

# Vagrant Story Walkthrough, Secrets, Hints and Tips

by PhoenixFire

Updated to v3.1 on May 13, 2002

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*****
***  Vagrant Story Walkthrough, Secrets, Hints and Tips  ***
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*** Date Created:- Sometime in the year 2000 ***
*** Version:- 3.1 [FINAL] ***
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*****
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Vagrant Story is (c) Squaresoft

\*\*\* INTRODUCTION \*\*\*

Future versions of this file can be found at:-

www.gamingdome.co.uk  
www.gamefaqs.com  
www.gameadvice.com  
www.psxcodez.com  
www.game-revolution.com  
www.rpgclassic.com  
www.fbgames.com  
www.neoseeker.com

This file was created using the European PAL version of the game. Therefore there might be a few things that are slightly different to the NA versions (but I doubt it). If you need a question about VS answered and you cannot find the

answer here (but please, check the entire FAQ first, most questions can be answered by reading through the guide) you can contact me via the Gaming Dome forums. The address for the board is <http://www.forumco.com/gamingdome>. I have removed my e-mail address from previous versions in an attempt to cut down the stupid questions, but still feel free to ask your questions at the GD forums.

VS is a complicated game and this FAQ might be also, but remember this:-

"Real programmers don't document. If it was hard to write, it should be hard to understand."

\*\*\* Version History \*\*\*

Version 1.0

Available ONLY at [www.gamefaqs.com](http://www.gamefaqs.com) (in other words it wasn't even available at Gaming Dome) and contained a few errors.

Version 1.1

Added Lilac Man's e-mail address, and the address for Gaming Dome e-mail and the Gaming Dome forums, as well as the address for some other sites the FAQ is available at.

While I was at it I corrected some of my mistakes on the Snowfly Forest map.

Version 2.0

Added stuff about the Hand Of Light in the Ultimate Weapons section.

Added the Sigil item list.

Added in my review of Vagrant Story.

Added more stuff to the credits section.

Added the Author's Note and Editor's note sections.

I began to write the walkthrough.

Version 2.1

Replaced the GD forum addresses with the newer version

Added something to the Author's section at the end of the FAQ.

Version 2.2

Not much...just erm...added a few more addresses for sites where you can get the FAQ from

Corrected a few rooms in the Temple of Kiltia

Version 3.0

Added the Great Cathedral Guide

Finished off the enemy encyclopedia

Added in a section on various VS discussions

This *should* be the final version, that said if anyone has anything to add, I will consider adding what they have to offer.

Version 3.1

Removed contact e-mail addresses.

-- Gaming Dome Message --

Gaming Dome - More Than Just Games

[www.gamingdome.co.uk](http://www.gamingdome.co.uk)

Gaming Dome is a site made by gamers for gamers.

At Gaming Dome you will find gaming news with the angle that the site staff are all British. Also, we aim to create a database of cheats and reviews which will be built with the aid of our visitors.

Do you want to help on GD?

Do you have a DC, GC, XBox, N64, PSX, PS2, PC, GameBoy etc. ?

If you do want to contribute please contact us!

Go to <http://gamingdome.zzn.com> to get your very own Gaming Dome e-mail address absolutely free!

Go to <http://www.forumco.com/gamingdome> and post a message on the Gaming Dome board about anything you want (within reason).

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  - Author's Note
  - Editor's Note

\*\*\* 01.0 The Game System \*\*\*

Vagrant Story is a complex game. That is why there is this FAQ. And this section. This section tells you all the controls, background info etc. that you need to know to play VS.

-- 01.1. My Review --

I though that as this review is on Gaming Dome it might as well be here in my Vagrant Story FAQ also.

-- MY REVIEW --

As you may have gathered we here at GD don't spend any money on the site, don't gain money and most importantly of all have to buy our own games so we can make this site. This is why I was slightly annoyed when I walked into my locals games shop (Who will remain un-named) to find that I couldn't get a copy of Vagrant Story. I was told, "Come back in a few days". Fine, I thought. A few days is good. The next day I was getting bored and decided to go and see if I could get VS. They had a copy all right. As soon as I had handed over the dummy case for the game they had to remove the only copy of VS in the store from the Top 10 chart so I could buy it. I got home, sat down watched the intro and thought, "How do you fight?", as I was getting attacked, "Better read the manual"

What IS Vagrant Story? The simple explanation would be that it is the brand new game from the creators of the Final Fantasy series. At this point you think of the other games that have been made by Square - Ehrgeiz and Chocobo Racing for example. Does this mean that as it isn't Final Fantasy it is gonna be bad? Well, for a change it doesn't. Anyway, back to the point. Vagrant Story is a cross between and RPG and an action game. This new breed has created this wonderful game. Fans who just like RPG's might not like this as it involves lots of combat and bosses before you get a bit more of the story, but those who like action games might find that there is too much story in it for their liking.

The intro to this game is, to put it simply, amazing AND different. No other game I have played has an intro like this. This has the best intro of any game I own. You turn on your PlayStation and after the Square logo is some FMV. FMV you think, very nice. There is, however, no more FMV after this point in the game. Instead the games graphics engine provides all the cut-scenes (like Metal Gear Solid). Another reason why the intro stands out is that when you select New Game from the main screen you are taken to the cut-scene and then you are taken into two battles before the game even starts.

Vagrant Story is set in an imaginary world in the town of Lea Monde. You control a Riskbreaker called Ashley Riot. Riskbreakers work alone and the chances of one coming out of a mission alive are slim. So off Ashley goes into Lea Monde, on his own, after a mad man with magical powers. Not to forget Ashley's own mysterious past, which brings him help and hindrance throughout the game.

The battle system. Get used to it, you're gonna need it a lot when your playing this game. Unlike the Final Fantasy games it isn't turned based. Instead you choose a weapon, whether it be sword, axe, dagger etc. and the type of that weapon, whether it be Blunt, Piercing or Edge. Having giving yourself a weapon you can open up the targeting sphere after entering the battle mode. Once in the targeting sphere you can attack anything within the green sphere. You can attack things like the enemies and crates to help you solve some of the puzzles that are in your way. When you have access to Chain Abilities you can have "chains" of attacks going on, in theory, forever. To chain an attack you press one of the attack buttons at the point the weapon hits the enemy. You also have available to you Defence Abilities that you can use when you are being attacked. Apart from this you get the standard (ish) set of magic spells (Or should that be Magick?). The individual weapons have their own special moves called Break Arts (Limit Breaks of sorts).

Inside the city of Lea Monde are workshops. In the workshops you can create your own weapons and pieces of armour. You do this by piecing together blades and grips (for weapons) and combining pieces of armour to create new armour. You can also create new blades by combining two blades. When you do this, the characteristics of the two blades are combined creating one "Ultimate" blade. When you have finished making your weapons you can give them names (or more to the point you have to). This means you could create weapons called...Masamune, Braver or Fire Saber (If you wanted).

After every boss there is an "End of level screen". This screen displays your current score, how much of the map you have seen and your Riskbreaker rank. Apart from this you can improve your stats by pressing circle to be given a special bonus. Oh, yeah. Did I mention that when you finish the game you can start again with the same weapons and armour you finished with? Yup, that's right. One of Chrono Trigger's best features has been brought into Square's new masterpiece.

So, is this game any good? Well, actually, yes it is. The story is brilliant; the graphics are perfect and run really smoothly, the music adds to the atmosphere of the game and makes it complete. The only down side is, if you don't like both RPGs and action games your probably not going to like this too much.

Graphics: - 10 out of 10

I don't believe this. These graphics are amazing and better than FF8. The PlayStation cannot get better graphics. I await to be proved wrong....

Gameplay: - 8 out of 10

A good game but the RPG/Action game could be improved here and there.

Lifespan: - 9 out of 10, Be careful.

Rush it and you will lose all the depth and could get bored easily. Take it step by step. Then again, I'm addicted to it.

Overall: - 9 out of 10

A brilliant game, with some very minor problems here and there. Go and get this today if you don't live in Canada. If you do live in Canada complain to the government about the French/English thing and then buy the game.

-- 01.2. Background Info ==

The manor of Duke Bardorba of Valendia Kingdom was captured by a religious cult known as Mullenkamp. A few innocent people were murdered, but the news of the

incident was kept quiet. Sydney Losstarot, the leader of Mullenkamp, has not been seen since the event, although there were several sightings of a Dragon as the manor went up in flames.

Luckily the Duke was away during the seizure of the manor, but one-week later an unknown person took the Dukes life. Suspected of this murder is Riskbreaker Ashley Riot of the Valendia Knights of Peace (VKP). He disappeared shortly after the Duke was murdered.

During the week between the capture of the manor and the murder of the Duke, Ashley Riot made a peculiar visit to the town of Lea Monde.

What happened during his week in the mysterious city?  
Did he kill the Duke?

You play as Ashley Riot...You play the crucial week and see for yourself what happened.

-- 01.3. Info Needed To Play (And Understand the FAQ)--

-- Key --

X = X Button	DP = Damage Points	EXP = Experience
T = Triangle Button	PP = Phantom Points	ORD = Original Stats of item
O = Circle Button	L1 = L1 Button	EQP = Current Stats of item
S = Square Button	L2 = L2 Button	STR = Strength
L = Left	R1 = R1 Button	AGL = Agility
R = Right	R2 = R2 Button	INT = Intelligence
U = Up	HP = Hit Points	
D = Down	MP = Magic Points	

-- Screen Displays --

On the game screen you will see various different things. These tell you everything you need to know - where you are, what doors can be opened, and how healthy you are.

In the top left corner of the screen you will see something like this:-

```
+-----+
|
|  HP  250†250    MP    92†92    HP - Shows how many HP you can have and what
|  -----      -----          your health is currently like.
|  -----          MP - Shows how many MP you can have and what
|  RISK    100          your MP is currently like.
|
|                                RISK - What your concentration is like. Bar
|                                is in percentages.
```

In the bottom right corner of the screen is the map of the room you are currently in. Red dots show where you have come from, blue dots show doors leading to new areas, white dots show doors and a padlock shows locked doors.

In the bottom left of the screen in the limb gauge. The shows how healthy different parts of Ashley are.

-- Menu Options --

Battle Abilities

When you have selected his option from the menu you will be shown a number with PT following it. That is the amount of kills you have to get before you

can attain the next ability.

#### Status

From this screen you can see how healthy Ashley is, how much MP he has and what his RISK is. You can also see this about the enemies and their affinities if you cast analyze on them. If you don't you will just see the enemy with ??? where the stats would normally go.

#### Options

- Timing Display - Turns the "!" visible when doing chains On or Off.
- Weapon Status - Displays any change to weapon status in the bottom left corner of the screen when turned on.
- Armour Status - As above but for armour.

#### -- 1.4. Menu Controls --

- O = Execute commands
- X = Cancel
- S = Not Used
- T = Exit Menu screen

- L1 = Switch menu
  - Switch characters
- L2 = Not Used
- R1 = Switch menu
  - Switch characters
- R2 = Not Used

#### -- 1.5. InGame Controls --

- U = Move and grip
    - Climb
  - D = Change view in the Free-Look Mode
  - R = Go Right
  - L = Go Left
- SELECT = Zoom In, Zoom Out.  
START = Enter Free-Look, Skip video or cut scene.

- O = Execute command
    - Enter battle mode
  - X = Cancel
    - Open doors and chests
    - Move cubes
    - End free look
  - S = Jump
  - T = Enter Menu
- L1 = Rotate map anticlockwise
  - L2 = Shortcut Menu
  - R1 = Rotate map clockwise
  - R2 = Walk, when using D-Pad or Analogue sticks

#### -- 01.6. The Battle System and Controls --

- U = Move
- L = Select Target
- R = Select Target
- D = Change view in Free-Look

O = Execute command  
Open and close targeting sphere

X = Cancel  
Open doors and treasure chests  
Close targeting Sphere  
Switch to Normal Mode  
End Free-Look

S = Jump

T = Display main menu

L1 = Rotate anticlockwise

L2 = Shortcut Menu

R1 = Rotate map clockwise

R2 = Walk when using D-Pad or analogue stick.

### \*\*\* 02.0 Maps \*\*\*

Below is a rough (and I do mean rough) map of the different areas in Vagrant Story. It is not yet finished as I have yet to go through a second time. If you feel you are able to add to these maps please send me a scanned picture of the areas you are wanting to add or send them to me in a zipped text file like the maps below. I have also missed off quite a few doors locked with Sigils, latches, one way mechanisms and keys etc.. I am hoping to sort this out ASAP. I would appreciate if someone would be able to tell me where these doors are so I can add them to this file sooner than I would be able to otherwise.

-- Key ==

\* - Save Point  
Cont - Container  
W/S - Workshop  
C OR C. - Chest  
Latch - Door is on a latch  
1 Way - It's a One Way Door  
? Sigil - Locked with the specified sigil  
? Key - Locked with the Specified key  
RI - Locked with the Rood Inverse

-- The Map List ==

Here is a list of the maps in the order that they can be seen both in the game and in the FAQ.

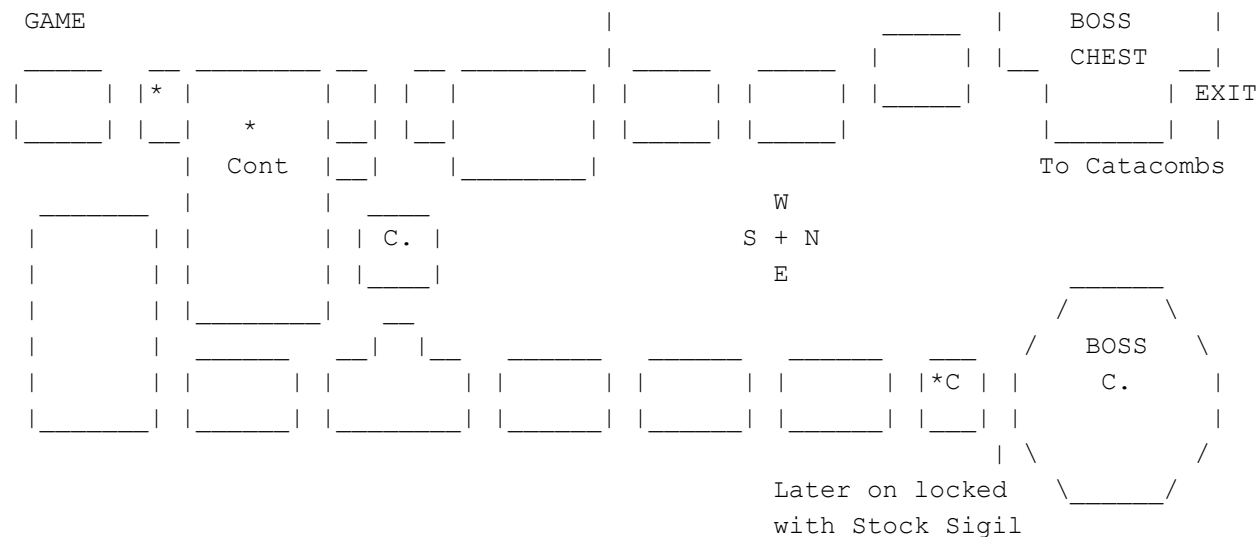
- Wine Cellar	- Great Cathedral L3	- City Walls West
- Catacombs	- Great Cathedral L4	- City Walls South
- Sanctum	- Forgotten Pathway	- City Walls East
- Abandoned Mines B1	- Escapeway	- City Walls North
- Abandoned Mines B2	- Iron Maiden B1	- Snowfly Forest
- Limestone Quarry	- Iron Maiden B2	- Snowfly Forest East
- Temple Of Kiltia	- Iron Maiden B3	- Town Centre West
- Great Cathedral B1	- Undercity West	- Town Centre South
- Great Cathedral L1	- Undercity East	- Town Centre East
- Great Cathedral L2	- The Keep	

-- The Wine Cellar ==



START

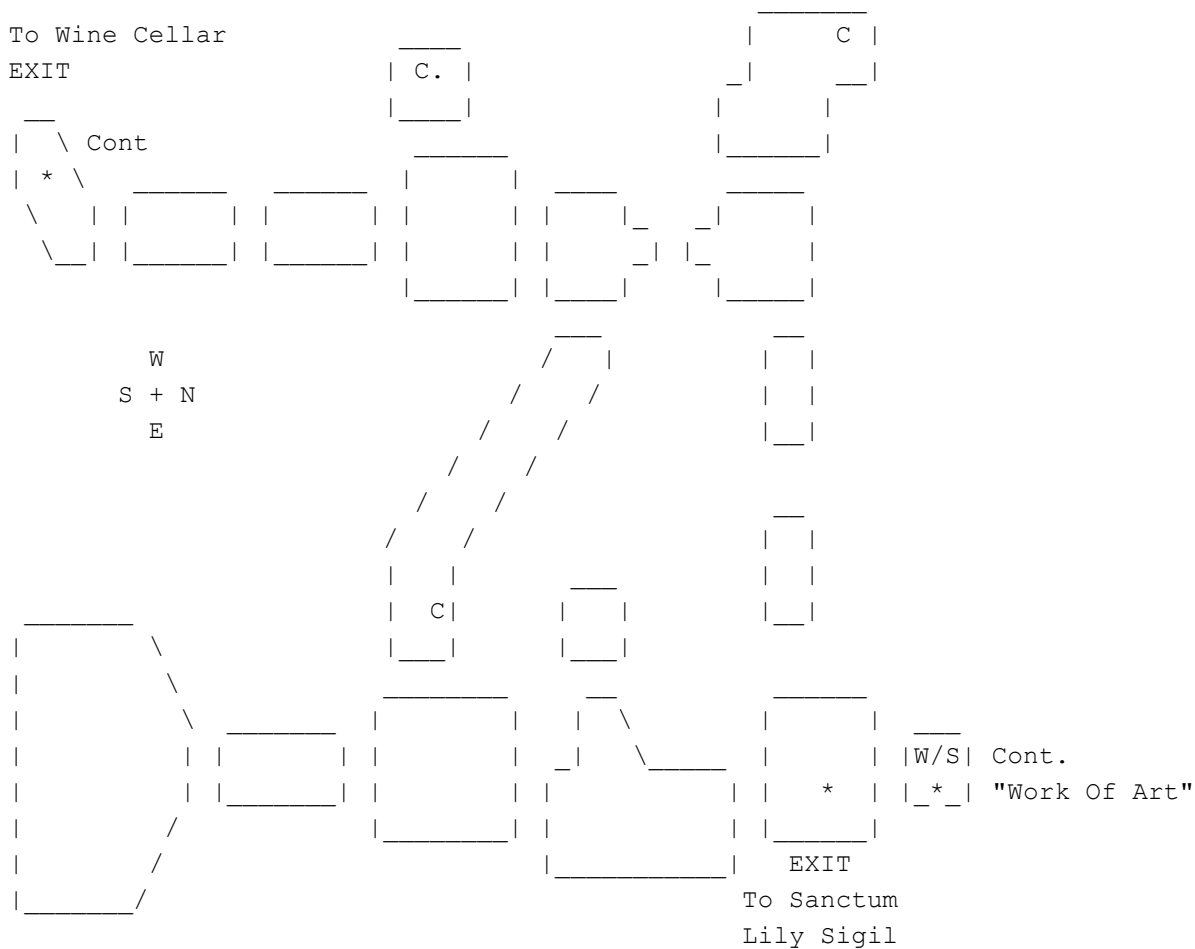
Chamomile Sigil



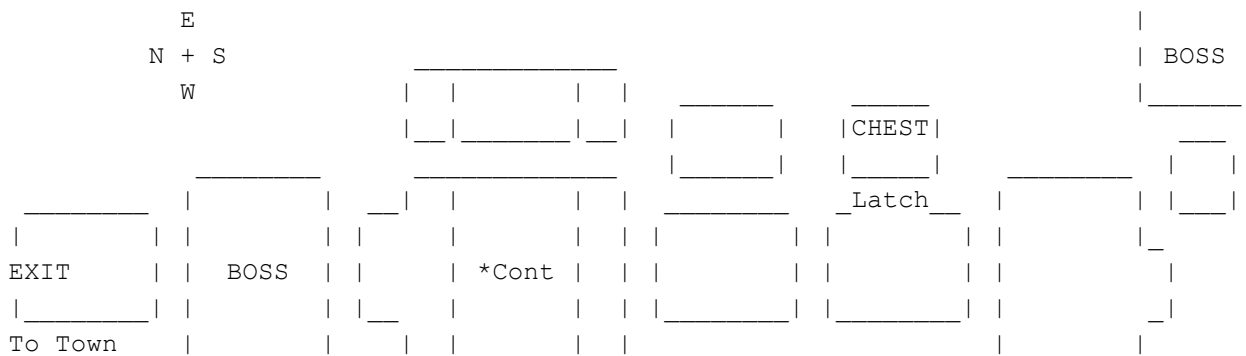
-- Catacombs ==

To Wine Cellar

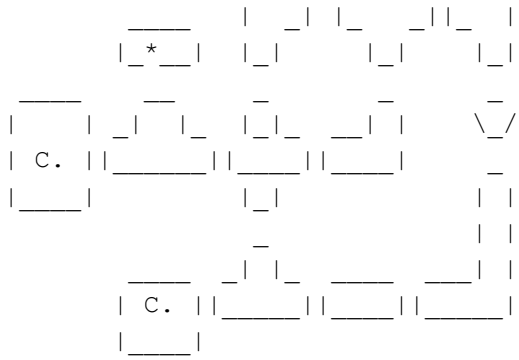
EXIT



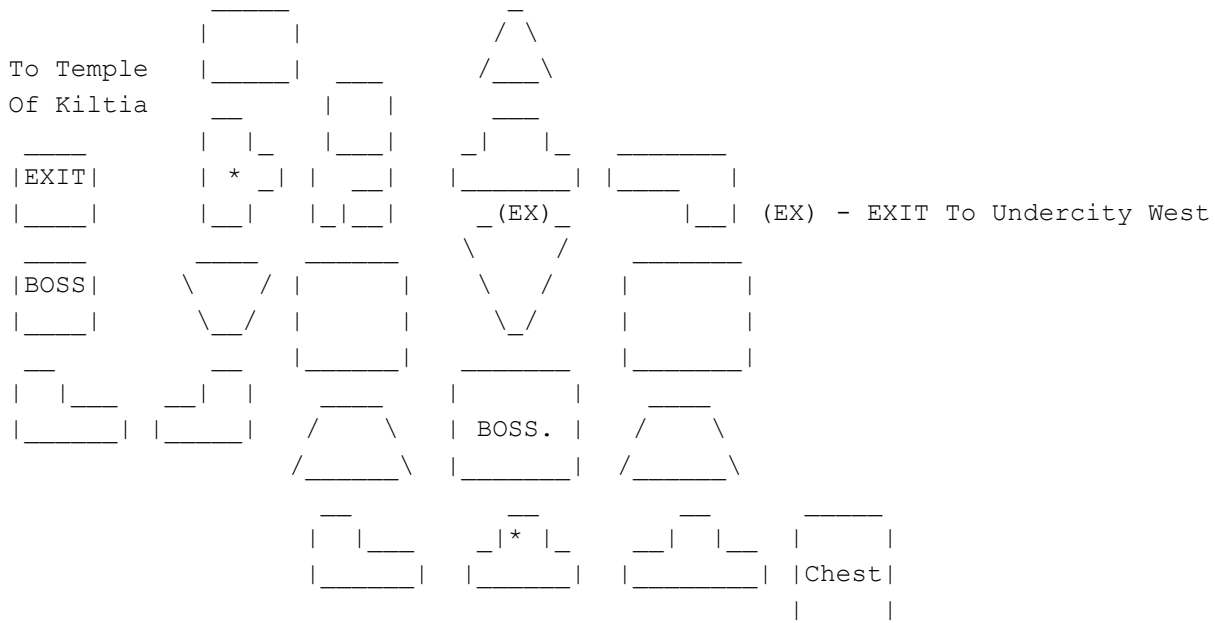
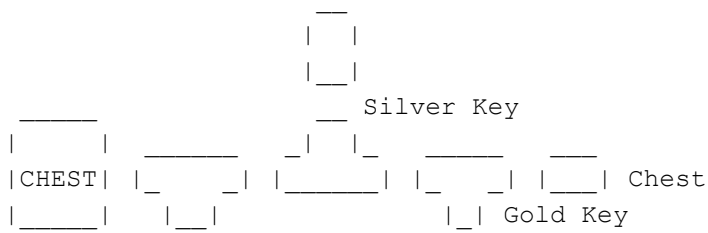
-- Sanctum ==



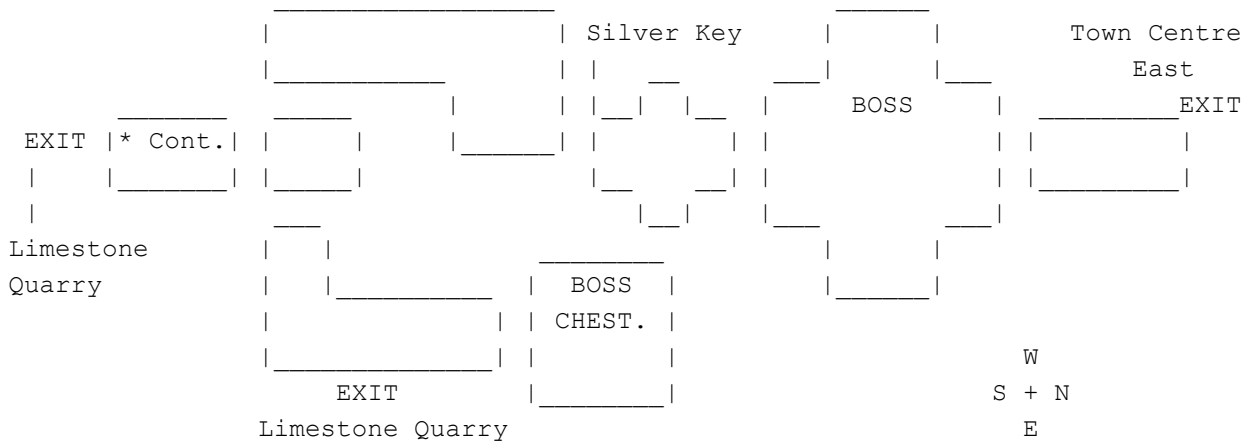




-- Limestone Quarry ==

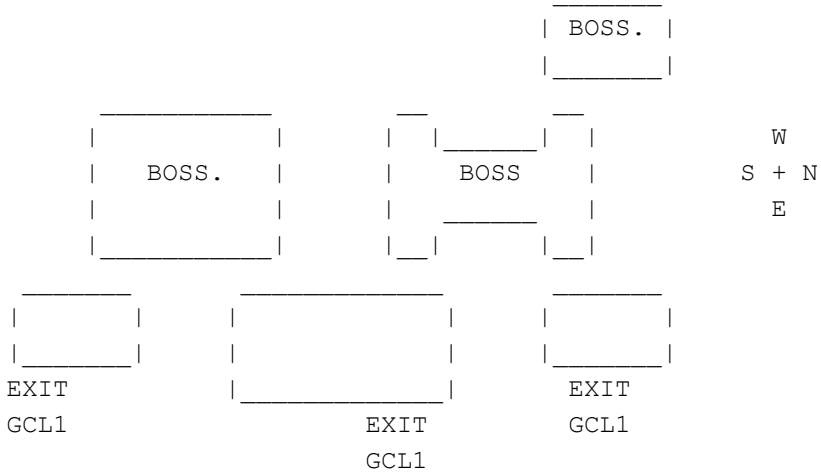


-- Temple Of Kiltia ==

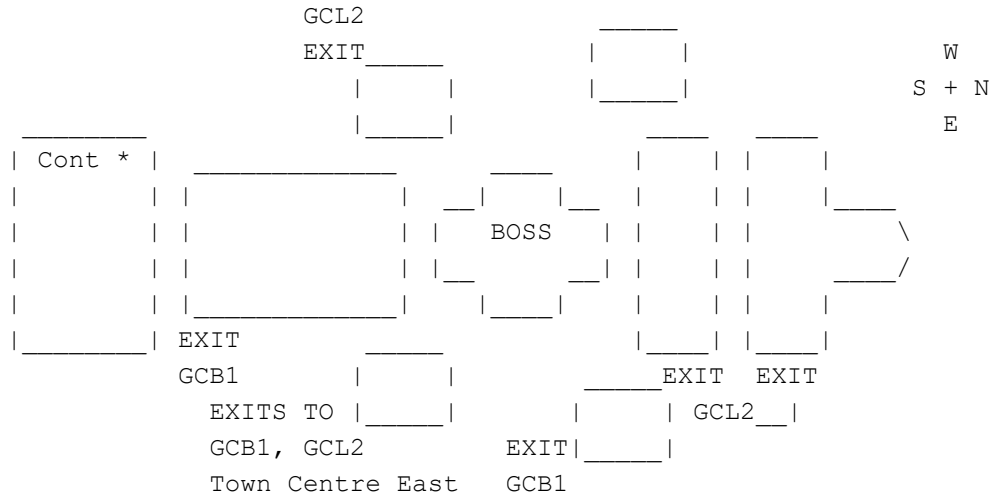


Silver Key

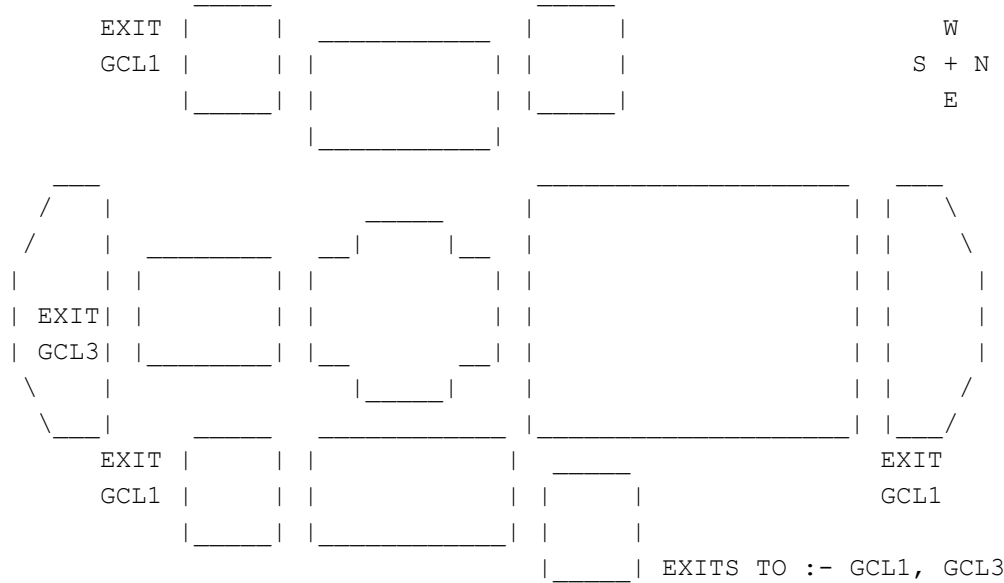
-- Great Cathedral B1 (GCB1) --



-- Great Cathedral L1 (GCL1) --



-- Great Cathedral L2 (GCL2) --



-- Great Cathedral L3 (GCL3) --

```

|       |   W
|       |   S + N
|       |   E
|_____|

```

```

/       | |                                     | |EXIT\
/ EXIT| | |                                     | |GCL4 \
/ GCL2| | |                                     | |         \
|       | | |                                     | |         |
|       | | |                                     | |         |
|       | | |                                     | |         |
|       | | |                                     | |         |
\       | | |                                     | |         |
\     _| | |                                     | |         /
|_____| | |                                     | |         |

```

```

|_____|
|_____|
EXIT |
GCL1 |_____|

```

-- Great Cathedral L4 (GCL4) --

```

GCL3
EXIT
/     _   \
/     /   \   W
/     /   \   S + N
|     /   \   E
|     /   \
|     /   \
|     /   \
|     /   \
|     /   \
|     /   \
\     \   /
\     \   /   EXIT
\     \   /   Final Battle
|_____|

```

-- Forgotten Pathway --

```

|_____|           E
| C. |           N + S
|_____|           W

|_|_|_|_|_|_| Gold Key
|_|_|_|_|_|_| EXIT
|_|_|_|_|_|_| The Keep

|_____|
| C. |
|_____|

```

-- Escapeway --

```

|_____| EXIT
|     _| To Undercity West
|_|_|
|_____|

```



```

|   | |   | |   | |   |
|_____| |CHEST| |_____| |_____|
Steel Key |_____|
  _|_|_
  |   |
  | BOSS. |
  |_____|
    EXIT
Iron Maiden B2

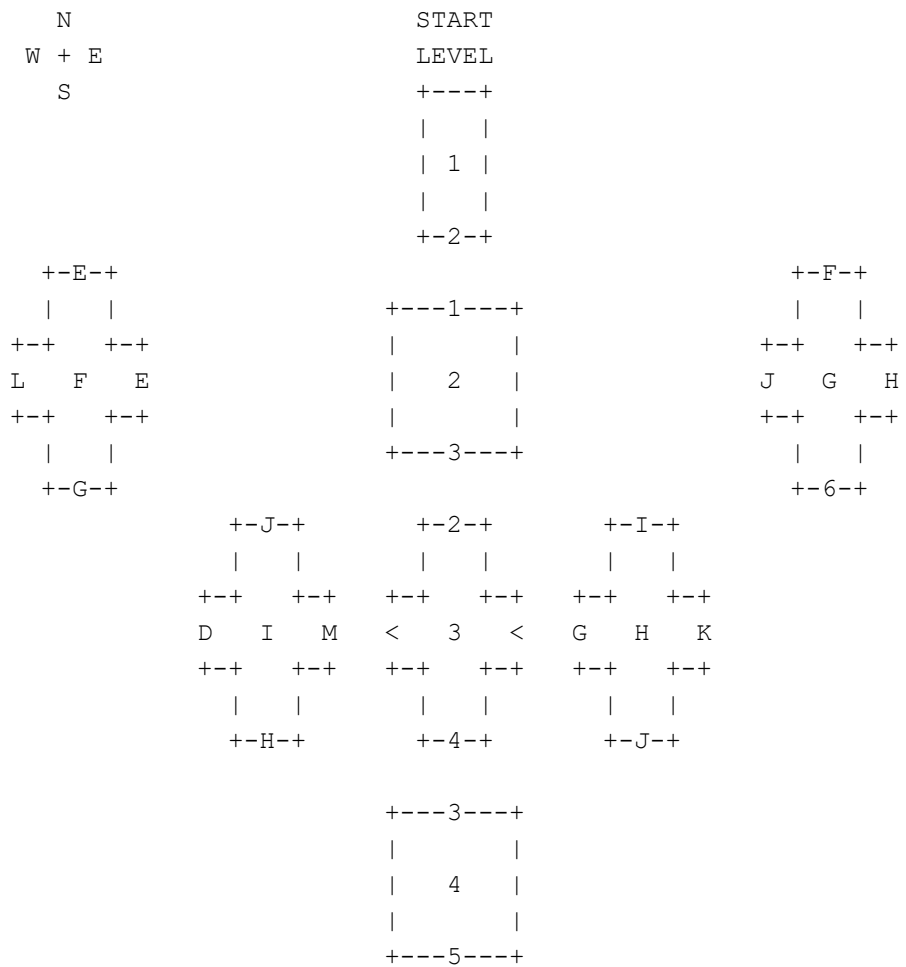
```

-- Iron Maiden B2 --

Okay. This is slightly complicated and you wish there was a save point handy. Why? Hard enemies and .... warping. That's right, the same type of warping as found in the Snowfly Forests. That is why I have labelled all the rooms, and the exits. The labels on the exits show which room you will be taken to next. I hope this helps. At the Iron Maiden B2 section in the walkthrough (when it's written) you will find a way of revealing ALL the rooms in the Iron Maiden B2. Anyway, Let the map commence!

