

The Legend of Dragoon Melbu Frahma Guide

by Vertigo 1

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The Legend of Dragoon
Melbu Frahma FAQ
Seventh Edition
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Table of Contents

Part One: Version History
Part Two: Legalities
Part Three: Introduction
Part Four: How to Read This Guide
Part Five: Gospel? Not Quite...
Part Six: The Main Attraction
Part Seven: Thank You, One and All!

===== Part One: Version History =====

Alpha: The guide was launched. Other examples should follow, though I can't be certain when. (1/24/04) [BATTLE1]

Beta: Added a new example and made a few minor changes and clarifications. (2/23/04) [BATTLE2]

Revised: Added a new example. (5/29/04) [BATTLE3]

Fourth Edition: Added a new example. Also included shortcuts so you can jump to any example you want. (2/24/06) [BATTLE4]

Fifth Edition: Added a new example that was sent to me by a fan. Yay! I have a fanbase! (6/26/07) [BATTLE5]

Sixth Edition: Added two fan-submitted examples. That's right, two. This must be one heck of a popular FAQ. (11/6/07) [BATTLE6] and [BATTLE7]

Seventh Edition: Added another fan-submitted example. (11/21/08) [BATTLE8]

===== Part Two: Legalities =====

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Credit should also go to Prima's Official Strategy Guide for Legend of Dragoon,

since that's what inspired me to make this guide.

This guide may only be reproduced for personal entertainment purposes. DO NOT copy this and put it on your web site...please. I spent a lot of time on this, and it's only fair that I be recognized for it. The only web sites that I should see this guide on are:

<http://www.gamefaqs.com/>

<https://www.neoseeker.com/>

<http://www.gamespot.com/>

=====
Part Three: Introduction
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This guide is intended to give you a bit of insight on how to defeat Melbu Frahma, the final boss of The Legend of Dragoon. Everyone knows that he is one tough nut to crack and it can be frustrating trying to beat him. Nonetheless, it can be done, and I've done it multiple times. This guide will show you some of these attempts to take down the king of the Winglies, and will provide you with statistics, items, and a play-by-play summary of the battles.

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Part Four: How to Read This Guide
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It may be best if I explain how to read the guide. The first section will deal with the character statistics. The format is as follows:

Name of Character (also indicates character as 1, 2, or 3)
Experience Level
Dragoon Level
Spirit Points
Health Points
Magic Points
Weapon
Head Armor
Body Armor
Footwear
Accessory
Addition and Level

The second section deals with the items in the item list. The format for this is as follows:

Name of item x Quantity

Simple, isn't it? Now, the third and final section is the play-by-play summary of the battle. Again, here is the format:

Turn Number
Character in Turn
Action Performed
Damage (NOTE: This will only apply for damage done to Melbu Frahma)

=====
Part Five: Gospel? Not Quite...
=====

You may be asking yourself why you should listen to my guide. It's simple: you don't have to if you don't want to. My methods probably aren't the best ones, and there are an infinite number of ways to go about beating Melbu Frahma that I couldn't possibly write them all down. Anyway, here's a bit of advice for the showdown. It's three simple words: Three Legend Casques. I know, that's a lot of money, but believe me, it works. 50% of the attacks he throws at you will miss, and when they do hit, they won't do much damage. If you're wondering how to afford three Legend Casques, here's my method:

First Casque: Save up your money. It helps a lot to do all of the side quests. Try to have a fair amount of money left over after you buy this one.

Second Casque: Defeat Faust. It's a tough battle, to be sure, but you gain a ton of experience and 10,000 Gold. That's a free Casque right there! You'll also earn the Phantom Shield, which brings me to number three.

Third Casque: Sell things. The Phantom Shield is first to go, which will give you 5,000 Gold. Second, if you still have it, is the Dragon Shield you earned in Disc 3 for defeating the Divine Dragon, which gives you 2,500 gold. You're 75% of the way there. To earn the rest, sell weapons and accessories you don't need or that you think you won't need at all. That's it.

Finally, I offer you this challenge: When I read the strategy guide's method of defeating Melbu Frahma, I noted that it took around 160 turns to defeat him. This was because they used poor Additions that did little damage. They then issued the challenge to beat Melbu in fewer turns than they did. I decided on the Legend Casques and to have all three fighters on their 7-hit combos. It worked well enough, and I beat Melbu in less than 100 turns. I challenge you to do better than this guide. Well, on with the show!

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Part Six: The Main Attraction
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[BATTLE1]

Section 1: Character Statistics

Character 1: Dart

Exp. Level: 41

Dragoon Level: 5

Spirit Points: 500/500

Health Points: 3470/3470

Magic Points: 100/100

Weapon: Claymore

Head Armor: Legend Casque

Body Armor: Red DG Armor

Footwear: Iron Kneepiece

Accessory: Guard Badge

Addition: Blazing Dynamo, Level 5

Character 2 (on Dart's right): Albert

Exp. Level: 40

Dragoon Level: 5
Spirit Points: 500/500
Health Points: 3686/3686
Magic Points: 100/100
Weapon: Halberd
Head Armor: Legend Casque
Body Armor: Armor of Yore
Footwear: Iron Kneepiece
Accessory: Guard Badge
Addition: Flower Storm, Level 5

Character 3(on Dart's left): Kongol
Exp. Level: 42
Dragoon Level: 5
Spirit Points: 500/500
Health Points: 4847/4847
Magic Points: 100/100
Weapon: Indora's Axe
Head Armor: Legend Casque
Body Armor: Giganto Armor
Footwear: Bandit's Shoes
Accessory: Attack Badge
Addition: Bone Crush, Level 5

Section Two: Items List

Healing Fog x 5
Healing Rain x 3
Healing Breeze x 5
Angel's Prayer x 5
Mind Purifier x 4
Flash Hall x 1
Psyche Bomb X x 1
Power Up x 1
Speed Up x 1
Power Down x 1
Speed Down x 1
Magic Shield x 1
Material Shield x 1
Smoke Ball x 1
Magic Sig Stone x 1

Section Three: Play-by-Play Battle Summary

Turn: 1
Character: Melbu Frahma
Action: Attacked Albert
Damage: N/A

Turn: 2
Character: Kongol
Action: Bone Crush
Damage: 1107

Turn: 3
Character: Dart/Dragoon Dart

Action: Activated Special/Dragoon Attack
Damage: 1126

Turn: 4
Character: Melbu Frahma
Action: Attacked Albert
Damage: N/A

Turn: 5
Character: Melbu Frahma
Action: Attacked Albert
Damage: N/A

Turn: 6
Character: Dragoon Albert
Action: Attacked
Damage: 645

Turn: 7
Character: Melbu Frahma
Action: Magic Attack-All
Damage: N/A

Turn: 8
Character: Melbu Frahma
Action: Attacked Dart
Damage: N/A

Turn: 9
Character: Dragoon Dart
Action: Divine DG Cannon
Damage: 2088

Turn: 10
Character: Dragoon Kongol
Action: Dragoon Attack
Damage: 1003

Turn: 11
Character: Melbu Frahma
Action: Attacked Kongol
Damage: N/A

Turn: 12
Character: Melbu Frahma
Action: Attacked Albert
Damage: N/A

Turn: 13
Character: Melbu Frahma
Action: Magic Attack-All
Damage: N/A

Turn: 14
Character: Melbu Frahma
Action: Block
Damage: N/A

Turn: 15
Character: Dragoon Albert

Action: Attacked
Damage: 645

Turn: 16
Character: Dragoon Dart
Action: Dragoon Attack
Damage: 1126

Turn: 17
Character: Dragoon Kongol
Action: Dragoon Attack
Damage: 1003

Turn: 18
Character: Melbu Frahma
Action: Evolved into First Generation
Damage: N/A

