

The Legend of Dragoon Boss Guide

by Dyse

Updated to v1.5 on Nov 27, 2000

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Legend of Dragoon Boss FAQ
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Ver. 1.5
Date: November 27, 2000

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I. Revision History:

11/27: 1.5 I got the Magician Faust strategy here too!

11/20: 1.0 I've been sitting on this idea for the longest let me snatch it up before some one else does!

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II. Introduction

The Legend of Dragoon is a 4 disk game produced by Sony to rival the great games that came from Square. Was it succesful? Yes, is it a succesful rival? Sadly No, this game is more like a compilation of other ideas put together. This boss guides discuss the bosses of the game only if you are stuck on a boss then here is the palce to look to figure out how to beat it. If you want more info on my thoughts of the game look here.

<http://www.gamefaqs.com/console/psx/review/R9766.html>

If you want different types of help besides bosses look here

http://www.gamefaqs.com/console/psx/file/legend_of_dragoon_c.txt

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III. Basic Game Controls

Menus & Displays

Select Menu Items, Command Icon or move cursor Directional buttons or Left analog Stick ^, V <, >,

Scroll Through items list Directional Buttons or Left Analog Stick ^/v

Turn Icon display on/off

L1, R2

Confirm Selection

X Button

Open in Game Menu

/_ \ Button

Advance Dialogue Boxes

X Button

Close menu/Cancel

O Button

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Display area Names in Area Map

Start Button

Switch Map View

L2/R2 Buttons

Rotate Map Screen

L1/R1 Buttons

Character Moves

Walk

Directional Button

Run

Directional button + O

Select character during combat

Directional buttons

Action/Talk/

X Button

Addition Attacks

Items Knight Shield 4 Heal Leaves

Pound away on the first 2 easy guards have your strongest character (should be Dart) fighting Fruegel. After those guys bite the big one two tougher ones will come. Just have Shana hitting Fruegel in the gut with arrows and Dart and Lavitz wailing away with Additions. If you have any attack items left use them on Fruegel. After a while all these guys will be gone.

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Boss Fight III

Urobolus

Element: Void

Suggested Party: Dart, Lavitz, and Shana

Difficulty: Medium

Item: Wargod Amulet

This snake will be your hardest battle yet he won't be easy. He uses quite a bit of poison attacks. Your best bet is to use your strongest addition, if you trained at the recovery point this guy will fold pretty quickly. When he gets down to about half energy you'll get into trouble he will hide him self around a rock structure and Lavitz and Dart can't reach him. Have Shana keep using her trusty bow, (good thing you brought here for this fight ;) This is the time you will need all those items just have Lavitz and Dart throw items on him and have Shana attack as normal. Finally this guy should be toast.

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Boss Fight IV

Sandora Elite

Element: Dark

Suggested Party: Dart, Lavitz

Difficulty Medium

Item Healing Breeze

This guy may or may not be tough depending on you. You should be basically healed up before you face this guy so don't threat too much. The basic idea is to keep your Hp's up and hit him with your best Additions if you have light based multi items use them he has Dark as his element. When he gets weak about half of his Hp's he will split into 3. This is where things gets a tad bit trickier, sometimes you have to just take a random gguess and miss, but your best bet is to wait for him to use magic and guard until then the one that uses magic attack. He will continue to do it until he is toast.

%%

Boss fight V

Kongol

Element Earth

Suggested Party: Dart, Lavitz

Difficulty Hard

Item Power Wrist

This guy looks tough and he's is tough. His only fault is even though Dart and Lavitz are pretty slow this guy is slower. At first he will bash you with his Axe, when you take away half of his Hp's he will fling the axe and do the charging attacks. These charging attacks are pretty ruthless. Finally you can drop this big fella Dart will rush in and finish him like usual but Kongol will deflect this.

%%

Boss Fight VI

Commander and a few soldiers

Suggested Party: Dart, Lavitz, and Rose

Other characters: Shana

Difficulty Easy

Item

This guy shouldn't be a problem, and if you decided on using Rose instead of Shana it would be a good idea because she is much stronger than Shana. Anyway the commander is the only real threat so have Dart use Dragoon Magic on him, have Lavitz use his best addition (should be Rod Typhoon) and have Rose use Whip Smack. This should definitely put a stop to all these guys.

Shana:

If you decided on keeping Shana, things are slightly different but not by much this is the first boss battle where you have a choice. Since these guys are pretty easy I think that Dart and Lavitz can handle it and have Shana get a few attacks in but mainly cure when necessary. She should be faster than Lavitz and Dart and the possibilities of her getting a 2nd turn here are great. So if she does cure then have her get an attack in.