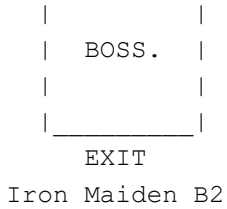
-- The Room Directory ==

- |                        |                    |                            |
|------------------------|--------------------|----------------------------|
| 1 - The Eunic's Lot    | 9 - The Shin Vice  | H - Strangulation          |
| 2 - Ordeal By Fire     | A - The Spider     | I - Tablillas              |
| 3 - The Oven at Neisse | B - Lead Sprinkler | J - Ordeal By Water        |
| 4 - Pressing           | C - Squassation    | K - Tongue Slicer          |
| 5 - The Mind Burns     | D - The Strappado  | L - Brank                  |
| 6 - The Rack           | E - Thumbscrews    | M - Tormentum Insomnie     |
| 7 - The Saw            | F - Pendulem       | N - EXIT To Iron Maiden B3 |
| 8 - The Cold's Bridle  | G - Dragging       | < - Looping Door           |

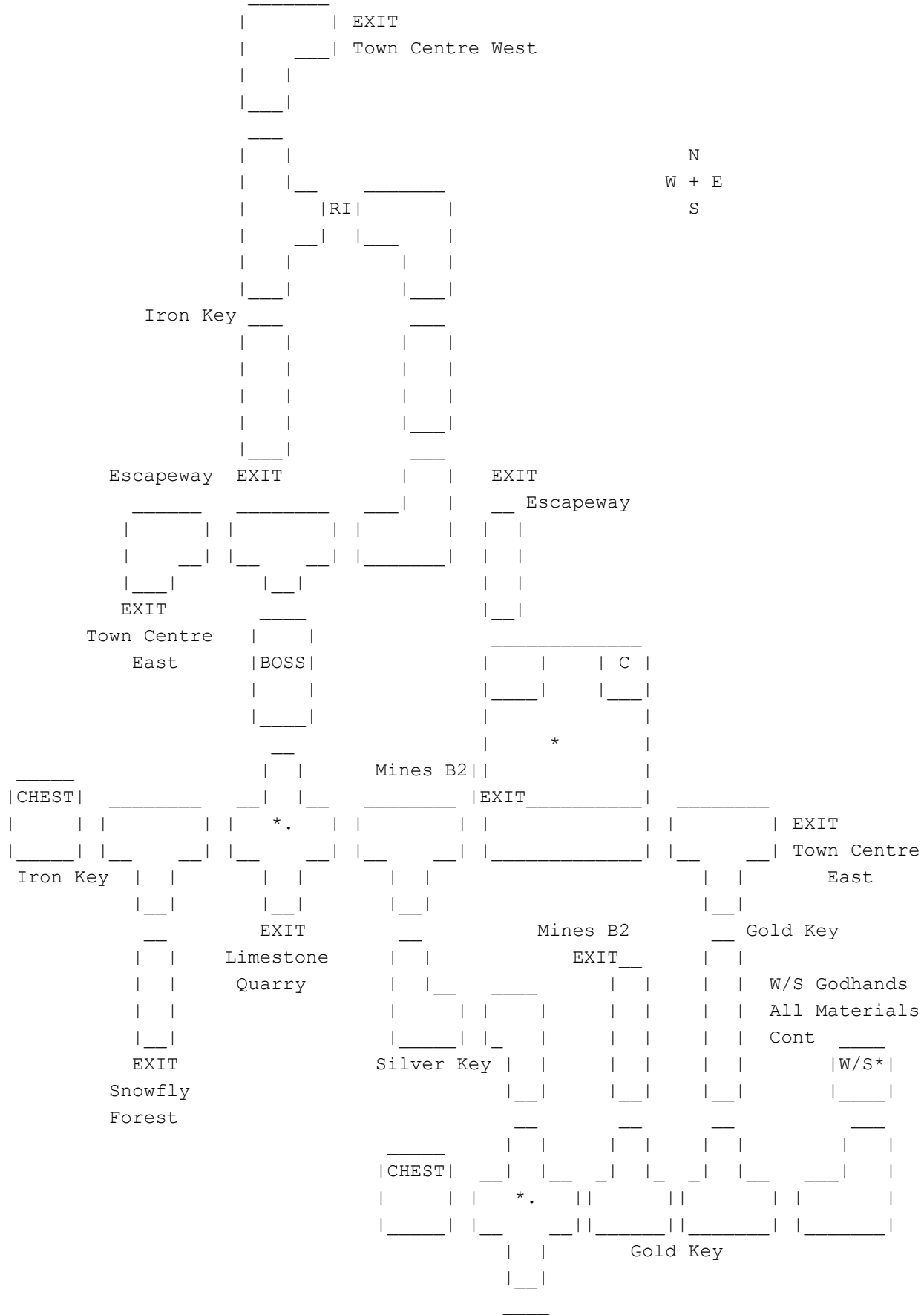








-- Undercity West ==



N  
W + E  
S

```

|   |
|BOSS|
|   |
|   |
EXIT
City Walls East

```

-- Undercity East --

```

|   C. | |   |           N
|_Exit_| |   |         W + E
To Town |   |           S
Centre  |   |
East    |   |
|   |   |
|   |   |
|   |   |
|   |   |
|   |   |
|   |   |
|   |   |
EXIT To City Walls North

```

```

|CHEST| |   | |   | |   | EXIT To City Walls North
|   | |   | |   | |   |
|   | |   | |   | |   |
  Iron Key_|   |
           |   |
           |BOSS.|
           |   |
|CHEST.| |   |
|   | |   |
|   | |   |

```

-- The Keep --

```

|   | |W/S*| Cont           E
|   | |   | Keane's Crafts   N + S
|   | |   |                 W
|   | |   |
EXIT   *
|   CHEST
| To Town Centre |   | Left Side - Azala Sigil
|   South        |   | Right Side - Tigertail Sigil
|   |   |
|   |   |
|   |   |
Schirra Sigil |   | Marigold Sigil
T.T - Damascus Golem |   | Time Trial - Damascus Crab
|   |   |
|   |   |
Aremone Sigil |   | Verbena Sigil
T.T - Earth Dragon |   | Time Trial - Snow Dragon
|   |   |

```

```

      Kalmia Sigil | | | Columbine Sigil
Time Trial - Minotaur |___| Time Trial - Dragon

```

```

      Gold Key | | | EXIT To Iron Maiden B1
Forgotten Pathway |___|
EXIT To City Walls South

```

-- City Walls West ==

To Town Centre  
West

```

      _____ E
| EXIT | | _____ | | _____ | EXIT          N + S
| _____ | | _____ | | _____ | To Abandoned Mines B2    W

```

-- City Walls South ==

```

      _____ To Town Centre To Town Centre
      _____ West          South
| _____ | | _____ | | EXIT | | _____ | | EXIT | EXIT          N
| _____ | | _____ | | _____ | | _____ | | _____ | To Keep    W + E
EXIT
To Snowfly Forest          S

```

-- City Walls East ==

```

      _____ To Town Centre To Town Centre
      _____ South          South
Snowfly Forest          W
East          S + N
|_ RI | EXIT | | _____ | | EXIT | | _____ | | _____ | EXIT          E
|_ RI | _____ | | _____ | | _____ | | _____ | | _____ | To Undercity West

```

-- City Walls North ==

```

      W
      S + N          To Town Centre To Town Centre
      E          Iron Key_ East          East
EXIT          _____ | _____ | _____ | _____ | _____ | _____ | _____ | EXIT
To Undercity East | _____ | | EXIT. | | _____ | | _____ | | _____ | | _____ | To
East          _____ | _____ | _____ | _____ | _____ | _____ | _____ | Undercity East
Clematis Sigil

```

-- Snowfly Forest ==

Okay. The Snowfly Forest. This is a very easy place to get lost in (Due to the map warping) so you might find this map helpful. Under the Room Directory is a guide on how to get through the forest easily. This guide however DOES NOT include a way to reveal ALL of the map. You have to go and work that on your own at another point in time. The map below has all the different "Rooms" labelled (as with the Iron Maiden B2). The labels in the exits/entrances of the rooms say which rooms they lead into.

- |                            |                             |                         |
|----------------------------|-----------------------------|-------------------------|
| 1 - The Faerie Circle      | A - Forest River            | J- Golden Egg Way       |
| 2 - The Hunt Begins        | B - Lamenting To The Moon   | K- The Woodcutter's Run |
| 3 - Which Way Home         | C - Running With The Wolves | L- The Wolves' Choice   |
| 4 - The Birds And The Bees | D - You Are The Prey        | M-Howl Of The Wolf King |
| 5 - Traces Of The Beast    | E - The Secret Path         | N- They Also Feed       |
| 6 - Fluttering Hope        | F - Hewn From Nature        | O- The Hollow Hills     |
| 7 - Return To The Land     | G - The Wood Gate           | P- The Spirit Trees     |
| 8 - The Yellow Wood        | H - The Giving Trees        | Q- The Silent Hedges    |
| 9 - Where Soft Rains Fell  | I - The Wounded Boar        |                         |

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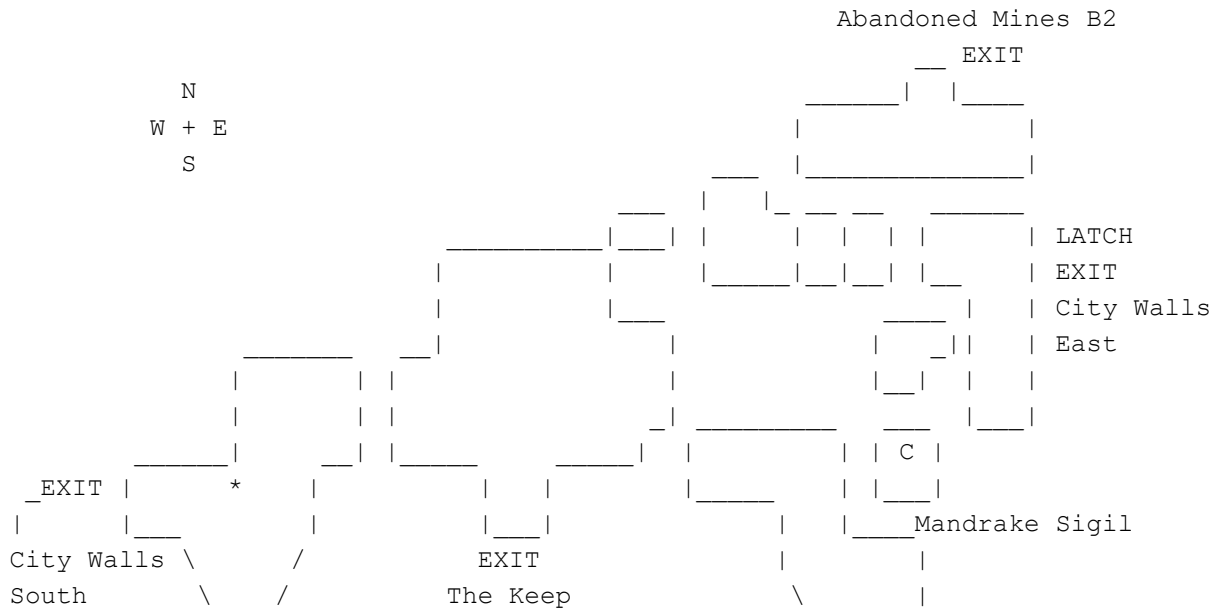
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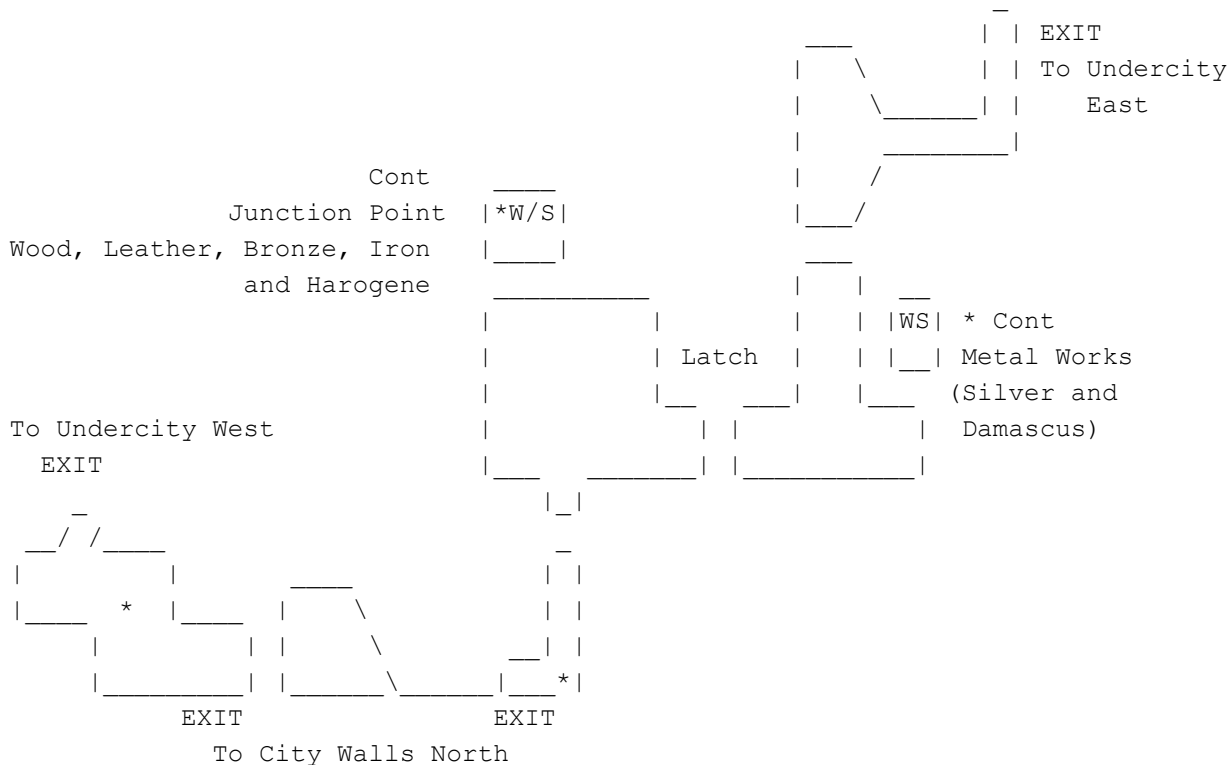
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-- Town Centre South ==



-- Town Centre East ==



Okay, that is all my map notes up and here. (I did warn you that they would be rough didn't I?) (Oh, and those maps are my third attempt at putting them in that style). These notes will get updated EVERY time I finish an area or find anything that I missed off. If it helps I still have the original copies of these maps (hand drawn, on paper, badly), so if you think you might find them easier 2 understand, tell me and I'll scan them and put them online somewhere.

Another future plan for this section is that I will provide the names for ALL of the rooms. This means that when I write my guide or refer to rooms you will be able to find them quite easily.

\*\*\* 03.0. The Walkthrough \*\*\*

\*\*\* 03.1. First Play \*\*\*

Okay the walkthrough has been started. All other "Version 2" guides will contain more of the walkthrough. Aren't you lucky? Anyway I decided to start the walkthrough at the Limestone Quarry as Lilac Man can't be bothered to get passed that point as he is finding it "too hard", so I though I'd try and speed him up a little bit. I then finished that and though I had better start from the beginning of the game. So I did. I have also listed all the room names so if you get stuck you can just search for the room name and hey presto!..You are able to get through that room! I have also avoided putting a guide on how to beat the bosses in the walkthrough, as I though it would be better if I put those in the encyclopaedia with the enemy descriptions, so this is where you will be able to find the guide on beating bosses. But enough of my rambling, here is the walkthrough.

-- The Intro Cut-Scene ==

When you load the game (after the FMV) you get a cut-scene as the intro. Within this intro are two battles which YOU can take part in. (Clever eh?)

Duke Bardorba's Manor

Nothing but cut-scene here. Press O to continue.

The Manor's Courtyard

A box falls on the floor and you get attacked by two Mullenkamp Soldiers. Kill them and cut-scene takes over. But notice this. The bodies stay where they are, but when you get into Lea Monde they disappear due to the power of the mysterious town....

The Manor's Chapel

You get to fight Sydney's Wyvern. Aren't you lucky? Well, you are actually... this one is kinda on the weak side.

-- The Wine Cellar ==

What you are wanting to do is get to Lea Monde. But it's not that simple. Well nothing is in games like this are they? The Wine Cellar is, in reality, a sort of training course giving you experiece of nearly everything you will meet later on in the game.

Entrance To Darkness

This is where you start. Nothing here move on out.

Worker's Breakroom

Magic Circle

Chest [Unlocked]:- Tovarisch [B] (Hand Axe, Wooden Grip)

Leather Glove [L]

Buckler [W]

Five Vera Bulbs

Five Cure Bulbs

Hall Of Struggle

Bat

Gyag! Your first enemy that is actually in the game! You can now practice carrying crates. Remember - you need to be out of the battle mode.

Smokebarrel Stair

There is a door in here locked with the Chamomile Sigil. As you can't open it go up the stairs which the Crimson Blades went up.

Wine Guild Hall

### Crimson Blades

Magic Circle, Container

Once the Blades have been dealt with move over to the container and magic circle then leave the room by using the cloudstone. The floating panels seem normal to the average gamer no? Well to the people in Vagrant Story they are everything BUT normal.

### Wine Magnate's Chambers

Bat, Silver Wolf

Once you have killed the enemies follow the wall to avoid the Gust Trap that is just in front of the exit.

### Fine Vintage Vault

1st Time:- Two Crimson Blades

Every other time:- Bats and Wolves

This shouldn't be too hard.

### Chamber Of Fear

Bats, Silver Wolf

You walk forward, and an earthquake changes the layout - then the enemies start to appear in this room. Jump onto the high ledge to get to a treasure room which is guarded by the Silver Wolf.

### The Reckoning Room

Silver Wolves, Bat

Chest [Unlocked]:- Seventh Heaven [B] (Gastraph Bow, Simple Bolt]

Reinforced Glove [L]

Vera Root

Cure Root

### Labourer's Thirst

Silver Wolf, Bat

To leave the room you need to go through the door which is high up. To do this get a crate while standing on the central platform and place it directly in front of the jutting ledge. Jump on top and then jump up to the exit.

### The Rich Drown In Wine

Silver Wolf, Bat

Once you enter the room you will see some wolves on the floor directly below you, all you need to do is jump down and kill them along with whatever else is in the room. Once you have done this target the pile of crates from within the Battle System so that you are able to pick one up off the top of the pile.

Once you have done this carry it over to the other high up platform which leads to the switch. Once you are by the switch, select it and choose to move it.

You now have 2 seconds to jump down and leave the room. When time limits are on Ashley will walk out the room on his own as long as he is in the doorway. You'll see what I mean....

### Room Of Rotten Grapes

Bat, Silver Wolf (How original)

Crates. Crates. And even more crates. Guess what you have to do here. That's right you need to place the crates by the platform so that you can reach the exit.

### Blackmarket of Wines

Magic Circle

Chest [Unlocked]:- Cure Potion

Five Cure Bulbs

Once here, save and max out your health and MP - you're about to encounter the first boss of the game. Once you return to this room after the boss battle you



will see a training dummy with Human Affinity. All I'm gonna say is it's up to you whether or not you use it, but the workshop is a long way off to restore your weapons lost Damage Points....

#### The Gallows

1st Time

BOSS:- Minotaur

Chest [Unlocked]:- Pelta Shield [W]  
Three Vera Bulbs  
Fifteen Yggdrasil's Tears

Once defeated and you try to leave the room you get access to the Battle Abilities after some "funky" cut-scene action. Now just assign Defence and Chain Abilities and you can move on.

2nd Time (Later on when you have the Stock Sigil)

BOSS:- Minotaur Zombie

Prize:-  
Rune Earrings Accessory  
Three Cure Bulbs  
Elixir Of Queens

Chest [Chest Key]:- Circle Shield [D] with Titan Malachite Gem  
Three Cure Potions  
Vera Potion

This is later on in the game when you have acquired the Stock Sigil. When you enter you will encounter the Minotaur Zombie (who happens to keep re-spawning after you have killed it)

#### Room Of Cheap Red Wine

Mandel

After having used the Chamomile Sigil you'll end up here. And you will be attacked by an undead enemy - the first of the game.

#### Room Of Cheap White Wine

Zombie, Zombie Fighter, Ghoul

Once in here you get attacked by some unhappy members of the undead. Kill them and move on. You will get two cure potions for every enemy killed in this room.

#### The Greedy One's Den

Silver Wolves

Kill and continue

#### The Hero's Winehall

BOSS:- Dullahan

Chest [Unlocked]:- Rusty Nail [B] (Spear, Spiculum Pole)  
Braveheart Gem  
Cure Bulb

When you have finished here move on to the Catacombs.

-- Catacombs ==

Now you have got out of the Wine Cellar you need to get out of the Catacombs before you can enter Lea Monde. The only problem is that the door you need to leave by is locked with the Lily Sigil.....

#### Hall Of Sworn Revenge

Magic Circle, Container

You will find a Cure Panel on the left raised step which is opposite the Magic Circle. This cures any status ailments, restores you HP to full and reduces your RISK.

Later on you will be able to find a Skeleton Knight Training Dummy in this room.

#### The Last Blessing

Hellhound

All you need to do here is run through the room. Killing enemies on the way is SOMETIMES a good idea, but you still have another room to go through before you can stop the two second time limit.

#### The Weeping Corridor

Skeleton

Look out for the Freeze Trap that is two squares in front of the exit. Avoid it by sticking to the wall.

#### Persecution Hall

Skeleton, Hellhound

Once in the room look to the left and near the ceiling. There is a door. You can't get to it, can you? Well, all you need to do is solve a little cube puzzle...Follow the instructions below

- First destroy a crate that is stacked up
- Place the crate on the half step
- Stand on the half step and pick the crate up
- Put the crate on the full step
- Place under door
- Jump up and exit.

#### Rodent-Ridden Chamber

Skeleton

Chest [Unlocked]:- Pink Squirrel [I] (Goblin Club, Wooden Grip)

Cross Guard Grip

Cuirass

Long Boots

Iocus Gem

Three Mana Roots

Three Cure Bulbs

I'm not going to insult your intelligence by helping you with this. It's simple and involves using steps....

#### Shrine To The Martyrs

Skeleton, Hellhound

You will find out shortly that in order to enter this room you need an earthquake. Well, we'll see what we can do about that shall we? For the moment go through the other door

#### The Lamenting Mother

Ghost

Time Trial (30 seconds)

Chest [Unlocked]:- Shandy Gaff [B] (Broad Sword)

Knuckles [B]

Elixir of Queens

Defeat the enemy in 30 seconds and you get a prize, don't defeat you don't get a prize but whatever happens - you CAN'T die. You will find that the other door in here is rusted shut. Leave and an earthquake will hit, the floor of The Lamenting Mother will disappear leaving you to go through the Shrine To The Martyrs.

#### Hall Of Dying Hope

Zombie Knight

The door you need to go through first is the one above the wall as it leads to a treasure room. To get there push the push crate forward and the left so that it

meets the wall. Then get the carry crate place it on top of the push crate and jump up to the exit.

#### Bandit's Hideout

Ghost, Bat, Hellhound

Chest [Unlocked]:- Soul Kiss [S] (Scramasax, Swept Hilt)

Targe [B]

Knuckles [B]

Bear Mask [L]

Haeralis Gem

Three Spirit Orisons

Three Eye Of Argons

To get the platform with the chest on, destroy the push crate and move the rolling cube so that it's against the wall. Then move a push crate under the the chests ledge. Jump onto it and you can open the chest.

#### The Bloody Hallway

Cube Puzzle

Drop down the otherside of the central platform. Once here move the lower cube so that it is directly underneath the higher one. Push the higher cube towards the door you entered the room. Keep doing this until it drops down. Now using the step you have just created carry the crates over the gap and stack them up under the exit so that you can leave the room.

#### Faith Overcome Fear

Skeleton, Zombie Knight

Kill. Destroy. Win. Move on.

#### The Withered Spring

Ghost, Skeleton, Mummy

Magic Circle

The double doors ahead are the ones locked with the Lily Sigil. The door on the right is where you go to get that sigil. The door on the left is the first workshop of the game. Go there first.

#### Work Of Art (WORKSHOP)

Magic Circle, Container

Here you can work with Wood, Leather and Bronze

This is where the REAL weapons come from - your imagination and a workshop.

Have fun and experiment.

#### Repent O Ye Sinners

Bat, Ghoul

Move on through this room into the next.

#### The Reaper's Victims

Bat, Zombie Knight

This is a locking trap room. Defeat the enemies to be able to leave.

#### The Last Stab Of Hope

Skeletons

The door on the right here leads to The Lamenting Mother so if you didn't get the chest earlier - now is you chance. But remember it doesn't go anywhere as the floor gave way after the earthquake.

#### Hallway of Heroes

Zombie Knight OR Skeleton

Kill them. KILL 'EM ALL.

#### The Beast's Domain

Lizardman (1 and 2)

Move forward and you'll get attacked. After defeating the first one you will receive:- Glaive [B]

Knuckles [I]

Grimoire Antidote

Elixir Of Queens

After defeating the second one you get:- Spear [I]

Lily Sigil

Now you have the Lily Sigil you can leave the Catacombs. Return here later and you will encounter a piece of Slime.

-- Sanctum --

In order to leave the sanctum you need to use a cloudstone. This cloudstone has to be activated first. In otherwords you have to fight a boss before you can use the cloudstone...

Prisoner's Niche

Cube Puzzle

Follow the instructions folks and everything will be all right:-

- Destroy the crate on the right
- Slide this so that there is a base of three crates next to each other
- Place both of the carry crates on the step you have just created
- Stand on the step yourself
- Place one carry crate on top of the other
- Climb to the top and leave the room after climbing over the wall

Corridor Of The Clerics

Skeletons

When you have finished in here take the door that is in front of you.

Priests' Confinement

Bats

Prize :- Eye of Argon

(This is received from one of the bats in the room)

There is a heal panel somewhere in this room. If you need to use it use the Eye of Argon that you got from the bat.

If you look at the other end of the room (to the right of where you came in) you will see a door high up. That is where you need to go. To get there climb onto the cabinet underneath it which runs along the right hand-side wall. From this cabinet you need to jump slightly to the left in order to reach the door. It is slightly hard but you CAN make it - just keep trying.

The Alchemist's Laboratory

Skeleton Knights, Poison Slime

Chest [Unlocked]:- Bosom Cleaver [B] (Langdebeve, Dragonite Gem,)

Grimoire Halte

There is a chest on the otherside of the room. You can get there from jumping off the top of the cabinets. To leave the room, use the door that is by the floor. Leaving this way will unlatch the door so you can use this door from the other side later on if you need to.

The Academia Corridor

Skeletons

Once here go straight over

Theology Classroom

Ghost, Skeleton

#### Locking Trap

You might win Cure and Vera items off the occupants of this room if you lucky. Once you have finished in here leave and turn right.

#### Shrine Of The Martyrs

Hellhound, Skeleton Knight

There is a door on the left - go through it.

#### Hallowed Hope

Poison Slime, Bat

Once you have defeated the enemies max out your health and MP to prepare for a boss battle.

#### Hall Of Sacrilege

BOSS:- Golem

Once you have defeated the Golem go back to the Corridor of The Clerics and leave through the exit that you have not yet used.

#### Advent Ground (The South Side)

Bat, Lizardman

If you jump in the river you will lose 20 HP and restart by the door you came with which you entered the room. So just take the door on the right.

#### Passage Of The Refugees

Bat, Poison Slime, Lizardman

Get rid of the enemies before you start doing anything or you might have trouble when solving the cube puzzle. Find the carry crate that is hidden in the pile and place it against the other wall. Now you can jump onto the top ledge and use the cloudstone. Once on the otherside of the gap you will fight a Lizardman so get ready.