Turn: 19
Character: Dragoon Dart
Action: Attacked
Damage: 900

Turn: 20
Character: Dragoon Kongol
Action: Attacked
Damage: 814

Turn: 21
Character: Melbu Frahma
Action: Attacked Albert
Damage: N/A

Turn: 22
Character: Dragoon Albert
Action: Attacked
Damage: 645

Turn: 23
Character: Melbu Frahma
Action: Stole Kongol
Damage: N/A

Turn: 24
Character: Dragoon Dart
Action: Attacked
Damage: 900

Turn: 25
Character: Melbu Frahma
Action: Attacked Dart
Damage: N/A

Turn: 26
Character: Dragoon Albert
Action: Gaspless
Damage: 687

Turn: 27
Character: Melbu Frahma

Action: Magic Attack-Albert
Damage: N/A

Turn: 28
Character: Dart
Action: Blazing Dynamo
Damage: 745

Turn: 29
Character: Dragoon Albert
Action: Dragoon Attack
Damage: 807

Turn: 30
Character: Melbu Frahma
Action: Attacked Albert
Damage: N/A

Turn: 31
Character: Dart
Action: Attacked
Damage: 386

Turn: 32
Character: Melbu Frahma
Action: Attacked Albert
Damage: N/A

Turn: 33
Character: Melbu Frahma
Action: Attacked Albert with Kongol
Damage: N/A

Turn: 34
Character: Albert
Action: Attacked
Damage: 287

Turn: 35
Character: Dart
Action: Used Healing Fog on Albert
Damage: N/A

Turn: 36
Character: Dragoon Kongol
Action: Dragoon Attack
Damage: 1003

Turn: 37
Character: Melbu Frahma
Action: Attacked Albert
Damage: N/A

Turn: 38
Character: Melbu Frahma
Action: Stole Kongol
Damage: N/A

Turn: 39
Character: Dart

Action: Blazing Dynamo
Damage: 745

Turn: 40
Character: Albert
Action: Flower Storm
Damage: 961

Turn: 41
Character: Melbu Frahma
Action: Magic Attack-Dart
Damage: N/A

Turn: 42
Character: Dart
Action: Blazing Dynamo
Damage: 745

Turn: 43
Character: Albert
Action: Flower Storm
Damage: 961

Turn: 44
Character: Melbu Frahma
Action: Attacked Dart
Damage: N/A

Turn: 45
Character: Melbu Frahma
Action: Attacked Dart
Damage: N/A

Turn: 46
Character: Dart
Action: Blazing Dynamo
Damage: 745

Turn: 47
Character: Melbu Frahma
Action: Attacked Albert
Damage: N/A

Turn: 48
Character: Albert
Action: Flower Storm
Damage: 961

Turn: 49
Character: Melbu Frahma
Action: Attacked Albert
Damage: N/A

Turn: 50
Character: Melbu Frahma
Action: Attacked Albert with Kongol
Damage: N/A

Turn: 51
Character: Dragoon Kongol

Action: Dragoon Attack
Damage: 1003

Turn: 52
Character: Melbu Frahma
Action: Evolved into Fourth Generation
Damage: N/A

Turn: 53
Character: Dragoon Dart
Action: Divine DG Cannon
Damage: 1392

Turn: 54
Character: Melbu Frahma
Action: Attacked Kongol
Damage: N/A

Turn: 55
Character: Albert
Action: Flower Storm
Damage: 961

Turn: 56
Character: Kongol
Action: Bone Crush
Damage: 1107

Turn: 57
Character: Dragoon Dart
Action: Attacked
Damage: 900

Turn: 58
Character: Melbu Frahma
Action: Magic Attack-All
Damage: N/A

Turn: 59
Character: Kongol
Action: Bone Crush
Damage: 1107

Turn: 60
Character: Albert
Action: Flower Storm
Damage: 961

Turn: 61
Character: Dragoon Dart
Action: Attacked
Damage: 900

Turn: 62
Character: Melbu Frahma
Action: Created Star Bombs
Damage: N/A

Turn: 63
Character: Star Bomb

Action: Exploded
Damage: N/A

Turn: 64
Character: Kongol
Action: Bone Crush
Damage: 1107

Turn: 65
Character: Dragoon Dart
Action: Attacked
Damage: 731

Turn: 66
Character: Star Bomb
Action: Exploded
Damage: N/A

Turn: 67
Character: Albert
Action: Used Healing Fog on Himself
Damage: N/A

Turn: 68
Character: Melbu Frahma
Action: Evolved into Sixth Generation
Damage: N/A

Turn: 69
Character: Kongol
Action: Bone Crush
Damage: 1107

Turn: 70
Character: Dragoon Dart
Action: Attacked
Damage: 900

Turn: 71
Character: Albert
Action: Used Power Down
Damage: N/A

Turn: 72
Character: Melbu Frahma
Action: Magic Attack-All
Damage: N/A

Turn: 73
Character: Kongol
Action: Bone Crush
Damage: 1660

Turn: 74
Character: Melbu Frahma
Action: Magic Attack-Dart
Damage: N/A

Turn: 75
Character: Dart

Action: Used Power Up on Kongol
Damage: N/A

Turn: 76
Character: Melbu Frahma
Action: Magic Attack-All
Damage: N/A

Turn: 77
Character: Kongol
Action: Bone Crush
Damage: 1660

Turn: 78
Character: Albert
Action: Flower Storm
Damage: 961

Turn: 79
Character: Dart
Action: Blazing Dynamo
Damage: 745

Turn: 80
Character: Melbu Frahma
Action: Magic Attack-All
Damage: N/A

Turn: 81
Character: Kongol
Action: Bone Crush
Damage: 1660

Turn: 82
Character: Dart
Action: Blazing Dynamo
Damage: 745

Turn: 83
Character: Albert
Action: Flower Storm
Damage: 961

Turn: 84
Character: Melbu Frahma
Action: Magic Attack-All
Damage: N/A

Final Turn: 85
Character: Kongol
Action: Bone Crush
Damage: 1660

Total Damage to Melbu Frahma: 43,263 HP

That doesn't sound too hard, does it? See if you can beat him in less than 85 turns. I should be making another example from my sister's game, which should come within the year. Until then, have fun!

[BATTLE2] (added 2/23/04)

Well, I said I'd make an example from my sister's game, but it's not coming. We've decided the only examples to be on here would have to be those that are quicker than the strategy guide (160 turns.) My sister's game was a whopping 232(!) turns. However, I have a new example from my game to share with you.

Section 1: Character Statistics

Character 1: Dart

Exp. Level: 41
Dragoon Level: 5
SP: 500/500
HP: 3470/3470
MP: 100/100
Weapon: Claymore
Head Armor: Legend Casque
Body Armor: Red DG Armor
Foot Armor: Iron Kneepiece
Accessory: Guard Badge
Addition: Blazing Dynamo, Level 5

Character 2 (on Dart's right): Albert

Exp. Level: 41
Dragoon Level: 5
SP: 500/500
HP: 3817/3817
MP: 100/100
Weapon: Halberd
Head Armor: Legend Casque
Body Armor: Armor of Yore
Foot Armor: Bandit's Shoes
Accessory: Guard Badge
Addition: Flower Storm, Level 5

Character 3 (on Dart's left): Haschel

Exp. Level: 40
Dragoon Level: 5
SP: 500/500
HP: 3015/3015
MP: 100/100
Weapon: Destroyer Mace
Head Armor: Legend Casque
Body Armor: Violet DG Armor
Foot Armor: Iron Kneepiece
Accessory: Guard Badge
Addition: Omni-Sweep, Level 5

Section 2: Items List

Healing Fog x 7
Healing Rain x 2
Healing Breeze x 5
Angel's Prayer x 7
Spectral Flash x 1

Psyche Bomb X x 1
Power Up x 1
Speed Up x 1
Power Down x 1
Speed Down x 1
Magic Shield x 1
Material Shield x 1
Pandemonium x 1
Smoke Ball x 1
Magic Sig Stone x 1

Section 3: Battle Summary

Before we start, I should mention a few things. First, instead of the usual format (Turn, Character, Action, and Damage), it will now be as follows: Turn, Who, What, Damage. This way, I type less, and can post this faster. Also, there will come a turn where it says that Melbu Frahma "Removes Star Bombs." What happens in the game is that he changes the background from night to day, so no more Star Bombs. Okay, on with the show...