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Boss fight VII

Virage

Element: Void

Suggested Party: Dart, Lavitz, and Rose

Other Character: Shana

Difficulty: Hard

Item: 2 Healing, Body Purifier

You can go for his arm to get rid of his powerful arm attack but it isn't necessary, you can simply turn into Dragoons and stomp this guy into oblivion, using Rose's Astral Drain is quite effective plus it gives back HP. So use it twice if she is a Level 2 Dragoon. Keep gunning for his head his body and arm in my opinion are a waist of time, because that won't kill him only his head will. Try to use both of your Dragoons magic and try to become Dragoons as much as possible. Use Lavitz for curative items. After a while this guy will topple.

Shana:

(I'm not sure if Shana is available for this fight I don't remember but if she is...)If you are sticking with Shana instead of Lavitz using curative items or Rose using them have Shana use them. If you decided on the faster team of Dart and the two skirts Shana and Rose, then this guy will not match your speed or even come close to it. So Shana and Rose can actually at certain points gets 4 turns between them, this is definitely enough to stop Virage. So make sure you have Shana CURING when necessary. If you are low on curative items make sure everyone is near death before wasting any uselessly. If you used Shana's bow a lot then this guy shouldn't be much of a problem, since she should have some strength now.

%%%

Boss Fight VIII

Phoenix

Element: Fire

Suggested Party: Dart, Rose, and Lavitz

Other Characters: Shana

Difficulty Semi Hard

Item: Red Eye Stone

This guy just doesn't seem as hard as the previous Virage fight. He has a few

entire crew damaging attacks but nothing that will destroy you or kill the whole party. If you have a spear frost or two good use it on him, and have Rose turn into a Dragoon if you want but not Dart, because he is fire based the effort isn't worth it. After a few well placed Astral Drains and some additioning this guy will be toast.

Shana:

If you decided to use Shana for this battle, then you must be a Shana expert. Anyway I really wish I could have gotten rid of Dart instead of Rose or Lavitz because he is fire based and doesn't do much damage. Have Shana if you have them throw water items at Phoenix. Anyway it will take a few hits and leave Shana is your "curative character" for this fight. I suggest using Rose because at this point in the game she can become a Dragoon, and do damage to Phoenix.
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Boss Fight IX
Graham & Feyrbrand
Element: Both: Wind
Suggested Party: Dart, Lavitz, and Rose
Other Characters: Shana
Difficulty: Hard
Item Platemail, Green Dragoon Spirit

Ok this is a real battle none of that sissy stuff from earlier. These guys both have close to 500 hp I think. So together that's close to a thousand. Anyway hack away at the dragon first, using Rose's Astral Drain is a GREAT idea. Also use Dart's level 2 Dragoon magic. At first focus your attacks on the dragon. Then on Graham since the dragon has lower Hp's. Finally after a few Gust of Wind Dances (you should have reached it if you leveled properly by the recovery pond) some Dragoon Magic these guys bite the big one.

Shana:

If you decided on using Shana for this battle, then use her to cure Lavitz and Dart. I'm 99% sure Lavitz was mandatory for this fight, since he has a rivalry and a problem with Graham. So Have Lavitz using his best addition but focus in on blocking, because Graham will go right for Lavitz. Have Shana using her bow on Feyrbrand for some reason it did decent damage on this boss.
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Boss Fight X
Drake
Element: Wind
Suggested Party: Dart Lavitz Rose
Difficulty: Medium
Item: None

Immediately become Dragoons hopefully everyone's Dragoon Level is full. Become Dragoons immediately, to take off major life. Have Rose use Astral Drain. Have Lavitz use a Dragoon Addition and Dart if his level is 2 or 3 for Dragoons use the magic. This guy will use tricks when he gets down to half-life. He will throw 3 Bombs that roll towards you. Destroy them before they get their because if you don't these bombs will take off major damage. After he will put up a "wall" attack this wall because you can't attack him, he will continue to do this to he's about to die. He will also use curative items turn into Dragoons at every giving opportunity. He will perish
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Boss Fight XI

was to kill the dog first since he is pretty weak. Then get rid of that Bird because he does some pretty nasty attacks like one that messes with everyone plus one that picks a person up and drops them. Once you get rid of those guys Fruegel should be easy. Whenever you are able to become a Dragoon do so, especially using Rose's Astral Drain its marvelous on those weak times when you don't have many curative items. Finally this big guy should drop.