#### Advent Ground (The North Side)

Magic Circle, Container

Looks like there is a save point. Deposit all the items you want in the container and use that as your save point - or you can just use the save point. Also, get you HP and MP to the fullest capacity....

#### The Cleansing Chantry

BOSS:- Dragon

Just kill it, and move on to the Stairway To The Light.

#### Stairway To The Light

Exit from here and you'll enter into Lea Monde....

#### -- Town Centre West (The North Side) --

The Crimson Blades have secured ALL of the Town Centre West. In order to leave you need the Crimson Key - which happens to be owned by the Crimson Blades. At the moment. You will also notice that there is a cloudstone on the otherside of the river. You will only be able to use this later on in the game. For now concentrate on getting the key.

#### Rue Vermillion

Magic Circle

The door locked with the Crimson Key is here (look at your map and you'll be able to see it). From here take the North-east path.

#### The Rene Coastroad

Here you will find the second workshop of Vagrant Story.

The Magic Hammer (WORKSHOP)

Magic Circle, Container

At the Magic Hammer you can work with Bronze and Iron. Repair your weapons and shields while you have your chance as if you don't you'll regret it later on...

Rue Mal Falldé

Once here you realise you can't go this way, so head back to Rue Vermillion and take the other path.

Tircolas Flow

BOSS:- Father Duane, Sarjik, Bejart

After the battle you will have that key for the door which takes you to the City Walls West.

In the BOSS battle here I suggest getting Sarjik and Bejart first then moving on to get Father Duane. If Father Duane casts Poison Mist on it counter it with a Faerie Chortle or Antidote.

-- City Walls West --

There is no real objective to this part of Vagrant Story as it just takes you to the Abandoned Mines B1.

Students Of Death

Go through the door...

The Gabled Hall

Zombie Knights

Locking Trap Room

Where The Master Fell

Follow the staircase to the Abandoned Mines B1.

-- Abandoned Mines B1 --

In order to leave the mines you need to find the Hyacinth and Fern Sigils. So you will have to wander around for a bit to get them.

Dreamer's Entrance

Stirge

Meet your new enemy and move on.

The Crossing

Hellhound (Sometimes)

Magic Circle

Save and then head west to find a treasure room.

Miner's Resting Hall

Goblins, Mimic

Chest [Magic]:- Stinger [B] (Guisarme, Sand Face Grip)

Quad Shield [B]

Ring Mail [B]

Ring Leggings [B]

White Queen Gem

Grimoire Visible

Five Cure Bulbs

Walk towards the chest on the lower floor and it'll move. It's a mimic. Those who have played the game for a long time will know by now that the layout's for treasure room are usually very similar and that the chests are usually in the

same place. So, if anything looks different (as in the chest is in the wrong place and there is more than one of them) there is a mimic around.

You now have a choice of roots. You can either turn right after leaving the room or go straight ahead - it's up to you. But they both end up in the same place.

The Suicide King (After going right)

Goblin, Stirge

Locking Trap

In here you'll get a couple of Yggdrasil's Tears which will come in very handy later on.

The Battle's Beginning

BOSS:- Wyvern

When you have slain this Wyvern move ahead.

What Lies Ahead?

Goblin, Goblin Leader

Move on after meeting your new "friend".

The Fruits Of Friendship

Just cross the gap using the cloudstone and leave the room.

Conflict And Accord (After going straight ahead)

Goblin, Hellhound

Move on.

The End Of The Line

Goblin, Stirge

Locking Trap Room

What do we have here?.....

Yggdrasil's Tears?

The Earthquake's Mark (the Junction)

Stirge

Once here you will notice that there is a door on the latch, a door locked with the Hyacinth Sigil and an unlocked door. You need to use the unlocked door.

Coal Mine Storage

Goblin, Goblin Leader

Chest [Unlocked]:- Ring Sleeve [B]

Chain Coif [B]

Undine Jasper

Fern Sigil

It might be a good idea to use Eureka here....

Now use the Hyacinth Sigil...

The Passion Of Lovers

The Time Trial thingy starts with around 15 seconds...

Hall of Hope

Goblin, Goblin Leader

go, Go, GO!

The Dark Tunnel

Magic Circle

Once here save and head east for a treasure room. Ignore the door locked with the silver key (leading to Everwant Passage) as you will get that later on in

the Temple Of Kiltia.

Later on this room will contain the Ogre (Beast) Dummy for practising.

Everwant Passage

Goblin, Mimic

I said it was locked didn't I....

Rust In Peace

Goblin Leader, Goblin, Mimic

Chest [Magic]:- Chain Sleeve [B]

Salamander Ring

Manabreaker

Elixir Of Sages

Grimoire Undine

The Smeltry

BOSS:- Fire Elemental

Did you save? Did you? Eh? Did you?

Clash Of Hyaenas

This shouldn't be too hard. Just use a bit of common sense here and there.....

Greed Knows No Prosper

Goblin Leader, Goblin

No treasure here then...

Live Long And Prosper

"I'm givin' 'er all she's got captain!"

The door you need to leave by is locked with the Fern Sigil, but as you have that already you should be okay.

Pray To The Mineral Gods

Striges

"To Infinity and BEYOND!"

Traitor's Parting

BOSS:- Ogre

Make sure your HP and MP are full before you enter because it's a long way to the last save point.

Escapeway

Go up the stairs to leave the Abandoned Mines B1

-- Town Centre West (The South Side) ==

You have now found your way back to Town Centre West. Before you continue with your quest I would suggest heading back to the workshop by using the now active cloudstone that crosses the river. The main objective of the next part of the game is to find your way into the Undercity West.

Rue Bouquet

Magic Circle

This is where you emerge from the mines. If I were you I would take advantage of that save point.

Tircolas Flow (The South Side)

Crimson Blades

You will find that from this point on your enemies will tend to "hunt" you, cast Herakles and cure themselves. Don't say I didn't warn you.



#### Glacialdra Kirk Ruins

In here you will notice a gate. A locked gate. That is locked with.....the Rood Inverse....You are unable to open gates and doors locked with the Rood Inverse on your first play. Sorry. But there IS a good reason to it, although you need to finish the game to find out why. So you can either go back to Rue Bouquet or climb over the rocks and leave through a hidden exit.

#### Villeport Way

This is where you end up after the cut-scene. But it leads to a dead end. So head backwards

#### Rue Sant s'Alsa

##### Crimson Blades

You will find that a Crimson Blade jumps down from above. Climb up their and go through the door. If you look at your map you will be able to see where it is.

#### Dinas Walk

Cross the gap and when outside jump down, kill the Crimson blade and enter the Undercity West.

-- Undercity West ==

Your new objective is to find your way to the Snowfly Forest.

#### The Bread Pebbler's Way

Keep on moving forwards...

#### Way Of The Mother Lode

Zombie Knight, Ghast

When finished here head forwards and go through the door.

#### Sewer Of Ravenous Rats

Skeleton, Zombie Mage

You can't go any further as the door is locked with the Silver Key, so head back and leave via the exit which you have not yet used.

#### Underdark Fishmarket

BOSS:- Giant Crab

When finished here move on to The Sunless Way.

#### The Sunless Way

Magic Circle

Go forwards to find the Hall of Poverty, left to The Washing-Woman's Way and right to continue with your trek in Remembering Days Of Yore.

#### Hall Of Poverty

Zombie Knight, Ghast

Not much here...

#### The Washing Woman's Way

Zombie Knight, Zombie Mage

The door is locked with the Silver Key so head back.

#### Remembering Days Of Yore

Zombie Knight, Ghast, Zombie Mage

Remember to come back here later when you have the Iron Key in order to gain lots of treasure and the Clematis Sigil, but as you can't do that at the mo, use the other exit.

Where The Hunter Climbed

At the top of this staircase is the Snowfly Forest.

-- The Snowfly Forest --

Grrr. I don't like the Snowfly Forest, it is very confusing (screen warps that take you from one side of the map to the other ya hear!), and the cover of the trees makes it hard to spot any enemies that may be lurking in the undergrowth. If you get lost walk up to a tree and press X. You will then be given the option to face South or not. Very handy, if you ask me - which you won't.

"Follow the snowflies" is what Rosencrantz tells you to do. Yeah, right. They are EVERYWHERE. Don't listen to him - just follow my guide instead and you WON'T get lost. What you have to do instead is find a Dragon, beat it to change the direction of the wind to unblock a path that is blocked by the snowflies in order to continue.

I have a map of the Snowfly forest in my maps section so I won't bother placing it here as well. If you follow the numbers and letters in their increasing order (you'll get the idea) it will take you straight through the forest missing out the areas that you don't have to visit. The following "room" guide follows the listing of those areas on the map.

The Faerie Circle

Magic Circle

This is where you start head forwards.

The Hunt Begins

There's nothing here. Move on to the next screen.

Which Way Home

Basilisk

You have found one of the forest's main residents. Once defeated move forward onto the next screen (that's south BTW).

The Birds And The Bees

Ichthious

Once again continue heading south.

Traces Of The Beast

Once here go right (west).

Fluttering Hope

From here head south to face the first boss in the Snowfly Forest.

Return To The Land

BOSS:- Earth Dragon

Once you have defeated this creature head back from where you came, go straight forward (east) in order to get to the Yellow Wood.

Yellow Wood

Once here turn right to head south.

Where Soft Rains Fell

Fire Elemental

Once defeated keep going forward

The Forest River

Basilisk, Zombie Knights

Magic Circle, Container

Chest [Unlocked]:- Knuckle Guard Grip  
Circle Shield [H]  
Chain Mail [I]  
Sylphid Ring  
Nightkiller Gem  
Three Acolyte's Nostrum  
Grimoire Agilite

The first exit (on your side of the river) leads you back to the Faerie Circle at the start of the forest (don't want to go there then...). What you want to do is cross the river and leave through that exit (north).

Lamenting To The Moon  
Head north.

Running With The Wolves  
Head east.

You Are The Prey  
Head north again.

The Secret Path  
Head north once more.

Hewn From Nature  
BOSS:- Father Grissom, Dark Crusader  
ALLIE:- Sydney  
Chest [Unlocked]:- Corpse Reviver [I] (Firangi)  
Circle Shield [H]  
Demonia Gem  
Three Vera Tonics  
Three Cure Bulbs

If you want you can use Sydney as a shield - but don't kill him as he aids you by casting spells that are to your advantage. That said it is possible to kill him and he says something about it not being his time and he suddenly; comes back from the death for the after battle cut-scene. Quite odd. Now leave by the north exit.

The Wood Gate  
Magic Circle  
You have now left the Snowfly Forest. Go through the new door and enter the City Walls South.

-- City Walls South --

These walls will take you to your next port of call - The Keep.

The Weeping Boy  
Lizardman  
Continue ahead.

Swords For The Land  
Lizardman, Blood Lizard  
Time Challenge  
Clear the room within 20 secs or you will have to start all over again from the beginning.

In Wait Of The Foe  
Unlatch the door which leads on to Villeport Way, but don't use it. Instead keep moving onwards in the city walls.

Where Waery Riders Rest  
Lizardman  
Guess what you have to do here?

The Boy's Training Room  
Head forward and you will enter the Keep.  
Later on in the game, this room will contain a Dummy which enables you to increase your weapon's Dragon class affinity.

-- The Keep ==

In the keep are many doors locked with Sigils. These doors are for time trials and you DO NOT need to enter them all to get 100% map completion as the rooms don't appear on the map. From the Keep you are also able to access Iron Maiden B1 and a new workshop.

The Soldier's Bedding  
Max up you health and magic point and enter the south door which leads into the Iron Maiden B1.

-- Iron Maiden B1 ==

Count this as a....slight detour from your current mission but it saves you from coming back later. What you are going to do here is claim a Sigil then run back to the Keep. I have a separate section dedicated to the WHOLE of the Iron Maiden after the main walkthrough so...read it.

The Cage  
Go down the stairs

The Cauldron  
Wraith, Gargoyle  
Locking Trap  
Room Prizes:- Mandrake Sigil  
                  Grimoire Exsorcer  
                  Three Spirit Orisons  
                  Three Vera Bulbs

This is the room you get your sigil. Kill the Wraith and leave via the way you came in.

-- The Keep ==

The Soldier's Bedding  
So.. your back here. Go east.

A Storm Of Arrows  
Sigil Locked Doors.

Urge The Boy On  
More Sigil locked doors.

A Taste Of The Spoils  
Even more Sigil locked doors

Wiping Blood From Blades  
Guess what? Yup, your right....

The Warrior's Rest  
Magic Circle

Chest [Chest Key]:- Sweet Sorrow [I] (Francisca, Gendarme)  
Tower Shield [I] (With Death Gueen Gem)  
Sallet [H]  
Three Sorcerer's Reagents

When you first arrive here you will enter the room during a cut-scene. When it has ended enter the room across the corridor to max up and save THEN try to exit this room as you will enter into a BOSS battle.

Keane's Crafts (WORKSHOP)  
Magic Circle, Container  
Here you can work with Bronze, Iron and Hagane

The Warrior's Rest  
Mini-BOSS:- Jan Rosencrantz  
You enter this battle as you are leaving the room.

-- Town Centre South --

Once in the Town Centre South you need to get into the Abandoned Mines B2. You can do this by going two different ways. I will take you through both ways but I suggest you follow ROUTE ONE and come back and do ROUTE TWO later, as you don't have to go anywhere near route two to finish the game. But both routes will end up at the same point in Abandoned Mines B2 which is Bandit's Hollow.

Forcas Rise  
Crimson Blades  
This is where you enter Town Centre South. First go left to find a magic circle and then go right.

Valdiman Gate  
Magic Circle  
The door here leads on to City Walls South.

Rue Aliano  
Crimson Blades  
The door here is locked with the Mandrake Sigil. If you have the Mandrake Sigil you can go through the door. This is the start of ROUTE ONE. If you wish to take route two head back to Forcas Rise.

Forcas Rise  
Once you are back here head to the north-eastern corner of the room and leave via that exit.

Rue Faltas  
Here you have a Portcullis which you are unable to move and an archway. Head under the archway.

Rue Morgue  
Crimson Blades  
After you have dispatched of the Crimson Blades use the Bronze Key on the door and enter the Abandoned Mines B2. This is the start of ROUTE TWO.

-- ROUTE ONE --

The House Khazabas  
Chest [Magic]:- Ten Eye Of Argon's  
Grimoire Muet

After using the Mandrake Sigil you will end up here. Once you have opened the chest continue on to the next room.

Zebel Walk

Just jump over the gap and leave the room.

Rue Volnac

You have two doors in front of you. One latched and one un-latched. You can un-latch the locked door later but for now use the unlocked door to enter the City Walls East.

-- City Walls East --

Train And Grow Strong

One door locked with the Rood Inverse, which means you have to leave through the other door.

The Squire's Gathering

Zombie Mage, Dark Skeleton

Walk on...

The Invaders Are Found

Before continuing un-latch the door as it leads back on to Rue Volnac.

The Dream Weavers (HEY! We use DreamWeaver 3 to make GD...)

Zombie Mage, Dark Skeleton

After you have finished playing with Macromedia products feel welcome to move on.

The Cornered Savage

Gargoyles

Take the staircase down to Undercity West.

-- Undercity West --

Fear Of The Fall

BOSS:- Dark Elemental

When you have finished here head on to Sinner's Corner.

Sinner's Corner

Magic Circle

Dark Skeletons, Dark Eye

When finished here head left to find a treasure room.

The Children's Hideout

Dark Eye, Gargoyle

Chest [Unlocked]:- Sweet Death [S] (Shamshir, Knuckle Guard Grip)

Footman's Mace [H] Blade

Steel Bolt Grip

Spiked Shield (with White Queen Gem)

Sallet

Undine Bracelet

Speedster Gem

Grimoire Dissiper

When finished here leave the room and head left.

Nameless Dark Oblivion

Dark Eye, Dark Skeleton

The Silver Door leads onto The Washing-Woman's way but you can't get here yet.

If you want you can come back later when you do have the key. For now, just leave the room and turn left.

Corner Of Prayers

One door here is locked with the Gold Key so leave through the other door.

Hope Obstructed

Take the door at the end of the corridor and you will be in the Abandoned Mines B2.

-- Abandoned Mines B2 ==

-Unknown Room-

Unfortunately I don't know the name of this room, but when you go down the stairs you will end up in Bandit's Hollow.

--ROUTE TWO--

Okay, Route Two is mainly ONE massive TIME CHALLENGE. Luckily you can leave at any time using one of the two doors on either side of the Time Challenge. Anyway let's continue.

Corridor Of Shade

After using the Bronze Key you will end up here.

Revelation Shaft

Just use the crates to give you a height advantage for jumping onto the Cloudstone. Use Invigorate OR Faerie Wings if you feel it is necessary.

Gambler's Passage

Orc

Move on to the next room.

The Miner's End

BOSS:- Air Elemental

NEXT ROOM!

The Treaty Room

Magic Circle

Slime, Poison Slime

Use the magic circle as you are about to enter the Time Challenge.

Way Of Lost Children

Start Of Time Trial:- TWO MINUTES

Orcs, Orc Leader

When the 2 minutes are up and you are still in you will get transported back to The Treaty Room. Anyway head right after entering the room.

Hidden Resources

Mimic, Imp

Chest [Chest Key]:- Eviscerator [S] (Kudi)

Tower Shield [I]

Breastplate [I]

Fusskampf [H]

Trinity Gem

Three Saint's Nostrums

Grimoire Mollesse

Once you have explored the chest, leave the room and go straight ahead.

Desire's Passage

Slimes

There is a Cure Panel just before the door that leads out of the room.

Senses Lost

Orc, Orc Leader

There are two traps here so cast Eureka or use an Eye Of Argon.

Crossing Of Blood

Orcs

Cast Eureka to find the Diabolos and Death Vapour Traps. BUT what you really want to do is leave by the door opposite you.

The Abandoned Catspaw

Slimes

Leave through the door.

Hall Of Contemplation

Orcs, Orc Leader

Once in here head left.

Hall Of The Empty Sconce

Proceed ahead to find...a treasure room.

Acolyte's Burial Vault

Mimic, Imps

Chest [Unlocked]:- Affinity [H] (Corcesca, Framea Pole)  
Circle Shield [H]  
Gauntlet [H]  
Hellraiser Gem  
Grimoire Vie

Once you are finished in here leave through the other exit of the Hall Of Contemplation.

The Fallen Bricklayer

Go straight ahead.

Cry Of The Beast

Orcs

Go down the stairs

The Ore Of Legend

Orcs, Orc Leader

Once here go left.

Suicidal Desires

Mimic, Imps

Chest [Unlocked]:- Dog's Nose [H] (Footman's Mace, Sarissa Grip)  
Target Bow [I] Blade  
Barbut  
Gnome Bracelet  
Elixir Of Queens  
Three Vera Bulbs

Once finished here leave this room and go straight ahead.

Lambs To The Slaughter (Why not "Slimes To The Slaughter"?)

Slime, Poison Slime

There is a heal panel on the south wall which is a good idea to use, as it reduces your RISK and increases your HP.

A Wager Of Noble Gold

Orc, Orc Leader

...

Kilroy Was Here (What was he doing here?)

Orc Leaders

After being on TV you may move on...



Fool's Gold, Fool's Loss

If you arrived here via the south route you have to use the cloudstone to cross and leave through the north door. If you came from the west, you can just fall down and leave through the door.

Tomb Of The Reborn

BOSS:- Earth Elemental

Okay, once defeated you have two more doors to negotiate. You up to it? You better be...

The Lunatic Veins

Slimes

One more door...

--THE TWO ROUTES MEET HERE--

Bandit's Hollow

Magic Circle

Blood Lizard, Imps

It's not that hard to climb up. If there is a crate use that, if not get height, and jump slightly to the side so that you can grab a ledge. BUT when you get to the top - SAVE, FOR SMEG'S SAKE SAVE! I mean, you don't want to lose all your hard work do you? At the top you will find a door locked with the Iron Key. You'll want to come back here later then. For now leave through the only door that can be used.

Dining In Darkness

BOSS:- Sky Dragon

Not that hard was it? MOVE ON!

Subtellurin Horrors

Use the cloudstone to cross the gap and then leave the room.

-- Undercity West --

The Crumbling Market

Magic Circle

Dullahan

Un-latch the door and leave by the other door.

Tears From Empty Heaven

I have a riddle. One door is locked with the Gold Key. The other isn't. Which one do you use? COME ON! YOU KNOW THE ANSWER!

-- Town Centre East --

As you \*do\* have the Cattleya Sigil I suggest you continue the game based from here. At least until you are able to get to Godhands. Anyway, follow the guide.

Rue Lejour

Magic Circle

This is where you appear, just round the corner is a Magic Circle.

You can either go into town via the City Walls North OR by Kesch Bridge. In my opinion going by Kesch Bridge is easier, so that's what I'll tell you to do.

-- City Walls North --

From Squire To Knight

Blood Lizards

You will find one door is locked with the Iron Key - you'll be back here later.  
For now use the other door.

From Squire To Knight

Blood Lizards

Continue

Destruction and Rebirth

Dark Elemental

Time Challenge (20 seconds)

From Boy To Hero

Blood Lizards

Take the door on the side of the wall to enter Kesch Bridge.

The other door is locked with the Clematis Sigil (you'll be back here also)

Later on in the game this room will have the Phantom Training Dummy.

-- Town Centre East --

Kesch Bridge

Magic Circle

Crimson Blades

Don't cross the river, instead go down the path.

Rue Crimnade

Crimson Blades

Here you will find two doors. One locked with the Cattleya Sigil (go here) and the other is latched.

Junction Point (WORKSHOP)

Magic Circle, Container

Here you can work with Wood, Leather, Bronze, Iron and Hagane.

This workshop is locked with the Cattleya Sigil.

When finished here go back into Rue Crimnade and leave through the OTHER exit.

Rue Fisserano

Crimson Blade

On the lower level you will find a workshop and on the higher level you will find that the path continues.

Metal Works (WORKSHOP)

Magic Circle, Container

Here you can work with Silver and Damascus.

Shasras Hill Park

Crimson Blades

On the other side of the room is a door. Use it. It is locked with the Bronze Key and leads down to the Undercity East.

-- Undercity East --

Your objective is to get the Iron Key, Stock Sigil, Eulalia Sigil and Melissa Sigil Mr. Hunt....

Hall To A New World

Quicksilver

Move forwards...

Place Of Free Words

Mini-BOSS:- Harpy

Room Prize:- Grimoire Intensive  
Five Angelic Paeans  
Cure Tonic

Bazaar Of The Bizarre

BOSS:- Lich

Room Prize:- Summoner Baton [I]  
Agales' Chain Accessory  
Eulelia Sigil  
Mana Tonic  
Elixir Of Mages  
Teleport Ability

When you have defeated the Lich you get...the Teleportation ability. Lucky You.

Noble Gold And Silk

You can't go left so go right!

Weapons Not Allowed

Lich, Quicksilvers

Chest [Unlocked]:- Mojito [B] (Falchion, Stone Bullet Grip)  
Titan's Ring Accessory  
Grimoire Nuageux  
Iron Key

Once you have finished in here you are able to go to many new areas (explained a little bit later on in more detail). For now leave the room and open the previously locked door.

A Knight Sells His Sword

Harpy, Quicksilver

Once here kill the Quicksilver's, don't let the Harpies see you (they only attack if they see you) and go right.

Gemsword Blackmarket

BOSS:- Nightstalker

Once finished here move on.

The Pirate's Son

Harpy, Quicksilver

Use Eureka to find a Gust Trap.

Sale Of The Sword

Lich, Quicksilver

Chest [Unlocked]:- Ahlspies Grip  
Pushpaka Accessory  
Grimoire Tardif  
Stock Sigil

The Stock Sigil... I think I wrote about that along with everything else in the Wine Cellar....yes I did, I'm positive about that.....

Now head back to A Knight Sells His Sword and leave through the other exit.

-- City Walls North --

Traces Of Invasion Past

This staircase leads up to the rest of the City Walls North. Once their head to Kesch Bridge to save and freshen up for the next leg.

-- A Guide To The Iron Key --

As you now have the Iron Key, I will tell you where you can use it.

1) Teleport to "The Sunless Way". From there go to "Remembering Days Of Yore".  
Once there you will find a door that is locked with the Iron Key. Go inside.

Larder For A Lean Winter

Dark Skeletons, Lich

Chest [Unlocked]:- Balin's Revenge [H] (Tabar, Heavy Grip)  
Vambrace [H]  
Elixir Of Sages  
Five Alchemist's Reagents  
Clematis Sigil

2) Teleport to "Bandit's Hollow" and open the only other door you have not yet  
used that can be opened.

Delusions Of Happiness

Blood Lizards

Chest [Unlocked]:- Pirate's Mate [H] (Sabre Halberd, Sarissa Grip)  
Kris [D] Blade  
Heater Shield [I] (With Orion Gem)  
Swan Song  
Three Vera Potions  
Grimoire Salamandre

Once you have done that head back to the City Walls North

-- City Walls North --

A Welcome Invasion

As you have just got the Clematis Sigil you can go here, follow the room to  
enter the Undercity East...

-- Undercity East --

The Greengrocer's Stair

Nothing much, so walk on....

Where Black Waters Run

Quicksilvers, Lich

Walk on, my good person

Catspaw Blackmarket

Quicksilver's, Lich

There are traps here so use Eureka

Chest [Unlocked]:- Round Shield [H] (With Dark Queen Gem)  
Grimoire Paralysis  
Aster Sigil

When you have finished here head back.

The Greengrocer's Stair

Ah! Father Grissom....

Where Black Water's Ran

BOSS:- Lady Neesa & Sir Tieger

When finished head back to the stairs.

The Greengrocer's Stair

Grissom is...(for want of a better word) ALIVE! Anyway head back to Junction  
Point until you are ready to move on to the Undercity West.

-- Undercity West --

Go to "The Sunless Way" and open the door locked with the Iron Key to enter...  
The Limestone Quarry.

-- Limestone Quarry --

Before you go into the Limestone Quarry you need the following sigils:-

- Clematis Sigil
- Aster Sigil

Dark Abhors Light  
Head forwards down the staircase.

Dream Of The Holy Land  
BOSS:- Water Elemental (380 HP / 160 MP)  
Phantom  
Aqua Blast Special Attack  
Prize:- Grimoire Avalanche  
Elixir of Sages  
Acolytes Nostrum

The Ore Road  
Magic Circle  
At this point the path will split into two. You have a choice of going east or going west. In my opinion the east route is the better of the two as there is a chest room on the way and it is easier to exit the room where both of the paths meet. I will however guide you through both of the paths.

-- West Route --  
Atone for Eternity  
Gremlins (Evil)  
Kill off the Gremlin and move on into the next room. You might find it useful to cast Eureka or use an Eye of Argon to reveal the trap in this room.

Star To Sanctuary  
Wraith  
Kill the Wraith and move on down the stairs.

The Fallen Hall  
1st Time - Ogres  
2nd Time - Dullahans  
Not too hard to beat even with a 20 second locking time trap. Move on to the next room.

The Rotten Core  
Gremlins  
Kill, and move on into the junction point.  
At this point I would recommended returning and follow the east root. If you don't want to do that however, skip the next bit.

-- East Route --  
The Air Stirs  
Gremlins  
Kill the gremlins and head into the room opposite (to the east).

Bonds of Friendship  
Air Elemental  
Chest [Unlocked]:- Matador [H] (Schiaovona, Counter Guard)  
Cranequin Blade [H]  
Side Ring Grip

Brigandine [H]  
Rondanche [H]  
Lionhead Accessory  
Five Snowfly Draughts  
Grimoire Benir

Kill the air elemental raid the chest and move back into The Air Stirs and exit through the un-used door.

Bacchus is Cheap  
Wraith  
Kill it and head onwards.

Screams of the Wounded  
1st Time:- Dullahans  
2nd Time:- Ogres  
Just kill and head onwards.

The Ore-Bearers  
Gremlin  
One Gremlin and a trap. Use Eureka if you don't feel confident of being able to kill the Gremlin and leave the room without hitting the trap or losing any extra HP by being attacked by the Gremlin.

The Dreamer's Climb  
This is where both paths meet up again, and this is why I recommend going by the east route. If you went east you can just jump onto the platform in the middle of the room. If you came from the west move the wooden crate two tiles to the side (so it is still on the edge of the drop), and jump to the centre platform. If you are having trouble try using Faerie Wings and casting Invigorate. Once on the centre get the BLUE magnetic cube that is near the EAST door and place it on the other BLUE magnetic cube which is near the high ledge. Now, climb onto the red cube and jump to the door and leave.

Sinner's Sustenance  
Wraith  
kill, Kill, KILL and move on.

The Timely Dew of Sleep  
Gremlins  
Just kill the Gremlins and move on. Forget about the locked door as it is locked with the Gold Key, which you can only get on replays.

The Labourer's Bonfire  
You need the Melissa Sigil to leave this room and continue the game. But then again you should already have it so what's the problem?

To get to the centre platform from the side with the CRATES stack them up by the ledge and jump to the centre. Use Invigorate and Faerie Wings if you need to. Once on the centre platform you need to destroy some crates. Great Maces, Axes, Spear and Crossbow's can be handy here. Once you can jump onto the top of the crate pile, jump onto the lower platform to enter another Treasure room (Stone and Sulphurous Fire). Once out of the treasure room destroy one or two crates, jump to the top of the stack, and then jump onto the high ledge to exit the room.

Stone and Sulphurous Fire  
Earth Elemental  
Chest [Unlocked]:- White Lady [H] (Morning Star, Runkasyle)  
Balbriggan Blade [H]  
Power Palm Grip

Talos Feldspar Gem  
Three Acolyte's Nostrums  
Grimoire Egout

Torture Without End

BOSS:- Ogre Lord ( 560 HP / 110 MP )  
Beast  
Tornado, Surging Balm Special Attacks  
Casts Degenerate

Prize:- Schiavona [I]  
Power Palm  
Braveheart Gem  
Morlock Jet Gem  
Agales' Chain  
Elixir of Queens  
Mana Tonic x 3  
Cure Potion

Way Down

Magic Circle

Go east into a treasure room and then south.

Excavated Hollow

Water Elemental

Chest [Unlocked]:- Angel Face [H] (Balbriggan, Heavy Grip)  
Elephant Grip  
Casserole Shield [H]  
Beaded Anklet Accessory  
Missaglia [I]  
Grimoire Flamme

Hmmm....Treasure.....

Parting Regrets

Wraith

What is it with Wraiths and staircases?

Corridor of Tales

Gremlin, Ogre

Guess what you have to do? Yup, you guessed right....

Dust Shall Eat The Days

This may look hard. Infact some say it is hard. But if you cast Invigorate and use Faerie Wing it should be a doddle. All you need to do is jump onto the Cloudstone and when the cloudstone is moving forward jump off it. You should then grab onto the ledge on the otherside and be able to leave the room.

Hall of the Wage Paying

BOSS:- Snow Dragon  
720 HP / 0 MP  
Dragon  
Tail Attack, Frost Breath Special Attacks

Prize:- Grimoire Barrer  
Panacea  
Elixir of Queens

Tunnel of the Heartless

This is a goodun. All you need to do is stand on the high ledge opposite the door. Use a Faerie Wing and cast Invigorate and jump the gap. You are now able to leave the room. If anyone wants a full explanation of the crate solving way e-mail me or put a message on the Gaming Dome Forums.

-- Temple of Kiltia --

The Dark Coast

Magic Circle, Container

There is a ledge on both sides of the room and there just so happens that there is a hole in the middle of the floor and you have to get to the other side of the room. How convenient. If you cast Eureka you will reveal two traps. A trap clear and a Heal Panel. You want to use the ledge with the Trap Clear to get to the other side of the room. You should be able to jump the gaps without much trouble. Once on the otherside take advantage of the facilities and move on.

Hall Of Prayer

1st Time:- Last Crusader

Prize:- Agria's Balm Accessory

Grimoire Purifier

Alchemist's Reagent

2nd Time:- Water Elemental, Nightstalker

After you have finished in here for the first time go through the right hand door.