Turn: 1
Who: Melbu Frahma
What: Attacked Haschel
Damage: n/a

Turn: 2
Who: Melbu Frahma
What: Attacked Haschel
Damage: n/a

Turn: 3
Who: Haschel
What: Omni-Sweep
Damage: 991

Turn: 4
Who: Dragoon Dart
What: Dragoon Attack
Damage: 1126

Turn: 5
Who: Albert
What: Flower Storm
Damage: 1001

Turn: 6
Who: Melbu Frahma
What: Attacked Dart
Damage: n/a

Turn: 7
Who: Melbu Frahma
What: Magic Attack-Haschel
Damage: n/a

Turn: 8
Who: Haschel
What: Omni-Sweep
Damage: 991

Turn: 9
Who: Melbu Frahma
What: Attacked Albert
Damage: n/a

Turn: 10
Who: Albert
What: Flower Storm
Damage: n/a

Turn: 11
Who: Dragoon Dart
What: Dragoon Attack
Damage: 1126

Turn: 12
Who: Melbu Frahma
What: Attacked Dart
Damage: n/a

Turn: 13
Who: Melbu Frahma
What: Attacked Haschel
Damage: n/a

Turn: 14
Who: Melbu Frahma
What: Magic Attack-All
Damage: n/a

Turn: 15
Who: Melbu Frahma
What: Block
Damage: n/a

Turn: 16
Who: Haschel
What: Guard
Damage: n/a

Turn: 17
Who: Albert
What: Guard
Damage: n/a

Turn: 18
Who: Dragoon Dart
What: Dragoon Attack
Damage: 1126

Turn: 19
Who: Haschel
What: Guard
Damage: n/a

Turn: 20
Who: Albert
What: Guard
Damage: n/a

Turn: 21
Who: Dragoon Dart
What: Dragoon Attack
Damage: 1126

Turn: 22
Who: Haschel
What: Guard
Damage: n/a

Turn: 23
Who: Albert
What: Guard
Damage: n/a

Turn: 24
Who: Melbu Frahma
What: Evolved to First Generation
Damage: n/a

Turn: 25
Who: Dragoon Dart
What: Dragoon Attack
Damage: 1126

Turn: 26
Who: Haschel
What: Omni-Sweep
Damage: 991

Turn: 27
Who: Melbu Frahma
What: Attacked Haschel
Damage: n/a

Turn: 28
Who: Albert
What: Flower Storm
Damage: 1001

Turn: 29
Who: Melbu Frahma
What: Attacked Dart
Damage: n/a

Turn: 30
Who: Haschel
What: Omni-Sweep
Damage: 991

Turn: 31
Who: Melbu Frahma
What: Attacked Dart
Damage: n/a

Turn: 32
Who: Dart
What: Blazing Dynamo
Damage: 745

Turn: 33
Who: Albert
What: Flower Storm
Damage: 1001

Turn: 34
Who: Melbu Frahma
What: Stole Haschel
Damage: n/a

Turn: 35
Who: Albert
What: Flower Storm
Damage: 1001

Turn: 36
Who: Dart
What: Blazing Dynamo
Damage: 745

Turn: 37
Who: Melbu Frahma
What: Attacked Albert
Damage: n/a

Turn: 38
Who: Albert
What: Flower Storm
Damage: 1001

Turn: 39
Who: Melbu Frahma
What: Attacked Albert
Damage: n/a

Turn: 40
Who: Dart
What: Blazing Dynamo
Damage: 745

Turn: 41
Who: Melbu Frahma
What: Attacked Albert w/Haschel
Damage: n/a

Turn: 42
Who: Albert
What: Attacked
Damage: 833

Turn: 43
Who: Melbu Frahma
What: Attacked Haschel
Damage: n/a

Turn: 44
Who: Haschel
What: Healing Fog-Self
Damage: n/a

Turn: 45
Who: Dart
What: Attacked
Damage: 566

Turn: 46
Who: Melbu Frahma
What: Evolved to Fourth Generation
Damage: n/a

Turn: 47
Who: Albert
What: Flower Storm
Damage: 1001

Turn: 48
Who: Haschel
What: Omni-Sweep
Damage: 991

Turn: 49
Who: Melbu Frahma
What: Attacked Albert
Damage: n/a

Turn: 50
Who: Melbu Frahma
What: Magic Attack-All
Damage: n/a

Turn: 51
Who: Dragoon Dart
What: Attacked
Damage: 731

Turn: 52
Who: Albert
What: Healing Fog-Self
Damage: n/a

Turn: 53
Who: Haschel
What: Omni-Sweep
Damage: 991

Turn: 54
Who: Melbu Frahma
What: Created Star Bombs
Damage: n/a

Turn: 55
Who: Star Bomb
What: Exploded
Damage: n/a

Turn: 56
Who: Star Bomb
What: Exploded
Damage: n/a

Turn: 57
Who: Star Bombs
What: Exploded
Damage: n/a

Turn: 58
Who: Dragoon Dart
What: Dragoon Attack
Damage: 1126

Turn: 59
Who: Albert
What: Flower Storm
Damage: 1001

Turn: 60
Who: Haschel
What: Attacked
Damage: 560

Turn: 61
Who: Melbu Frahma
What: Attacked Albert
Damage: n/a

Turn: 62
Who: Melbu Frahma
What: Removed Star Bombs
Damage: n/a

Turn: 63
Who: Haschel
What: Omni-Sweep
Damage: 991

Turn: 64
Who: Albert
What: Flower Storm
Damage: 1001

Turn: 65
Who: Dragoon Dart
What: Divine DG Cannon
Damage: 1392

Turn: 66
Who: Melbu Frahma
What: Attacked Albert
Damage: n/a

Turn: 67
Who: Haschel
What: Omni-Sweep
Damage: 991

Turn: 68
Who: Melbu Frahma
What: Evolved to Sixth Generation
Damage: n/a

Turn: 69
Who: Albert
What: Flower Storm
Damage: 1001

Turn: 70
Who: Dragoon Dart
What: Divine DG Cannon
Damage: 1392

Turn: 71
Who: Melbu Frahma
What: Magic Attack-Albert
Damage: n/a

Turn: 72
Who: Haschel
What: Healing Fog-Albert
Damage: n/a

Turn: 73
Who: Albert
What: Flower Storm
Damage: 1001

Turn: 74
Who: Dragoon Dart
What: Dragoon Attack
Damage: 1126

Turn: 75
Who: Melbu Frahma
What: Magic Attack-All
Damage: n/a

Turn: 76
Who: Haschel
What: Power Down
Damage: n/a

Turn: 77
Who: Albert
What: Flower Storm
Damage: 1501

Turn: 78
Who: Dart
What: Power Up-Albert
Damage: n/a

Turn: 79
Who: Haschel
What: Omni-Sweep
Damage: 1486

Turn: 80
Who: Albert
What: Flower Storm
Damage: 2002

Turn: 81
Who: Melbu Frahma
What: Magic Attack-All
Damage: n/a

Turn: 82
Who: Dart
What: Blazing Dynamo
Damage: 1117

Turn: 83
Who: Melbu Frahma
What: Attacked Dart
Damage: n/a

Final Turn: 84
Who: Albert
What: Flower Storm
Damage: 2002

Total Damage to Melbu Frahma: 42,638 HP

As you can see, my personal best has gone from 85 turns to 84 turns. I know, not a big change, but try to beat this example. Note Albert's 2002 damage!

[BATTLE3] (added 5/29/04)

Wow! You guys are gonna love this one! As seen above, my personal best is 84 turns, but no longer! With this team, I have lowered my personal best to an amazing 65 turns! Check it out!