Party II: Shana Haschel

Have Dart turn into a Dragoon, and have Shana turn into one when necessary. Haschel uses his best Addition. I say have Dart turn into a Dragoon immediately, and have Shana wait for it, because the only down fall of her curing is that when her turn comes and you don't need it you wasted a cure. So when Haschel and Dart gets weak use Shana's Dragoon transformation then and only then, will it is really effective. Get rid of the dog first because he will cause problems but he usually goes first anyhow, then the bird save Freugel for last. With his two henchmen I mean henchpets gone, he really doesn't have nothing left. A few good attacks but this crew can stand up to it.
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Boss Fight XIV

Kongol

Element: Earth

Suggested Party: Dart, Albert and Rose

Other characters: Haschel, Shana

Difficulty: Hard

Item: None

This guy won't be easy not by a long shot. Your best Defense is a good offense and a lot of wind items. After he gets hit with magic since he hates magic he will put up a magic barrier. Also you better have that Gust of Wind Dance learned pretty well if you want to take off massive damage. Kongol is a bit faster this time he might be slightly faster than Albert is now but overall he isn't really fast. He has no group attacks but some devastating personal attacks. I don't remember that Dragoon Magic breaks through the wall I think it doesn't so stick to the most powerful additions and pull them off so he won't counter.

Party II: Haschel & Shana

He is a lot tougher with this team but on the other hand he is too slow to do much to this group. So you really don't have much to worry about here, have Dart unleash his best Dragoon attack while in Dragoon mode. Have Haschel break him down with superior speed on Kongol. He is a bit faster but not much faster if you ask me. After one magic attack a magic barrier will go up, and this is critical to you sense this team isn't that physical. So I suggest you try and do as much damage as possible and since he can't put a wall up for Shana healing and Dragoon ADDITIONS he isn't much of a threat here. So have Shana heal whenever needed or user her stronger Dragoon bow.
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Boss fight XV

Emperor Doel (Humanlike Form) Dragoon Doel (Dragoon)

Element: Both: Thunder

Suggested Party: Dart, Rose Albert

Other Characters: Haschel Shana

Difficulty: Human: Easy Dragoon: Very Hard

Item: None

Human:

Lloyd will not be easy at all. Since he uses a wicked Dragon Buster sword which causes INSTANT DEATH to anyone foolish enough to become a Dragoon. He has an extremely high evasive rate and can get out of tight situations with ease. The only trouble with this group is that they are too slow and you will miss about 35% of your attacks. But he has a nasty elemental attack which makes a dome come over your party and not only does it take off tremendous HP, it is all elemental so you know this thing will be difficult to get around. Then there is the fact that if you stay a Dragoon for more than one round he will kill you literally an instant death hit with his Dragon Buster

it seems like it can bust a Dragoon too =(But, if you equip Dart with a talisman he will always miss the instant death blow, and he will concentrate his attack on Dart which allows the other members to get cured and block while he concentrates his attack on the Dragoon. So that's your basis for of attack is to turn Dart or whoever has a Talisman into a Dragoon. Have Albert using his best additions, and have Kongol using his final if you have it and have him curing whenever necessary.

Haschel Rose

This team is a LOT faster than the previous one and the evasive rate of Lloyd is reduced a lot in this one. You will have to give Rose that Physical Ring for her to even stand up to the some of his attacks. Like the other strategy with Dart, he will allow the two faster character to get in some great Additions on him. Rose and Haschel have good magic defense so this won't really kill you but Haschel dropped a few times in this battle when I was playing. I think since he has an obsession with killing the Dragoon then you will do great against him. He won't have much of a chance to even attack Rose except with the Dome. He usually cast Dome before he dies, so if anyone survives have them turn into a dragoon and kill him.

Miranda & Meru

You can give the talisman to Miranda if her Dragoon Level gives her few turns, and have Dart and Meru do all the additions. Since this is the fastest team he basically has nil evasive rate, since Miranda and Meru are very fast. Meru should have Cat's Cradle at this point if you been using her a lot then it should take off decent damage to Lloyd. His magic will still do some decent damage on the rounds he decides not to damage the Dragoon. The only reason I suggest you have Miranda have the Talisman is because she has no addition skills, and she can cure Meru & Dart and this also raises her defense which in turn you can allow Meru to wear the physical ring. If you follow this strategy Lloyd won't be that much trouble except when he uses that damn Dome.

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VII. Disk Four Bosses

- Boss fight I:
- Last Kraken
- Element: Water
- Suggested Party: Dart, Kongol, and Albert
- Other Parties: Haschel Miranda, Rose Meru
- Difficulty: Hard
- Item: Pretty Hammer

This guy won't go down easily, after all he is the Last Kraken! So try and stop him with whatever you got in you. Dart is the Dragoon of choice here, he can deal extreme damage with his Dragoon Magic. Kongol ahs a very high physical

Defensive rate and just incase things get tough have Albert use a Rose Storm and this guy is down to nothing. If you have a power down it could be helpful here. Allow Dart to use his Final Burst because it can do tremendous damage if you use a power down and have Dart start the Special. If you don't have a power down its ok the damage is still pretty good without one.