Those Who Drink The Dark

A bloomin' cube puzzle.

First off, jump over the drop to get to the otherside. (Isn't Otherside a song?) You will see two doors. One low down and locked with the Silver Key, and the other high up, hard to get to and unlocked. Your job at the moment is to get to the high up door. To do this you need to solve a cube puzzle. Follow these simple steps and you will get through this room easily. Here we go...

- Push the top cube of the stack west so it drops down and fills the hole.
- Now destroy the Northern most cube to open up a hole for you to fit into.
- Push the southern cube south over the filled hole by five squares.
- Push the same cube east by two squares.
- Now destroy the western most cube (it's on the lower level) so you can slide the other one from side to side.
- Move the cube on the lower level east one.
- Move the cube you haven't yet touched east one and then north eight. You will need to move the slider one cube west so you can continue pushing it north.
- Move the slider back (one square east).
- Now move the other cube north nine tiles so that it touches the other cube.
- Now push the other cube you haven't used yet north so that it falls of the ledge.
- Push the cube east.
- Push the cube north.
- Push the cube west.
- Push the cube north until it reaches the wall.
- Climb on the cube and jump up and exit through the door.

Nice and easy wasn't it? Well, once you have done it you'll be able to do it over and over again and maybe get "Little Green Man" on the Evolve or Die game..

The Chapel of Mesachaunce

Minotaur Lord

Prize:- Titan's Ring

Elixir of Queens

Three Alchemist's Reagents

Chest [Unlocked]:- Frost Maiden [H] (Mjolnir, Runkasyle)

Sonic Bullet grip

Ghost Hound Accessory



Two Cure Potions  
Two Mana Potions  
\*\* Silver Key \*\*

### The Resentful Ones

TWO cube puzzles.

To get here you go through the other door in the Hall of Prayer.

### First Cube Puzzle.

As before follow the steps and you can solve the puzzle.

- Push the rolling cube that is the furthest from the blue cube and push it North two squares
- Then push it west one square
- Push the other rolling cube north one square
- Then east one square
- Then south one square.
- Push the friction cube east
- Then north
- And then east
- Push a push crate onto the friction cube
- Climb over the ledge.

### Second Cube Puzzle.

Be careful here - you mess up and you have to do it ALL again.

- Push the rolling cube north one square
- Then push it west three squares
- Move the first blue cube west so it stops near the push crates
- Move the rolling cube north two squares
- Move the other blue cube west
- Move the northern most blue cube south
- Move the push crate north two squares
- Jump to the exit.

### Those Who Fear The Light

Air Elemental with Gremlins.

### Chamber of Reason

A bit more of the story....

Kali

### Exit To The City Centre

Just stand (or jump) onto the platform and you will rise up out of the ground in front of the Great Cathedral. This is the ideal point to get ready for the assault on the Great Cathedral. Once you have emerged you can go and have a wander around Lea Monde with your new Silver Key.

-- Silver Key First Play Guide --

On the first play you can only use the Silver Key on two doors. The rest will be available on replays.

### Door 1

Take a magic circle teleportation ride to Dark Tunnel in Abandoned Mines B1 and go north until you get to Everwant Passage. Here you will find a door locked with the Silver Key called Mining Regrets.

### Mining Regrets

There is a Death Vapour in that there room.

Chest [Unlocked]:- White Cargo [D] (Voulge, Winged Pole)  
Three Mana Potions  
Polaris Gem

Door Two

Teleport yourself to The Auction Block in the Limestone Quarry. You can then go through the locked door to Ascension.

Ascension

Wraith. On a staircase. How original.

Where The Serpent Hunts

Gremlins

Go east to a treasure room and west to exit the Limestone Quarry a different way.

Drowned In Fleeting Joy

Dark Elemental

Chest [Unlocked]:- Falarica Bolt  
Plate Glove [H]  
Elixir of Mages  
Five Mana Potions

Ants Prepare For Winter (Talking about winter it's get a bit cold outside...)

The other end of the corridor leads back to Those Who Drink The Dark which is in the Temple of Kiltia.

To be really happy that you have unlocked ALL of the map there are doors which connect to rooms such as those in the Undercity West. These rooms are Nameless Dark Oblivion and The Washing-Womans Way, as well as Sewer of Ravenous Rats and Beggars of the Mouthharp and Corner of the Wretched.

-- Town Centre East --

Plateia Lunitar

Magic Circle.

The double doors ahead lead to the Great Cathedral and the door on the right leads to the rest of the Town Centre. Just jump over the water to get there.

Gharmes Walk

Gremlin Dummy

Chest [Chest Key]:- Klondike [S] (Falchion, Power Palm)  
Round Shield [S]  
Angel Pearl Accessory  
Sorcerer's Reagent

The House Gilgitte

Chest [Unlocked]:- Ribsplitter [H]  
Dragonhead Accessory  
Five Faerie Wings  
Audentia Wine

The lower door here is on a latch, in other words it's the locked door near to Junction Point. Go through the door and your at the top of the ramp. To get back to Plateia Luminar I recommend going via teleportation which is why I am not going to explain the cube puzzle as it really is a waste of time.

-- The Great Cathedral --

OK. Here it is. After an extremely long wait I have added the Great Cathedral

Guide. No complaints please.

#### Into Holy Battle L1

In here is a lift. Unfortunately the lift isn't working at this point in time so your only option is to head down the stairs.

#### Struggle For The Soul B1

Once you have come down the stairs you will be facing a door and a river will be to your left. Jump across the river and go through the door.

#### Order & Chaos B1

BOSS:- Marid

Prize:- Elixir of Queens, Grimoire Avalanche

Once Marid has been defeated, the lift in "The Victor's Laurels" (B1 to L2) will be activated.

#### An Offering of Souls B1

Head up the stairs to the next room.

#### Sin and Punishment L1

Magic Circle, Container

Hidden in this room are "Curse" and "Eruption" traps.

There is only one way out of here (not including the way you came in) and that is through the north door. So head that way

#### The Poisoned Chapel L1

You may enter this room. But you can't do anything so head back to "Struggle For The Soul" and go through the door you haven't yet used, which will take you to "Truth and Lies".

#### Truth and Lies B1

BOSS:- Ifrit

Prize:- Elixir of Queens, Grimoire Flamme

If you look carefully the light that is shining on the wall creates the symbol of the Rood Inverse. From here go through the door heading west.

#### Sanity and Madness B1

BOSS:- Iron Crab

Prize:- Valens wine, Elixir of Kings

After this battle is over the Cloudstone in "Into Holy War" (L1 - L2) can be used. You can go one of two ways from here. These are called "Path One" and "Path Two" originally enough. Choose which one you are going to do...

Actually, I didn't do that Path Two section. I decided that Path One is the best thing to do for a first play, and that on second play (or an even later play) when stats are higher and you aren't rushing to see the end of the game, it would be better to do Path Two then.

-- Path One --

Leave Sanity & Madness and go into the door opposite

#### The Victor's Laurels B1

Climb onto the Cloudstone and head upwards

Cracked Pleasures L1

Once here go through the door - don't worry you can use the cloudstone in a minute.

Hieratic Recollections L1

Nothing here so continue onwards.

The Flayed Confessional L1

BOSS:- Djinn

Prize:- Elixir of Queens, Grimoire Foudre

Chest (Unlocked):- Fluted Armour (H)

Fluted Glove (H)

Three Vera Potions

Saint's Nostrum

After you have defeated Djinn, the Cloudstones in "The Poisoned Chapel" should be activated.

Destroy the push crate in the corner of the room and push the other onto the floor in order to reach the chest.

Head back to "Cracked Pleasures" and head upwards on the Cloudstone.

Free From Base Desire L2

Once in this room ignore the stone lift and go through the door so you are staying on the same level.

Abasement From Above L2

What you have to do now, is enter the door on the side of the hall. From this side of the room you should be able to find it easier. If you can't jump the gap straight away use some of your magic or items to help you.

The Hall of Broken Vows L2

BOSS:- Flame Dragon

Prize:- Calla Sigil

- Sorcerer's Reagent

Once the battle is over you will notice that one of the doors here is locked. To open it you need the Acacia Sigil. For now, go into "Light and Dark Wage War" which is the room to the North.

Light and Dark Wage War L2

Once inside go left and follow the wall around until you get to the lever (this will require some jumping about). Once you have pulled the lever, go into the door.

An Arrow Into Darkness L2

Chest (Unlocked):- Fluted Leggings (H)

Fluted Glove (H)

5 Eye of Argons

Cure Potion

- Push the northernmost cube west until it stops
- Then push it south
- Push the other cube west twice
- Then south
- Then east
- Then south
- Then west

This will let you get to the chest.

Once you have opened the chest and got what you want, take the lift down.

Where Darkness Spreads L1

Chest (Unlocked):- Oval Shield (H)

- Burgonet (H)
- 5 Mana Bulbs
- Elixir of Queens

To get to the chest, you need to make a bridge out of the cubes in the room. Do this by following these simple steps.

- Jump into the gap and push the top cube west
- Stand on that cube, and push the middle cube east
- Move these cubes north ONE square so they are in line with the blue cubes
- Go back up to the top and move the northernmost cube west
- Then south
- Then west into the gap
- Slowly move EVERY cube into the gap using the PUSH CRATES as stoppers so you can control the other cubes and make them go where you want.

To leave the room go back up the lift. Going up the lift will also reset the puzzle. Now head back to the Hall of Broken Vows and go through the door on the western side of the room.

He Screams For Mercy L2

You will need to jump around a fair bit here so its up to you where you go as it depends on what you want to do. There are two doors, one on each side of the room.

Maelstrom of Malice L2

Dark Skeletons, Lich Lord

This is on one side of the room He Screams For Mercy.

The Acolyte's Weaknes L2

This is on the other side of the room and is a staircase leading down so...use it!

Monk's Leap L1

Zombie Knights, Lich

Prize:- Ghost Hound Accessory

- Laurel Sigil
- Elixir of Queens
- Grimoire Demolir

Now go back to the Poisoned Chapel. You will be able to use the Cloudstone and you can unlock the door on the other side (Otherside...isn't that a song?) which leads to...

A Light In The Dark

BOSS:- Arch Dragon

Having defeated the dragon you will have got the Acacia Sigil. This will let you unlock a door but it won't be much help as you have to do some other things first. So, head back to "Free From Base Desires" and go on the stone lift which takes you to...

The Wine-Lecher's Fall, L3

Just head straight through this room and go into...

The Heretic's Story, L3

Now, cross the big gap using the cloudstones. You will find it helpful to use the Fixate magic every now and then to help freeze the stones so you can move forward. Once at the other side, use the Calla Sigil you should have on the door and go on into...

Hope of The Idealist

Boss:- Dao

With that out the way you will have a few sigils that will come in handy. So, head back to the Hall of Broken Vows and use the Acacia Sigil to get into...

The Melodics of Madness, L2

- Push lower blue cube south
- Then push it west
- Move push create east
- Move higher blue south until it steps
- Then move it east
- Then move it south

Now get to the door and use the Palm Sigil to proceed.

What Ails You Kills You, L2

Boss:- Nightmare

Once defeated, move ahead to...

Despair of the Fallen, L3

Cross the gap by using a cloudstone and enter the door...

If you are unable to open the door, you haven't thrown the switch in Light And Dark Mage War.

Where the Soul Rots

A lift to the Atrium...

The Atrium, L4

Magic Circle

OK then, SAVE.

If you want to explore the game, and gain things to play around with (ie, weapons, armour) this is now your new base of operations so to speak. When you are ready, go up the stairs to the end of the game...almost.

The Paling, Great Cathedral:- "The Dome"

BOSS:- Guildenstern

"Someplace somewhere"

BIG NASTY HORRIBLE ULTIMATE LAST BOSS:- Guildenstern, Dark Angel Form.

Congratulations.

You have beaten the game.

\*\*\* 03.2. The Iron Maiden \*\*\*

In order to finish ALL of the Iron Maiden. You need these following items:-

- Tearose Sigil
- Steel Key
- Platinum Key

This sections aims to help guide you through ALL of the Iron Maiden. Maps can be found in the map section, all this does is telling you where to go, what to do, and what you can find. Have a nice day!

-- Iron Maiden B1 --

The Cage

Go down the stairs

The Cauldron

Wraith, Gargoyle

Locking Trap

Room Prizes:- Mandrake Sigil  
                  Grimoire Exsorcer  
                  Three Spirit Orisons  
                  Three Vera Bulbs

This is the room you get your sigil. Kill the Wraith and leave via the way you came in.

The Wooden Horse

On your way in drop down a leave through the door.

If you choose to leave by this way....

- Push the lowest rolling cube so that it is next to the stuck on
- Push the upper rolling cube towards the crate
- Stand on the cube
- Pick up crate
- Place it one ledge higher
- Use crate to jump higher

Starvation

Wraith, Two Mummies

Locking Trap

Room Prizes:- Kalmia Sigil  
                  Grimoire Venin  
                  Shamshir [H]  
                  Chamkaq [H]  
                  Six Vera Bulbs

The Breast Ripper

Gyag! Your at crossroads. Not to worry first go to the west, east and then go south to continue with the Maiden.

The Branks

Dark Skeleton, Shadow

Chest [Chest Key]:- Balalaika [H] (balbriggan)  
                  Bec de Corbin [H] Blade

Dao Moonstone Gem  
Volare Wine

The Wheel

Dark Skeleton, Shadow

Chest [Magic]:- Bull Shot [H] (Griver, Bhuj Type Grip)  
Baselard [H]  
Djinn Amber Gem  
Valens Wine

The Pear

What you want to do here is go in the room on the left and THEN cross the "Great Divide". SORRY. I HAD TO DO THAT! (have a \*punch\* - Ed)

First I will explain how you get back up.

- Push both 1 move rolling cubes ANYWHERE so that they are out of play
- Push the 3 move on to the wall and left ONE square.
- Jump off the top of the cube and grab the ledge.  
It is possible - it's just that it is difficult.

Now how to cross.

- Jump on the cloudstone
- Jump off the cloudstone as it is still moving to give you extra momentum to make the jump. Use Faerie Wing or Invigorate if it helps

Now how to get back across.

- Destroy the 2 crates in the corner
- Move the free push crate in front of the doorway
- Now push this crate to the very edge
- Jump off this crate onto the cloudstone
- Jump off the other side.

The Judas Cradle

Dark Skeleton, Shadow

Chest [Magic]:- Sonora [H] (Bastard Sword, Power Palm Grip)  
Bullova [H] Blade  
Ifrit Carnelian Gem  
Prudens Wine

The Whirligig

Do I need to explain this?

Spanish Tickler

BOSS:- Wyvern Knight

After defeating this..THING..you will get the CHEST KEY. (At long last....)

Heretic's Fork

Dark Skeleton

Use Eureka as there are Freeze and Gust Traps lurking around this room.

The Chair Of Spikes

Dark Skeleton, Wraith

What is it with locking trap rooms? Huh?

Blooding

Dark Skeleton

Cast Eureka to find the Eruption and Death Vapour traps.

Bootikens



To get down all you need to do is fall. That reminds me of a song....

"And if you're right, and we're nothing at all. Tell me why do you keep thinking that you're falling?" - Falling, Semisonic

Anyhoo, to get back up...

- IMO you don't get back up.

I count this as "The Point Of No Return" (Brill film Back To The Future II...)  
(Your getting slightly off track... - Ed)

Burial

BOSS:- Iron Golem

This is...easy.

Burning

Use the Cloudstone to cross. (BTW you DON'T have to use the crates. If you do you only need to use ONE). Cast Eureka to reveal the Terra Thrust trap.

Cleansing The Soul

Nout!

The Ducking Soul

Dark Skeleton, Shadow

Chest [Unlocked]:- Red Viking [H] (Kora, Power Palm)

Pole Axe [H] Blade

Marid Aquamarine

Virtus Wine

The Garotte

Nout again!

Hanging

Dark Skeleton, Wraith

You cannot go no further if you don't have the Steel Key.

Impalement

Go down.....

Knotting

Mini-BOSS:- Wyvern Queen

Congrats! That is the first part of the Maiden finished.

-- Iron Maiden B2 ==

Once again this guide follows my map (as with the Snowfly Forest) although it takes you to EVERY ROOM in the Iron Maiden B2. I will point out quick escape routes for you...

The Eunic's Lot

Shrieker

Locking Trap

Move forward...

Ordeal By Fire

Dark Dragon

Move onwards...

The Oven At Neisse

Go forwards.

Pressing

Ravana

How many ways can you say "go forward"? Grrrrr....

The Mind Burns

Shriekers

Onwards.

The Rack

Ogre

Forward.

The Saw

Dragon Zombie

Forwards....

The Cold's Bristle

Ogre

Three traps, so Eureka and go straight ahead and leave the room.

The Shin Vice

Ogre Zombie, Death (360 HP?)

Remember where you came in, so you can leave by the other exit because the map doesn't work in Irom Maiden B2. Move forwards, when you have finished in here.

The Spider

Shriekers

First go right, then left then straight ahead...

Squassation

Shriekers, Lich

Chest [Unlocked]:- Hoplite Shield [H]

Three Cure Potions

There are Terra Thrust and Poison traps near the chest.

Lead Sprinkler

Shriekers, Lich

Chest [Unlocked]:- Hoplite Helm [H]

Three Mana Potions

The Strappado

Lich Lord

When you have entered the Strappado you came from the north and are facing south. You might find the map handy here....

Go west to Thumbscrews

Thumbscrews

Lich Lord

You've entered from the east.

Go west to Pendulum.

Pendulum

Lich Lord

You've entered from the east.

Go South to Dragging.

Dragging.

You've entered from the north.

Go East to Strangulation.

Strangulation

Lich Lord

You've entered from the west.

Go North to Tablillas.

Tablillas

You've entered from the south.

Go North to Ordeal By Water.

Ordeal By Water

You've entered from the south.

Go West to Tongue Slicer.

Tongue Sliver

Shriekers

You've entered from the east.

Go South to Brank

Brank

You've entered from the north.

Go West to Tormentum Insomniae.

Tormentum Insomniae

Ogre, Ogre Lord

You've entered from the east.

Go North to Iron Maiden B3.

-- Iron Maiden B3 --

The Iron Maiden

BOSS:- Asura

Nearly there. Go through the door.

Judgement

First check out the treasure room to the left and right THEN take the opposite door to leave the Iron Maiden.

Dunking The Witch

Lich Lord

Chest [Unlocked]:- Hoplite Armour [H]

Hoplite Glove [H]

Elixir Of Kings

Elixir Of Queens

St. Elmo's Belt

Lich Lord

Chest [Unlocked]:- Hoplite Leggings [H]

Hoplite Glove [H]

Elixir Of Kings

Elixir Of Queens

When you leave you will appear JUST outside the entrance to Iron Maiden B1, so go and save NOW!

\*\*\* 03.3. Re-Play \*\*\*

I am assuming that you have already got the Iron and Silver Key BTW...

-- The Rood Inverse --

After finishing the game do you now understand why you couldn't use the Rood Inverse on first play? Anyway Rood Inverse uses and locations....

1) The door at Glacialdra Kirk Ruins in Town Centre West leads into the Undercity West

-- Undercity West --

Path To The Greengrocer  
Carry on...(Brilliant films them...)

Crossroads Of Rest  
Lich Lord  
There is a Gust Trap by the lamp post so use Eureka to find it. The door locked with the Rood Inverse leads to...

Corner Of The Wretched  
Dark Skeletons, Lich  
Follow this path

Beggar's Of The Moutharp  
Dullahan  
The other door is locked with the Silver Key which leads onto "Sewer Of Ravenous Rats". Anyway go back to "Crossroads Of Rest" and take the other door to...

Path Of The Children  
Follow this and it will take you to the Escapeway. Remember the door is locked with the Iron Key.

-- The Escapeway --

Shelter From The Quake  
Quicksilvers  
Two doors need the Silver and Gold keys, one is already open. Take that one (it is opposite the door you enter the room by).

Fear & Loathing  
Marid, Dao  
Locking Trap  
Room Prize:- Grimoire Avalanche  
                  Grimoire Flamme

Blood & The Beast  
Water Elemental  
There are traps here so use Eureka

Where Body & Soul Part  
Quicksilvers  
Chest [Magic]:- Bellini [S] (Double Blade, Runkasyle)  
                  Five Vera Bulbs  
                  Elixir Of Mages  
When finished here head back to "Shelter From The Quake" and take the door locked with the Silver Key.

Movement Of Fear  
Air Elemental  
Proceed

Facing Your Illusions

Quicksilvers

There is a Diabolos Trap so use Eureka.

The Darkness Drinks

Earth Elemental

This room takes you to another part of the Undercity West...

-- Undercity West ==

Where Flood Waters Run

One more door....

The Crumbling Market

Chest [Unlocked]:- Agales' Chain

Elixir Of Queens

Valens Wine

Gold Key

What you want to do is jump across to the chest and keep you HP high. Once you have raided the chest fall in the river to be regenerated by the door this avoiding all those traps.

- 2) Go to "Train And Grow Strong" in City Walls East and open the door which takes you to...

-- Snowfly Forest East ==

Luckily for you this forest only has three rooms as their is still map warping...

Steady The Boar-Spears

Walk forward.

The Boar's Revenge

Down the path.

Natures Womb

BOSS:- Damascus Crab

Chest [Unlocked]:- Knight's Shield

Djinn Amber

Three Acolyte's Nostrums

-- The Gold Key ==

- 1) -- The Escapeway ==

Go to the escapeway's "Shelter From The Quake" and enter the un-entered room...

Buried Alive

Fire Elemental

Chest [Unlocked]:- White Rose [D] (Bec de Corbin, Grimoire Grip)

Grimoire Radius

Grimoire Meteore

- 2) -- Limestone Quarry ==

Teleport to Auction Block and go east until you get to...

Companions In Arms

Fire Elemental

Chest [Unlocked]:- Death Sentence [D] (Executioner, Side Ring)  
Balvus Gem  
Beowulf Gem  
Spiral Pole Grip  
Casserole Shield [D] (With Orlandu and Ogmius Gems)  
Close Helm [D]  
Plate Mail [D]  
Edgar's Earrings  
Grimoire Fleau

3) -= Undercity West -=

Teleport to "Sinner's Corner" and go east to Corner Of Prayers.

Salvation For The Mother

Lich, Lich Lord

Posion Trap by the lamp-post.

From here you can go left to "The Body Fragile Yields" or straight ahead...

The Body Fragile Yields

Lich Lord

Nothing much here so take the other route.

Bite The Master's Wounds

TWO Deaths

Cast Magic Ward and run through here.

Godhands (WORKSHOP)

Magic Circle, Container

Here you can work with Wood, Leather, Bronze, Hagane, Silver and Damascus.

3) -= The Keep -=

This door leads to "Forgotten Pathway"

-= Forgotten Pathway -=

Stair To The Sinners

Go down the stairs...

Slaughter Of The Innocent

BOSS:- Damascus Golem

Carry on folks!

The Oracle Sins No More

Blood Lizards

There are two traps so use Eureka. And from here you can access two treasure rooms.

The Fallen Knight

Blood Lizard, Imps

Chest [Unlocked]:- Kadesh Ring Accessory

Orlandu Gem

Elixir Of Queens

Steel Key

Awaiting Retribution

Blood Lizard, Imps

Chest [Unlocked]:- Diadra's Earring

Ogmius Gem

Elixir Of Queens

\*\*\* 04.0 Magic \*\*\*

In Vagrant Story there are four types of magic with one special type of magic known as Teleportation. Magic can be accessed from the main menu or the quick menu of pressing L2. To learn magic you must use a Grimoire. A Grimoire is a book. You read the book and you will cast the spell, at the same time you will master the spell enabling you to use it whenever you want. To use the Grimoires you need to use them from the Item menu. The item menu can be found through the main menu or by pressing L2. (Talking about L2, I killed my middle finger pressing that during the final battle...Ow...It hurts when I type...Ow....)

== 04.1 Warlock ==

Warlock magic is magic that damages someone or something. Some of this magic can be focused onto a part of the enemy, other magic has to have it's co-ordinates set before it can be used. Some magic can increase in level. For example you could have a Flame Sphere Lvl.3, to get this you read three Grimoires with the Flame Sphere spell in.

Name:- Lightning Bolt  
Grimoire:- Teslae  
Location:- Received after killing a Zombie Mage.  
MP:- 25  
Affinity:- Air  
Target:- Single  
Notes:- Shoots Lightning at the enemy.

Name:- Fireball  
Grimoire:- Incendie  
Location:- Received after killing a ghost.  
Kill phantom in room before the fight with a giant crab.  
MP:- 25  
Affinity:- Fire  
Target:- Single  
Notes:- Attacks the enemy with Fire

Name:- Vulcan Lance  
Grimoire:- Terre  
Location:- Received after killing a ghost.  
MP:- 25  
Affinity:- Earth  
Target:- Single  
Notes:- Attacks the enemy with debris from a volcano

Name:- Aqua Blast  
Grimoire:- Glace  
Location:- Received after killing a Dark Eye.  
MP:- 25  
Affinity:- Water  
Target:- Single  
Notes:- Attacks the enemy with a jet of water

Name:- Spirit Surge  
Grimoire:- Lux  
Location:- Defeat Dullahan.  
MP:- 28  
Affinity:- Light

Target:- Single  
Notes:- A spirit of light attacks the enemies. (Could that spirit be.....)

Name:- Dark Chant  
Grimoire:- Patire  
Location:- Received after killing a Wraith or Dark Eye.  
MP:- 28  
Affinity:- Dark  
Target:- Single  
Notes:- Attacks the enemy with an immense amount of pain.

Name:- Exorcism  
Grimoire:- Exsorcer  
Location:- Defeat Wraith in Iron Maiden B1.  
MP:- 22  
Affinity:- Light  
Target:- Multiple  
Notes:- This enables you to exorcise Undead enemies. When this works it will kill of the enemy instantly. But that takes the fun out of running up 17 hit combos with 100 RISK.....

Name:- Banish  
Grimoire:- Banish  
Location:- Received after killing a Harpy.  
MP:- 25  
Affinity:- Dark  
Target:- Multiple  
Notes:- A spell of instant kill. Nice.

Name:- Explosion  
Grimoire:- Demolir  
Location:- Defeat Father Duanne.  
Received after defeating Zombie Knights and a Lich in Monk's Leap.  
MP:- 36 /44 /52 /60  
Affinity:- Physical  
Target:- Multiple  
Notes:- Fires a load of shrapnel to the enemy.

Name:- Thunderburst (Are Go! I did it again, sorry.)  
Grimoire:- Foudre  
Location:- Received after killing Air Elemental.  
Received after killing Djinn.  
MP:- 36 /44 /52 /60  
Affinity:- Air  
Target:- Multiple  
Notes:- Calls down a bolt of lightning from the sky.

Name:- Flame Sphere  
Grimoire:- Flamme  
Location:- Received after killing Fire Elemental.  
In a chest in the room Excavated Hollow.  
Received after killing Ifrit.  
Received after killing Marid and Dao after using the Rood Inverse on 2nd play.  
MP:- 36 /44 /52 /60  
Affinity:- Fire  
Target:- Multiple  
Notes:- Covers the target in flames.

Name:- Gaea Strike



Grimoire:- Gaea  
Location:- Received after killing Earth Elemental.  
Received after defeating Boss Dao.  
MP:- 36 /44 /52 /60  
Affinity:- Earth  
Target:- Multiple  
Notes:- Crushes the enemy into oblivion....

Name:- Avalanche  
Grimoire:- Avalanche  
Location:- Received after killing Water Elemental.  
Received after killing Marid.  
Received after killing Marid and Dao after using the Rood Inverse on  
2nd play.  
MP:- 36 /44 /52 /60  
Affinity:- Water  
Target:- Multiple  
Notes:- Freezes the air around the target.

Name:- Radial Surge  
Grimoire:- Radius  
Location:- Found in a chest in the room Buried Alive.  
MP:- 38 /46 /54 /62  
Affinity:- Light  
Target:- Multiple  
Notes:- Attacks the enemy with rays of light

Name:- Meteor  
Grimoire:- Meteore  
Location:- Received after killing Dark Elemental.  
Received after killing Nightmare.  
Found in a chest in the room buried alive.  
MP:- 38 /46 /54 /62  
Affinity:- Dark  
Target:- Multiple  
Notes:- Throws meteors towards the target.

Name:- Drain Heart  
Grimoire:- Egout  
Location:- In a chest in Stone and Sulphurous Fire.  
MP:- 12  
Affinity:- Dark  
Target:- Single  
Notes:- Takes HP from an enemy, and gives it to you. Does not work on undead  
enemies.

Name:- Drain Mind  
Grimoire:- Demance  
Location:- Received after killing the Sky Dragon.  
MP:- 2  
Affinity:- Dark  
Target:- Single  
Notes:- Takes MP from an enemy, and gives it to you.

-- 04.2 Shaman ==

Shaman magic is curative magic. This type of magic increases in success when you have a higher RISK level or have just suffered a powerful attack and are holding a weapon. When using Shaman magic, the magic cast will have to go through ALL of your defences against magic including the gem Manabreaker.

Manabreaker gems can even cause this type of magic to fail. So, you have been warned.

Name:- Heal  
Grimoire:- Guérir  
Location:- Defeat the Boss Minotaur  
MP:- 5  
Affinity:- Light  
Target:- Single  
Notes:- Amount of HP restored increases with RISK. As with most games like this cast heal on undead opponents and it will damage them and NOT restore their health.

Name:- Restoration  
Grimoire:- Mollesse  
Location:- In a chest in the room Hidden Resources.  
MP:- 3  
Affinity:- Light  
Target:- Single  
Notes:- Cures Paralysis

Name:- Antidote  
Grimoire:- Antidote  
Location:- Received after defeating one of the Dragon's in the room where you collect the Lily Sigil. Before entering the Sanctum.  
MP:- 3  
Affinity:- Light  
Target:- Single  
Notes:- Cures Poison.  
Over time Poison slowly takes off HP.

Name:- Blessing  
Grimoire:- Benir  
Location:- In a chest in the room Bonds Of Friendship.  
MP:- 17  
Affinity:- Light  
Target:- Single  
Notes:- Cures Curse

Name:- Clearance  
Grimoire:- Purifier  
Location:- Received after defeating the sub-boss Last Crusader.  
MP:- 15  
Affinity:- Light  
Target:- Single  
Notes:- Removes Numbness, Paralysis and Poison.

Name:- Surging Balm  
Grimoire:- Vie  
Location:- In a chest in the room Acolyte's Burial Vault.  
MP:- 20  
Affinity:- Light  
Target:- Single  
Notes:- Restores HP over a period of time.  
This is a good idea...but I prefer using heal as it is more effective.

-- 04.3 Sorcery --

Sorcery magic lets you increase or decrease the target of the spells

attributes. In other words you can make them stronger - or weaker. More intelligent - or dumber, and so forth. In this list of spells you will find spells that both decrease and increase such attributes as well as other spells which come in handy, such as Unlock and Fixate.

Name:- Herakles  
Grimoire:- Intensite  
Location:- Received after defeating the sub-boss Harpy.  
MP:- 12  
Target:- Single  
Notes:- Increases target's strength temporarily.  
This makes a big difference as it lets you hit for more HP.  
A good time to use this is when you have had Degenerate cast on you.

Name:- Degenerate (D-Generation X?)  
Grimoire:- Debile  
Location:- Defeat the Boss Minotaur  
MP:- 7  
Target:- Single  
Notes:- Decreases target's strength temporarily.  
Be careful and don't use it on yourself. Please.  
I have noticed that if the enemy has low Strength and you have high strength, you will be able to cause more damage.

Name:- Enlighten  
Grimoire:- Eclairer  
Location:- Received after defeating the Boss Nightstalker.  
MP:- 12  
Target:- Single  
Notes:- Increases target's intelligence temporarily.  
If you use this before casting a Warlock spell, the Warlock spell will have better results and, in theory, means that it is easier to avoid magic spells being cast on you.