Section 1: Character Statistics

Character 1: Dart
Exp. Level: 41
Dragoon Level: 5
SP: 500/500
HP: 3470/3470
MP: 100/100
Weapon: Claymore
Head Armor: Legend Casque
Body Armor: Red DG Armor
Foot Armor: Combat Shoes
Accessory: Attack Badge
Addition: Blazing Dynamo, Level 5

Character 2 (on Dart's right): Albert
Exp. Level: 43
Dragoon Level: 5
SP: 500/500
HP: 4386/4386
MP: 100/100
Weapon: Halberd
Head Armor: Legend Casque
Body Armor: Jade DG Armor

Foot Armor: Bandit's Shoes
Accessory: Guard Badge
Addition: Flower Storm, Level 5

Character 3 (on Dart's left): Rose
Exp. Level: 41
Dragoon Level: 5
SP: 500/500
HP: 3643/3643
MP: 100/100
Weapon: Dragon Buster
Head Armor: Legend Casque
Body Armor: Dark DG Armor
Foot Armor: Dancer's Shoes
Accessory: Physical Ring
Addition: Demon's Dance, Level 5

Section 2: Items List

Healing Fog x 5
Healing Rain x 5
Healing Breeze x 5
Sun Rhapsody x 1
Moon Serenade x 1
Angel's Prayer x 5
Psyche Bomb X x 1
Power Up x 1
Speed Up x 1
Power Down x 1
Speed Down x 1
Magic Shield x 1
Material Shield x 1
Pandemonium x 1
Smoke Ball x 1
Magic Sig Stone x 1

Section 3: Battle Summary

Turn: 1
Who: Rose
What: Demon's Dance
Damage: 1093

Turn: 2
Who: Melbu Frahma
What: Attacked Albert
Damage: n/a

Turn: 3
Who: Dart
What: Blazing Dynamo
Damage: 849

Turn: 4
Who: Albert
What: Flower Storm

Damage: 1079

Turn: 5

Who: Melbu Frahma

What: Magic Attack-Albert

Damage: n/a

Turn: 6

Who: Rose

What: Demon's Dance

Damage: 1093

Turn: 7

Who: Melbu Frahma

What: Attacked Albert

Damage: n/a

Turn: 8

Who: Melbu Frahma

What: Attacked Albert

Damage: n/a

Turn: 9

Who: Albert

What: Flower Storm

Damage: 1079

Turn: 10

Who: Dart

What: Psyche Bomb X

Damage: 1016

Turn: 11

Who: Rose

What: Demon's Dance

Damage: 1093

Turn: 12

Who: Melbu Frahma

What: Magic Attack-All

Damage: n/a

Turn: 13

Who: Melbu Frahma

What: Block

Damage: n/a

Turn: 14

Who: Rose

What: Guard

Damage: n/a

Turn: 15

Who: Albert

What: Guard

Damage: n/a

Turn: 16

Who: Dragoon Dart

What: Dragoon Attack

Damage: 1282

Turn: 17

Who: Melbu Frahma

What: Evolved to First Generation

Damage: n/a

Turn: 18

Who: Rose

What: Demon's Dance

Damage: 1093

Turn: 19

Who: Albert

What: Flower Storm

Damage: 1079

Turn: 20

Who: Dragoon Dart

What: Divine DG Cannon

Damage: 1584

Turn: 21

Who: Melbu Frahma

What: Attacked Rose

Damage: n/a

Turn: 22

Who: Rose

What: Demon's Dance

Damage: 1093

Turn: 23

Who: Melbu Frahma

What: Stole Dart

Damage: n/a

Turn: 24

Who: Albert

What: Flower Storm

Damage: 1079

Turn: 25

Who: Rose

What: Demon's Dance

Damage: 1093

Turn: 26

Who: Melbu Frahma

What: Magic Attack-Rose

Damage: n/a

Turn: 27

Who: Albert

What: Flower Storm

Damage: 1079

Turn: 28

Who: Rose

What: Demon's Dance

Damage: 1093

Turn: 29

Who: Melbu Frahma

What: Attacked Rose

Damage: n/a

Turn: 30

Who: Rose

What: Demon's Dance

Damage: 1093

Turn: 31

Who: Melbu Frahma

What: Attacked Albert

Damage: n/a

Turn: 32

Who: Albert

What: Flower Storm

Damage: 1079

Turn: 33

Who: Melbu Frahma

What: Attacked Rose

Damage: n/a

Turn: 34

Who: Rose

What: Demon's Dance

Damage: 1093

Turn: 35

Who: Albert

What: Flower Storm

Damage: 1079

Turn: 36

Who: Melbu Frahma

What: Attacked Rose

Damage: n/a

Turn: 37

Who: Melbu Frahma

What: Attacked Rose w/Dart

Damage: n/a

Turn: 38

Who: Rose

What: Healing Fog-Self

Damage: n/a

Turn: 39

Who: Albert

What: Flower Storm

Damage: 1079

Turn: 40

Who: Dragoon Dart

What: Divine DG Cannon

Damage: 1584

Turn: 41

Who: Rose

What: Demon's Dance

Damage: 1093

Turn: 42

Who: Melbu Frahma

What: Evolved to Fourth Generation

Damage: n/a

Turn: 43

Who: Albert

What: Flower Storm

Damage: 1079

Turn: 44

Who: Rose

What: Demon's Dance

Damage: 1093

Turn: 45

Who: Dragoon Dart

What: Dragoon Attack

Damage: 1282

Turn: 46

Who: Melbu Frahma

What: Attacked Dart

Damage: n/a

Turn: 47

Who: Rose

What: Demon's Dance

Damage: 1093

Turn: 48

Who: Albert

What: Flower Storm

Damage: 1079

Turn: 49

Who: Dragoon Dart

What: Dragoon Attack

Damage: 1282

Turn: 50

Who: Melbu Frahma

What: Evolved to Sixth Generation

Damage: n/a

Turn: 51

Who: Rose

What: Demon's Dance

Damage: 1093

Turn: 52

Who: Melbu Frahma

What: Magic Attack-All

Damage: n/a

Turn: 53

Who: Albert

What: Flower Storm

Damage: 1079

Turn: 54

Who: Melbu Frahma

What: Magic Attack-Dart

Damage: n/a

Turn: 55

Who: Rose

What: Demon's Dance

Damage: 1093

Turn: 56

Who: Melbu Frahma

What: Magic Attack-Dart

Damage: n/a

Turn: 57

Who: Dart

What: Healing Fog-Self

Damage: n/a

Turn: 58

Who: Albert

What: Flower Storm

Damage: 1079

Turn: 59

Who: Melbu Frahma

What: Magic Attack-All

Damage: n/a

Turn: 60

Who: Rose

What: Demon's Dance

Damage: 1093

Turn: 61

Who: Albert

What: Flower Storm

Damage: n/a

Turn: 62

Who: Dart

What: Power Down

Damage: n/a

Turn: 63

Who: Rose

What: Demon's Dance

Damage: 1639

Turn: 64

Who: Melbu Frahma

What: Magic Attack-All

Damage: n/a

Final Turn: 65

Who: Albert

What: Flower Storm

Damage: 1618

Total Damage to Melbu Frahma: 42,558 HP

Not bad at all! A great example of a quick end and a new challenge for all you readers to enjoy.

[BATTLE4] (added 2/24/06)

I have returned after many months away from LoD. This addition could have come in September, but I was busy and eventually I lost my notes. I found them a few days ago, so now that I have the time, I give you: The Fourth Edition!