Now I suggest having Kongol working with curing or Dragoon Additions here, he isn't needed much. His high HP's come in handy with this boss. Since at this point having Kongol with a physical ring will give him a tremendous amount of HP like the mid 4,000's close to 5,000. Dart should be your main form of offense in this battle though.

Haschel Miranda

Have Dart do the strategy above where he ignites the Special and uses Final Burst, Red eye Dragon isn't good because they both take off the same number of Hps from the boss and you get more turns with Final Burst. Have Haschel doing his strongest magic or an addition. If Haschel's level wears off the quickest have him doing his best addition on him like Hex Hammer. Have Miranda do the curing if you are low on curative items, make sure she has a physical ring or a therapy ring to deal with her low HP level. This boss has some nasty attacks and the 3 times I fought him he goes after Miranda a lot this may just be an isolated incidence.

Rose & Meru

Have Dart doing the mentioned strategy. If you decide not to use the Special have Rose doing her Final Addition on him, and have Meru doing Cat's Cradle or her final Addition. It isn't wise to turn Meru into a Dragoon since she is water based so she isn't very useful for this battle, as a Dragoon using magic. So I used her as a curare and let Rose and Dart focus in on main attacking and things.

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Boss Fight: II

Vector, Kubila, Selebus
Elements: All: Dark
Suggested Party: Dart, Rose, and Albert
Other Parties: Haschel & Miranda Kongol & Meru
Difficulty Semi-Very Hard
Item: None

Well, these 3 won't be easy. Get rid of Kubila first has everyone focus on him me is the one on your left and the tallest one. He is the one who likes to call a creature from another dimension, which is a pretty powerful and hard attack to avoid. He also cast instant death with a tombstone so ice him off quickly. Next get the one in the middle Vector. Get him before Selebus kisses him and makes him into a giant, he will be pretty big for a while so you want to get rid of him before he does that. I had Dart as a Dragoon doing magic on Vector since he is weak to magic, a few Final burst iced him off. Rose remained normal so I used her best addition which was her final at its peak of power, it did tremendous damage.

I had Albert be a dragoon and use Flower Storm to protect everyone. When you get rid of Vector and Kubila Selebus is a breeze. She hasn't have any real power a few devastating magic attacks, and since she can only cure the other 2 and not her self her cure is a waste of a round. So get rid of her fast you can just go with all out power here if you want. She has a high magic defense like Meru, so just worry about physical attacks.

Haschel & Miranda

Basically since this team is pretty quick and they are almost a carbon copy of your 3 enemies. Since Miranda can cure, Haschel is fast for a male and small, and Dart is average. Have Haschel turn into a Dragoon if you want its not necessary he was more effective as his regular self because he is faster than all of them like that. Have him use his Hex Hammer, have Miranda turn into a Dragoon and cure. Just incase Vector decided to become a giant and hit you with physical attacks make sure Miranda has a physical ring to improve her low Hps.

Meru & Kongol

Give Meru a physical ring first off. Secondly have Kongol remain normal here his massive strength with a fully powered Bone Crush should be enough with a few turns. Problem is Meru's speed will get her plenty of turns in this battle so use Cat's Cradle or her final Perky Step. Have Dart be a Dragoon, and ice these guys off with some well place Final Burst Red Eye Dragon isn't really needed. I did pretty well with this team except for Meru dying occasionally make sure you have a lot of Angel's Prayers on hand. If you want you can use Meru as a Dragon, and have Kongol feeding both of them but, I dislike Meru as a Dragoon it seems she turns back to normal quickly since she has the least turns and the fastest speed.

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Boss Fight III

Lavitz's Spirit/ Zackwell

Element: Lavitz: Wind; Element: Zackwell: Dark

Suggested Party: Dart Albert & Kongol

Other Parties: Rose, Miranda, Haschel, Meru

Difficulty: Lavitz: Easy Zackwell: Hard

Item: Halberd

Lavitz:

First off Do NOT turn into Dragons. Not only is this fight easy enough to defeat with just powerful additions. Lavitz will speak to you choose talk to him when he does he will then turn around and expose his back, which is when you attack. Equip an accessory that stops confusing, you will need it, and some mind purifiers. That is the only attack you will get is confusion. (I should know Kongol got confused and killed everyone including himself my first time through =(Anyway make sure one person won't be confused, just hit it with additions there is nothing more to it. when he turns around just guard until you get an option. Always choose talk to him, to try and break him free of the spirit eventually he will be free. Then

Zackwell:

Zackwell will come out and mock you for the emotional moments and that he granted him life for this. Bastard kill him! Have Dart ignite the Special, and wail off. With everything you got have Albert using his Rose Storm, to help with some defending. He likes to make his staff into a skeleton spider but as Dragons this was useless. He has a high defense and he is beatable. Use Dragoon Additions to take off major life from this boss. Just keep Dart with his magic it shouldn't run dry if you have Albert's Jade Dragon magic you might want to use that a turn too. this guy wasn't too tough and will drop soon.

