf, the best Tree Quell in the game. Gustaf or Ginny will be a good fit for this if they already have a weaker pure Tree Quell like the Dryad Grail.

#26. SARGON THE FIRE LORD

HP- 41,100

LP- 80

AP- 110

SP- 130

SL- 38

RECOMMENDED STATS:

Ginny- 600+ HP, 100+ WP, 100+ SP, Staff level 25+, Tree/Flame/Stone level 20+, Gale Strike, Time and Tide, Life Water, Heaven's Thunder, Firestorm, Incineration

Gustaf- 600+ HP, 100+ WP, 100+ SP, Sword Level 25+, Tree level 20+, Gale Blade, Multi Way, Life Water, Tornado Blade

Roberto- 600+ HP, 70+ WP, 100+ SP, Bow level 25+, Beast/Flame level 20+, Spectral Shot, Crystal Prism, Windbreaker, Reviva, Regenerate, Life Water

Primiera- 600+ HP, 100+ WP, 70+ SP, Axe OR Spear level 25+, Beast level 20+, Regenerate, Reviva, Beast Lightning, Fearless Triple, Jewel Strike

Time for Round 2 with everyone's favorite Fire Lord! Granted, he's the ONLY Fire Lord in the game, but I digress. The fight here will play out a lot like our first encounter did in some cases, but Sargon does have a new move in tow and he's more powerful to boot. Anything to prevent or lower Flame damage is always appreciated.

Once again, buff up with Regenerate and Reviva on everyone to start though now you can get away with not using Guard Beast and Stone Armor. After that, have everyone go all out with their best Arts as per the norm and go for any Combos when ya can. Gustaf and Roberto should be teaming up with Multi Way and Spectral Shot for tons of damage while Primiera and Ginny chip in with Jewel Strike and Time and Tide or Gale Strike.

The Fire Lord brings back all of his old moves from our previous fight and Meteor Swarm, an extremely powerful a1; targeting spell which can really ruin your day if someone is ill equipped or low on HP, so Regenerate and generous uses of Life Water are key in this fight. At minimum, you'll want 2 characters to have that though 3 would be better (Ginny, Roberto, and Gustaf are probably the 3 who'd want it).

Your final reward here is the Nova Heart, the best Fire Quell in the game. Roberto or Gustaf will probably wanna make use of this. The Nova Heart is a damn cool name, btw.

#27. THE EGG

HP- 23,000/11,651/16,133

LP- 100

AP- 90/120/110

SP- 90/120/110

SL- 33

RECOMMENDED STATS:

Ginny- 600+ HP, 100+ WP, 100+ SP, Staff level 25+, Tree/Flame/Stone level 18+, Gale Strike, Time and Tide, Life Water, Heaven's Thunder, Firestorm,

Incineration

Gustaf- 600+ HP, 100+ WP, 100+ SP, Sword Level 25+, Tree level 20+, Gale Blade, Multi Way, Life Water, Tornado Blade

Roberto- 600+ HP, 70+ WP, 100+ SP, Bow level 25+, Beast/Flame level 20+, Spectral Shot, Crystal Prism, Windbreaker, Reviva, Regenerate, Life Water

Primiera- 600+ HP, 100+ WP, 70+ SP, Axe OR Spear level 25+, Beast level 20+, Regenerate, Reviva, Beast Lightning, Fearless Triple, Jewel Strike

It's time for the final battle against the Egg at long last! This monster is absolutely no joke and can assume the form of any of the Anima Lords you didn't kill throughout the Last Megalith. If you've followed along and defeated 4 of the 6 Lords thus far he'll be able to assume less forms, thus making the fight a bit easier overall. Before stepping into the area where the Egg resides, ABSOLUTELY heal everyone to max with a Soul/Anima Crystal and if you have one, give Ginny a Dead Stone to prevent Deathblow. One of the Egg's favorite attacks inflicts it on EVERYONE and if Ginny's LP is wiped out it's Game Over! You'll also want to equip your team with the Custom Tools if you made them earlier as they'll give you a huge boost in attack power. Besides the Dead Stone, the Last Leaf also gives deathblow protection so definitely give that to Primiera.

For starters, DEFINITELY get Regenerate and Reviva on everyone with Ginny taking top priority. Guard Beast and Stone Armor might not be a bad idea too, but I generally skip them and go right on the offense after I'm buffed. There's no need to hold back here, so use your absolute strongest Arts here, Multi Way, Gale Blade, Fearless Triple, Jewel Strike, Spectral Shot, Crystal Prism, Gale Strike, Time and Tide, Incineration, the works. Gustaf and Roberto should easily be able to combo Multi Way and Spectral Shot, and with the Custom Weapons that should be pushing 10,000 damage with each use. Ginny and Primiera should hopefully team up here and there as well with their respective Arts, and they should be contributing to the damage to the tune of a couple thousand HP as well. Whenever you need to heal, try to do it with Life Water with 2 characters as your LP will be taking a beating.