Name:- Psychodrain  
Grimoire:- Nuageux  
Location:- In a chest in the room Weapons Not Allowed.  
MP:- 7  
Target:- Single  
Notes:- Decreases target's intelligence temporarily.

Name:- Invigorate  
Grimoire:- Agilite  
Location:- In the chest at the river crossing in the SnowFly Forest.  
MP:- 12  
Target:- Single  
Notes:- Increases target's agility temporarily.  
This increases the speed at which you run and the distance you can jump as well as the chances of hitting the target.  
This means that if there is a long jump you can't make try Invigorate and it might help you get across.

Name:- Leadbones  
Grimoire:- Tardiff  
Location:- In the chest in the room Sale Of The Sword.  
MP:- 7  
Target:- Single  
Notes:- Decreases target's agility temporarily.  
This is similar to Degenerate but is for AGL not STR.

Name:- Prostasia  
Grimoire:- Ameliorer  
Location:- Received after defeating the Boss Golem.  
MP:- 15  
Target:- Single  
Notes:- Increases the strength of target's equipment temporarily.  
This spell increases the attributes of the weapon that Ashley is holding when it is cast and NOT the STR of Ashley.  
If you change weapons this spell will be cancelled.

Name:- Tarnish  
Grimoire:- Deteriorer  
Location:- Received after defeating the Boss Dark Crusader.  
MP:- 7  
Target:- Single  
Notes:- Decreases the strength of the target's equipment temporarily.  
This is the exact opposite of Prostasia and works in a similar way to Degenerate and Leadbones.

Name:- Silence  
Grimoire:- Muet  
Location:- Found in a chest in the room The House Khazabas.  
MP:- 7  
Target:- Single  
Notes:- Prevents target from casting spells for a short period of time.  
This is good. But make sure you avoid getting it used on you.  
Once silence is cast the only to remove it is by leaving the room, using an item or have another spell cast on you.  
Silence can be the downfall of any gamer so be prepared to counter it and then kill off the enemy who cast it in the first place.

Name:- Magic Ward  
Grimoire:- Annuler  
Location:- Received after defeating Father Grissom in the SnowFly Forest.  
MP:- 21  
Target:- Single  
Notes:- Nullifies the effect of the next spell cast.  
This is a good spell but it has its limitations.  
It will for example, prevent you from casting ANY spell on you until it has been used.  
It will also stay with you until you are attacked by a magic spell.  
It's a good idea to use this when going into rooms with enemies who like casting Silence as it nullifies the effects. I do this when I'm getting treasure from a chest which is being guarded by a powerful phantom, and I am proud to say that this strategy has never failed me. Yet.

Name:- Stun Cloud  
Grimoire:- Paralysis  
Location:- In a chest in the room Catspaw Blackmarket.  
MP:- 7  
Target:- Single  
Notes:- Casts Paralysis.  
This can be very annoying when it's cast on you in the heat of a battle, and as a result you should always carry around some form of Antidote whether it be a spell or item.

Name:- Poison Mist  
Grimoire:- Venin  
Location:- Defeat the Wraith in the room Starvation.

MP:- 11  
Target:- Single  
Notes:- Casts Poison.  
Good idea, but I never use it.  
IMO it takes just too long to get the best out of this spell, you can experiment with it by all means but my battle style doesn't let me use Poison as I go for the most effective way of defeating the enemy, and using Poison isn't very effective.

Name:- Curse  
Grimoire:- Fleau  
Location:- Found in a chest in the room Companions in Arms in the Limestone Quarry.  
MP:- 17  
Target:- Single  
Notes:- Casts Curse.  
Curse reduces the enemies stats but many of these enemies are immune to it's effects.

Name:- Fixate  
Grimoire:- Halte  
Location:- In a chest in The Alchemist's Laboratory.  
MP:- 3  
Target:- Multiple (Sort of)  
Notes:- Freezes all the cloudstones in the room.  
If your jumping from a cloudstone this can be used to make the jump much easier.

Name:- Dispel  
Grimoire:- Dissiper  
Location:- In a chest in the room The Children's Hideout.  
MP:- 10  
Target:- Single  
Notes:- Nullifies any spell on the target.  
This is a good way to get yourself out of trouble if any of your stats have been decreased by other spells.

Name:- Unlock  
Grimoire:- Clef  
Location:- Defeat Father Duane  
MP:- 3  
Target:- Single  
Notes:- Unlocks chests bound by magic.

Name:- Eureka  
Grimoire:- Visible  
Location:- In a chest in The Miner's Resting Hall.  
MP:- 6  
Target:- Single  
Notes:- Reveals all the traps that are present in the room.

Name:- Analyze  
Grimoire:- Analyse  
Location:- Received after defeating the Dragon in The Cleansing Chantry.  
MP:- 5  
Target:- Single  
Notes:- Analyzes stats of the enemy.  
This is pain to understand at first so let me explain.  
If you go into the main menu and the status you will see the status of Ashley. Press L1 or R1 to see the other occupants of the room.

You will see how most of these stats are covered with ?? or ???. To fill in these blanks cast Analyze. Once cast it will let you see things like what armour it's wearing, what weapons it's using, it's HP and MP and many other helpful things such as elemental affinity. If you're thinking "That is so obvious, how didn't I find that out?" don't worry I didn't know how to work this spell until I had around 50% of the map revealed on my first play. Stupid me...

#### -- 04.4 Enchanter --

Enchanter spells raise your affinity to an element. Every element is covered apart from Light and Dark elemental. Apart from that small problem these spells can come in handy when fighting Dragons or another boss like Ifrit.

Name:- Luft Fusion  
Grimoire:- Sylphe  
Location:- Received after defeating the Boss Giant Crab.  
MP:- 10  
Affinity:- Air  
Target:- Single  
Notes:- Raises target's air affinity temporarily.

Name:- Spark Fusion  
Grimoire:- Salamandre  
Location:- In the chest in the room Delusions of Happiness.  
MP:- 10  
Affinity:- Fire  
Target:- Single  
Notes:- Raises target's fire affinity temporarily.

Name:- Soil Fusion  
Grimoire:- Gnome  
Location:- Received after defeating Father Grissom in the SnowFly Forest.  
MP:- 10  
Affinity:- Earth  
Target:- Single  
Notes:- Raises target's earth affinity temporarily.

Name:- Frost Fusion  
Grimoire:- Undine  
Location:- In a chest in the room Rust In Peace.  
MP:- 10  
Affinity:- Water  
Target:- Single  
Notes:- Raises target's water affinity.

Name:- Aero Guard  
Grimoire:- Parebrise  
Location:- Received after defeating the Boss Earth Dragon.  
MP:- 9  
Affinity:- Air  
Target:- Single  
Notes:- Raises armour's air affinity temporarily.

Name:- Pyro Guard  
Grimoire:- Ignifuge  
Location:- Received after defeating the Boss Wyvern.  
MP:- 9  
Affinity:- Fire  
Target:- Single

Notes:- Raises armour's fire affinity temporarily.

Name:- Terra Guard

Grimoire:- Rempart

Location:- Received after defeating the Boss Ogre.

MP:- 9

Affinity:- Earth

Target:- Single

Notes:- Raises armour's earth affinity temporarily.

Name:- Aqua Guard

Grimoire:- Barrer

Location:- Received after killing the Boss Snow Dragon.

MP:- 9

Affinity:- Water

Target:- Single

Notes:- Raises armour's water affinity temporarily.

-- 04.5 Teleportation --

At some point during the game you will acquire the teleportation ability. This enables you to travel to any Magic Circle you have been to. This is extremely handy when wanting to use a workshop, chest, or going back to open doors with new keys or sigils.

\*\*\* 05.0 Break Arts \*\*\*

Break Arts are a special type of move that is more powerful than a standard attack although it does reduce you HP each time you use it. I like thinking of Break Arts as "Limit Breaks". Powerful moves that you got in FF7 and 8. Unlike these games however you can use Break Arts 100% of the time providing you have enough HP (It's like the effect of Aura in FF8). There are Break Arts for each class of weapon and on top of that there are four arts for each class. To get Break Arts you need to kill enemies - and lots of 'em. Each break art has a special condition attached to it. For example one might place poison on the enemy while another has an earth affinity. As you learn new Break Arts the price of HP increases. This is displayed in the table below.

HP Needed	Break Level
25	One
40	Two
55	Three
75	Four

Break Arts, although different to normal attacks, are affected by RISK in the same way. For example when your RISK bar is empty or near empty you will almost certainly hit, but if the RISK bar is full you will find your chances of hitting are very slim. If you cast Herakles or Prostasia however you will find that these increase your chances of hitting the target even if the RISK bar is full. In other words use them at the beginning of the battle to take the most effect and only use at the end, if your RISK bar is full, if you have enough MP to cast Herakles and Prostasia (If you have those spells).

-- 05.1. Cure Root/Bulb/Tonic/Heal --

I have found out (the hard way) that if you use Break Arts you need to restore your health every now and then. So, use Break Arts around twice and follow them up with Curative magic or items. You can also use to your advantage being

attacked. When you are attacked and you HP becomes critical (depending on the strength of blows) restore your HP to max (as normal), but the trick to this is that you use Break Arts twice (or thereabouts) get attacked and then heal to full health so you aren't wasting those valuable items and MP. You do understand this don't you? Good...

-- 05.2. View Break Arts --

Below is the list of Break Arts for all the weapons.

-- Dagger --

Whistle Sting, Level One

Focuses power at the tip of the blade, dealing massive damage upon striking the enemy.

Affinity:- As Weapon Type:- Blunt

Shadowweave, Level Two

Paralyses foe with a damaging strike.

Affinity:- Dark Type:- Blunt

Double Fang, Level Three

Repeatedly strikes the same location.

Affinity:- As weapon Type:- Piercing

Wurm Scorn, Level Four

Splits the blade to attack from all directions.

Affinity:- As Weapon Type:- Piercing

-- Sword --

Rending Gale, Level One (Me like! Me Like!)

Launches a sonic wave to shred the enemy to pieces.

Affinity:- As weapon Type:- Piercing

Vile Scar, Level Two

Forms a poisonous cloud to choke the enemy.

Affinity:- As weapon Type:- Edged

Cherry Ronde, Level Three

Encases both blade and foe in an icy sheath.

Affinity:- Water Type:- Edged

Papillon Reel, Level Four

Calls heavenly light down into the blade.

Affinity:- Light Type:- Edged

-- Great Sword --

Sunder, Level One

A surge of energy cleaves the life from the enemy's body.

Affinity:- As Weapon Type:- Piercing

Thunderwave, Level Two

Paralyses foe with a damaging strike.

Affinity:- Air Type:- Edged

Swallow Slash, Level Three

A quick flick of the blade deals double damage.

Affinity:- As Weapon Type:- Edged



Advent Sign, Level Four

Rippling holy energy shreds foe.

Affinity:- Light      Type:- Edged

-- Axe And Mace --

Mistral Edge, Level One

A horizontal blade of light slashes into the enemy.

Affinity:- As Weapon    Type:- Edged

Glacial Gale, Level Two

Numbs foe with a damaging strike.

Affinity:- Air          Type:- Edged

Killer Mantis, Level Three

A blinding rush damages and saps MP from foe.

Affinity:- As Weapon    Type:- Edged

Black Nebula, Level Four

Blasts foe with a burst of negative energy.

Affinity:- Dark          Type:- Blunt

-- Great Axe --

Bear Claw, Level One

A blazing light emanates from the falling blade of the axe.

Affinity:- As Weapon    Type:- Blunt

Accursed Umbra, Level Two

Curses foe with a damaging strike.

Affinity:- As Weapon    Type:- Blunt

Iron Ripper, Level Three

Powerful blow that damages both armour and foe.

Affinity:- As Weapon    Type:- Blunt

Emetic Bomb (Why not Nuclear or Atomic or...), Level Four

Unleashes a series of slashing blows

Affinity:- As Weapon    Type:- Edged

-- Staff --

Sirocco, Level One

Sends up a rising sheet of flame on impact.

Affinity:- Fire          Type:- Blunt

Riskbreak (What happened to the "er"?), Level Two

Focused blow that deals damage and reduces RISK. (This is the only Break Art, move, ability (whatever) in the game that reduces RISK. This means that this move is worth having a staff on standby for. The only problem is that the accuracy, as with all Break Arts, is effected by RISK. This means that if RISK is at 100 the chances of this working are minimal.

Affinity:- As Weapon    Type:- Piercing

Gravis Aether, Level Three

Solidifies aether to crush foe.

Affinity:- Earth          Type:- Blunt

Trinity Pulse, Level Four

Crushes foe with a triad of shockwaves.

Affinity:- As Weapon Type:- Blunt

-- Heavy Mace --

Bonecrusher, (heh heh, Ulitma 8 - Ed) Level One

Releases intense shockwaves to crush bones.

Affinity:- As Weapon Type:- Blunt

Quickshock, Level Two

Numbs foe with a damaging strike.

Affinity:- Air Type:- Blunt

Ignis Wheel, Level Three

A spreading sheet of flame engulfs foe.

Affinity:- As Weapon & Fire Type:- Blunt

Hex Flux, Level Four

Fuses power of Light and Darkness in one.

Affinity:- Light & Dark Type:- Blunt

-- Polearm --

Runiation, Level One

Focuses pure fighting spirit into the spearhead, dealing damage with pinpoint accuracy.

Affinity:- As Weapon Type:- Piercing

Scythe Wind, Level Two

Inflicts damage and tarnishes arms and armour.

Affinity:- Air Type:- Piercing

Giga Tempest, Level Three

Energy storm damages both armour and foe.

Affinity:- As Weapon Type:- Piercing

Spiral Courage, Level Four

Whips air moisture into a penetrating whirlwind.

Affinity:- Water Type:- Piercing

-- Crossbows --

Crossbow arts reduce in range the more powerful they become. This means that the Brimstone Hail Break has a larger range than the Death Wail.

Brimstone Hail, Level One

Quarrels filled with hellfire pierce the enemy.

Affinity:- Fire & Dark Type:- Piercing

Heaven's Scorn, Level Two

The haft becomes a conduit for heaven's light

Affinity:- Air & Light Type:- Piercing

Death Wall, Level Three

Fires a bolt of pure demonic energy.

Affinity:- Earth & Dark Type:- Piercing

Sanctus Flare, Level Four

Channels the powers of the dragons of light.

Affinity:- Water & Light Type:- Piercing

-- Bare Hands --

Lotus Palm, Level One

Fighting spirit surrounds the fist, pummelling the enemy.

Affinity:- Physical    Type:- Blunt

Vertigo (Isn't this the fear of heights?), Level Two

Numbs foe with a damaging strike.

Affinity:- Physical    Type:- Blunt

Vermilion Aura, Level Three

Strikes the Dark using the power of light.

Affinity:- Light        Type:- Blunt

Retribution, Level Four

Turns the power of the Dark against itself.

Affinity:- Dark        Type:- Blunt

\*\*\* 06.0 Battle Abilities \*\*\*

After you have defeated the first "true" boss of Vagrant Story - the Minotaur - you will gain Battle Abilities. Battle Abilities consist of Chain Abilities and Defence Abilities, both of which I will go into more detail about later.

To use the Battle Abilities you need to give the Triangle, Square and Circle buttons an ability for both Chain and Defence. This is done through the main menu or by holding R2 down and then pressing the down button on the D-Pad.

You get new Battle Abilities if you use your current abilities (both Chain and Defence) successfully. When you have gained enough EXP you will be given the choice of learning a new Chain or Defence ability. Choose carefully. Choose depending on your battle style. Do you concentrate on attacking or defending? What do you want to do to your enemies? You should be able to learn all these battle abilities before the end of the game the first time round. At around 49% map completed I only had around 3 more abilities to learn (1 Chain, 2 Defence).

\*\*\* 06.1 Chain Abilities \*\*\*

To use the Chain Abilities you need to press one of the Triangle, Square or Circle buttons at the exact time the weapon hits the enemy to continue the chain. It is possible to continue the chains for long periods of time but in doing this the RISK bar will increase rapidly.

When using the chains it will steadily increase and then suddenly shoot up. An example of this sequence is this:-

1, 2, 3, 4, 5, 6, 7, 8, 9, 20, 37, 52, 76, 89, 100

Stupid, I know but it means that you can't continue chains forever (although I have found it is possible to chain an enemy to death even if you start with RISK on 100, but only if the weapon is highly compatible against that class of enemy.)

Be careful. Get used to the chains for all the weapons you like using. Why? Each weapon has a different animation for each chain. That said the combo of moves I use has a similar animation for the Sword class weapons and Heavy Mace class of weapons. Another good reason to get used to the chains is that the animations for chain abilities that do something "special" nearly always have a weird timing to it. In otherwords it tries to trick you. So find a Chain combo

you like and stick to it is my opinion because then you will be able to chain for a long time.

If in the options menu "Timing Display" is turned on a "!" will appear on the screen when you have to press the buttons to continue the chain. IMO the "!" doesn't always help. When I am using Chains I base my judgement on the timing of the animation and the sound effects. A result of this, is that I can hit the target at the exact time the "!" appears on the screen. When you hit a word will appear on the screen. This word is chosen and could be one of the following:-

GOOD!, EXCELLENT, RIGHT ON!, PERFECT!, WELL TIMED!, NICE! and GREAT!

Apart from this other words appear on the screen if you press the button too soon before you are meant to, or after your meant to. Keep an eye on these words as it might help you to perfect your timing.

The Chain Abilities that you can learn are shown below.

-- Chain Ability List --

Heavy Shot, RISK:- One

Inflicts an amount of additional damage equal to 70% of damage dealt.

This is you standard ability. No special moves, just a powerful hit.

Gain Life, RISK:- 2

Regenerates an amount of Ashley's HP equal to 30% of damage dealt.

This can be very useful if your low on HP. Make sure that this ability is used after a hard hitting ability that has hit to get the most out of it. If it follows a MISS in the Chain you won't gain any HP, and if it follows a low hitting ability you will only recover 1 or 2 HP.

Mind Assault, RISK:-1

Reduces foe's MP by an amount equal to 30% of damage dealt.

This does nothing for Ashley but destroys the MP that the enemy has. When it ends up bringing up a load of "0" it has run out of MP. But be warned the foe will recover it's MPs in the same way as Ashley can.

Gain Magic, RISK:- 2

Regenerates an amount of Ashley's MP equal to 30% of damage dealt.

To get the most MP out of the enemy use this ability following a move that has taken a lot of HP of the enemy.

Raging Ache, RISK:- 1

Inflicts an amount of additional damage equal to 10% of the damage Ashley has sustained.

I like this chain. But then again I can never use it to its full potential 'cause the standard enemy doesn't stand a chance in hitting me. This is a very handy move to learn. Get it ASAP. Say, for example, that you are low on HP by 100 HP using Raging Ache will add 10 points of damage to the attack. I have even found that using this along with Heavy Shot can take out an enemy with the chance to hit like 0 / 0% when you are on RISK 100. This is an example if it's potential ability. Use it, and use it well, my friend.

Mind Ache, RISK:- 1

Reduces foe's MP by an amount equal to 20% of the MP Ashley has used.

This is the same as above but is for MPs. I have, in all honesty, never used this move in a serious battle.

Temper, RISK:- 2

Inflicts an additional 40% of damage on foe and repairs a small amount of weapon DP.

This doesn't exactly work. Every move in the chain (apart from this one) will damage your weapon and you can't hope to restore all that DP. In other words throw this in occasionally to slow down the damage caused to your weapon. If that is your style. If it isn't remember where the nearest workshop is and how to get there so you can repair ALL your weapons at the same time.

Crimson Pain, RISK:- 2

Inflicts an additional 100% of damage on foe and deals 30% of base damage to Ashley.

Don't get carried away with this move or you might find yourself in serious trouble. Use it with Raging Ache to get powerful hits or Gain Life to restore exactly the amount of life lost in using this ability.

Instil, RISK:- 1

Inflicts additional damage equal to 10% of damage dealt and adds that amount to PP Restores PP that is lost meaning that you are able to pull off more powerful attacks. If you use it with the Phantom Pain ability however you will have a nice combo.

Phantom Pain, RISK:- 3

Inflicts additional damage equal to the total accumulated Phantom Points in Ashley's weapon.

In other words this swaps PP for more damage. Use this with Instil to keep gaining PP and you will have an effective combo that you can use.

Paralysis Pulse, RISK:- 3

Adds "Paralysis" to attack.

Adds paralysis to the enemy who will then run away from you until it wears off, in the hope that you won't attack them. (Yeah, right...)

Numbing Claw, RISK:- 3

Adds "Numbness" to attack.

Use this at the end of the chain or it won't work. If you use it in the middle of a chain the move that follows it will cancel the effects of Numbness.

Numbness stops the enemy using Special Attacks, and slows them down by 50%.

Dulling Impact, RISK:- 3

Adds "Silence" to attack.

Stops the enemies from casting magic for a little while.

Snake Venom, RISK:- 3

Adds "Poison" to attack.

Slowly poison will sap life out of the enemy until they counter it with an Antidote or spell if they are able to do so. Poison does not work on Undead creatures.

-- 06.2 Defence Abilities --

Defence Abilities are used in a similar way to Chain Abilities. They add RISK to the RISK bar when used and have to be used at the exact time the attack hits you. You will know when it hits you by the sound, what you can see and the fact that, if you have it set up to do so, the little orange "!" will appear.

It is a good idea to change the defences you have to suit your surroundings. So when you encounter an enemy you have no defence for quickly press L2 and change the defence abilities. For example if you run into an enemy that uses fire add the "Pyro Guard" ability to one of the buttons.

As with Chains find a button and defence ability set-up you are comfortable with and get used to it as you are going to be using the Defence Abilities a lot. You may also find that some defences end up with a MISS. This is because they CANNOT defend against the type of attack that is being used against you.

The list of defences is shown below:-

-- Defence Ability List --

Ward, RISK:- 1

Prevents Paralysis and Numbness

This will prevent Paralysis and Numbness being cast on you if it is timed right. Another bonus with this ability is that if you use it and you are already affected by Paralysis you might be able to shake off the Paralysis even if the attack didn't carry Paralysis.

Siphon Soul, RISK:- 6

Adds 50% of MP used in foe's magical attack to Ashley's MP. Effective versus magical attacks.

I don't like this. The idea of getting 50% of the MP from a spell used on you sounds good but the low costing MP spells don't give you much MP and the high costing ones can nearly half your HP, or even worse, kill you. If you want to get MP out of the enemy use the Gain Magic Chain Ability.

Reflect Magic, RISK:- 2

Reflects 40% of damage. Does not reduce damage received. Effective versus magical attacks.

This move is good - when it works. Time it right (and with a bit of luck) you can reflect ANY move used on you, from any angle. This means that if someone were to attack you from behind with a water element spell, you would be able to reflect the damage onto them as long as you are able to survive 60% of damage on you.

Reflect Damage, RISK:- 2

Reflects 40% of damage. Does not reduce damage received. Effective versus non-magical attacks.

This is the same as Reflect Magic but for normal attacks. This might be easier to time as you can actually see when the blade touches you to get the timing perfect.

Absorb Magic, RISK:- 4

Reduces damage received by 20%. Effective versus magical attacks.

This is good, but if you have a defence ability for the specific element that is attacking you it is better to use that.

Absorb Damage, RISK:- 4

Reduces damage received by 20%. Effective versus non-magical attacks.

This is basically the same as Absorb Magic but for normal attacks.

Impact Guard, RISK:- 4

Reduces physical damage by 50%.

I ALWAYS have this defence ability equipped. This is handy. Imagine this. You have 100 HP and a dragon boss takes a swipe at you with it's tail and takes 150 HP off. Time it right and you will regain 75 HP therefore staying alive.

Windbreak, RISK:- 4

Reduces Air affinity damage by 50%.

Fireproof, RISK:- 4

Reduces Fire affinity damage by 50%.

Terra Guard, RISK:- 4

Reduces Earth affinity damage by 50%.

Aqua Guard, RISK:- 4

Reduces Water affinity damage by 50%.

Shadow Guard, RISK:- 4

Reduces Light affinity damage by 50%.

Demonscale, RISK:- 4

Reduces Dark affinity damage by 50%.

Phantom Shield, RISK:- 6

Uses the accumulated Phantom Points in Ashley's shield to counter an equal amount of damage.

\*\*\* 07.0 RISK \*\*\*

RISK is, to put simply, odd. It means that if you spend lots of time attacking with or without chains, or have defended against attacks well, you will have lost a lot of concentration. Without this concentration you will find it hard to hit the target for damage. This basically means you can't (or more to the point - you aren't supposed to) go on for ever using chains to hit the enemy as it just won't do anything. That said I have been able to kill off an enemy starting on 100 RISK and finishing on 100 RISK without the use of any Vera items or RISK reducing abilities in between.

With low RISK you will find it easier to hit the target, easier to take off lots of HP and that it is harder for the enemy to hit you and, even if it does hit you, for lots of damage.

High RISK means that it is harder to hit the enemy and take off any HP, and that it is easier for the enemy to hit you and take off a lot of HP.

Basically you are meant to break down your lengthy combos into chunks of around 8 so that your RISK doesn't rocket. In my opinion do this for the bosses, but in boss battles your more likely to use Break Arts any way. If you are wandering around and encounter a small Dragon of Crimson Blade or any of various undead beings go crazy with your RISK after taking out any really hard monsters in the room. The only problem with this is that you will want to reduce your RISK to 0 before moving into the next room, and by the time this is done you HP and MP will have restored a fair bit. If you move into a room on full HP and MP and no RISK you will face more enemies and they are usually harder than normal. On the other hand if you move around with low HP and MP you will encounter less enemies and you might encounter "Rare" enemies with "Rare" items also.

That doesn't go under the RISK section does it? Oh well,.....

-- 07.1 USIN', ABUSIN' AND REDUCIN' RISK--

Vera Items

Use 'em. But don't use them all up. Most of the time you will find you are given them when you need them. Although you must remember it is handy to have a few Vera Roots ready for when you enter a boss battle as you might find your RISK goes sky high.

### \*\*\* 08.0 Traps \*\*\*

Okay, you might get the impression that there are traps out there that have it in for you. Well, you'd be half right. On one hand they are there to be a real pain and on the other hand they can't kill you (Aren't you glad about that?).

Traps can be seen by using the Magic Spell "Eureka" or by using the item "Eye Of Argon". Below is a list of the types of traps you may encounter along your epic journey through the town of Lea Monde.

#### -- 08.1 "Warlock" Traps --

Gust	Attacks with Air affinity.
Inferno	Attacks with Fire affinity.
Terra Thrust	Attacks with Earth affinity.
Freeze	Attacks with Water affinity.
Death Vapour	Attacks with Light affinity.
Diabolos	Attacks with Dark affinity.
Eruption	Attacks with Physical affinity.

#### -- 08.2 "Sorcerer" Traps --

Poison	Casts "Poison".
Paralysis	Casts "Paralysis".
Curse	Casts "Curse".

#### -- 08.3 "Shaman" Traps --

Heal Panel	Restores HP, Reduces RISK.
Cure Panel	Cures Poison, Numbness and Paralysis status effects.
Trap Clear	De-activates all the traps in the room.

A good trick to use is jumping up and down on the heal panels as many times as needed. This can be done as the traps are activated every time you touch one.

### \*\*\* 09.0 Weapons \*\*\*

Weapons are one of the key factors in making or breaking a Riskbreaker. A good weapon makes a good Riskbreaker. Therefore it is essential you get the most out of your weapons.

There are three "types" of weapons. These are Blunt, Edged and Piercing. You will find that different enemies are more resistant to one type of weapon than another. For example a Piercing weapon will do more damage on a human enemy than on a Undead enemy.

Over time you will find out which weapons are suited to certain enemies and you will build up a set of three or four weapons that you will carry around all the time, so that you can defeat any enemy that you may stumble upon.

#### -- 09.1. Weapon EXP --

In Vagrant Story the ever popular RPG element Experience is here all be it in a slightly different form. You see, your weapons get EXP and not Ashley. What this means is that if you used a weapon against say, Dragons, and you used it every time you encountered them it would slowly increase in EXP and become the ultimate Dragon slaying weapon. For weapon affinity it is a similar idea. If you use a weapon against an enemy with a high Fire affinity, over time your weapon will increase in water affinity to deal with any enemies carrying a fire



element.

This idea also goes for armour. Although, I have to admit, I have never really cared about the armour. I only use it to help protect against damage. As well as armour the EXP principle counts for Shields as well. In other words if you raise the fire affinity of a Shield you will stand more chance of surviving a devastating fire attack than you would normally. An example of this would be when, the other day, I entered the final battle for the second time, loaded up the Dark affinity on my shield and prepared for the Bloody-Sin. I equipped my shield "Mid-Sin" and prepared to be annihilated. What actually happened was that the supposed most powerful move in the game, only took 30 HP off me. This just goes to show that EXP on weapons is a good idea, and a very helpful one at that!

-- 09.2. This weapon for this, That weapon for that. --

It is a good idea to say for example have a kit of four weapons that you use all the time. Each weapon being able to cause high amounts of damage to only two classes of enemies. A good example of these four weapons are shown here:-

Weapon 1 :- Dragon & Human  
Weapon 2 :- Beast & Phantom  
Weapon 3 :- Undead & Evil

With this system when the EXP of one class increases it won't interfere with the next class down the list. In other words with the list in the menus looking like this:-

Human,  
Beast,  
Undead,  
Phantom,  
Dragon,  
Evil.

Every plus point on the human class would be a minus point on beast, and so on down the list. This principle also works for element affinities although only for the opposite of affinities. For an example you couldn't have a weapon with high Light and Dark affinity because they are opposite affinities.

If you think that all this is not worth it, consider this:- It means you can carry more weapons that you have won from battles or found in chests. More weapons, means more forging, more forging means better weapons, better weapons means deader enemies.

-- 09.3. Damage Points (DP) --

DP is a very important factor of your weapons. In the menu you will be able to see what the maximum DP for your weapon is and what level it is at. The higher this bar is, the more damage you are going to cause. The lower this bar is, the less damage you are going to cause. So, to be on the safe side, know where the nearest workshop is so you can repair your weapons at regular intervals.

NOTE:- The metal of the weapon, shield and armour doesn't matter when it comes to repairing, so you can repair your weapons in any workshop you like.  
DP is also used by Shields and Armour.

-- 09.4. Phantom Points (PP) --

PP. Phantom Points are brilliant when used correctly as they increase the

amount of damage your weapon can do. The Phantom Points are increased during battle. For a chain combo using Phantom Points see the Chain Abilities section. PP are lost when you are wandering around Lea Monde with you weapon out and you aren't using it. That is why you should always put it away after a battle.

### \*\*\* 10.0 The Workshop \*\*\*

The workshops enable you, the player, to customise, repair and create brand new weapons that can't be found in the normal course of the game. It is always handy to know where your nearest workshop is, as not only can you repair and create new weapons there is always a save point and a crate handy. These workshops are as follows in the order they will be found in the game.

Work of Art W/S, The Catacombs

You can work with Wood, Leather, Bronze

The Magic Hammer W/S, Town Centre West

You can work with Bronze, Iron

Keane's Crafts W/S, The Keep

You can work with Bronze, Iron, Hagane

Junction Point W/S. Town Centre East (Behind the door with the Cattleya Sigil)

You can work with Wood, Leather, Bronze, Iron, Hagane

Metal Works W/S, Town Centre East

You can work with Silver, Damascus

Godhands W/S, Undercity West (Second play only)

You can work with Wood, Leather, Bronze, Iron, Hagane, Silver, Damascus

Once in these workshops you go into the items menu and select SETUP which is located below EQUIP. From here you can combine blades, create new weapons, repair weapons and a few more different abilities that you can do even if you aren't in a workshop.