Section 1: Character Statistics

Character 1: Dart

Level: 41

Dragoon Level: 5

SP: 500/500

HP: 3470/3470

MP: 100/100

Weapon: Soul Eater

Head Armor: Legend Casque

Body Armor: Red DG Armor

Footwear: Combat Shoes

Accessory: Therapy Ring

Addition: Blazing Dynamo, Level 5

Character 2 (on Dart's right): Meru

Level: 41

Dragoon Level: 5

SP: 500/500

HP: 2082/2082

MP: 100/100

Weapon: Basher

Head Armor: Legend Casque

Body Armor: Armor of Legend

Footwear: Dancer's Shoes

Accessory: Sage's Cloak

Addition: Perky Step, Level 5

Character 3 (on Dart's left): Kongol

Level: 41

Dragoon Level: 5

SP: 500/500

HP: 4511/4511

MP: 100/100

Weapon: Indora's Axe

Head Armor: Legend Casque

Body Armor: Gold DG Armor

Footwear: Bandit's Shoes

Accessory: Spiritual Ring
Addition: Bone Crush, Level 5

Section 2: Items List

Healing Fog x5
Healing Rain x7
Healing Breeze x5
Sun Rhapsody x2
Angel's Prayer x3
Psyche Bomb X x1
Power Up x1
Speed Up x1
Power Down x1
Speed Down x1
Magic Shield x1
Material Shield x1
Pandemonium x1
Smoke Ball x1
Magic Sig Stone x1

Section 3: Play-by-Play Battle Summary

Turn: 1
Who: Kongol
What: Bone Crush
Damage: 1007

Turn: 2
Who: Meru
What: Psyche Bomb X
Damage: 1420 and destroyed Tentacles

Turn: 3
Who: Melbu Frahma
What: Magic Attack - All
Damage: n/a

Turn: 4
Who: Dart
What: Blazing Dynamo
Damage: 905

Turn: 5
Who: Meru
What: Perky Step
Damage: 718

Turn: 6
Who: Kongol
What: Bone Crush
Damage: 1007

Turn: 7
Who: Meru
What: Perky Step

Damage: 718

Turn: 8

Who: Melbu Frahma

What: Magic Attack - All

Damage: n/a

Turn: 9

Who: Melbu Frahma

What: Block

Damage: n/a

Turn: 10

Who: Dragoon Dart

What: Divine DG Cannon

Damage: 1392

Turn: 11

Who: Meru

What: Attack

Damage: Countered

Turn: 12

Who: Dragoon Kongol

What: Dragoon Attack (Perfect)

Damage: 913

Turn: 13

Who: Meru

What: Perky Step

Damage: 718

Turn: 14

Who: Melbu Frahma

What: First Generation

Damage: n/a

Turn: 15

Who: Dragoon Dart

What: Divine DG Cannon

Damage: 1392

Turn: 16

Who: Dragoon Kongol

What: Dragoon Attack (Perfect)

Damage: 913

Turn: 17

Who: Meru

What: Sun Rhapsody - Dart

Damage: n/a

Turn: 18

Who: Melbu Frahma

What: Stole Kongol

Damage: n/a

Turn: 19

Who: Meru

What: Attack

Damage: 574

Turn: 20

Who: Dragoon Dart

What: Divine DG Cannon

Damage: 1392

Turn: 21

Who: Meru

What: Perky Step

Damage: 718

Turn: 22

Who: Melbu Frahma

What: Magic Attack - Dart

Damage: n/a

Turn: 23

Who: Dragoon Dart

What: Divine DG Cannon

Damage: 1392

Turn: 24

Who: Melbu Frahma

What: Attack Dart

Damage: n/a

Turn: 25

Who: Meru

What: Sun Rhapsody - Dart

Damage: n/a

Turn: 26

Who: Dragoon Meru

What: Dragoon Attack (Perfect)

Damage: 526

Turn: 27

Who: Melbu Frahma

What: Attack Meru

Damage: n/a

Turn: 28

Who: Melbu Frahma

What: Attack Dart

Damage: n/a

Turn: 29

Who: Dragoon Dart

What: Divine DG Cannon

Damage: 1392

Turn: 30

Who: Dragoon Meru

What: Blue Sea Dragon

Damage: 1240

Turn: 31

Who: Dragoon Meru

What: Freezing Ring

Damage: 620

Turn: 32

Who: Melbu Frahma

What: Attack Meru w/Kongol

Damage: n/a

Turn: 33

Who: Dart

What: Blazing Dynamo

Damage: 905

Turn: 34

Who: Dragoon Meru

What: Freezing Ring

Damage: 620

Turn: 35

Who: Dragoon Kongol

What: Dragoon Attack (3 hits)

Damage: 742

Turn: 36

Who: Dragoon Meru

What: Dragoon Attack (4 hits)

Damage: 421

Turn: 37

Who: Melbu Frahma

What: Fourth Generation

Damage: n/a

Turn: 38

Who: Dart

What: Blazing Dynamo

Damage: 905

Turn: 39

Who: Melbu Frahma

What: Attack Kongol

Damage: n/a

Turn: 40

Who: Dragoon Kongol

What: Dragoon Attack (3 hits)

Damage: 742

Turn: 41

Who: Meru

What: Perky Step

Damage: 718

Turn: 42

Who: Melbu Frahma

What: Magic Attack - All

Damage: n/a

Turn: 43

Who: Meru

What: Perky Step

Damage: 718

Turn: 44

Who: Melbu Frahma

What: Star Bombs

Damage: n/a

Turn: 45

Who: Star Bomb

What: Detonate

Damage: n/a

Turn: 46

Who: Dart

What: Blazing Dynamo

Damage: 905

Turn: 47

Who: Melbu Frahma

What: Attack Meru

Damage: n/a

Turn: 48

Who: Dragoon Kongol

What: Dragoon Attack (Perfect)

Damage: 913

Turn: 49

Who: Meru

What: Perky Step

Damage: 718

Turn: 50

Who: Melbu Frahma

What: Remove Star Bombs

Damage: n/a

Turn: 51

Who: Melbu Frahma

What: Attack Dart

Damage: n/a

Turn: 52

Who: Meru

What: Perky Step

Damage: 718

Turn: 53

Who: Dart

What: Blazing Dynamo

Damage: 905

Turn: 54

Who: Melbu Frahma

What: Magic Attack - All

Damage: n/a

Turn: 55

Who: Kongol

What: Bone Crush

Damage: 1007

Turn: 56

Who: Melbu Frahma

What: Sixth Generation

Damage: n/a

Turn: 57

Who: Meru

What: Power Down

Damage: n/a

Turn: 58

Who: Melbu Frahma

What: Attack Kongol

Damage: n/a

Turn: 59

Who: Dart

What: Blazing Dynamo

Damage: 1357

Turn: 60

Who: Meru

What: Power Up - Kongol

Damage: n/a

Turn: 61

Who: Kongol

What: Bone Crush

Damage: 2014

Turn: 62

Who: Meru

What: Perky Step

Damage: 1077

Turn: 63

Who: Melbu Frahma

What: Confuse Dart/Meru

Damage: n/a

Turn: 64

Who: Dart (Confused)

What: Attack Self

Damage: n/a

Turn: 65

Who: Meru (Confused)

What: Escape (Failed)

Damage: n/a

Turn: 66

Who: Kongol

What: Bone Crush

Damage: 2014

Turn: 67

Who: Meru (Confused)

What: Guard

Damage: n/a

Turn: 68

Who: Melbu Frahma

What: Magic Attack - All

Damage: n/a

Turn: 69

Who: Dart (Confused)

What: Attack Kongol

Damage: n/a

Turn: 70

Who: Meru (Confused)

What: Attack Kongol

Damage: n/a

Turn: 71

Who: Kongol

What: Bone Crush

Damage: 1510

Turn: 72

Who: Melbu Frahma

What: Magic Attack - Kongol

Damage: n/a

Turn: 73

Who: Melbu Frahma

What: Confuse (Failed)

Damage: n/a

Turn: 74

Who: Meru (Confusion Resolved)

What: Healing Rain

Damage: n/a

Turn: 75

Who: Dart (Confused)

What: Guard

Damage: n/a

Turn: 76

Who: Meru

What: Perky Step

Damage: 718

Turn: 77

Who: Kongol

What: Bone Crush

Damage: 1007

Turn: 78

Who: Melbu Frahma

What: Confuse (Failed)

Damage: n/a

Turn: 79

Who: Meru/Dragoon Meru

What: Special/Dragoon Attack (Perfect)

Damage: 526

Turn: 80

Who: Dragoon Dart

What: Divine DG Cannon

Damage: 1392

Final Turn: 81

Who: Dragoon Meru

What: Dragoon Attack (Perfect)

Damage: 526

Total Damage to Melbu Frahma: 42,038 HP

Not quite as good as I had hoped. I imagine I would have done a lot better if Dart and Meru hadn't been confused all those turns. I also now know that Meru is physically weaker as a Dragoon than a Human. I'll remember that for next time. Anyway, after more than a year away, the Melbu Frahma FAQ has been updated to the Fourth Edition. With any luck, the Fifth Edition won't take as long to come around.