Rose, Haschel, Miranda, Meru

Lavitz:

Boss Fight V

Death Rose

Element: Void

Suggested Party: Miranda

Difficulty: Easy

Item: None

This isn't a tough battle at all just attack the flower. the Death rose is pretty weak and should only take off 100 Hp's, so it isn't much to worry about at this point. I'm 99% sure even if you haven't used Miranda you still can beat it. It will open the rose to reveal Miranda's mother's face. Then it will close keep attacking if you have a weak Miranda use an item on it, to take off some life even though its of the void element, it will still take some HP off this rather weak boss. Finally there will be an option choose (I forgive you and it will be defeated.

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Boss Fight XXXVI

Claire

Element: Lightening

Suggested Party: Haschel

Difficulty: Medium

Item: None

She is quite a bit tougher than what Miranda went through. she uses the same attack over and over, when she becomes demon like. She has been possessed by the Wargod, and Haschel is amazed anyone has stood up to the Wargod like she did. She uses a forbidden art as the Wargod which can almost kill Haschel it drops his HP's to one. That's the only real damage she does. Keep Hex Hammer going and cure only when she does that attack, her stats are almost even with Haschel and their speed is quite similar. She can block your Additions and she does it quite often. When she is nearly defeated you will get a choice choose the 1st option (Mind's Eye Awaken) She will come at Pops with the forbidden attack but he will stop it.

%%

Boss Fight VII

Indora

Element: Earth

Suggested Party: Kongol

Difficulty: Easy

Item: None

Kongol's brother Indora is pretty tough but at this point in the game Kongol had over 5,000 Hps so this boss couldn't harm him. He is very powerful and carries two axes, he is faster than Kongol as well. He has two normal attacks, plus an attack where he makes a pillar rise, wraps the axes around Kongol's body picks up the pillar with Kongol on and throws it across the room. Which is an incredibly strong attack, this shouldn't even hurt you that bad since its physical. If you haven't been using Kongol shame on you! Heh, if you have some Bone Crush's will finish this guy off in a few he isn't that powerful and Bone Crushes successful ones take off major life. Just like when you had to fight Kongol, if you miss the addition he can counter. Finally in a speechless battle this guy will die.

%%

Boss Fight VIII

Michael

Element: Dark

Suggested Party: Dart, Rose

Difficulty: Hard
Item: None

This fight is difficult you can't hurt the dragon and for some reason you can't become a Dragoon either. What to do now? Block that's what or if you feel confident about your exp. you can practice your additions on it, even though they do no damage. There will be a few conversation sequences Rose is reluctant to tell Dart about its weak spot. You learn that her Dragon is the fastest the strongest and the best defensive Dragon of them all. You then learn that its sort of wearing armor, then you finally get a choice, tell Dart about the Blind Spot is the response. Its Blind Spot is its heart it will open up after it does the attack where it picks you up in the air and shoots a black beam at you. So attack that, if Rose's level is high and you have perfected her final you can beat it with just one round with her and Dart.

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Boss Fight IX
Dark Doel
Element: Thunder
Suggested Party: Albert
Difficulty: Medium
Item: None

He has two swords a light one and a dark one much like he did the first time you had a fight with him. He does the same attack and probably has the same amount of HP. Since you are much stronger than you were when you were in the first disk than you can defeat him easily. Take out the swords first he will be stuck with a thunder magic attack it isn't that powerful. Nail him with Blossom(Flower) Storm all day and he will die.

%%

Boss Fight X
Archangel
Element: Light
Suggested Party: Meru
Difficulty: Medium
Item: None

This can and will be a tough fight for those who never touched Meru until now. I was one of those on my first play through, on my second this fight was very easy since her level was like 39 and she had Perky Step at a 600%. Anyway she does some magic attacks that can damage Meru pretty badly but none compare to her ultimate attack. She calls a whole army from some unknown place she is then on top of a 3 headed elephant and the whole army attacks you, this is a VERY cool attack. This attack also reduces your HP down to one. Since Archangel has a high magic defense rating, you might want to stick to physical. A Gigantos ring would of been good for this fight to make Meru quite a bit stronger than she is. Even though you don't have one she still can do some damage. Eventually after Meru admits to loving humans the battle is over...