### -- 10.1. The Materials --

I have listed the materials in order of the worst to the best.

#### - Wood -

Wood is only used when it comes to shields. The first shield you will get will be made out of wood. This isn't a very helpful material but you will find that if you combine shields together you get very powerful shields.

#### - Bronze -

Most of the weapons you get for the first time will be made out of bronze. This is a good material to use at the start of the game, but you will find that if you combine bronze and bronze blades together you might end up with some Iron blades. Nice.

#### - Iron -

The next step up from Bronze means your not far away from getting Hagane. That is wonderful news.

#### - Silver -

How do you get silver? Well you can try combining bronze and hagane materials and you might occasionally get some Silver, but it isn't guaranteed to work all of the time. I have noticed that when you find Silver items in chests or win

them off enemies, they are usually geared up to go against the enemy classes of Undead, Phantom or Evil. So use this to your advantage until you can prepare a strong Hagane or Damascus replacement for your Silver weapon. Infact I ended up using a Silver blade against Guildenstern at the end of the game. I later realised that Hagane is much more effective.

- Hagane -

To get Hagane you just combine Bronze and Iron blades. If you are having a hard time getting Silver or Damascus blades don't worry. Keep combining Hagane blades together to get an extremely powerful weapon and you'll be fine.

- Damascus -

To get Damascus you can try and mix Hagane and Silver together but it won't always work. So, in my opinion the best way to get Hagane is to go on a treasure hunt. This way you will end up with a few Damascus blades that you can use to you advantage.

\*\*\* 11.0 The Creative Process \*\*\*

The "Creative" Process as I call it can be split up into different sections. These are:-

- Combining
- Creating
- Finalising

Please keep in mind that these three stages are for weapons only as armour only uses the first step. As a result you will find the only info on armour under it's own sub-section called "Combining Armour".

-- 11.1. Combining Weapons --

To combine weapons you select the combine option in the set-up menu. Once you have done this you will notice that you have to choose two blades to go into two boxes. The order the blades go in effects the type of blade you get out, as well as the material it can be made out of. Therefore I have listed all the blades and the boxes they go into to make new blades. It is possible to create new blades by mixing blades of different categories together, but in order to get the best blades it is a good idea to combine blades of the same type. That is why I have only listed the combo tables for the same types of blades. I will, however, when I have a spare night or weekend add tables for combing two different types of blade. Here we go:-

-- End Result:- Daggers --

FIRST BLADE	SECOND BLADE	FINAL BLADE
Dirk	Scramasax	Throwing Knife
Throwing Knife	Scramasax	Kudi
Kudi	Throwing Knife	Cinquedea
Cinquedea	Kudi	Kris
Kris	Cinquedea	Hatchet
Hatchet	Kris	Khukuri
Khukuri	Hatchet	Baselard
Baselard	Baselard	Stiletto
Stiletto	Stiletto	Jamadhar

-- End Result:- Swords --

Rapier	Spatha	Short Sword
Firangi	Short Sword	Shamshir
Shamshir	Firangi	Falchion

Falchion	Shamshir	Shotel
Shotel	Falchion	Kora
Kora	Kora	Khopesh
Khopesh	Khopesh	Wakizashi

-- End Result:- Axes ==

Francisa	Battle Axe	Tabarzin
Tabarzin	Francisca	Chamkaq
Chamkaq	Tabarzin	Tabar
Tabar	Tabar	Bullova
Bullova	Bullova	Crescent

-- End Result:- Maces ==

Ball Mace	Spiked Club	Footman's Mace
Footman's Mace	Ball Mace	Morning Star
Morning Star	Footman's Mace	War Hammer
War Hammer	War Hammer	Bec de Corbin
Bec de Corbin	Bec de Corbin	War Maul

-- End Result:- Great Swords ==

Katana	Broad Sword	Executioner
Executioner	Katana	Claymore
Claymore	Executioner	Schiavona
Schiavona	Claymore	Bastard Sword
Bastard Sword	Bastard Sword	Nodachi
Nodachi	Nodachi	Rune Blade

-- End Result:- Great Axes ==

Sabre Halberd	Large Crescent	Balbriggan
Balbriggan	Sabre Halberd	Double Blade
Double Blade	Double Blade	Halberd

-- End Result:- Heavy Maces ==

Footman's Mace	Sabre Mace	Gloomwing
Gloomwing	Footman's Mace	Mjolnir
Mjolnir	Mjolnir	Griever(Isn't that...no I won't type that)
		(Yes it is - Richard)
		(It's Ultimecia's GF!)
Griever	Griever	Destroyer

-- End Result:- Staves ==

Summoner's Baton	Clergy Rod	Shamanic Staff
Shamanic Staff	Summoner's Baton	Bishop's Crosier
Bishop's Crosier	Bishop's Crosier	Sage's Cane

-- End Result:- Polearms ==

Scorpion	Glaive	Corcesca
Corcesca	Scorpion	Trident
Trident	Corcesca	Awl Pike
Awl Pike	Trident	Boar Spear
Boar Spear	Trident	Fauchard
Fauchard	Boar Spear	Voulge
Voulge	Fauchard	Pole Axe

Pole Axe	Pole Axe	Bardysh
Bardysh	Bardysh	Brandestoc

-- End Result:- Crossbows --

Target Bow	Gastraph Bow	Light Crossbow
Light Crossbow	Target Bow	Windlass
Windlass	Target Bow	Cranequin
Cranequin	Windlass	Lug Crossbow
Lug Crossbow	Lug Crossbow	Siege Bow
Siege Bow	Siege Bow	Arbalest

-- 11.2. Ultimate Weapon Combos --

I don't really know where this bit of info should go, so I'm putting it here. When you have the Stock Sigil go back to The Gallows in the Wine Cellar to battle an undead Minotaur. This Minotaur carries the Hand of Light. Defeat it and you might get this weapon. If you don't leave the room, go back in and try again until you do get it. I have heard that this will act as a metal converter (turns into Damascus) if it is placed in the second combination slot. Well, that's it.

Okay, the Ultimate Weapon Combos section is something that I have mutated out of another FAQ writers file. And before you start - I am within the law. His disclaimer said so. Anyway thanx for this goes to Matt Hamand who can be contacted at <mhamand1@yahoo.com>. What you will see below is mostly Matt's FAQ although I have added a few pieces in. These can be identified by the [ ] that I have typed in.

+-----+  
| FAQ START |  
+-----+  
Introduction

\*What is an Ultimate Weapon?\*

An Ultimate Weapon is a weapon with 100 in all classes and affinities. Ideally the weapon will also be made of Damascus.

\*Why should I make an Ultimate Weapon?\*

The first time I played through Vagrant Story I did okay. But the final battle with Guildenstern was a bear. I did not use combos for most of the game which was a mistake. So I spent a couple of hours nickel and diming him to no avail. Then I hit upon using a Heavy Shot/Crimson Pain combo and that worked much better. But I was still only doing about 15 points of damage on a critical hit. I eventually beat him but it was a pain. [ Sounds like me. Took the best part of 2 hours to kill him... ]

Fast-forward to my first replay game. After spending a lot of hours building an ultimate weapon (Hagane Romphaia, Spiral Hilt, Tertia, Tertia, Braveheart) the final battle with Guildenstern went much better. I killed his final form in one 5 chain combo (Heavy Shot/Crimson Pain). I was pleasantly surprised. I expected to do well but this was terrific. Some credit has to go to my increased stats, but most of the credit I think has to go to the weapon.

Before I continue I should say that my weapon isn't even quite as ultimate as it could be. It is not Damascus and I really would like to have Arturos gems. But after at least two dozen hours of spelunking in Iron Maiden B2/B3 I could not come up with one lousy Holy Win Blade. My girlfriend can attest to the hours I

wasted on this quest. So I settled for Hagane and lower quality gems. But the results cannot be argued with.

The GameFAQs Vagrant Story message board has a lot of info on ultimate weapon building. That's where I got the method I used, the method I'm writing about here. But to get to the info you have to wade through thousands of posts over 2 or 3 months. So I decided to write this and put all it in one place.

Here it is.

=====  
The Method

The method I used is a four blade method. There are some three blade methods out there. I like the four blade method. It ensures that there will be no conflicting classes/affinities. And once you have the blades it doesn't take any longer that a three blade method. You still have to spend the same amount of time whacking away at training dummies no matter how many blades you are going to eventually combine.

Blade 1 - Dragon / Beast / Physical

For the first blade head to The Boys Training Room in City Walls South. Attack the Dragon dummy there until your Dragon class and Physical affinity are up to 100. Then travel to The Dark Tunnel in Abandoned Mines B1. Use the Beast dummy there until your Beast class is up to 100. Set that blade aside.

Blade 2 - Phantom / Human / Earth / Darkness / Water

For the second blade go to From Boy To Hero in City Walls North. Attack the Phantom dummy there until your Phantom class is up to 100. Then travel to the Worker's Breakroom in The Wine Cellar. Attack only the Right Arm, Left Arm, and head until your Human Class and Earth, Water, and Darkness affinities are up to 100. Set that blade aside.

Blade 3 - Human / Fire / Air

For the third blade stay in the Worker's Breakroom in The Wine Cellar. With the same dummy attack only the Body and Legs until your Human class and Fire and Air affinities are up to 100. Set that blade aside.

Blade 4 - Undead / Evil / Light

For the fourth blade go to the Hall Of Sworn Revenge in The Catacombs. Attack the Undead dummy until your Undead class is up to 100. From there go to Gharne's Walk in Town Centre East. Attack the Evil Dummy there until your Evil class and Light Affinity are up to 100.

=====  
4. Assembly

The best place to assemble your weapon is the Godhands workshop. This workshop is only available on replay. If you want to build an ultimate weapon on first play I suggest Junction Point workshop. Just make sure none of the blades you will be combining are Silver or Damascus.

Combining these blades and assembling this weapon is similar to combining and assembling any other with just a couple of key differences.

I will now go into detail on how to combine and assemble the ultimate weapon of

each weapon type.

---

Ultimate Dagger

Blade 1 - Baselard  
Blade 2 - Baselard  
Blade 3 - Stiletto  
Blade 4 - Holy Win

Hilt - Spiral Hilt

Gems - Arturos, Arturos, Arturos

First combine the two Baselards to get another Stiletto. Then combine the two Stilettos to get a Jamadhar. Then combine the Holy Win with the Jamadhar. This should create a Damascus Jamadhar with 100 in all classes/affinities. Assemble the blade with a spiral hilt, and 3 Arturos gems.

---

Ultimate One-Handed Sword

Blade 1 - Romphaia  
Blade 2 - Romphaia  
Blade 3 - Romphaia  
Blade 4 - Holy Win

Hilt - Spiral Hilt

Gems - Arturos, Arturos, Arturos

Combine the three Romphaias. Then combine the Romphaia with the Holy Win. This should result in a Damascus Romphaia with 100 in all classes/affinities. Assemble the blade with a spiral hilt and 3 Arturos Gems.

---

Ultimate Two-Handed Sword

Blade 1 - Holy Win  
Blade 2 - Holy Win  
Blade 3 - Holy Win  
Blade 4 - Holy Win

Hilt - Spiral Hilt

Gems - Arturos, Arturos, Arturos

Combine all four Holy Wins. This results in a Damascus Holy Win with 100 in all classes/affinities. Assemble the blade with a Spiral Hilt and affix 3 Arturos Gems.

---

Ultimate One-Handed Axe

Blade 1 - Tabar  
Blade 2 - Tabar  
Blade 3 - Bullova  
Blade 4 - Holy Win

Hilt - Elephant

Gems - Arturos, Arturos, Arturos

Combine the two Tabars. This should result in another Bullova. Combine the

two Bullovas. This results in a Crescent. Combine the Crescent with the Holy Win. This should result in a Damascus Crescent with 100 in all classes/affinities. Assemble the blade with an Elephant grip and 3 Arturos gems.

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#### Ultimate Two-Handed Axe

Blade 1 - Balbriggan  
Blade 2 - Balbriggan  
Blade 3 - Sabre Halberd  
Blade 4 - Sabre Halberd

Hilt - Elephant

Gems - Arturos, Arturos, Arturos

Combine the first Balbriggan and Sabre Halberd. This results in a Double Blade. Combine the second Balbriggan and Sabre Halberd. This results in a Double Blade. Combine the two Double Blades. This results in a Halberd with 100 in all classes/affinities. Assemble the blade with an Elephant grip and 3 Arturos gems.

---

#### Ultimate One-Handed Mace

Blade 1 - War Hammer  
Blade 2 - War Hammer  
Blade 3 - Bec De Corbin  
Blade 4 - Holy Win

Hilt - Elephant or Grimoire Grip

Gems - Arturos, Arturos, Arturos or Arturos, Arturos

Combine the two War Hammers. This results in a Bec De Corbin. Combine the two Bec De Corbins. This should give you a War Maul. Combine the War Maul with the Holy Win. This should result in a Damascus War Maul with 100 in all classes/affinities. Assemble the blade with either an Elephant or a Grimoire Grip. Affix either 2 or 3 Arturos Gems.

---

#### Ultimate Two-Handed Mace

Blade 1 - Hand Of Light  
Blade 2 - Hand Of Light  
Blade 3 - Hand Of Light  
Blade 4 - Hand Of Light

Hilt - Elephant or Grimoire Grip

Gems - Arturos, Arturos, Arturos or Arturos, Arturos

Combine all four Hands Of Light. This should give you a Hand of Light with 100 in all classes/affinities. Assemble the blade with either a Elephant grip or a Grimoire Grip. Affix either 2 or 3 Arturos gems.

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#### Ultimate Staff

Blade 1 - Shamanic Staff  
Blade 2 - Summoner's Baton  
Blade 3 - Bishop's Crossier  
Blade 4 - Holy Win

Hilt - Elephant or Grimoire Grip



Gems - Arturos, Arturos, Arturos or Arturos, Arturos

Combine the Shamanic Staff with the Summoner's Baton. This gives a Bishop's Crossier. Combine the two Bishop's Crossiers. This results in a Sage's Cane. Combine the Sage's Cane with the Holy Win. This should result in a Damascus Sage's Cane with 100 in all classes/affinities. Assemble the blade with either an Elephant grip or a Grimoire Grip. Attach 3 or 2 Arturos Gems.

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Ultimate Polearm

Blade 1 - Pole Axe  
Blade 2 - Pole Axe  
Blade 3 - Pole Axe  
Blade 4 - Pole Axe

Hilt - Spiral Pole

Gems - Arturos, Arturos, Arturos

Combine the two Pole Axes. This results in another Bardysh. Combine the other two Pole Axes. This results in another Bardysh. Combine the two Bardysh. This gives a Damascus with 100 in all classes/affinities. Assemble the blade with a spiral pole grip. Attach 3 Arturos gems.

-----

Ultimate Crossbow

Blade 1 - Lug Crossbow  
Blade 2 - Lug Crossbow  
Blade 3 - Seige Bow  
Blade 4 - Holy Win

Hilt - Sonic Bullet

Gems - Arturos

Combine the two Lug Crossbows. This results in a Seige Bow. Combine your two Seige Bows. This results in an Arbalest. Combine the Arbalest with the Holy Win. This gives you a Damascus Arbalest with 100 in all classes/affinities. Assemble the blade with a Sonic Bullet Grip and attach 1 Arturos gem.

=====

## 5. Notes

### \*Obtaining The Holy Win & Romphaia\*

On second play or later the Iron Maiden B2 and Iron Maiden B3 are accessible. If you enter these areas with 150 or less hit points you encounter different enemies Normally there are shriekers, ogres, and liches. With less than 150 HP you run into Dark Crusaders and one Last Crusader. The Dark Crusaders are armed with Romphaias, the best one handed sword available. The Last Crusader carries the Holy Win blade, the best two handed sword. They will drop these swords rarely. Very rarely. I spent at least 20 hours in the IMB2/3 and only had 6 Romphaias and no Holy Wins to show for it. I've heard of others obtaining as many as 6 Holy Wins in only 2 hours of trying. As far as I tell there is no sure way of getting them to drop what you want. With the rarer items, at least, it appears pretty random.

### \*Obtaining The Hand Of Light\*

The Hand Of Light is the best two handed mace in the game. It is obtained by battling the various Minotaur Bosses. They drop it rarely. About as rarely, I hear, as the Holy Win is dropped. I didn't spend as much time looking for one of these as I have little interest in two-handed weapons, I like using shields.

#### \*Combining With The Holy Win Blade\*

The most useful thing about the Holy Win blade is its use as a metal converter. When certain sufficiently powerful blades are combined with the Holy Win the result is that blade in the superior Damascus material. This is the best way to make most weapon into Damascus.

#### \*Limitations Of The Holy Win\*

You cannot make use a Holy Win to convert a Hand Of Light blade into Damascus. The Holy Win also will not convert two-handed axes, two-handed maces, or polearms into Damascus. The best way to make ultimate weapons of these types Damascus is to start with Damascus components. I know this is not easy, but its the best I can do within the scope of this document. I suggest Jay Tilton's Combination Guide.

#### \*How Many Holy Wins Do I Need?\*

To make a complete set of ultimate weapons you will need 10 Holy Win blades. This is enough to convert all the weapons that you can to Damascus and to create an ultimate Holy Win blade.

#### \*Alternate Ultimate Two-Handed Mace\*

An alternate method of creating an ultimate two-handed mace is to use four Mjolnir blades. This gives you a Destroyer blade with 100 in all classes/affinities. Not having a Hand Of Light or a Destroyer to compare I don't know which one has higher base stats. I suspect it will be the Hand Of Light, but if you really enjoy the ultimate weapon making process or are having problems getting Hands of Light here's how to make a non Hand Of Light ultimate two-handed mace.

#### \*Elephant or Grimoire Grip\*

When choosing a grip for your maces and staff you have a couple of choices. The Elephant grip is not the best for blunt weapons but it does have 3 gem slots. The Grimoire Grip is the best grip for blunt weapons but it only has 2 gem slots. It's your call but I'd go for the Elephant.

#### \*Arturos Gems\*

Another reason to spend some time getting Holy Win blades is the gems they come with. Specifically the Arturos gem. This gem adds 30 to all classes/affinities and boosts STR, INT, and AGL as well. This is the preferred gem for ultimate weapon building.

=====

## 6. Tips

#### \*Training Dummies\*

When attacking training dummies to gain class/affinity bonuses do not use chains. The dummies give out the bonuses based on hits received and chains only count as one hit. Chaining will only make a long hard job harder.  
[ Also, if you chain or attack for a long time you can end up "killing" the

dummy. The only bonus you get for doing this is a few items which are rather pointless on second play. ]

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## 7. Alleviating The Boredom

This could be the most important section of this whole document [ His, NOT mine that is! ]. Ultimate weapon building is a tedious process. Just the time with the training dummies takes hours, to say nothing of the time spent seeking the blades involved.

I recommend setting a second TV up next to the set that the PSX is hooked up to. This way you can still use the controller and have something to pay attention to other than which part of the dummy you are hitting next.

+-----+  
| FAQ END |  
+-----+

And if you actually look at his FAQ it goes onto the credits section and he says that he got most of his info from someone posting on a VS Forum, so it isn't exactly his work. That means I am well within my right. Twice.

### -- 11.3. Creating Weapons --

Once you have forged your blade you can create your weapon. To do this you need to have a grip for the weapon. Try to get a grip with lots of Strength. These will become common nearer the end of the game. Grips determine how many gems you can place on you weapon. They can hold any amount from none all the way up to 3. This might not sound much but gems usually make or brake weapons. Once you have chosen the blade and grip you make it. Next you choose gems. You will collect gems on your journey and I will go into them in more detail on the items list. Now you need to think of a name.

### -- 11.4. Finalising the Weapons --

Think of an original name. Not "Buster Sword" or "Organics" or "Masamune" or anything else that comes from a computer game. Be original. A few examples. At one point my beast weapon was called "Number Of The Beast" after the Iron Maiden album, and a later weapon was called "Orion's Belt" because it had three Orion gems on it. Just let your mind flow and you'll have a brilliant weapon with a brilliant name.

### -- 11.5. Combining Armour --

Combining armour is a process almost identical to that of combining blades, as it involves affinity to both elements and enemy classes and the result of your combination is affected by the metal the armour is made out of. So, for that reason the armour combo tables are being represented in a way similar of the blades. Have fun!

### -- Head Gear --

First Piece	Second Piece	Result
Chain Coif	Bone Helm	Spangenhelm
Spangenhelm	Chain Coif	Cabasset
Cabasset	Spangenhelm	Sallet
Sallet	Barbut	Basinet
Basinet	Barbut	Armet
Armet	Basinet	Close Helm
Close Helm	Basinet	Burgonet

Burgonet	Close Helm	Hoplite Shield
Hoplite Helm	Hoplite Helm	Jazeraint Shield
Jazeraint Helm	Jazeraint Helm	Dread Helm

-- Chest Gear ==

Banded Mail	Cuirass	Ring Mail
Ring Mail	Banded Mail	Chain Mail
Chain Mail	Ring Mail	Breastplate
Breastplate	Chain Mail	Segementata
Segmentata	Breastplate	Scale Armour
Scale Armour	Breastplate	Brigandine
Brigandine	Breastplate	Plate Mail
Brigandine	Scale Armour	Plate Mail
Platemail	Brigandine	Fluted Armour
Fluted Mail	Plate Mail	Hoplite Armour
Hoplite Armour	Hoplite Armour	Jazeraint Armour
Jazeraint Armour	Jazeraint Armour	Dread Armour

-- Hand Gear ==

Reinforced Glove	Knuckles	Ring Sleeve
Knuckles	Ring Sleeve	Chain Sleeve
Ring Sleeve	Chain Sleeve	Gauntlet
Gauntlet	Vambrace	Plate Glove
Vambrace	Plate Glove	Rondanche
Rondanche	Plate Glove	Tilt Glove
Tilt Glove	Tilt Glove	Freiturnier
Freiturnier	Rondanche	Fluted Glove
Fluted Glove	Freiturnier	Hoplite Glove
Hoplite Glove	Hoplite Glove	Jazerain Glove
Jazeraint Glove	Jazeraint Glove	Dread Glove

-- Foot Gear ==

Fusskampf	Poleyn	Jambeau
Poleyn	Chain Leggings	Jambeau
Jambeau	Poleyn	Missaglia
Jambeau	Chain Leggings	Missaglia
Missaglia	Poleyn	Plate Leggings
Plate Leggings	Missaglia	Fluted Leggings
Fluted Leggings	Plate Leggings	Hoplite Leggings
Hoplite Leggings	Hoplite Leggings	Jazeraint Leggings
Jazeraint Leggings	Jazeraint Leggings	Dread Leggings

-- 11.5 Combining Shields ==

Combing shields is also similar to combining blades and armour so I won't bother going into detail. Although I will say the higher the affinity is the less damage that is caused by that affinity or class of enemy.

First Shield	Second Shield	Final Shield
Targe	Buckler	Pelta Shield
Pelta Shield	Targe	Quad Shield
Quad Shield	Targe	Circle Shield
Circle Shield	Quad Shield	Tower Shield
Tower Shield	Quad Shield	Spiked Shield
Spiked Shield	Circle Shield	Round Shield
Round Shield	Tower Shield	Kite Shield
Round Shield	Spiked Shield	Kite Shield

Kite Shield	Round Shield	Casserole Shield
Casserole Shield	Kite Shield	Heater Shield
Heater Shield	Casserole Shield	Oval Shield
Oval Shield	Heater Shield	Knight Shield
Knight Shield	Oval Shield	Hoplite Shield
Hoplite Shield	Hoplite Shield	Jazeraint Shield
Jazeraint Shield	Jazeraint Shield	Dread Shield

\*\*\* 12.0. The Items List \*\*\*

During your journey in Lea Monde you will find various items to help you along your way. These can be anything from Elixir's to Grips for weapons. Here is a list, with ALL of the items available. I have missed out the Grimoire's as they are included in the magic section.

-- 12.1. Blades --

-- Dagger Blades --

Battle Knife  
Scramasax  
Dirk  
Throwing Knife  
Kudi  
Cinquedea  
Kris  
Hatchet  
Khukuri  
Baselard  
Stiletto  
Jamadhar

-- Sword Blades --

Spatha  
Scimitar  
Rapier  
Short Sword  
Firangi  
Shamshir  
Falchion  
Shotel  
Kora  
Khopesh  
Wakizashi  
Rhomphaia

-- Axe Blades --

Hand Axe  
Battle Axe  
Francisca  
Tabarzin  
Chamkaq  
Tabar  
Bullova  
Crescent

-- Mace Blades --

Goblin Club  
Spiked Club  
Footman's Mace  
Morning Star  
War Hammer  
Bec de Corbin  
War Maul

-- Great Sword Blades --

Broad Sword  
Norse Sword  
Katana  
Executioner  
Claymore  
Schiaivona  
Bastard Sword  
Nodachi  
Rune Blade  
Holy Win

-- Great Axe Blades --

Guisarme  
Large Crescent  
Sabre Halberd  
Balbriggan  
Double Blade  
Halberd

-- Heavy Mace Blades --

Langdebeve  
Sabre Mace  
Footman's Mace  
Gloomwing  
Mjolnir  
Griever  
Destroyer  
Hand of Light

-- Stave Blades --

Wizard Staff  
Clergy Rod  
Summoner Baton  
Shamanic Staff  
Bishop's Crosier  
Sage's Cane

-- Polearm Blades --

Spear  
Glaive  
Scorpion  
Corcesca  
Trident  
Awl Pike  
Boar Spear  
Fauchard  
Voulge  
Pole Axe  
Bardysh  
Brandestoc

-- Crossbow Blades --

Gastraph Bow  
Target Bow

Light Crossbow  
Windlass  
Cranequin  
Lug Crossbow  
Siege Bow  
Arbalest

-- 12.2. Grips --

-- Dagger, Sword 'n' Great Sword Grips --

Grip Name	Blt/Egd/Prc	Gem Slots
Short Hilt	0 / 4 / 1	x0
Swept Hilt	0 / 2 / 4	x0
Cross Guard	8 / 6 / 2	x1
Counter Guard	0 / 8 / 7	x1
Knuckle Guard	0 / 5 / 9	x2
Side Ring	10 /12 /10	x2
Murderer's Hilt	0 /13 /17	x2
Power Palm	0 /15 /12	x3
Spiral Hilt	20 /20 /20	x3

-- Axe, Mace 'n' Staff Grips --

Grip Name	Blt/Egd/Prc	Gem Slots
Wooden Grip	5 / 1 / 0	x0
Czekan Type	8 / 4 / 0	x0
Sand Face	3 / 6 / 0	x1
Sarissa Grip	6 / 9 / 0	x1
Heavy Grip	6 /15 / 0	x1
Gendarme	13 / 5 / 0	x2
Runkasyle	17 / 7 / 0	x2
Grimoire Grip	21 / 9 / 0	x2
Bhuj Type	8 /19 / 0	x3
Elephant	11 /22 / 0	x3

-- Polearm Grips --

Grip Name	Blt/Egd/Prc	Gem Slots
Wooden Pole	11 / 0 / 1	x0
Winged Pole	2 / 6 /16	x0
Spiculum Pole	2 /12 / 4	x1
Ahlspies	10 /14 /12	x1
Framea Pole	16 / 4 /10	x2
Spiral Pole	15 / 6 /21	x3

-- Crossbow Grips --

Grip Name	Blt/Egd/Prc	Gem Slots
Simple Bolt	1 / 0 /10	x0
Steel Bolt	1 / 0 /13	x1
Javelin Bolt	17 / 0 / 2	x1
Falarica Bolt	3 / 0 /20	x1
Stone Bullet	23 / 0 / 4	x1
Sonic Bullet	5 / 0 /25	x1

-- 12.3. Gems --

Talos Feldspar

Feldspar imbued with the dark powers of Talos.  
Increases the power of direct attacks.

Titan Malachite

Malachite with a Titan's soul bound inside.  
Increases the power of direct attacks.

Sylphid Topaz

Topaz imbued with the power of the Sylphs.  
Slightly increases Air affinity.

Djinn Amber

Amber imbued with the power of Sylphs.  
Slightly increases air affinity.

Salamander Ruby

Ruby imbued with the power of the Salamanders  
Slightly increases fire affinity.

Ifrit Carnelian

Carnelian imbued with the power of Ifrit.  
Increases fire affinity.

Gnome Emerald

Emerald imbued with the power of the Gnomes.  
Slightly increases earth affinity.

Dao Moonstone

Moonstone imbued with the power of Dao.  
Increases earth affinity.

Undine Jasper

Jasper imbued with the power of the Undines.  
Slightly increases water affinity.

Marid Aquamarine

Aquamarine imbued with the power of Marid.  
Increases water affinity.

Angel Pearl

Pearl imbued with the power of the angels.  
Slightly increases light affinity.

Seraphim Diamond

Diamond with a seraph's soul bound inside.  
Increases light affinity.

Morlock Jet

Jet stone sealed with Morlock's magical power.  
Slightly increases dark affinity.

Berial Blackpearl

Blackpearl with Berial's soul bound inside.  
Increases dark affinity.

Haeralis

Star sapphire with the power of Haeralis the Brave.  
Slightly increases power against humans.

Orlandu

Actionlite containing a fragment of Orlandu's skeleton.  
Increases power against humans.

Orion

Black coral holding the hair of Orion the Beast.  
Increases power against beasts.

Ogimus

Amethyst containing Ogmios the Guardian's soul.  
Increases power against beasts.

Iocus

Lazurite containing St. Iocus's prayer.  
Slightly increases power against undead.

Balvus

Chiastrite containing the ashes of Balvus  
Increases power against undead.

Trinity

Jade containing the Nordic holy spirits.  
Slightly increases power against phantoms.

Beowulf

Serpentine containing a dragon's power  
Slightly increases power against dragon's

Dragonite

Serpentine containing a dragon's power.  
Slightly increases power against dragons.

Sigguld

Fire agate with the soul of Sigguld the Dragoon.  
Increases power against dragons.

Demonia

Blood opal containing the blood of devils.  
Slightly increases power against evil enemies.

Altema

Garnet containing Altema the Fallen's spirit.  
Increases power against evil enemies.

Polaris

An artificial malachite made by the ancient Kildeans, named after a legendary knight.

Basivalen

An artificial serpentine made by the ancient Kildeans, named after a legendary knight.

Galerian

An artificial cat's eye made by the ancient Kildeans, named after a legendary knight.

Vedivier

An artificial amethyst made by the ancient Kildeans, named after a legendary knight.

Berion

An artificial moonstone made by the ancient Kildeans, named after a legendary knight.



Gervin

An artificial topaz made by the ancient Kildeans, named after a legendary knight.

Tertia

An artificial emerald made by the ancient Kildeans, named after a legendary knight.

Lancer

An artificial ruby made by the ancient Kildeans named after a legendary knight.

Arturos

An artificial diamond made by the ancient Kildeans, named after a legendary knight.

Braveheart

Increases the success rate of non-magical attacks by 20%.  
Must be equipped on a weapon.

Hellraiser

Increases the success rate of magic by 20%.  
It must be equipped on a weapon.

Nightkiller

Increases the chance to evade non-magical attacks by 20%.  
Must be equipped on a shield.

Manabreaker

Increases the chance to evade magical attacks by 20%/  
It must be equipped on a shield

Powerfist

Increases the chance to evade 'STR-down' by 20%.  
It must be equipped on a shield.

Brainshield

Increases the chance to evade 'INT-down' by 20%.  
It must be equipped on a shield.

Speedster

Increases the chance to evade 'AGL-down' by 20%.  
It must be equipped on a shield.

Silent Queen

Increases the chance to evade 'Silent' by 20%.  
It must be equipped on a shield.

Dark Queen

Increases the chance to evade 'Paralysis' by 20%.  
It must be equipped on a shield.

Death Queen

Increases the chance to evade 'Poison' by 20%.

White Queen

Increases the chance to evade 'Numbness' by 20%.  
It must be equipped on a shield.