[BATTLE5] (added 6/26/07)

Well, the Fifth Edition did take that long to come around, and quite honestly, it may never have appeared had it not been for an e-mail I received from someone who read this. This fifth example for the FAQ comes from Grant Olson, and at his request, with a little bit of grammatical editing, I have decided to use his example. Everything you read will be his words to me as they were in the e-mail. If you have any questions, he can be contacted at evildart17@hotmail.com

"When I first looked at your FAQ I didn't think much of it, but then I looked at it again and I saw your best for the final boss was 65 turns, so I set out to beat that and you will find out how much I beat it by. This is from my fight with the final boss."

Section 1: Character Statistics

Character 1: Dart

Exp. Level: 52

Dragoon Level: 5

Spirit Points: 500/500

Health Points: 9999/9999

Magic Points: 100/100

Weapon: Soul Eater

Head Armor: Dragon Helm

Body Armor: Red DG Armor

Footwear: Iron Kneepiece

Accessory: Therapy Ring

Addition: Blazing Dynamo, Level 5

Character 2 (on Dart's right): Rose

Exp. Level: 52

Dragoon Level: 5

Spirit Points: 500/500

Health Points: 4354/4354

Magic Points: 100/100
Weapon: Dragon Buster
Head Armor: Legend Casque
Body Armor: Armor of Legend
Footwear: Dancer's Shoes
Accessory: Giganto Ring
Addition: Demon's Dance, Level 5

Character 3(on Dart's Left): Kongol

Exp. Level: 50
Dragoon Level: 5
Spirit Points: 500/500
Health Points: 7541/7541
Magic Points: 100/100
Weapon: Indora's Axe
Head Armor: Legend Casque
Body Armor: Armor of Legend
Footwear: Iron Kneepiece
Accessory: Holy Ankh
Addition: Bone Crush, Level 5

Section 2: Items List

Healing Fog x6
Healing Rain x4
Healing Breeze x3
Sun Rhapsody x6
Moon Serenade x1
Spirit Potion x2
Angel's Prayer x6
Body Purifier x1
Spear Frost x1
Spectral Flash x1
Speed Up x1

Section 3: Play-by-Play Battle Summary

Turn: 1
Who: Melbu Frahma
What: Attacked Rose
Damage: N/A (Missed)

Turn: 2
Who: Rose
What: Demon's Dance
Damage: 1803

Turn: 3
Who: Dragoon Dart
What: Divine DG Cannon
Damage: 2256

Turn: 4
Who: Melbu Frahma
What: Attacked All with Magic
Damage: N/A

Turn: 5
Who: Rose
What: Demon's Dance
Damage: 1803

Turn: 6
Who: Kongol
What: Attacked
Damage: 739

Turn: 7
Who: Dragoon Dart
What: Divine DG Cannon
Damage: 2256

Turn: 8
Who: Melbu Frahma
What: Attacked Rose
Damage: N/A (Missed)

Turn: 9
Who: Melbu Frahma
What: Attacked Dart
Damage: N/A

Turn: 10
Who: Melbu Frahma
What: First Generation
Damage: N/A

Turn: 11
Who: Rose
What: Demon's Dance
Damage: 1803

Turn: 12
Who: Rose
What: Demon's Dance
Damage: 1803

Turn: 13
Who: Melbu Frahma
What: Attacked Rose
Damage: N/A

Turn: 14
Who: Dragoon Dart
What: Dragoon Attack
Damage: 1721

Turn: 15
Who: Melbu Frahma
What: Attacked Kongol
Damage: N/A (Missed)

Turn: 16
Who: Melbu Frahma
What: Stole Dart
Damage: N/A

Turn: 17
Who: Kongol
What: Bone Crush
Damage: 1382

Turn: 18
Who: Melbu Frahma
What: Attacked Rose
Damage: N/A (Missed)

Turn: 19
Who: Rose
What: Demon's Dance
Damage: 1803

Turn: 20
Who: Melbu Frahma
What: Attacked Rose w/ Magic
Damage: N/A

Turn: 21
Who: Rose
What: Demon's Dance
Damage: 1803

Turn: 22
Who: Melbu Frahma
What: Attacked Rose
Damage: N/A (Missed)

Turn: 23
Who: Rose
What: Demon's Dance
Damage: 1803

Turn: 24
Who: Kongol
What: Bone Crush
Damage: 1382

Turn: 25
Who: Melbu Frahma
What: Attacked Rose
Damage: N/A (Missed)

Turn: 26
Who: Rose
What: Demon's Dance
Damage: 1803

Turn: 27
Who: Rose
What: Demon's Dance
Damage: 1803

Turn: 28
Who: Melbu Frahma
What: Attacked Kongol
Damage: N/A (Missed)

Turn: 29
Who: Melbu Frahma
What: Attacked Kongol w/ Dart
Damage: N/A

Turn: 30
Who: Kongol
What: Sun Rhapsody (Dart)
Damage: N/A

Turn: 31
Who: Rose
What: Demon's Dance
Damage: 1803

Turn: 32
Who: Dragoon Dart
What: Divine DG Cannon
Damage: 2256

Turn: 33
Who: Melbu Frahma
What: Fourth Generation
Damage: N/A

Turn: 34
Who: Rose
What: Demon's Dance
Damage: 1803

Turn: 35
Who: Dragoon Dart
What: Divine DG Cannon
Damage: 2256

Turn: 36
Who: Rose
What: Demon's Dance
Damage: 1803

Turn: 37
Who: Melbu Frahma
What: Sixth Generation
Damage: N/A

Turn: 38
Who: Kongol
What: Bone Crush
Damage: 1382

Turn: 39
Who: Rose
What: Demon's Dance
Damage: 1803

Turn: 40
Who: Dart
What: Blazing Dynamo
Damage: 1424

Turn: 41
Who: Melbu Frahma
What: Attacked Rose
Damage: N/A

Turn: 42
Who: Rose
What: Demon's Dance
Damage: 1803

Total Damage: 42,296

"As you can see I defeated your record of 65 turns by doing it in 42 turns. I finished the game in 80 hours, 45 Minutes, 9 Seconds with 46,896 Gold. I also didn't do this alone. My cousin and I worked nonstop on this file for that purpose to beat you, and I would like to thank him for that because he did a lot of the training when I was at school and he didn't have to work. I could never have done this without him."

There you have it. Somebody actually read this and enjoyed it so much that they made an effort to beat it. Hopefully that will inspire all the other readers to do the same. Who knows? You just might be in the Sixth Edition!

[BATTLE6] (added 11/6/07)

The Sixth Edition has arrived significantly faster than the previous installments, and readers will be pleased to know that for this edition, there are two (yes, two!) new examples to read, both submitted by fans. The first example is from Kenneth Elliott. If you have questions, e-mail him at ximane@gmail.com

"I read your guide and noticed that no one used Haschel to his full potential; that is, double attack power by leaving him at 1/4 hp with the Destroyer Mace, so I decided to try it out. I utterly destroyed Melbu Frahma (he got a total of 5 attacks on me the entire battle, most of which missed).