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Boss Fight XI
Super Virage
Element: Void
Suggested Party: Dart, Albert, Kongol
Other Parties: Haschel & Miranda, Meru & Rose
Difficulty: Medium
Item: None

For some reason this guy wasn't that hard at all, immediately become a Dragoon

and have Dart use the special. Use Final Burst on his head. This takes off massive damage. Have Albert using his usual Rose Storm, you can use Jade Dragon but its not really important. Try not to use much healing items in this battle in fact you should save all of them you will definitely need them. Super Virage uses a devastating attack where he shoots a beam a light at you this could be very damaging if you aren't a Dragoon. You will need to heal if you are not a Dragoon. Other than that this guy really isn't that much tougher than a normal virage. He just has a very high HP. Also if you kill his head it causes an explosion which can almost kill your party if your HP is low. You can kill it if you decide to go strait to the body instead of the head, but it takes longer that way.

Haschel & Miranda

The same strategy with Dart have him start the Special. Miranda should be equipped with a physical ring to combat her lower than average HP level. Haschel may need a Gigantos Ring to make him a little bit stronger but its not mandatory, you could equip him with anything you like. As Dragoons you should have Miranda using her usual curative powers because this Virage uses attacks that damage your entire party you will definitely need some of her cure all attacks here. Haschel should summon his dragon if you have it if not, his Dragoon Addition is pretty powerful if you have the Gigantos Ring.

Rose & Meru

Like before have Dart start the Special off. Have Rose using her Dragoon Addition since her magic doesn't do much damage to it, unless you have her Dark Dragon it does some damage to it. Have Meru either using her Dragon or her Dragoon Addition, I prefer the Dragon and her other magic since she does more damage with it. Although Dart should be the focus with his Final Burst attack, at either his head or his body.

%%%

Boss Fight XII

Zieg Feld
Element: Fire
Suggested Party: Dart, Albert, and Kongol
Other Parties: Haschel & Meru, Miranda & Rose
Difficuly: Hard
Item:

Dart will have to come out at Zieg first he will mock Dart on his weakness and become a Dragoon. Zieg will then use his Dragoon Addition on Dart, Dart will realize where he got the skills from. Zieg does everything Dart can do Dragoon Addition, Final Burst, yes even Red Eye Dragon. Red Eye Dragon is always more fun when some unsuspecting Boss gets it but it is quite a pain when you experience it. He never turns back to human form so this cat has a lot of spirit points. Even so have Albert turn into a Dragoon for the Rose Storm protection, have Dart use Blazing Dynamo, and Kongol using his Dragoon Addition.

Even if you have the Golden Dragon, its useless with Kongol's low magic ability. He is tough but he doesn't call on his Red Eye Dragon often he uses Dragoon Addition mostly and for some reason he kept hitting Kongol in it which did practically nothing to him. Dart's Blazing Dynamo damages him pretty bad if you have your levels exceeding 40. He is faster than these 3 that's the only thing, he is just about even skilled with Dart. He looks EXACTLY like Dart when he does things only slight differences. Anyway with Kongol D. Addition to him, and Dart's Blazing Dynamo this guy will fall pretty soon.

Form III.

For some reason I had no trouble icing off his third form. Since this form goes down quicker than the previous two forms. Unload Dart's Dragoon in this form if you want it's not mandatory here though. You can beat it with additions.

Occasionally he will summon two creatures that cause serious damage when you see them kill them fast, they are very powerful but will go down with a couple of strong additions. For some reason Kongol was a Dragoon for a very long time, since his turn didn't come up often and yes it took all the way to here for him to go back to normal. Anyway have him use Additions, and have Rose using her additions as well. Basically a few rounds of additions can ice off this form. He also uses an attack here he changes it from night to day. The difference in day time is he uses fire attacks, but Dart will have no trouble with these. Even Dart is now a Void Dragoon he is still for the fire element.

Form IV.

He is so fucking tough... He is physically strong, powerful he has everything. Everything, if you are weak at this point he can and will kill you. This is his toughest form, and he has even more deadly attacks. He can toss you in the air and slam you back down, which takes off mega damage to Rose, Kongol and Dart laughed at it. Have Dart unleash the special now if you have it, and have everyone do there best magic from the door, that means summon all the best dragons, and have Dart use the Cannon. This will put a nice over 6,000 HP dent into him. he has another attack where he takes a picture of a character then he cuts the picture in half.

This is a very powerful attack, and can kill weaker people. At this point with this party everyone as on there last legs no type of anything left. He also takes a page from the Dragon Block Staff, by reducing your Dragoon att & De. If you get caught with this in mid Dragoon he can kill you even with full energy. He can summon two monsters, and they can instantly kill you. So make sure you have a few of those Angel Prayer's on tap. He can also posses a character and you cannot attack him while he does this, but you can control him sort of which is pretty cool. Finally he will fall...