-- 12.4. Armour (Including Shields) ==

-- Shields ==	-- Helms ==	-- Body Armour ==	-- Leggings ==
Buckler	Bandana	Jerkin	Sandals
Targe	Bear Mask	Hauberk	Boots
Pelta Shield	Wizard Hat	Wizard Robe	Long Boots
Quad Shield	Bone Helm	Cuirass	Cuisse
Circle Shield	Chain Coif	Banded Mail	Light Greaves
Tower Shield	Spangenhelm	Ring Mail	Ring Leggings
Spiked Shield	Cabasset	Chain Mail	Chain Leggings
Round Shield	Sallet	Breastplate	Fusskampf
Kite Shield	Barbut	Segementata	Poleyn
Casserole Shield	Basinet	Scale Armour	Jambeau
Heater Shield	Armet	Brigandine	Missaglia
Oval Shield	Close Helm	Plate Mail	Plate Leggings
Knight Shield	Burgonet	Fluted Mail	Fluted Leggings
Hoplite Shield	Hoplite Helm	Hoplite Armour	Hoplite Leggings
Jazeraint Shield	Jazeraint Helm	Jazeraint Armour	Jazeraint Leggings
Dread Shield	Dread Helm	Dread Armour	Dread Leggings

-- Gloves ==

Bandage

Leather Glove                    All weapons, shields and armour have been placed in  
Reinforced Glove                order of strength from the weakest to the strongest.

Knuckles

Ring Sleeve

Chain Sleeve

Gauntlet

Vambrace

Plate Glove

Rondanche

Tilt Glove

Freiturner

Fluted Glove

Hoplite Glove

Jazeraint Glove

Dread Glove

-- 12.5. Accessories ==

Rood Necklace

Necklace with the rood of the Iocus priesthood. Once owned by Tia.

Rune Earrings

Silver earrings engraved with ancient Kildean lettering.

Lionhead

Necklace with a lion's head motif.

Rusted Nails

Claws of iron worn by Rinomy, the ancient Kildean tactician.

Marduk

Nose-ring that is said to have been owned by Marduk, the storm deity.

Talian Ring

Delicate ring used by the sea spirit, Talia, to pacify the Kraken.

Agrias's Balm

Balm used by the great knight Agrias as told in the Zodiac Brave Story.

#### Kadesh Ring

Silver ring with rose and snake motif, symbol of the love and fertility goddess Kadesh.

#### Lau Fei's Armlet

Armlet of might worn by the legendary queen of the Titans, Lau Fei.

#### Swan Song

Brooch a poor craftsman made for his wife. Lauded for its quality after his death.

#### Cross Choker

Decorative leather choker with a pendant in the shape of a cross.

#### Ghost Hound

Armlet imbued with the vain ambition of those whose names the storytellers do not sing.

#### Beaded Anklet

Anklet worn by Mullenkamp, a dancer, and the head priestess of ancient Kilita.

#### Agales's Chain

Necklace forged to torment Agales, the duke of the underworld, by the great sage Solomon.

#### Balam Ring

Ring bearing one of the 47 scattered shards of the great devil Balam, guardian of knowledge.

#### Morgan's Nails

Nails worn by the evil sorceress Morrighan in the tales of the old land.

#### Marlene's Ring

Ring worn by the sage Marlene, said to prove her half-devil, half-human blood.

#### Sylphid Ring

Ring imbued with the essence of a sylph air spirit.

#### Salamander Ring

Ring with the essence of a salamander fire spirit.

#### Tamulis Tongue

Tongue stud favoured by the fire god Tamulis.

#### Gnome Bracelet

Bracelet imbued with an earth spirit.

#### Palolo's Ring

White gold ring adorned with the wings of the earth deity, Palolo.

#### Undine Bracelet

Arm bracelet imbued with the essence of an undine water spirit.

#### Nimje Coif

Coif worn by the water nymph Nimje in the tales of the old land.

#### Agrippa's Choker

Choker imbued with evil, made by the alchemist Agrippa. Said to know imprison Agrippa's soul.

#### Diadr's Earring

Earring favoured by the famed beauty Diadra, who was fated to bring sadness and ruin.

#### Edgar's Earrings

Earring possessed by a demon-wight, worn by the great necromancer Edgar.

#### Titan's Ring

Ring worn by the Titan's of legend, large enough to be used as a bracelet by mortals.

#### Pushpaka

Earring made in ancient times to talk with the Pegasi drawing the chariot 'Pushpaka'.

#### Dragonhead

Talisman made from dragon skull. Aids slightly in battles against dragons.

#### Faufnir's Tear

Necklace bearing a crystal, Faufnir's Tear, wept from the dragon's eye when it died.

### -- 12.6. Miscellaneous Items --

#### Cure Root

Roots of a herb that restores strength.

Item Effect:- Restores 50 HP.

#### Cure Bulb

Bulbs of an herb that restores strength.

Item Effect:- Restores 100 HP.

#### Cure Tonic

Extract of an herb that restores strength.

Item Effect:- Restores 150 HP.

#### Cure Potion

Potion made from an herb that restores strength.

Item Effect:- Restores all HP.

#### Mana Root

Root of a herb that restores mental acuity.

Item Effect:- Restores 25 MP.

#### Mana Bulb

Bulbs of an herb that restores mental acuity.

Item Effect:- Restores 50 MP.

#### Mana Tonic

Extract of an herb that restores mental acuity.

Item Effect:- Restores 100 MP.

#### Mana Potion

Potion made from an herb that restores mental acuity.

Item Effect:- Restores all MP.

#### Vera Root

Roots of an herb that restores concentration.

Item Effect:- Lowers RISK by 25.

#### Vera Bulb

Bulbs of an herb that restores concentration.

Item Effect:- Lowers RISK by 50.

#### Vera Tonic

Extract of an herb that restores concentration.

Item Effect:- Lowers RISK by 75.

#### Vera Potion

Potion made from an herb that restores concentration.

Item Effect:- Removes all RISK.

#### Acolyte's Nostrum (Does that mean Farooq and Bradshaw's Nostrum?)

Nostrum used by the acolytes of Lea Monde.

Item Effect:- Restores 100 HP and MP.

#### Saint's Nostrum (These are won from Deaths)

The nostrum that a high priest received from the heavens.

Item Effect:- Restores all HP and MP.

#### Alchemist's Reagent

An experimental potion made by Valnain's alchemists.

Item effect:- Restores 25 HP and Lowers RISK by 25.

#### Sorcerer's Reagent

Reagent made by sorcerers in ancient times.

Item Effect:- Restores 50 HP and Lowers RISK by 50.

#### Yggdrasil's Tears

Extract of Yggdrasil known to heal status abnormalities.

Item Effect:- Cures "Paralysis".

#### Faerie Chortle

Made by the faerie king as a remedy for use in battle against serpents.

Item Effect:- Cures "Poison"

#### Spirit Orison

Pellets made from flower petals and dried yak livers.

Item Effect:- Cures "Numbness".

#### Angelic Paeon

A talisman bearing the icon of St. Iocus

Item Effect:- Cures "Curse"

#### Panacea

Potion made with odd bits of herbs.

Item Effect:- Cures "Paralysis", "Poison", "Numbness".

#### Snowfly Draught

Potion of dried snowfly wings.

Item Effect:- Cancels all magical effects cast on target.

#### Faerie Wing

Powder that faeries use to accelerate movement and improve jumps temporarily.

Item Effect:- Imbues "Quickness".

#### Eye of Argon

Temporarily enables Ashley to see traps set in the room.

Item Effect:- Reveals all the traps in the room.

### Valens

A Lea Monde red wine with delicate, yet robust, flavour.

Item Effect:- Permanently adds a few points to STR.

### Prudens

The most elegant red wine, with gentle flavour and bouquet.

Item Effect:- Permanently adds a few points to INT.

### Volare

A Lea Monde white wine known for its honey-like fragrance.

Item Effect:- Permanently adds a few points to AGL.

### Audentia

A Lea Monde quality sweet wine allowed to age to perfection.

Item Effect:- Increases HP a little.

### Virtus

A sparkling wine made from a blend of three grapes.

Item Effect:- Increases MP a little.

### Elixir of Queens

Elixirs given to soldiers by Lea Monde's monks in ancient times.

Item Effect:- Increases HP a little.

### Elixir of Mages

Elixir the mages of Lea Monde once used.

Item Effect:- Increases MP a little.

### Elixir of Kings

Item Effect:- Permanently adds a few points to STR.

### Elixir of Sages

Item Effect:- Permanently adds a few points of INT.

### Elixir of Dragoons

Item Effect:- Permanently adds a few points to AGL.

### -- 12.7. Sigils --

Sigil Name	Where Found	Where Used
Chamomile	Defeat the Minotaur The Gallows Wine Cellar	Smokebarrel Stair Wine Cellar
Lily	Defeat the Lizardmen Catacombs	Withered Springs Catacombs
Hyacinth	Defeat the Wyvern Abandoned Mines B1	Earthquake's Mark Abandoned Mines B1
Fern	Coal Mine Storage Abandoned Mines B1	Live Long and Prosper (Didn't Spock Abandoned Mines B1 say that?)
Mandrake	Defeat the Wraith Iron Maiden B1	Rue Aliano Town Centre South
Cattleya	Defeat Dark Elemental Undercity West	Rue Crimnade Town Centre East

Tearose	Defeat the Sky Dragon Abandoned Mines B2	The Cauldron Iron Maiden B1
Kalmia	Defeat the Wraith Iron Maiden B1	A Storm of Arrows The Keep
Columbine	Defeat Iron Golem Iron Maiden B1	A Storm of Arrows The Keep
Eulelia	Defeat the Lich Undercity East	Gyaaaagh... I lost my piece of paper!
Melissa	Defeat the Nightstalker Gemsword Blackmarket Undercity East	The Labourer's Bonfire Limestone Quarry
Stock	Sale of the Sword Undercity East	Blackmarket of Wines Wine Cellar
Clemtis	Larder for Lean Winter Undercity West	A Welcome Invasion City Walls North
Aster	Catspaw Blackmarket Undercity East	Dream of the Holy Land Limestone Quarry
Calla	Defeat the Flame Dragon Great Cathedral	Heretic's Story Great Cathedral L3
Laurel	Monk's Leap Great Cathedral	Poisoned Chapel Great Cathedral
Acacia	Defeat the Arch Dragon Great Cathedral	Hall of Broken Vows Great Cathedral
Palm	Defeat Dao Great Cathedral	Melodics of Madness Great Cathedral

Did I miss any of the Sigils out? If I did e-mail me with all the needed info.

### \*\*\* 13.0. The "Score" Option \*\*\*

In the main menu of Vagrant Story there is an option called "Score". This records things like map completion, chest completion and the ranks that you have met. This section of the FAQ goes into this sub-menu in detail. Just in case you want to know about the scoring system.

### -- 13.1. The Titles / Ranks --

To get a title or ranking you need to meet certain requirements. To view the titles you have collected go to Score and then Title. When you select the ones you have collected it will tell you what you did to earn that title. On the slots of the titles you haven't collected it'll say something like "Requirements not met". Or something to that effect. A list of all the titles and the requirements can be found below. Some of these names may be inaccurate, but the requirements should be exact. If they aren't please send me the correct versions and I will update the FAQ or will try and find out what they are.

01) Seeker Of Truth  
Complete The Game Once

- 02) Ruler Of The Fallen City  
Complete the game in 10 hours
- 03) Successor Of The Legacy  
Open ALL of the chests
- 04) Finder Of Dark  
Reveal 100% of the map
- 05) Destroyer of Gaeus  
Beat Damascus Golem
- 06) Hunter In The Snowfield  
Beat Masques Crab
- 07) Ally Of The Wood  
Beat Ravana
- 08) Slayer of the Wyrms  
Beat Dragon Zombie
- 09) Vanquisher Of Death  
Beat Death and Ogres
- 10) Warrior of Asura  
Beat Asura
- 11) Conqueror Of Time  
Complete the Time Trials with an excellent rating
- 12) Sparkling Warrior  
A Chain of more than 30.
- 13) Bearer of the New World  
Find Golden Key  
(Shouldn't that be "Bearer of The Brave New World"?. Sorry about that.)
- 14) Hoard Finder  
Find Chest-Key
- 15) Ruler Of Power  
Get ALL Break Arts
- 16) Hands Of Skill  
Get all Battle Abilities
- 17) Wanderer of the Wyrms  
Finish the game without saving.  
(You must have to be insane or very good at VS to try this...)
- 18) Holy Traveller  
Complete game without using magic.
- 19) Pride Fighter  
Complete game without using Battle Abilities.
- 20) Proud Warrior  
Complete game without using Break Arts.



- 21) Blood-Thirsty Conqueror  
Defeat 5000+ enemies of EVERY CLASS
- 22) Respector of Fighting  
Attacks 5000 odd times with the same weapon.
- 23) Silent Assassin (Maybe even Silent Scope? Once again, I am sorry.)  
Attack with Dagger 500+ times.
- 24) Great Swordsman  
Attack with Sword 500+ times
- 25) Master Of Blades  
Attack 500+ times with Great Sword
- 26) Steel Dragon  
Attack with axe and mace 500+ times
- 27) Earth Shaker  
Attack with Great Axe 500+ times
- 28) Sweeper of the Dark  
Attack with Staff 500+ times.
- 29) Acolyte of Iron  
Attack 500+ times with Heavy Mace
- 30) Spearsman Of The Gale  
Attack 500+ times with Polearms
- 31) Heaven's Huntsman  
Attack 500+ times with the Crossbow
- 32) Master Martial Artist  
Attack 500+ times with bare hands

-- 13.2 Riskbreaker Rank ==

During the game you have a rank. A Riskbreaker rank. This rank is determined on the amount of points you have gained during the game. The list below is only a partial list of the Riskbreaker Ranks, and it doesn't even tell you the score needed to get that rank. Although I am hoping to correct that as soon as possible.

- L 01) Normal Agent
- L 02) Gladiator
- L 03) Daredevil
- L 04) Berserker
- L 05) Destroyer
- L 06) Spectrebane
- L 07) Paladin
- L 08) Mystic Wanderer
- L 09) Blademaster
- L 10) Master Gladiator (My Current Rank)

-- 13.3 Encyclopaedia ==

Below is the list of monsters carried in the Encyclopaedia. Unfortunately not

all of the enemies in the game are listed. I will however at a later date add them to the bottom of the list along with descriptions for all the monsters.

01) Zombie (Undead)  
120 HP / 10 MP

Once the inhabitants of Lea Monde, zombies emerge from the Dark to attack the living.

02) Mummy (Undead)  
90 HP / 5 MP  
Special Attacks:- None

Ancient Kildean corpses infused with the power of the Dark.

03) Ghoul (Undead)  
120 HP / 10 MP

Ghouls lurk in the Catacombs, longing for human flesh. Attacking their heads proves effective.

04) Ghast (Undead)  
120 HP / 0 MP  
Special Attacks:- None  
Occasionally carries some powerful armour and weapons.

The living dead, given power by demons of the Underworld.

05) Zombie Fighter (Undead)  
140 HP / 15 MP

Corpses of Lea Monde's soldiers, brought back to life through the Dark's taint.

06) Zombie Knight (Undead)  
160 HP / 40 MP  
Special Attacks:- None

Zombies of the Knights of the Cross, still in possession of potent martial skills.

07) Zombie Mage (Undead)  
135 HP / 80 MP  
Special Attacks:- Spell casting such as Lightning Bolt

Zombies of Lea Monde's mages, who employ powerful offensive magic.

08) Skeleton (Undead)  
120 HP / 20 MP  
Special Attacks:- None

Skeletons can hide themselves by pretending to be piles of bones. It IS possible to kill a skeleton before it even has the chance to stand up...

Skeletal remains of zombie corpses. They lurk in darkness to attack the living.

09) Dark Skeleton (Undead)  
150 HP / 25 MP  
Special Attacks:- None  
Nothing special.

Skeletons the Dark has bestowed with more power and better defence.

10) Skeleton Knight (Undead)

110 HP / 30 MP

Special Attack:- None

They carry more powerful equipment than the skeletons and therefore are harder.

The bleached skeletons of former Kingsguard knights. Still possess skill with blades.

11) Ghost (Phantom)

70 HP / 130 MP

Special Attacks:- Mind Blast

Prize:- Three Cure Bulbs

Elixir of Kings

Here you can only use Physical attacks. It'll try to cast degenerate and has the ability to teleport itself around the room. Most of the time however it will teleport to somewhere near to you. You shouldn't find it too hard, but just make sure you have saved recently to be on the safe side. And remember - KEEP YOU HEALTH UP.

Souls of the deceased that attack any living thing in sight.

12) Wraith (Phantom)

120 HP / 140 MP

Affinity:- Dark

Special Attacks:- Mind Blast, Poltergeist, Reaper Scythe

You best bet on the Wraith are light affinity attacks and Break Arts, but when you are strong enough you can chain it to death or kill it with one hit.

Ghosts of the Underworld capable of casting potent magic.

13) Goblin (Human)

220 HP / 25 MP

Special Attacks:- None

Not too hard as long as you have a good quality weapon that is high in the human class.

Stocky demihumans that form bands to attack their prey.

14) Goblin Leader (Human)

260 HP / 60 MP

Special Attack:- Casting Stun Cloud, Degenerate

Stun Cloud causes Paralysis which can be countered by using the Defence Ability "Ward" or by using Yggdrasil's Tears.

Goblins endowed with the ability to use magic. They make their abode in the Undercity.

15) Orc (Human)

240 HP / 25 MP

Special Attacks:- None

Orcs are slightly weak against Water Affinity attacks.

Porcine demihumans that are able to use magic spells and any weapon they can find.

16) Orc Leader (Human)  
Commanders of the orcs. Like their goblin kin, they attack with weapons and magic.

17) Lizardman (Dragon)  
240 HP / 25 MP  
Special Attacks:- None

A species of demihuman known for their agility and strength.

18) Blood Lizard (Dragon)  
250 HP / 0 MP  
Special Attacks:- None

A subspecies of lizardmen with superior protection against fire and heat.

19) Lich (Evil)  
130 HP / 110 MP  
Special Attacks:- Magic  
Get out your evil weapon and chain it to death. Or use Break Arts. Which ever way you do it shouldn't cause that much trouble

Evil mages who have gained powerful magic and eternal life through demonic pacts.

20) Lich Lord (Evil)  
290 HP / 320 MP  
Special Attack:- Spellcaster  
These things are nasty - on first plat at least - so use Magic Ward, and make sure that you are constantly covered by it. The way to defeat a Lich Lord is by concentrating on a purely PHYSICAL assault. Forget about your RISK level as long as you have Magic Ward on you, and chain it to death...er...into oblivion.

Liches with even greater magical knowledge who are said to practice ancient Kildean sorcery.

21) Death (Evil)  
Unknown HP and MP  
Keep using Magic Ward and use Physical attacks.  
Using Gems like Talos Feldspar and Titan Malachite cause extra damage.

The one in Iron Maiden B2  
360 HP / Unknown MP  
Affinity:- Light  
Special Attacks:- Thunderbolt, Gravity, Fire Storm  
Use Talos Feldspar and Titan Malachite Gems and hit the arms and head. In my opinion it would be a good idea to have a constant shield of Magic Ward..

The reaper of the Underworld, tasked with claiming the souls of the possessed.

22) Gargoyle (Evil)  
120 HP / 0 MP  
Affinity:- Weak against Air Affinity  
Special Attacks:- Numbing Hook  
Concentrate on the wings to reduce they movement and stick to physical attacks. Counter the Numbing Hook with a Spirit Orison OR avoid it using

the "Ward" defence ability.

Sculptures of mythical creatures that have come to life.

23) Imp (Evil)

150 HP / 70 MP

Special Attacks:- Poison Mist, Stun Cloud

This...thing...can be annoying but you'll get the hang of it.

Messengers of the Underworld that swoop down to attack with weapons and magic.

24) Gremlin (Evil)

190 HP / 90 MP

These little horrors are a real pain on first play. You can only really beat these enemies with physical strength but even then - they sometimes pack Damascus Armour.

Pernicious of the Underworld that swoop down to attack with weapons and magic.

25) Mimic (Beast)

120 HP / 0 MP

Special Attack:- Numbing Needle

Large insects that mimic chests of treasure to lure unwary treasure hunters.

26) Shadow (Evil)

170 HP / 260 MP

Affinity:- Light, Dark

Special Attacks:- Single Elemental spells

NOT very hard, but if you don't get in quick enough you will find you are losing a lot of HP very quickly.

Shadows bereft of bodies that use varied weaponry and cast magic.

27) Silver Wolf (Beast)

90 HP / 0 MP

Not very hard to beat in my opinion.

Wolves, twisted into ferocious man-hunters by the Dark's influence.

28) Hellhound (Beast)

FIRE Affinity

110 HP / 0 MP

Special Attack:- Fire Breath

This is slightly harder to beat than the Silver Wolf and it's Fire Breath is a multiple-target attack which can prove quite deadly. Keep your health up and remember that it's weaknesses are Water, Light and Piercing Blades.

These hounds once guarded the gates of the Underworld.

29) Bat (Beast)

Also known as:- That annoying thing that kills you when you're on 2 HP  
45 HP

Not very hard. One hit will kill it, but one hit COULD kill you if your not careful.

Large, agile bats that swoop down to strike from the air.

30) Stirge (Beast)

90 HP / 0 MP

Special Attack:- Bloodsuck

These are hardened up versions of the Bat. If you have a high RISK level more damage will be caused if you are attacked with the Bloodsuck. It is possible that in large numbers they WILL cause you difficulty. Just take them one at a time, keep your RISK low and your health high.

Giant vampire bats rumoured to drain a victim's life in a single blow.

31) Slime (Beast)

60 HP / 0 MP

EARTH Affinity

Special Attack:- Acid Sneeze

These normally slothful and large amoeba-like creatures can leap to assault their prey.

32) Poison Slime (Beast)

110 HP / 0 MP

Special Attacks:- Poison Sneeze

Prize:- Faerie Chortle

The Poison Slime is weak against Air and Fire based attacks. They're not that hard (takes one more hit than the normal slime).

Slime with the ability to spew poisonous spores

33) Dark Eye (Phantom)

100 HP / 90 MP

Special Attacks:- Dark Chant, Spell Casting

They're not THAT hard. Really.

Often called "The Devil's Eye," these monsters are well versed in magic.

34) Basilisk (Beast)

120 HP / 0 MP

Affinity:- Earth

Special Attacks:- Acid Breath

Use Air spells to cause immense amounts of damage. You are also able to win Snowfly Draughts from them which may come in handy later on.

Powerful jaws give these small, agile reptiles a savage attack.

35) Ichthious (Beast)

100 HP / 0 MP

Affinity:- Air

Special Attacks:- Spiral Shell

Weak against earth affinity attacks and you are likely to receive Faerie Wings after defeating them. It is a good idea to stock up on those as you will need to use them all the time on your perilous journey.

Fish-like forest spirits with armoured heads.

Their magic gives them an extra edge in battle.

36) Harpy (Beast)

210 HP / 160 MP

Affinity:- Dark

Special Attacks:- Blasphemous Howl, Banish, Devitalise

I got this first time. Everyone else says it is hard...Yeah, right....

Keep your RISK low and make sure your armour has a HIGH Dark Affinity level.

Just be careful or it WILL use that "spell of death" on you....

Birds of the Underworld feared for their unmerciful spell of death.

37) Quicksilver (Evil)

120 HP / 70 MP

Special Attacks:- Silence

These creatures are VERY annoying but you can easily kill them off with a chain combo.

Dolls possessed by the souls of children who lost their lives to war or illness.

38) Shrieker (Evil)

160 HP / 150 MP

Special Attacks:- Silence, Psychodrain

Just like a Quicksilver but slightly stronger. Can be chained to death.

Dolls possessed by evil spirits. Their shrieks kill all within earshot.

39) Minotaur (Beast)

275 HP / 5 MP

Special Attacks:- Giga Rush

Prize:- Chamomile Sigil

Grimoire Guerir

Grimoire Debile

Use the weapon with the highest Beast affinity. Keep your health high and keep attacking. Use the L2 shortcut button to find out when you are able to attack.

Half-beast, half-human monster well known for its expert use of a viciously heavy mace.

40) Minotaur Lord (Beast)

540 HP / 0 MP

Special Attack Giga Rush

Get you beast weapon and head up to it for a one on one physical battle.

This battle is easy, if you have Break Arts use them. Don't worry about dying - the Minotaur Lord's attacks aren't that strong so they won't do much damage.

Minotaurs with tattoos of magic protection enscribed upon their bodies.

41) Minotaur Zombie (Undead)

720 HP / 0 MP

Special Attacks:- Giga Rush

Get out the weapon you use for Undead enemies and chop away. You should find this battle relatively easy, without the need for any magic or Break Arts.

Minotaur zombies. They feel no pain, and they fight until their final death.

42) Dullahan (Evil)

180 HP / 30 MP

Prize:- Elixir of Queens

Elixir of Mages

Grimoire Lux

This suit of armour has a weak spot which is its abdomen. I suggest keeping to physical attacks and just using single hits instead of chains. Just keep

your health up and you shouldn't find it too hard to beat.

Knightly armour possess by the Dark and capable of magical and physical attacks.

43) Dark Crusader (Evil)

380 HP / 80 MP

Special Attacks:- Prostasia, Degenerate, Tarnish

Prize:- Angel Wing [H] (Katana)

Grimoire Deteriorer

Elixir Of Queens

To kill this use air affinity attacks and break arts. The most damage is caused by attacking the abdomen.

An armour relic of the holy wars. It's only weakness is the gap below it's chest plate.

44) Nightstalker (Evil)

260 HP / MP 110

Special Attacks:- Solid Shock, Magic Spells

This is like a Dullahan. Not too much trouble then? Well, only a bit. It has slightly stronger armour but that is it. You should be able to use your Dullahan tactics on this and win this battle hands down.

Spirits of fallen soldiers, unaffected by chain abilities.

45) Last Crusader (Evil)

480 HP / 240 MP

Socrecy Spells as Special Attacks

This pile of armour holds a Gamascus Rhomphaia. Nasty. Keep you RISK low and you should be able to avoid lethal amounts of damage. If he casts anything on you counter it, use Degenerate on the Last Crusader and Herakles on you to even the odds and aim for the abdomen to increase damaged caused.

Possessed crimson armour, once the special raiment of the Holy Knights.

46) Golem (Evil)

240 HP / 15 MP

Affinity:- Earth

Special Attacks:- Granite Punch

Prize:- Two Cure Bulbs

Elixir Of Dragoons

Grimoire Ameliorer

Go in and attack the arms and legs with a Blunt weapon until he decides that his time has come.

Creatures moulded from granite, they deliver tremendous physical attacks.

47) Iron Golem (Evil)

420 HP / 0 MP

Special Attack:- Granite Punch

Prize:- Columbine Sigil

Elixir Of Dragoons

Use the same tactics as with the original Golem.

Golems crafted from iron. Their strong bodies are impervious to physical attacks.

48) Damascus Golem (Evil)



560 HP / 0 MP

Special Attacks:- Granite Punch

Prize:- Three Cure Tonics.

It's a golem. That is weak against Air and Blunt stuff....

Golem made of the rare alloy Damascus.

Highly resistant to both magical and physical attacks.

49) Ogre (Beast)

540 HP / 35 MP

Special Attacks:- Casts Degenerate

Prize:- Three Cure Bulbs

Elixir Of Kings

Grimoire Rempart

I would advise you avoid chaining for this battle and aim for the head or arm. Ogres are resistant against chains so stay with Physical attacks using the occasional Break Art if you feel it is necessary.

Demons that fought humans in mythic times. Extremely agile and strong.

50) Ogre Lord (Beast)

560 HP / 110 MP

Special Attack Tornado

Also Casts Degenerate and Surging Balm

Okay, Tornado is rare but keep your HP up just to be on the safe side. The first thing it'll usually do is cast Surgeon Balm on itself, and then (it gets the chance) cast Degenerate on you. Counter the Surgeon Balm spell by casting ANY spell you wish on it. Doing this will nullify the spell and the Ogre will then want to cast Surging Balm again. Keep doing this and the Ogre will forget about you meaning you can do what you want. Attack normally, use Break Arts of Magic. It's up to you. But be careful. It doesn't like chains so you might only get 2 effective chains out of a set of twelve.

Highly intelligent ogres with arcane spell knowledge

51) Ogre Zombie (Undead)

620 HP / 120 MP

Special Attacks:- None

Prize:- Azalea Sigil

Like an Ogre. But undead....How odd....

Dead ogres restored to life by necromancy.

52) Giant Crab (Beast)

420 HP / 0 MP

Special Attacks:- Aqua Bubble

Prize:- Three Cure Bulbs

Elixir Of Queens

Grimoire Sylphe

Put an Undine Jasper onto your shield (if you use one), and plaster your weapon with gems that increases the fire affinity. If you are able to, use Break Arts with Fire, Air or Lightning elements as they cause large amounts of damage. If your weapon is Blunt attack the shell, and if it is piercing aim for the mouth.

Giant crabs whose acidic breath can melt even the strongest armour.

53) Iron Crab (Beast)

375 HP / 0 MP

Affinity:- Water (?)

Special Attacks:- Aqua Bubble, Tidal Rush

Crabs with shells of iron. Employ their massive weight as a lethal weapon. If your attacking the mouth use edged or piercing weapons, if your going for the shell use Blunt weapons.

54) Damascus Crab (Beast)

500 HP / 0 MP

Special Attacks:- Aqua Bubble, Tidal Rush

Prize:- Platinum Key

Three Cure Tonics

Use the same tactics as with previous crabs. Shouldn't cause too many problems...

Crabs with shells as hard as Damascus.

Weapons made from their shells are rare and valued.

55) Air Elemental (Phantom)

380 HP / 160 MP

Affinity:- Air

Special Attack:- Lightning Bolt

Prize:- Grimoire Foudre

One Mana Bulb

Use Soil Fusion to increase the damage that you can cause. Shouldn't cause to much trouble for an experienced player like yourself.

Lesser air spirits. Use earth affinity spells against them

56) Djinn (Phantom)

500 HP / 180 MP

Affinity:- Air

Special Attacks:- Lightning Bolt, Thunderburst

Air daeva. This violent, angry spirit serves no mortal master.

Attack using Earth Affinity and defend by using air. Simple as that.

57) Fire Elemental (Phantom)

320 HP / 140 MP

Affinity:- Fire

Special Attack:- Fireball

Use pieces of armour with high Fire affinity and a Salamander Ring to keep you Fire Affinity high so that Fireball won't cause as much damage. Make sure your weapon as high a Water Affinity as possible to help make easy work of it. When you are near it, cast Frost Fusion to raise your weapons water affinity but make sure you are holding the weapon you want to use for the rest of the battle as the enchanter spell will be cancelled if you change weapons, meaning that you have to cast it all over again and then loose those highly needed magic points....

Lesser fire spirits. Vicious opponents with fiery magic at their disposal.

58) Ifrit (Phantom)

500 HP / 180 MP

Affinity:- Fire

Special Attacks:- Fireball, Fire Storm

Fire daeva. An arrogant spirit who enjoys burning humans with its spells.

Use water attacks and defend against Fire. Ifrit is also like Marid and is strong against Edged type weapons.

59) Earth Elemental (Phantom)

380 HP / 160 MP

Affinity:- Earth

Special Attacks:- Vulcan Lance

Prize:- Grimoire Gaea

Use a Gnome Bracelet to increase your defences earth affinity and cast Luft Fusion so that you can cause more damage when attacking.

Low-level earth spirits. Originally benevolent spirits, magic has twisted them to evil.

60) Dao (Phantom)

500 HP / 180 MP

Affinity:- Earth

Special Attack:- Vulcan Lance

Prize:- Palm Sigil

- Elixir of Queens

- Grimoire Gaea

Put simply this is an earth elemental. Earth elemental's don't like Air attacks. So, base your offense on this. Defend against Earth attacks and attack by raising your weapons Air affinity, or Air affinity based magic spells.