The most important stat by far is speed, so my party is using all of the Dancer's/Bandit's items available and the Magical Greaves. The faster the party is, the fewer attacks Melbu Frahma gets. It's too bad I sold the Power Down (I didn't realize that it lowered defense as well), or this battle may have ended even sooner. Also, Dart is the worst character in this party because of his low speed * power. If it were possible to change him out for someone else, Albert would make this battle very short. Kongol seems like a good choice for high damage in few turns, but his final addition modifier is so pathetic that he's not really useful. Rose with the Dragon Buster and level 5 Demon's Dance does more damage than anyone else in the game at an equal level, unless Haschel is below half HP with the Destroyer Mace.

My last save is at time 54:30:23, with 13852 gold. As a side note, money for the Legend Casques and Armors of Legend were obtained by killing A LOT of treasure jars (always drops a Ruby Ring, worth 500g), and my last 6 levels were largely due to many triceratopses."

Section 1: Character Statistics

Character 1: Dart

Exp. Level: 45
Dragoon Level: 5
Spirit Points: 500/500
Health Points: 4506/4506
Magic Points: 200/200
Weapon: Claymore
Head Armor: Legend Casque
Body Armor: Armor of Legend
Footwear: Bandit's Shoes
Accessory: Amulet
Addition: Blazing Dynamo, Level 5

Character 2(on Dart's right): Rose

Exp. Level: 44
Dragoon Level: 5
Spirit Points: 500/500
Health Points: 2972/2972
Magic Points: 100/100
Weapon: Dragon Buster
Head Armor: Legend Casque
Body Armor: Armor of Legend
Footwear: Dancer's Shoes
Accessory: Dancer's Ring
Addition: Demon's Dance, Level 5

Character 3(on Dart's Left): Haschel

Exp. Level: 45
Dragoon Level: 5
Spirit Points: 500/500
Health Points: 1011/4055
Magic Points: 100/100
Weapon: Destroyer Mace
Head Armor: Legend Casque
Body Armor: Armor of Legend
Footwear: Magical Greaves
Accessory: Bandit's Ring
Addition: Omni-Sweep, Level 5

Section 2: Items List

Healing Rain x2
Healing Breeze x2
Sun Rhapsody x1
Moon Serenade x3
Angel's Prayer x3
Depetrifier x2
Mind Purifier x3
Body Purifier x1
Burning Wave x5
Down Burst x1
Psyche Bomb X x1
Power Up x1
Speed Up x1
Magic Shield x1
Magic Sig Stone x1

Section 3: Play-by-Play Battle Summary

Turn: 1
Who: Melbu Frahma
What: magic attack on Dart
Damage: N/A (missed)

Turn: 2
Who: Dart
What: Psyche Bomb X
Damage: 1450 and killed tentacles

Turn: 3
Who: Rose
What: Demon's Dance
Damage: 1243

Turn: 4
Who: Haschel
What: Omni-Sweep
Damage: 2402

Turn: 5
Who: Rose
What: Demon's Dance
Damage: 1243

Turn: 6
Who: Haschel
What: Omni-Sweep
Damage: 2402

Turn: 7
Who: Dragoon Dart
What: Divine Dragon Cannon
Damage: 1620

Turn: 8
Who: Melbu Frahma
What: First Generation
Damage: N/A

Turn: 9
Who: Rose
What: Demon's Dance
Damage: 1243

Turn: 10
Who: Haschel
What: Omni-Sweep
Damage: 2402

Turn: 11
Who: Dragoon Dart
What: Divine Dragon Cannon
Damage: 1620

Turn: 12
Who: Rose
What: Demon's Dance
Damage: 1243

Turn: 13
Who: Haschel
What: Omni-Sweep
Damage: 2402

Turn: 14
Who: Melbu Frahma
What: Fourth Generation
Damage: N/A

Turn: 15
Who: Rose
What: Demon's Dance
Damage: 1243

Turn: 16
Who: Dragoon Dart
What: Divine Dragon Cannon
Damage: 1620

Turn: 17
Who: Melbu Frahma
What: attacked Dragoon Dart
Damage: N/A (43)

Turn: 18
Who: Haschel
What: Omni-Sweep
Damage: 2402

Turn: 19
Who: Rose
What: Demon's Dance
Damage: 1243

Turn: 20
Who: Melbu Frahma
What: Magic attack on all
Damage: N/A (missed all)

Turn: 21
Who: Dragoon Dart
What: Divine Dragon Cannon
Damage: 1620

Turn: 22
Who: Haschel
What: Omni-Sweep
Damage: 2402

Turn: 23
Who: Rose
What: Demon's Dance
Damage: 1243

Turn: 24
Who: Haschel
What: Omni-Sweep
Damage: 2402

Turn: 25
Who: Dragoon Dart
What: Dragoon Addition (perfect)
Damage: 1309

Turn: 26
Who: Melbu Frahma
What: Sixth Generation
Damage: N/A

Turn: 27
Who: Rose
What: Demon's Dance
Damage: 1243

Turn: 28
Who: Melbu Frahma
What: Magic attack on Haschel
Damage: N/A (around 300)

Turn: 29
Who: Haschel
What: Omni-Sweep
Damage: 2402

Turn: 30
Who: Dart
What: Speed Up on Haschel
Damage: N/A

Turn: 31
Who: Rose
What: Demon's Dance
Damage: 1243

Turn: 32
Who: Melbu Frahma
What: Magic attack on Dart
Damage: N/A (missed)

Turn: 33
Who: Haschel
What: Omni-Sweep
Damage: 2402

Total Damage: 42,044

And there we have the first of two examples for the Sixth Edition. The record is now set at 33 turns. Who among you is brave enough, strong enough, or daring enough to challenge this? Read on to find out!

[BATTLE7] (added 11/6/07)

The second example comes from Donald Schuette, who has succeeded in breaking the 33-turn record. If you have questions, he can be contacted at dj41688@hotmail.com

"I recently bought LoD because I hadn't played it in a while and I missed it. I looked on gamefaqs.com and noticed that there was a GREAT Melbu FAQ so I decided to train a little and try to beat it faster than the record of 42 turns. This is my battle."

Section 1: Character Statistics

Character 1: Dart

Exp. Level: 51

Dragoon Level: 5

SP: 500/500

HP: 6060/6060

MP: 200/200

Weapon: Claymore

Head Armor: Legend Casque

Body Armor: Armor of Legend

Foot Armor: Iron Kneepiece

Accessory: Amulet

Addition: Blazing Dynamo, Level 5

Character 2(on Dart's right): Rose

Exp. Level: 48

Dragoon Level: 5

SP: 500/500

HP: 3698/3698

MP: 100/100

Weapon: Dragon Buster

Head Armor: Legend Casque

Body Armor: Armor of Legend

Foot Armor: Dancer's Shoes

Accessory: Attack Badge

Addition: Demon's Dance, Level 5

Character 3(on Dart's left): Haschel

Exp. Level: 46

Dragoon Level: 5

SP: 500/500

HP: 857/4288

MP: 100/100

Weapon: Destroyer Mace

Head Armor: Legend Casque

Body Armor: Armor of Legend

Foot Armor: Bandit's Shoes

Accessory: Attack Badge

Addition: Omni-Sweep, Level 5

Section 2: Items List

Healing Fog x 3

Healing Rain x 5

Healing Breeze x 2

Sun Rhapsody x 2

Moon Serenade x 1

Angel's Prayer x 5

Mind Purifier x 5

Psyche Bomb X x 1

Section 3: Play-by-play Battle Summary

Turn: 1

Who: Haschel

What: Omni-Sweep

Damage: 2746

Turn: 2

Who: Dragoon Dart

What: Divine DG Cannon

Damage: 1980

Turn: 3

Who: Rose

What: Psyche Bomb X

Damage: 1760 to Melbu Frahma, 2200 to Tentacles (Destroyed)