Albert & Miranda

Form I

Miranda did quite well in this battle, she can hurt him pretty badly, but what hurt even more is her curing you when you needed it. Keep her as a Dragoon as long as possible you will certainly need her wonderful curing abilities. Albert although Slow his Rose Storm which has been effective since day one does wonderful work here as well. When he blocks Miranda's final arrow can pierce his defense so if he is blocking and you don't need curing use that instead. Albert's blossom Storm addition also does a nice and decent amount of damage to him. Dart's Dragoon magic especially canon can take a lot off of him use these two as your main form of attack.

Form II.

Have Albert cast a Rose storm if he is still a Dragoon you will need it and have Miranda cure when and who needs it. Have Dart just hit him with Additions I'm pretty sure you are out of SP, don't turn Dart into a Dragoon this round you should save it for the next round. Miranda should be a Dragoon as much as possible hen I used her and Shana through out the game in only one attack with her boy she could become a Dragoon. Don't become one immediately though please you should save this for when everyone has low HP. Make sure she has full MP through out this battle. If she gets captured by Melbu you are in serious

trouble you will have to resort to curing items as Plan B.

Form III.

Miranda should of went down a few times, here and there is so hopefully you have a few Angel Prayer's on tap. Since this is the half way point if this long tedious battle this crew was the most cured. At this point I was almost out of Sun Rhapsodies so, if you don't then you will have to stay with some back up curative items. Have Albert keep using Rose Storms, its good to actually count every time you get 3 turns then use a Rose Storm, and always use it on your last turn. Albert's Dragoon also works well now, that he is weaker than he was before so use it more now.

Form IV.

Hopefully you have some Sun Rhapsodies left for the final form, this final form an be critical. It is very annoying sitting there 50 minutes and losing to his form. If you do let Miranda use her level 1 magic or something to conserve er HP's you will need it throughout. Have Albert Dragoon Addition, or his ragoon magic, especially Rose Storm. At this point Albert's Blossom Storm did ajor damage to him, so use that when you are trying to get him to his max spirit. It does way more damage than you would think. Hopefully you can survive his battle, and not run out of magic or curative items. This crew can be illed off easily if not properly cured every other round.

Haschel & Meru

Form I

Meru is faster than her magic abusing Wingly friend. So she will come in handy especially if you user her as a Dragoon, for some reason she was a lot faster than Melbu. She could attack him all day if only Kongol was as fast as her. Haschel is a pretty good Dragoon choice for this battle. The Dragoon helps Haschel's low defense which is a good thing. He also stood up to the 3 Virages better than anyone else I had used. Have him summon his dragon for a nice bit of damage. but if you decide to keep Haschel normal have him be the one to feed art the sun Rhapsodies, you will definitely need Meru as a Dragoon for her to ven stand a chance in this long battle. Make sure you have Meru equipped with physical ring as well, and if you have any of those dang Legend Casque now would be a time to use them.

Form II

I'm pretty sure both Meru and Dart should be spent so have them worry about damaging Melbu with additions. Make sure to feed Meru curative items whenever necessary. Meru can drop with a seconds notice in this battle especially with his laser or if he decided to swallow her or spit a swallowed ally at her. Either way she may die so have her at full energy as much as possible. Also turn her into a Dragoon every time she gets two or more SP levels. When she does use it because she may get attacked physically and it won't hurt as much. Have Haschel be your curing man only use a curative item when your other two characters are down to red health or near death. Finally it will switch to the 2nd generation then the 3rd then its another form of Melbu in the 4th...

Form III.

Meru should have died quite a few times by now even if she did its no need to panic. If you have Angel Prayer's. Using her Water Dragon in this fight is a great idea because when it goes to day time it does more damage than normal although the fire attacks burn her pretty bad, just don't have her as a full

fledge Dragoon a few SP levels are good enough for now. Have Haschel use his Omni Sweep, it shouldn't take a while so he can get his level all the way up, that way it will be easier for him to block some of those nasty elemental attacks. The scenery will change again, 5th generation. Then the 6th and final Generation.

Form IV.

Well, its been a long fight a hard fight. If you have Meru still alive you are the man. Its hard to keep her living cause his physical attack can just about instantly kill her, since this is his most physical form. Only the protection of a Dragoon can save you here. Keep to the tried and true Divine Ball, or Cannon when the monsters come up. Have Haschel not become a Dragoon just use his Omni-Sweep as much as possible it can hurt him pretty badly. You will need him to cure or if he decides to use the Dragoon Block he will be your whole offense. Hopefully after a long fight you won't be starting over.