The Egg has a TON of attacks to use here, ones you'll see throughout each of his forms and ones you'll see in each of his Anima forms. Shooting Star is generally used 2-3 times in a row but doesn't do a whole lot of damage, but his Star Quake attack might be the most concerning in the entire game. Not only does this damage everyone, it also reduces everyone's LP by 1 with each use! He tends to use this a lot in the battle and while Gustaf and Roberto should be ok by and large, this attack is much more of a hassle for Ginny and Primiera's lower LP score. The Dead Stone will prevent this, so if you have a spare one give it to Roberto or Gustaf. If you only have one, Ginny absolutely needs it. The Egg can also use the attacks seen in the previous Anima Lord battles and while there's too many to list one by one, I'll go over some of the more powerful/worrisome ones. Note that when the Egg is absorbing a massive amount of Anima, it'll cancel out anyone who hasn't taken their turn yet and change form sometimes. Other times he'll just stay in his default form.

Scissor Break: Heavy damage, potential LP break

Delta Petra: Wide area of damage, potential petrification

Ancient Curse: Possible petrification on EVERYONE

The Word For World (???): Heavy damage on everyone

Xenocide: Massive damage on everyone

These are just a few of the plethora of attacks the Egg can use, but the others either just deal a moderate amount of damage or inflict some status ailments. Regenerate will probably handle a lot of your healing, as it can recover 100+ HP per round while Recovery Breath handles any and all

of the status effects.

Once you defeat the 1st form, the 2nd form will appear which is largely easier than the previous one. Star Quake and Shooting Star are still around here while Xenocide is pretty much the strongest attack in the game. This does MASSIVE damage to everyone, potentially one shotting you if you're low on HP. Thankfully for us his defense is much lower now so we'll be able to deal a lot more damage now, bringing about a surprisingly quick end to this hard fought battle. Sit back and enjoy the well deserved ending!

We're not quite done yet with bosses however, as we have three more yet to go that reside in the Ghoul Tower! Granted, these could've been fought much earlier in the game but I didn't know where else to put them. XD

#28. DEMON GRASS

HP- 12,226

LP- 16

AP- 86

SP- 120

SL- 27

RECOMMENDED STATS:

Eleanor- 375+ HP, don't worry about WP, 100+ SP, Staff level 12+, Flame and Stone level 12+, Gale Strike, Firestorm, Incineration, Life Water

Raymond- 450+ HP, 90+ WP, 90+ SP, Bow level 20+, Tree level 15+, Windbreaker, Hi-Speed Arrow (Charge-Focusx2-Quickshot), Life Water

Patrick- 500+ HP, 90+ WP, 60+ SP, Staff level 20+, don't worry about spell levels, Painful Beat, Time and Tide

Rich- 425+ HP, 75+ WP, 75+ SP, Sword or Spear level 14+, Beast level 10+, Beast Lightning, Snake Blaster, Life Water

I'd highly suggest tackling this side quest with Eleanor's group, so that we can use the Cinderforge Sword with Rich for a while. These stats are taken from an earlier section of the guide for reference, just so ya know.

This giant 3 headed venus fly trap is a modest challenge, so you'll wanna conserve your WP and SP for what else lies inside this haunted hang out. He's also accompanied by a few Demon Seeds but they're easily wiped out with a casting of Firestorm from Eleanor. Besides that, go all out with some moderately leveled Arts from the dudes, while Eleanor handles healing and casting more offensive spells.

The Demon Grass tends to pick on whomever is in the front row of your party, which is more than likely Patrick or Rich. You'll wanna get Regenerate on at least your 2 front line members to start though getting it on everyone wouldn't hurt either. This beast can absorb HP from you and heal itself with one of his attacks, so shoot for knocking him out ASAP.

Make sure you grab the Elven Lyre bow at the top of the tower as well and give it to Raymond for the remainder of the area.

#29. GARGOYLE

HP- 18,621

LP- 30

AP- 110

SP- 80

SL- 25

RECOMMENDED STATS:

Eleanor- 375+ HP, don't worry about WP, 100+ SP, Staff level 12+, Flame and Stone level 12+, Gale Strike, Firestorm, Incineration, Life Water
Raymond- 450+ HP, 90+ WP, 90+ SP, Bow level 20+, Tree level 15+, Windbreaker, Hi-Speed Arrow (Charge-Focusx2-Quickshot), Life Water
Patrick- 500+ HP, 90+ WP, 60+ SP, Staff level 20+, don't worry about spell levels, Painful Beat, Time and Tide
Rich- 425+ HP, 75+ WP, 75+ SP, Sword or Spear level 14+, Beast level 10+, Beast Lightning, Snake Blaster, Life Water

Look who's back for another beating! This guy is the exact same as the one we just fought in the Monster Nest, so the same strategy will apply.

In summary from our previous battle, get Regenerate on everyone post haste to make healing easier and go nuts with moderately powered Arts. We still have one more boss yet after this guy so playing it conservatively is the way to go. If you have a surplus of Ark Stones however, by all means go crazy with your highest powered Arts.