Earth daeva. An evil spirit who casts painful spells to sate its yearning for human life.

61) Water Elemental (Phantom)

380 HP / 160 MP

Affinity:- Water

Special Attack - Aqua Blast

Equip yourself with an Undine Bracelet, place gems with water affinity on your shield if you are using one, place gems with a fire affinity on your weapon and cast Spark Fusion so that you can cause more damage. If you can afford the MP cast a Warlock spell with a fire affinity.

Lesser water spirits. Do not approach them without first preparing a suitable defence.

62) Marid (Phantom)

500 HP / 180 MP

Special Attacks:- Avalanche Level Three, Aqua Blast

Water daeva. Sunk Lea Monde into the waters 25 years ago with the aid of Dao, the earth daeva. This beastly can be classed as "The King of Water". So...attack using fire and defend against water. Please note that Marid is strong against Edged weapons.

63) Dark Elemental (Phantom)

380 HP / 160 MP

Special Attacks:- Dark Chant

Prize:- Cattleya Sigil

Grimoire Meteore

Use light affinity based attacks on this wee monster and you should be fine.

Lesser spirits of darkness. More powerful than other elemental spirits in Lea Monde

64) Nightmare (Phantom)

500 HP / 180 MP

Special Attacks:- Meteor Lvl. 3, Dark Chant, Curse

Prize:- Grimoire Meteore

- Elixir of Dragoons

This little beastly doesn't like Light Affinity attacks so...use them to the

best of your ability.

Dark daeva. It is filled with an insatiable craving to see the living suffer.

65) Wyvern (Dragon)

340 HP / 0 MP

Special Attack:- Fire Breath

Prize:- Hyacinth Sigil

Cure Tonic

Grimoire Ignifuge

Same tactics as with a Dragon although it is strong against piercing weapons and weak against blunt weapons. If you are able to get to the tail you will find that the tail is weak against Edged weapons. You can reach the tale by going behind it, or standing at it's side depending on the weapon you are using.

Lesser wrym with deadly breath attacks.

66) Wyvern Knight (Dragon)

520 HP / 0 MP

Special Attacks:- Flame Breath

Prize:- Elixir Of Queens

Elixir Of Dragoons

Chest Key

In my opinion stick to physical combat. Or if you must hand to hand. Shouldn't cause much trouble. Just keep your HP high and heal before and after the battle.

"Hand to hand is the basis of all combat.

Only a fool trusts his life to a weapon."

A ferocious subspecies of dragon. They rarely appear above ground.

67) Wyvern Queen (Dragon)

700 HP / 0 MP

Special Attacks:- Fire Breath

Prize:- Anemone Sigil

Elixir Of Sages

This should be no problem for the experienced Dragon Slayer....

Queen of dragons. Her rule is total and her spawn would readily give their lives for her.

68) Dragon (Dragon)

480 HP / 0 MP

Special Attacks:- Thermal Breath, Tail Attack

Prize:- Three Cure Bulbs

Elixir Of Sages

Grimoire Analyse

ALL dragons have piercing weaknesses in their heads and Edged in their tail. Keep your RISK low or you might regret running it up to 100 points....

A good trick to use on Dragons is running under it's neck. That way it is unable to use any Breath attacks - so the only things it'll do is a Tail Attack (Which is survivable) and hitting you on the head with it's neck, both of which don't cause as much damage as their breath. For the Tail Attack defend using the Impact Guard ability as it will restore half of you lost HP from that attack (very handy when the Tail Attack start taking off 150+ HP at a time....)

These legendary creatures possess a cruel and cunning intellect.

69) Sky Dragon (Dragon)

675 HP / 0 MP

Special Attack:- Tail Attack, Thunder Breath

Prize:- Tearose Sigil

Grimoire Demance

Elixir Of Queens

Equip a Sylphid Ring and cast Soil Fusion so that you can cause extra damage.

Large dragons inhabiting clouds, they are also known as Thunder Dragons.

70) Flame Dragon (Dragon)

750 HP / 0 MP

Special Attack:- Searing Breath

- Tail Attack

Prize:- Calla Sigil

- Sorcerer's Reagent

This dragon has a fire affinity so what do you do? You do the obvious thing and make sure you are geared up so you attack it using everything you have that has a water affinity.

Large dragons who draw energy from Magma.

71) Earth Dragon (Dragon)

510 HP / 0 MP

Affinity:- Earth

Special Attacks:- Acid Breath, Tail Attack

Prize:- Bronze Key

Grimoire Parebrise

Vera Potion

In my opinion it is best to get close and strike hard and fast with a bout of Air affinity physical attacks. In order to do this cast Luft Fusion on your weapon. Once the Earth Dragon is defeated it will unblock the path in the Snowfly Forest.

Also known as Land Dragons, their tough hides are nigh impossible to pierce.

72) Snow Dragon (Dragon)

720 HP / 0 MP

Special Attacks Tail Attack, Frost Breath

Hokay, just make sure your weapon has a strong fire affinity, Dragonite is plastered all over the grip, and you have very good water defence. Right, you can now fight on even terms. You have two ways to go about this battle. Chain it. Or use Break Arts. The choice is up to you but remember that it has a piercing weakness in the Tail and an Edged weakness in the head.

Because of their freezing breath attack, these dragons are often called 'Wyrms of Ice'

73) Arch Dragon (Dragon)

785 HP / 0 MP

Special Attacks:- Divine Breath

Prize:- Acacia Sigil

- Acolyte's Nostrum

This is a light affinity dragon so you will be at a slight dis-advantage, as you won't have been in many battles like this, so your armour's ability to withstand light attacks will be low. Be careful as the Divine Breath can take away some of your precious HP and MP. The safest course of action here

is to do what yo do with every dragon - hide under its neck. This way, you will avoid the Divine Breath and any tail attacks.

The most intelligent of all dragons, but at the same time, one of the most evil.

74) Dark Dragon (Dragon)

850 HP / 0 MP

Special Attacks:- Poison Breath

Prize:- Verbena Sigil

Elixir Of Kings

You can win this battle just by using physical attacks although you might fin that Angel Pearl Gems are helpful.

Dragons of the Underworld who feast on human flesh and souls.

75) Dragon Zombie (Undead)

500 HP / 0 MP

Special Attacks:- Rot Breath, untitled

Prize:- Marigold Sigil

Not that hard, just keep your RISK low or you'll keep missing.

Powerful zombies who crave souls tainted by the Dark.

76) Kali (Human)

500 HP / 500 MP

Special Attack Raven Eye (Posion) and Caesar's Thrust (Paralysis)

I wouldn't suggest using magic spells on Kali as they won't do much good. I recommend settling on physical attacks. So, use the weapon that is the strongest against humans and attack. Improve the affinity by using Haeralis gems and a Titan's Ring if you have one. Just select the area of her that you can get the most damage from and you'll be okay. Remember to keep your health up and if she runs away cast Leadbones so you can catch up.

Statue of the goddess of destruction the Dark instilled with unholy life.

77) Ravana (Human)

750 HP / 750 MP

Special Attack:- Heaven's Tear

Prize:- Schirra Sigil

A mechanical Kali, so use the same tactics.

A mechanical statues of a deity engineered in the era of Mullenkamp.

78) Asura (Human)

Unknown HP and MP

Special Attacks:- Raven Eye, Caesar's Thrust, Heaven's Tear, Judgement

Prize:- Tigertail Sigil, Cure Potion

Start off by casting Leadbones to slow her down then attack the legs to slow her down. If she removes Leadbones just cast it again. You can then do whatever you want to kill her off. It might be a good idea to have Magic Ward cast if your armour has a low Light affinity as Judgement is light affinity based.

A deity that lay imprisoned in the depths of Lea Monde for centuries.

-- Other Enemies (They're not in the Bestiary) --

80) Mullenkamp Soldier (Human)

60 HP / 20 MP

No Special Attacks.

Just concentrate on one at a time and they will die within a few hits.

81) Sydney's Wyvern (Dragon)

83 HP / 0 MP

Just keep attacking the same area (the head is good) and you'll be okay.  
And once again after the battle, cut-scene, a quote and then cut-scene.

82) Goodwin, Crimson Blade (Human)

160 HP / 10 MP

Not that hard really. Just keep attacking.

83) Sackheim, Crimson Blade (Human)

145 HP / 15 MP

Same as above

84) Mandel (Undead)

145 HP / 15 MP

Special Attacks:- None

This should be easy but, as with other Squaresoft games, if you cast Heal on the enemy it will act as if it were damaging it.

85) Father Duane (Human)

250 HP / 100 MP

Special Attack:- Poison Mist

Prize:- Magnolia Frau [S]

Wizard Robe

Crimson Key

Grimoire Demolir

Grimoire Clef

86) Sarjik (Human)

180 HP / 70 MP

Prize:- Rapier [I]

Three Mana Roots

87) Bejart (Human)

190 HP / 55 MP

Prize:- Guisarme [B]

Three Cure Roots

88) Father Grissom (Human)

350 HP / 100 MP

Special Attacks:- Spells

Prize:- Shillelagh [H]

Wizard Staff

Swan Song

Grimoire Annuler

Grimoire Gnome

Concentrate your attacks on his head to stop him casting magic.

89) Jan Rosencrantz (Human)

400 HP / 100 MP

Special Attacks:- Vile Scar, Cherry Ronde

Not that hard this battle. Get out the weapon you have been using on the Crimson Blades and let rip. Rosencrantz can heal himself and undo spells you have cast on him. Just stick to physical attacks (chain if you want) and Break Arts.

90) Neesa And Tieger (The Tag Team) (Human)

800 Overall HP / Unknown MP

Neesa Affinity:- Fire

Tieger Affinity:- Water

Special Attacks:- Break Arts, Shaman Spells

This is odd, but all you have to do is concentrate on ONE of the tag team and as soon as you have caused more than 800 HPs worth of damage they BOTH give in. In my opinion stick to Break Arts, keep your RISK low and HP high and they shouldn't cause you too much trouble.

91) Guildenstern (Evil)

500 HP / MP Level Unknown

Special Attacks:- Stun Cloud

- Poison Mist
- Degenerate
- Tarnish
- Last Ascension

Use Edged weapons here, and sorcery spells and not warlock magic

Now, when Guildenstern has no more MP or he's getting bored of you he'll pull off his "Last Ascension" skill, which is in effect a Break Art. Try and avoid it.

92) Guildenstern - Dark Angel Form (Evil)

700 HP / MP Level Unknown

Special Attacks:- Degenerate

- Tarnish
- Psychodrain
- Leadbones
- Gravity
- Judgement
- Apocolypse
- Bloody Sin

This battle is hard. Very hard. So hard infact, that if you have any ways of beating this enemy, you can send them to me, and I'll add them straight away. For now, you'll have to put up with my pretty vague solution. Why pretty vague? This is because how well you do in this battle partly depends on how you have played the game, in terms of synthing weapons etc.

You will see Guildenstern fly around the edges. While he is doing this, stay in the middle. This way you will avoid \*most\* of his spells. When he hovers near the edge go and attack using either normal attacks or chains. If he uses something like Degenerate counter it using another spell that will INCREASE your stats. Once you have hit him and he's flown off, go back to the centre and heal/reduce your risk. The higher your risk is in this battle, reduces your chances of winning by miles.

When Guildenstern uses the Bloody Sin, stay in the centre and keep tapping the menu shortcut button until you see Guildenstern fly right above you. At this point, go to the break art section of the menu, use the attack with the longest range and attack Guildenstern. Oddly enough, this will cancel his attack.

Repeat all this until you finish.

\*\*\* 14.0. Other Areas Of The Game (i.e. secrets, extras, etc...) \*\*\*

Hidden in Vagrant Story are lots of secrets, hidden extras, and other bits which make the game fun that don't go under any other topic. That is why we have this section. This section is going to tell you all about those topics. First up is the "Evolve Or Die" Game.....



#### --= 14.1. Evolve OR Die ==

During Vagrant Story you will have to solve the standard block puzzles. In the options menu there is an option called Puzzle. Turn puzzle off and next time you enter the room the puzzle will have been solved for you. Leave it on and you might be thrown into a game of Evolve or Die. This has nothing much to do with the game, there is no prize, no nothing. It is just a bit of fun.

The idea is that you are to work your way up the food chain. To do this you need to solve the puzzle in that room as quickly as possible. You will then be given a rank based on how quickly you solved the puzzle. Your rank could be anything as high up the chain of evolution as Little Green Man or as low as .... Game Designer which is at the bottom of the evolutionary chain...

#### --= 14.2. The Wines ==

In the intro cut-scene just before Ashley disappears into the Wine Cellar he says he will bring back any wine he finds for Merlose. Against what anyone might say, you can collect wines and NOT use them in the game at all, and all that will happen is that you lose those wines for ever, and nothing happens. In other words use them as soon as you get them. Instead of getting drunk they will improve Ashley's stats like HP, MP and AGL. (awww i'd rather get drunk!  
- Ed)

#### --= 14.3. Training Dummies ==

You know when you are in a room with a training dummy when you hear a rattle as soon as you enter the door. Luckily the rooms with the dummies in do not have enemies.

When attacking the dummies you will only cause a small amount of damage (around 6 or 7 HP worth of damage per hit), but they are extremely handy when you are wanting to raise the class affinity of a weapon. But the affinity changing only happens on the first slash, so if your wanting to raise the affinity of your weapon - don't chain.

If you manage to kill off a training dummy you will get yourself some Elixirs and Cure and Mana goodies.

Training Dummies can be found at:-

Class:- Human (Crimson Blade)  
Room:- Wine Cellar: Blackmarket

Class:- Beast (Ogre)  
Room:- Abandoned Mines B1: The Dark Tunnel

Class:- Undead (Skeleton Knight)  
Room:- Catacombs: Hall of Sworn Revenge

Class:- Phantom (Ghost)  
Room:- City Walls North: From Boy To Hero

Class:- Dragon (Lizardman)  
Room:- City Walls South: The Boy's Training Room

Class:- Evil (Gremlin)  
Room:- Town Centre East: Gharmes Walk

-- 14.4. Game Bugs ==

-- Disappearing Circle ==

Press PAUSE in the first room of the Snowfly Forest East (second play only) and you will see a magic circle. Unpause and you will see it disappear.

-- Hangin' (Disc Problems) ==

From experience I have found that my PlayStation hangs on magic spells. Especially Herakles. The reason for this is that my PlayStation is nearly two and a half years old and has lengthy gaming sessions. Why it does this is that the swirly sparkles that go round Ashley when he is casting a spell is a cover for the game finding the correct track on the CD. If you have an old PS it might take slightly longer than normal to find the track - so just hang in there.

Another VS FAQ writer - Zy Nicholson suggests putting your PlayStation on it's side. In my opinion this is a good idea if you have a new PlayStation and a bad one if it is old. Why bad? I tried this on my old PS and it hanged more often, my Tekken 3 Demo video was blocky, the FF8 intro was unbearable....In other words your PS might like it on its side or it might not - just see. It is also not advisable to put the new PSONe on it's side as you will find that the screen is at a funny angle. (also, putting a PSX on it's side will imbalance the CD, causing it skip...it's not a good idea. - techie Ed) That said Richard, the almighty Zy Nicholson has said he has had is Japanese PSX on it's side since he got it....and the PS2 is designed to go on it's side. (yes you said it...the PS2 is \*designed\* to go on it's side - Ed) Personaly, I think my PSX is to old and used WAY to much. (well that's funny, my 2nd computer is 5 years old and i don't have to turn it on it's side to make it work... - Ed)

I got an e-mail of a Jani Patanen who says that putting a PSX upside down helps to prevent it from hanging so...there you go.

\*\*\* 15.0. Frequently Asked Questions \*\*\*

So far...I have recieved lots of questions (most of which are answered here so PLEASE check the guide before you mail me for answers, as if they are answered here I WILL NOT reply.

Q) Why won't Vagrant Story save?

A) The chances are your using a PlayStation 2 and trying to save onto the PS2 Memory Card. This won't work, as you must use the original PlayStation memory card. If this isn't the case then...I haven't got a clue.

\*\*\* 16.0. Vagrant Story Discussion \*\*\*

Before I start I would like to give my thanks to all of those over at Squarepedia who were involved in the thread that some of this information and its points are from. I'm not trying to take your work just put it in the same place. I would also like to thank Lilac Man over at Gaming Dome and Square Source for his ability to rant at me, and let me rant at him about Vagrant Story. This section has been written by me, and me alone, although it has been influenced as stated above.

The First Topic of Discussion

"Was it really Sydney or Ashley in the end sequence?"

Well at first glance it would appear that it is infact Sydney who appears at the end, and is then killed by the duke. I say at first glance because after this it is seen that Ashley has the power to disguise himself (as given by the blood sin no doubt). This is what sparks off the debate. Was it Sydney or was it Ashley? Well I aim to air both sides to the argument and come to my own conclusion after studying both cases.

It could be strongly argued that Sydney lost his power at the instant that Guildenstern took the Blood Sin from him, and he then died as Ashley left him to fight Guildenstern. That said didn't Sydney not sell his limbs to gain power? And doesn't Guildenstern already have some magical powers before he gains the Blood-Sin? This would indicate that if Sydney was alive he might actually be able to have some magical powers. It can also be argued that we never actually saw Sydney die so how do we know that he did? Another blow to the fact that Sydney died in Lea Monde is that at some point in the game Rosencrantz calls him "immortal" an refers to in a way that indicates he will be - even without the blood sin. But yet again, that said his source of immortality could be without the blood-sin, without which he would die.

Another point is that after the final battle we see Ashley holding Sydney. What is to say that Ashley didn't get Sydney out of Lea Monde? What is to say that Ashley didn't use his power to resurrect Sydney? Maybe he even gave him some of his power (Like that guy in the Green Mile...).

It has been suggested that in the end sequence it was infact Sydney, and that it was showing he was free. Free of his duties, responsibilities, and his power. This is indicated in the conversation that is had, and I doubt that Ashley would have been able to continue that convo without knowing everything that has happened to Sydney and the Duke in the past.

OK, so Ashley walked into the room - it has to be him you say. Well...maybe. It could be. It could also be Sydney. If Sydney had the power in him to disguise himself - maybe even for one last time, he would. Why? He is a criminal at this point. It is not as if he can march in there without any problems. Ashley on the other hand could go in with no trouble what so ever.

Also during the conversation between the Duke and what looks like Sydney, Ashley is referred to in the third person. Now surely the Duke saw "Ashley" walk in and would know if it was or wasn't Ashley he was talking to as he would have addressed him, and would have probably said something more direct to him, rather than what they did talk about.

But if it was Ashley why did he bother going back? Well from what I can gather the Blood-Sin can be/was considered nothing but a "curse". Everything connected to it had to be destroyed or sorted out. So maybe he went to see the Duke to take him out of the picture - to set his mind at rest. And the Duke, I'm sure, would not have killed himself until he knew all was well. So, with the Duke out of the way Parliament is gonna have a tough time isn't it? This could mean, that Ashley had a plan...(sequel comes in here...).

Another problem with this is that we see Ashley in his matrix outfit standing outside the mansion, at what seems to be the same time "Sydney" dying inside. Who is to say that Ashley and Sydney didn't help each other and Ashley was just watching? Watching so he knew all was dealt with. Watching so that he could go his own way. That said Ashley had to disguise himself as Merlose. So this means that there could have been time before "Ashley" entering the mansion and the scene we see outside of the mansion.

## "What Is the Phantom Pain?"

The Phantom Pain is the last chain ability that you can acquire in the game. When it is used it damages the enemy with a blow equal to the amount of Phantom Points your weapon has at the time. Naturally, when it is used it reduces your PP level to zero. With all that said there is another angle to this Phantom Pain...

Some say that the Phantom Pain represents the fake pain Ashley suffered due to Sydney. The pain caused by the false memories of his family being murdered. This pain wasn't real - it was a "Phantom Pain". That said the Phantom Pain could relate to everyone who was involved with the Blood-Sin. Why? Because both the Duke and Sydney had undergone some pain due to the sin, Sydney tested Ashley with the false memories, which was his pain.

The Phantom Pain is also known as the music that plays during the credits of the game.

## Third Topic of Discussion

"Is Sydney Actually An Older Version Of Joshua From The Future?"

This is a very debatable area in the world of Vagrant Story. Some say that Sydney is infact an older version of Joshua from the future. This is a very possible theory although one never touched upon (specifically) in the game, but there is dialogue that does build up to support this theory. It is possible that this is a Sydney from the future in which Ashley never got the blood-sin, but that it was passed straight onto Joshua. Realising that Ashley was a better holder, he went back in time to test Ashley to see if he was worthy of the sin. That said if Sydney did come back from the future why involve Joshua? Surely he would want himself to be kept well away of the whole situation - unless he was taken along as a sacrifice maybe (see fourth topic of discussion).

It is possible because the Duke never mentions him having two sons nor is it said that he has two sons yet he has both Joshua and Sydney. This could indicate that they are the one and the same person. With that said the Duke knows Sydney's identity from the word "go" - this could explain why he never referred to him as his son. And then there is the option that he is never referred to because it would make everything to obvious and there would be no reason for a debate on such a topic now would there?

Also, why take Joshua along? If Sydney were from the future he would want to keep Joshua out of it all and yet keep him safe at the same time. Could this be why Hardin is involved in it all? Just to keep Joshua/Sydney safe for the future?

Also there is another piece of evidence that Sydney is Joshua. In the manual for the game, Sydney's real name and age are left as "Unknown". Why leave it as Unknown unless there was something to hide? Something to hide like Sydney is infact Joshua?

## Fourth Topic of Discussion

"Didn't you need a sacrifice in order to unlock the power of the Blood-Sin?" or "Was Joshua Meant To Get the Blood-Sin?"

This question could be answered in one word - "no". How do we come to this answer? Well, Ashley was able to gain the Blood-Sin without a sacrifice in the end. That is unless Sydney did actually die in Lea Monde (This relates to the first topic of discussion).

In Vagrant Story there is an emphasis upon needing a pure and innocent soul for a sacrifice in order for someone to gain the blood-sin. This is another hot area of Vagrant Story. Does there have to be a sacrifice of someone else or is it self-sacrifice? Or could the sacrifice be either of these possible options? Could it be that if self-sacrifice isn't good enough - the new bearer doesn't meet the requirements, someone else can take their place? This could be a possibility for "Those that desire the dark cannot control the dark" - so why not get someone else who doesn't desire it to be the sacrifice? This is again, another point to show that Ashley was a last minute choice on the behalf of Sydney. He didn't want to be the bearer in the first place.

If a sacrifice is needed, some think that that is what Joshua was for (please note this section is independent of the third topic of discussion), or that he was to gain the power of the Blood-Sin himself. It could also be that Joshua was there to gain the sin, but Ashley appeared on the scene and Sydney saw what Ashley's potential was - and from then on decided to test him to see if he was worthy of the sin.

With that said Sydney could have had Ashley in mind all along and Joshua was only taken along as the sacrifice so that Ashley could receive the sin. But due to circumstances changing Joshua wasn't used in the end. Instead Samantha was used for Guildenstern...but then whom for Ashley? Why Sydney of course. That is if you believe that Sydney did die in Lea Monde (see first topic of discussion). But then again...what about Hardin? Didn't Hardin die in the end? Didn't Hardin die outside of Lea Monde...yet with a Lea Monde death? One explanation for this could be that Hardin was infact the sacrifice for Ashley and that Sydney was merely a "guide" on his path, who was an unfortunate casualty. Either that or Sydney did survive it all.

It is also possible that the kidnapping of Joshua didn't directly link into the story but was infact a cover for what was actually going on which was why Hardin was assigned to look after him. Also Sydney reveals that he is infact on the side of good in the way that he saves Joshua, Hardin and Merlose. Its just that Sydney has the ability to use the powers of the dark given to him by the blood-sin, and he is wanting to keep the bearer use the powers for good by aiming to give them to Ashley. The Duke must have been in on everything to do with Joshua as he didn't do anything or have anything against Sydney because of this - it was almost as if he was able to be safe in the knowledge that he would be safe. How and why? Well Sydney controlled the power of Lea Monde, and Joshua wasn't going to do anything - it was just a cover story after all. Another way to prove that Joshua wasn't key to the plot or wasn't going into any danger was that Sydney was trying to help his father - the Duke. And he wasn't going to cause the Duke more pain by putting Joshua in a dangerous situation, and this would happen even less if Joshua were Sydney.

This point could be disproved? Why? Well, when Sydney first encounters Ashley, he just shrugged off as one of the "VKP's Guard Dogs", not seeing his true potential. But when did Sydney get interested in Ashley? Well, some say that this would be after the battle with the Minotaur - when Sydney saw Ashley's battle abilities. But even then Sydney continued to test Ashley by summoning more creatures. Why do this? Because Sydney wants to be sure that Ashley is right before he changes his mind and his plans.

But if we remember, Sydney has the power to see people's futures and their past. So, what is stopping Sydney from knowing everything about Ashley and how he will fair in the tests in the first encounter with him? Surely if what he saw was disappointing he would have been able to lose Ashley unless he can't read the future and change it. Which implies that he could be Joshua from the future, seen Ashley's past in the future and gone back to change everything for the

better.

But again, with that said why go through staging the event at the manor for trying to find the key when Sydney had it all along? The only possible explanation is that he was infact trying to get Ashley to follow him to Lea Monde to test him. But how did he know about Ashley? We know that he was in league with the Duke so maybe he told him, either that or Sydney is from the future and found out about this Agent Riot and went back in time to test him...to see if he could be given the sin to avoid Sydney/Joshua from having to go through all the pain that the bearer goes through. Also in the end sequence the Duke says to Sydney/Ashley "let us leave the rest to this Ashley. He is the one you have chosen". This would imply that Sydney had chosen Ashley from the start. Unless we can take it at face value and mean that Sydney has chosen Ashley after all the tests. But still why bother going to the Manor? Sydney could have gone straight to Lea Monde and given the power to Joshua (if that was the original chosen one) and be done with it. So, for all we know he went to the Manor in order to get a Riskbreaker to follow him. So maybe Ashley wasn't chosen - any Riskbreaker would have been tested, but then again the chances of a Riskbreaker who could survive and was worthy of the sin following are very slim. Remember - most Riskbreaker's don't live past through their missions.

Some say that any old person will do as a sacrifice. Other disagree. If any sacrifice would do why did Guildenstern specifically choose Samantha? That said, maybe anyone would have done and Guildenstern didn't want Samantha around any more, maybe because she would hinder him. This is likely because at the end of the game Guildenstern goes on about "our cause" and Samantha corrects him by saying something like "No, its your cause".

Others think that to fulfil the rites to gain the Blood Sin, is that the bearer must sacrifice their own Phantom Soul - hence the Phantom Pain which is thought that all bearers (and/or people linked to the sin) go through. This is where Guildenstern went wrong in sacrificing Samantha. He could have been convinced that the sacrifice needed to be that of someone else by the fact that Sydney was taking Joshua along for the journey.

It can be interpreted that the city kind of has a "mind of its own". This could be thought by the way that as soon as the final battle is over it begins to destroy itself - as if to wipe itself of all traces of the evil that Guildenstern has done. Also Ashley does not go and hack the sin off someone's back (we can tell this as there is a fresh, red sin on his back not an old, weathered, cut black one), but instead has been given it by Lea Monde. It could be thought that this is what happened years before at the time of the great Earthquake - something went wrong and the city was just "cleaning" itself.

Also, the power that Guildenstern had did not last. Why? Lea Monde knew that Guildenstern was slowly destroying the city and Ashley saw that he needed to be destroyed. And by doing so he gained the power of Lea Monde with the help of the city. Why? The City wanted it. How do we guess this? Well, who called him back when we heard "Come back Agent Riot. Your story is not yet over" near the end? For there was no one around - we can assume that it was the city. It's as if the city has a mind of its own and is able to communicate using the powers of the dark.

It is also a possibility that Guildenstern did not get the Blood Sin at all. After all, he got the blood-sin by taking the skin off Sydney's back. For all we know it was the city giving him his extra power? Why? Maybe as its own test for Ashley but maybe because the City knew it would help to bring Guildenstern down quicker. Either that or it was a "placebo" effect - he thought he would be more powerful and as a result was. So basically we can say that if you desire the blood-sin (like Guildenstern) you won't get it, but if you don't desire it yet

you DO accept it you will get the sin like Ashley.

Well that's it. If you have other views you would like to be added please e-mail me.

\*\*\* AA.A. That Bit At The End \*\*\*

-- Credits / Thankyous --

I have all the following people to thank for helping me to make this FAQ.

Squaresoft ([www.vagrantstory-europe.com](http://www.vagrantstory-europe.com) or [www.squaresoft.com](http://www.squaresoft.com))

They made the game, and therefore this FAQ possible.

Zy Nicholson ([spangenhelm@hotmail.com](mailto:spangenhelm@hotmail.com))

I downloaded his FAQ to help me play through the game. Without this FAQ I would have been totally stuck. I liked his FAQ so much I went ahead and asked him if I could convert into HTML for my site [www.gamingdome.co.uk](http://www.gamingdome.co.uk), but due to unforeseen circumstances (Like someone nicked his work....) he refused me doing anything with his FAQ. Can't blame him really... But the result of that is this FAQ. I will admit it now. I got some of the base info out of his FAQ because I was under pressure to get this thing done, and didn't have time to get all the data myself. If you are looking for another FAQ get his which can be found at [www.gamefaqs.com](http://www.gamefaqs.com)

And why is it that almost every VS FAQ has Zy in their credits?

Matt Hamand ([mhamand1@yahoo.com](mailto:mhamand1@yahoo.com))

I got all the info on Ultimate Weapon Combos from his FAQ.

Lilac Man and his Funkachu ([lilac\\_man@yahoo.com](mailto:lilac_man@yahoo.com))

Ye, who got stuck on the Harpy in the Undercity.....

Ye, who went and checked the FAQ over in it's infancy. And nearly punched me because of the \*brilliant\* jokes. Thanx.

Ye, who can't be bothered to finish the Limestone Quarry because he's been messing around with WinAMP and Windows ME....(Or is that just a cover?)

(Oh jesus...Windows ME \*groans\* - Ed)

Richard Carruthers ([f300@ntlworld.com](mailto:f300@ntlworld.com))

Richard is the other half of the Gaming Dome team, without whose help I would probably never have got past writing two lines on anything that I didn't NEED to. According to him I "Write more than is humanly possible". If you look at the site you might agree with him. When it is uploaded. Whenever that will be. He also went through this FAQ and checked my Spulling Punctuation Grammar. I could also kill him at the time of me finishing version one of the FAQ.

(And he is also responsible for all the little - Ed comments - Ed)

Game FAQs ([www.gamefaqs.com](http://www.gamefaqs.com))

Game FAQs for willing to place my FAQ on the site so that all you wonderful people can get to it, and I can have more work to do in the evening. How nice.

Gameadvice ([www.gameadvice.com](http://www.gameadvice.com))

Same as for Game FAQs although they did ask if I would allow them to put the FAQ on the site. Aren't they kind?

PSXCodez ([www.psxcodez.com](http://www.psxcodez.com))

Same as above, although from what I can gather it's a german based site.

Square Source ([www.ff8source.com](http://www.ff8source.com))

Yeah...the forums at the Source were where I first gave out tips on VS while I

was writing the BETA of version 1. The forums then went down and since they came back it's been a bit empty. But hey! It's still fun. Did Camille ever give that copy of Vagrant Story back?....

Jani Patanen (Jani@patanen.com)  
The upside down PSX deal.

-- Author's Note --

OK, I finally gave Lilac Man his copy of Parappa The Rappa back but I have now acquired his copy of Fear Effect 2 which is sadly gathering dust...I must finish that game.

-- Editor's Note --

This version never even saw the eyes of the Editor so he can't comment on anything now can he?

--/ Game Over \=-

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