VIII. Optional Boss Fights

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Optional Boss Fight I

Polter Armor, Polter Sword, and Polter Helmet

Element: All: Dark

Suggested Party: Miranda, Albert, & Dart

Other Parties: Rose & Kongol, Haschel & Meru

Difficulty: Medium - Hard

Item: Soul Eater (Dart's final weapon) & Smoke Ball

I suggest having Dart fire off the special if you have it. This will help a lot because final burst or red-eyed dragon do good damage. After having the dragon unleashed have Miranda cast Star Children to do severe damage to all parts. After that have Albert cast Rose storm to reduce damage from its magical attacks. After coming out of dragoon form just attack the helmet if it isn't already dead. After destroying the helmet move on to the armor. The armor is the magical part of this battle and can cause some damage unlike the helmet (the helmet cast command blocking so that's why u should defeat it first). So hit it hard hit it quick before he hits your dick. After defeating the thing you might have to fight the sword but I'm not sure. But if u do just kill it and when u do it will kill one of your characters.

Rose & Kongol

Ok Rose isn't as good in this fight as others but if you have Demon's Dance she should be ok or hard blade at level 3 or 4 will do good. Kongol is a different story. Since he has a low magic defense he can be hurt bad by the armor but not by the sword. Have dart do what is mentioned above in the first party thingy but not fire off the special. Defeat the parts in the same order as in party ones fight.

Haschel & Meru

Like before in all this teams matches you have speed on your team and you also have an advantage with Meru since she has a strong magic defense and Haschel has a decent one. Have Dart fire off the special at the begging and have him use the final burst or dragon which ever you choose to use, have Meru cast Diamond Dust to do good damage, and have Haschel use dragoon additions and if you want you can use magic. Have Meru cast Rainbow Breath when needed to, and

Haschel & Meru

I say let Meru become a Dragoon, because she takes off tremendous power with her magic, because for some reason he seems to be suspect to her attacks. Her best magic does unbelievable damage, and can get rid of him quickly. Just fight some random battles to get her level back up if you want to use them again. Have Haschel use Hex Hammer or Omni Sweep if you have it. Just have Meru become a Dragoon not anyone else it isn't really important you will need it for later.

Rose & Miranda

Have Miranda use a physical ring in the beginning. You should have her be a Dragoon because you may need some of her curing abilities in this battle. Have Rose use her best Addition Demon Dance or Hard Blade if you aren't quite there yet. This is probably one of these easiest battles you will get this late in the game so soak it up.

%%

Optional Boss fight IV

Dragoon Spirit

Element: Water

Suggested Party: Dart, Albert Meru

Other Parties: Haschel & Miranda Kongol & Rose

Difficulty: Hard

Item: Frozen Jet

Remember how you could beat the previous one with a couple of Red Eye Dragon summons? Well that doesn't hold true here. It seems since its death it has improved its magic defense. Red Eye Dragon Summon or Final Burst still works well here, but the fact is they aren't as effective since this spirit has a high HP. I liked using Meru for this fight if she has her Dragon Summon use it for some reason it kinda worked here. The Dragoon Spirit does the same attacks as it did when it was alive, but it is faster now. It even does that attack with the water dome and it is quite more deadly. If you have a physical ring on Meru she will more than stand up to it. Have Albert be a Dragoon for this fight that's the best way to defeat the Dragon, cause you will definitely need Rose Storm for this battle, to stand up to some of its nastier Magic attacks.

Haschel & Miranda

Have Dart ignite the Special you will definitely need it because the spirit will go for the water dome magic attack very often. More than you would think possible because that's its favorite type of attack, it also has a few other crew damaging attacks. Have Miranda cure when needed as a Dragoon when she gets back to normal have her turn into a Dragoon when the going gets rough. I say let Haschel handle some extreme magic attacks, like his Dragon summon if you have it if you don't just use either his Dragoon Addition or a lesser magic.

Kongol & Rose

This is a pretty powerful team, but Rose will need a Physical Ring even though she puts up the highest female HP's. Have Kongol block a lot, in this fight that Water attack can nearly kill him at least take off 3/4 of his life that is why I did not recommend him or suggest him. He is also pretty damn slow so he won't get that many turns. Have Rose as a Dragoon will be a good idea as well, even though her magic won't do much to it, still she needs it for her defense, it will make her better at defending against the magic attacks.

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Optional Boss Fight V

through the first time playing it.

I would like to thank Mmnascarfan for some help with the Magrad optional Quest Boss Fight and for the Magician Faust Boss Fight.

I would like to thank all the mega cool guys at GameFAQs you know who you are!
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