The Gargoyle is just as strong as ever, boasting powerful attacks and high defenses. Scissor Break can potentially inflict Deathblow and he also uses a wide variety of Stone Arts. Doubling up your healing efforts with Life Water is highly recommended so you can bring someone back to full HP.

You can potentially win another Blackstone Armor here, or a Silver Chain which are both great armors. The Blackstone Armor would be the better to win IMO.

#30. LICH/HIGH DISCIPLE BLUE/HIGH DISCIPLE GREEN

HP- 22,666/11,196/14539
LP- 4/3/3
AP- 125/142/120
SP- 145/76/68
SL- 32/32/28

RECOMMENDED STATS:

Eleanor- 375+ HP, don't worry about WP, 100+ SP, Staff level 12+, Flame and Stone level 12+, Gale Strike, Firestorm, Incineration, Life Water
Raymond- 450+ HP, 90+ WP, 90+ SP, Bow level 20+, Tree level 15+, Windbreaker, Hi-Speed Arrow (Charge-Focusx2-Quickshot), Life Water
Patrick- 500+ HP, 90+ WP, 60+ SP, Staff level 20+, don't worry about spell levels, Painful Beat, Time and Tide
Rich- 425+ HP, 75+ WP, 75+ SP, Sword or Spear level 14+, Beast level 10+, Beast Lightning, Snake Blaster, Life Water, Regenerate, Reviva

The Lich would be a challenge just on his own, but he decides to bring a couple undead friends along to make things even tougher. You'll most certainly wanna be as close to fully healed as you can before fighting these guys, while also having at least 2 characters immune to Petrification. You'll also need 2 if not 3 characters with Life Water and Recovery Breath, as the trio is quite strong and very annoying.

For starters, have Rich or anyone else who has them establish Regenerate and Reviva on everyone then focus your efforts on eliminating the Blue High Disciple first. The Green Disciple is less of a concern so we'll leave him be for right now. I'm not certain if defeating the Lich would end the battle outright but that would certainly make things easier if that's the case. You can use your best Arts with splendor here and each Disciple should fall in a few turns' time. The Lich is the big bad boy here, having

a huge arsenal of attacks available. To make things easier, I'll list them all below and what they do:

Death Looper- Moderate damage on 1, absorbs HP
Gentle Touch- Targets 1, possible instant death
Sonic Poison- Targets all, damages/poisons
Delta Petra- Targets wide area, damages/petrifies
Stone Prayer- Targets 1, petrifies
Firestorm- Targets all, heavy Fire damage
Hymnal- Targets all, heavy Tone damage
Thunderbolt- Targets 1, fairly weak (phew!)

Once you get the Disciples out of the way the fight becomes a lot more manageable and you should be able to revive/heal anyone who needs it rather easily. He's still far from a cakewalk of course, but with everyone throwing their best Arts his way victory will be yours.

Your prize for winning this battle is the all powerful Cinderforge Sword, the strongest weapon in the game! With an attack power of 70, this makes any sword user a force to be reckoned with but it does however reduce your SP by 50, but it's totally worth it. Give this to Rich and he'll be one-shotting damn near everything!

#31. ANIMA GHOUL/S

HP- 4173
LP- 42
AP- 76
SP- 80
SL- 22

Eleanor- 375+ HP, don't worry about WP, 100+ SP, Staff level 12+, Flame and Stone level 12+, Gale Strike, Firestorm, Incineration, Life Water
Raymond- 450+ HP, 90+ WP, 90+ SP, Bow level 20+, Tree level 15+, Windbreaker, Hi-Speed Arrow (Charge-Focusx2-Quickshot), Life Water
Patrick- 500+ HP, 90+ WP, 60+ SP, Staff level 20+, don't worry about spell levels, Painful Beat, Time and Tide
Rich- 425+ HP, 75+ WP, 75+ SP, Sword or Spear level 14+, Beast level 10+, Beast Lightning, Snake Blaster, Life Water, Regenerate, Reviva

This battle is thankfully quite a step down from our brawl with the Lich, but it can still be tricky due to one certain factor: These things drain ALL of your SP beforehand! You'll need to rely on your LP to heal if you fight them in a Team Battle (You'll fight 4 of them total). However, if you gave the Cinderforge Sword to Rich beforehand just let him Duel one of these guys and the fight is a joke. Seriously, one hit from any high leveled Sword Art will kill them so it's far easier this way.

If you do choose to fight them as a team, stick to your strongest Weapon Arts and focus on one Ghoul at a time. They're not very powerful overall, so your LP will be enough to handle things. If someone happens to die, have whoever has the highest LP sacrifice one to use Life Water.

Your reward here is several hundred Chips (I've seen different amounts won but it's at least 500+) and an Anima Crystal, which fully heals 1 person.

4. CLOSING

Well I think that about does it! Thank you for taking the time to read this

Boss FAQ, and I hope you found it helpful in conquering the game!

Swordsfreak254

Zrhodes1313@yahoo.com

This document is copyright pensfan111 and hosted by VGM with permission.