Turn: 4

Who: Melbu Frahma

What: Attacked Rose w/ Magic

Damage: N/A-Miss

Turn: 5

Who: Haschel

What: Omni-Sweep

Damage: 2746

Turn: 6

Who: Rose

What: Demon's Dance

Damage: 1583

Turn: 7

Who: Melbu Frahma

What: First Generation

Damage: N/A

Turn: 8

Who: Dragoon Dart

What: Divine DG Cannon

Damage: 1980

Turn: 9

Who: Melbu Frahma

What: Attacked Dart

Damage: N/A-Miss

Turn: 10

Who: Haschel

What: Omni-Sweep

Damage: 2746

Turn: 11

Who: Melbu Frahma

What: Attacked Rose

Damage: N/A

Turn: 12
Who: Rose
What: Demon's Dance
Damage: 1583

Turn: 13
Who: Haschel
What: Omni-Sweep
Damage: 2746

Turn: 14
Who: Rose
What: Demon's Dance
Damage: 1583

Turn: 15
Who: Dragoon Dart
What: Divine DG Cannon
Damage: 1980

Turn: 16
Who: Melbu Frahma
What: Fourth Generation
Damage: N/A

Turn: 17
Who: Melbu Frahma
What: Attacked Rose
Damage: N/A

Turn: 18
Who: Haschel
What: Omni-Sweep
Damage: 2746

Turn: 19
Who: Rose
What: Demon's Dance
Damage: 1583

Turn: 20
Who: Melbu Frahma
What: Attacked ALL w/ Magic
Damage: Rose-193, Dart-76, Haschel-208

Turn: 21
Who: Haschel
What: Omni-Sweep
Damage: 2746

Turn: 22
Who: Melbu Frahma
What: Sixth Generation
Damage: N/A

Turn: 23
Who: Dragoon Dart
What: Divine DG Cannon
Damage: 1980

Turn: 24
Who: Rose
What: Demon's Dance
Damage: 1583

Turn: 25
Who: Haschel
What: Omni-Sweep
Damage: 2746

Turn: 26
Who: Rose
What: Demon's Dance
Damage: 1583

Turn: 27
Who: Melbu Frahma
What: Attacked Haschel
Damage: N/A-Miss

Turn: 28
Who: Dragoon Dart
What: Dragoon Attack (Perfect)
Damage: 1609

Turn: 29
Who: Haschel
What: Omni-Sweep
Damage: 2746

Total Damage: 42,755 HP

"Sub-30 turns. Not too bad. How was Haschel putting out that much damage? Notice his health. Since he had a Legend Casque and Armor of Legend, I could put his health in the red and not be afraid of him dying, and thus take full advantage of his weapon which gives more damage when he has lower health, making Haschel, in my opinion, the strongest character by far. He's 5 levels behind Dart and still doing way more. Next I'm going to train 'til Level 60 and try again. Thanks to Vertigo for a good guide."

Well, thanks, Don. I'm just doing my job. And with that, we have concluded the Sixth Edition with an impressive 29-turn showing. If any of you want to submit your attempts for the guide, feel free. I can't guarantee I'll get to them right away, because right now I'm busy with college. Nevertheless, feel free to send them in.

[BATTLE8] (added 11/21/08)

Our newest installment features the return of Grant Olson, who is responsible for the Fifth Edition example. It's been sitting on the shelf awhile, but now I've finally found a spare moment to put it up. Enjoy!

Section 1: Character Statistics

Character 1: Dart
Exp. Level: 60

Dragoon Level: 5
Spirit Level: 500/500
Health Points: 9999/9999
Magic Points: 100/100
Weapon: Soul Eater
Head Armor: Dragon Helm
Body Armor: Red DG Armor
Footwear: Iron Kneepiece
Accessory: Therapy Ring
Addition: Blazing Dynamo Level 5

Character 2: (Dart's Right) Rose
Exp. Level: 57
Dragoon Level: 5
Spirit Points: 500/500
Health Points: 4914/4914
Magic Points: 100/100
Weapon: Dragon Buster
Head Armor: Tiara
Body Armor: Armor of Legend
Footwear: Dancer's Shoes
Accessory: Giganto Ring
Addition: Demon's Dance, Level 5

Character 3: (Dart's Left) Haschel
Exp. Level: 53
Dragoon Level: 5
Spirit Points: 500/500
Health Points: 1343/5742
Magic Points: 100/100
Weapon: Destroyer Mace
Head Armor: Legend Casque
Body Armor: Armor of Legend
Footwear: Iron Kneepiece
Accessory: Giganto Ring
Addition: Omni-Sweep, Level 5

Section 2: Items List

Healing Fog x5
Healing Rain x4
Angel Prayer x5
Speed up X1
Healing Breeze x3
Sun Rhapsody x6
Spirit Potion x2
Body Purifier x 1
Burning Wave x3

Section 3: Play-by-Play Battle Summary

Turn 1:
Who: Melbu
What: Dart
Damage: N/A

Turn 2:

Who: Melbu

What: Haschel

Damage: N/A

Turn 3:

Who: Haschel

What: Omni-Sweep

Damage: 3456

Turn 4:

Who: Rose

What: Demon's Dance

Damage: 2007

Turn 5:

Who: Dart

What: Divine DG Cannon

Damage: 2652

Turn 6:

Who: Melbu

What: Rose

Damage: N/A

Turn 7:

Who: Melbu

What: Haschel

Damage: N/A

Turn 8:

Who: Haschel

What: Omni-Sweep

Damage: 3456

Turn 9:

Who: Melbu

What: Dart

Damage: N/A

Turn 10:

Who: Rose

What: Demon's Dance

Damage: 2007

Turn 11:

Who: Dart

What: Divine DG Cannon

Damage: 2652

Turn 12:

Who: Melbu

What: Dart

Damage: N/A

Turn 13:

Who: Rose

What: Demon's Dance

Damage: 2007

Turn 14:
Who: Haschel
What: Omni-Sweep
Damage: 3456

Turn 15:
Who: Melbu
What: First Generation
Damage: N/A

Turn 16:
Who: Rose
What: Demon's Dance
Damage: 2007

Turn 17:
Who: Dart
What: D-Attack
Damage: 1989

Turn 18:
Who: Melbu
What: Fourth Generation
Damage: N/A

Turn 19:
Who: Haschel
What: Omni-Sweep
Damage: 3456

Turn 20:
Who: Melbu
What: Dart
Damage: N/A

Turn 21:
Who: Rose
What: Demon's Dance
Damage: 2007

Turn 22:
Who: Dart
What: D-Attack
Damage: 1989

Turn 23:
Who: Haschel
What: Omni-Sweep
Damage: 3456

Turn 24:
Who: Rose
What: Demon's Dance
Damage: 2007

Turn 25:
Who: Melbu
What: Seventh Generation
Damage: N/A

Turn 26:
Who: Haschel
What: Omni-Sweep
Damage: 3456

TOTAL DAMAGE: 42060

Ended with 87 hours and 37 minutes with 68824 Gold

Okay, props to Grant for setting the new record, though I have a comment to make. As someone who has played through the game multiple times, I can say with great certainty that you can get through every sidequest and reach the end without any trouble at all and not be anywhere close to these levels. Basically, don't break your backs trying to get to the max level. You'll tear your hair out long before you get there. The meager experience you get through the game means it will take practically forever to reach Level 60. It's just not necessary. You can beat the game without breaking a sweat even if your characters are in the low 40s, which you can do without any excessive training. Just understand that the point of this FAQ is not about setting records, it's about simple, efficient ways to beat the final boss. That's all.

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Part Seven: Thank You, One and All!
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Thanks again to SCEI, for making such an excellent game. Thanks also to the Prima Strategy Guide, for inspiring me to compose this. Credit also goes to Grant Olson for his contribution to the Fifth and Seventh Edition, as well as Kenneth Elliott and Donald Schuette for the Sixth Edition. Finally, thanks to all of you who read this, for taking time out of your lives to do so. If you have any suggestions or comments, e-mail me at: panzerknacker_x@lycos.com