

Vagrant Story Enemy/Boss Strategy Guide

by falsehead

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***** VAGRANT STORY: ENEMY/BOSS STRATEGY GUIDE *****

PlayStation RPG: released 2000 UK (PAL)

IN DEPTH ENEMY AND BOSS STATISTICS
AND FIGHTING STRATEGY GUIDE (version 1.0) 15/03/2002

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***** 1) INTRODUCTION/REVISIONS *****

INTRODUCTION - This is an in-depth guide to all the enemies in the brilliant Square RPG "Vagrant Story". I decided to write this up after some of my friends have said to me that they found this game very hard to get to grips with as each enemy seemed to have so many different strengths and weaknesses.

Many people I know gave up playing the game after seeing their weapons doing little or no damage to what they were attacking. It is a shame as this problem is easily solved upon acquiring the ANALYSE spell early on in the game. With this Ashley can scan an enemy, see its strengths and weaknesses and alter his weaponry as needed.

I have therefore gone through the game and analysed every enemy in the game, and listed its stats in this guide. Hopefully this will make life easier for newer players as they can start building better weapons and armour as early as possible and not find themselves in Boss Fights with completely useless attacks as I did on my first play through! The information on each enemy also includes items they drop and any special attacks or magic you should watch out for.

I have also included basic guides to exploiting the information provided on the enemies through understanding your weapons, armour, magic and special skills better. However there are many incredibly detailed Weapon and Armour FAQs available at www.gamefaqs.com and so for full info on creating the ultimate in offensive weaponry and armoured defence I suggest you check them out once you have mastered the basic concepts explained here.

I have also tried not to reduce this to merely a plain list of stats. I have included all my advice, tips and recommendations for dealing with each type of enemy and Boss to make this more fun to read and give you a good feel for how the game works overall. Well, I hope this helps some of the more bewildered wannabe Vagrants out there. As always, please feel free to email me with any questions you have about the game and any corrections you have if I have made a mistake.

The latest version of this guide is always posted first at www.gamefaqs.com, if you found this guide on another site please check GameFAQs to make sure you have the latest updates before emailing me with any questions. I may have already answered it!

REVISIONS - Version 1.0 (15/03/2002). First Version.

Full listings of all enemy stats, basic guide to fighting and combining stuff. Future updates will have more items dropped listed and more strategies for the trickier Bosses.

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***** SECTION 1) BASIC FIGHTING GUIDE *****
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Please remember this is only a BASIC GUIDE to the concepts to get you started off and make some sense of the advice I give later on battling each enemy specifically. If you are already familiar with the complex concepts behind fighting in Vagrant Story and just want the enemy list then skip straight to section 2!!

a) UNDERSTANDING THE STATUS SCREENS

The status screen is the most important thing in the whole game and yet often not fully understood by many players having difficulties progressing with the game. So to begin with we will first look at Ashley's statistics and how to figure out how his weaponry and armour affect his statistics. Throughout this FAQ I will be using the following abbreviations:

STR = STRENGTH
INT = INTELLIGENCE
AGL = AGILITY
DEF = DEFENCE
ATT = ATTACK
ORG = ORIGINAL
EQP = EQUIPPED
HP = HIT POINTS
MP = MAGIC POINTS
PP = PHANTOM POINTS
DP = DAMAGE POINTS

Explaining Ashley's Statistics helps us when we move onto the enemies so, if you go into the menu and choose STATUS you can view Ashley's current stats. His HP and MP are straightforward. However the stats for Strength, Intelligence and Agility need some clarification. You'll notice there are two stats headed ORG/EQP

For example:

Ashley Riot

	ORG/EQP
STR	110/113
INT	115/118
AGL	109/109

According to the manual, ORG = Ashley's base stats when he is totally unequipped. EQP = The total of all his armour, weapon and gem bonuses added to his base stats. However the only thing that is actually added above are the bonuses from the ACCESSORY (e.g. The stats above were enhanced by the Agaeles Chain +3 to STR and INT)

You'll also notice that you can view each body part for Affinity and Type weaknesses. On Ashley you'll get zero for all. When arming Ashley you'll have to check the Stats of each individual piece of armour and weapon. If you scroll through the list of equipment you have you can see the changes they make to Ashley's base stats. Armour increases DEF/STR and weapons ATT/STR. However, it is difficult to work out if each item of armour just increases the stats on that limb. This seems likely, and assumes that the Shield just protects the left arm. Rather confusing I grant you. Especially when you figure INT and AGL into the mix, do they all count cumulatively towards his mobility and cleverness? Again that would seem likely. It is frustrating that the manual is not as clear on this as it should be.

In practice it seems to work this way, e.g. a two handed sword may add + 37 to his strength, but deduct -7 from his agility. So using the base stats above his strength would now be 150 and his agility 102. So the big sword hits hard, but slows him down and leaves him without the protection of a shield. You can also view any status effects cast on Ashley during a fight if you check the status screen. If you cast a status raising spell on Ashley (Herakles, Prostasia etc) the upgraded stat will appear in blue, if he has had a status lowering spell (Degenerate, tarnish etc) cast on him it will appear in orange. Simple huh? Basically Ashley's TYPE and AFFINITY weaknesses are held in his armour and weapon stats. Later in the game you may decide to go bare knuckle and fight unarmed in which case you base stats will be what you are fighting with. Until you feel strong enough to do that, your equipment needs to be fully understood before you can exploit the weaknesses I have painstakingly listed for you later in the FAQ.

Luckily these enemy statistics are a little easier to understand, all their strengths and weaknesses are nicely presented on one page. When you enter a room, cave or street go to the STATUS screen and use L1 and R1 to scroll through the enemies present. If there are any in the area you'll see a picture of them and their name, but their stats will be just "???". Use square to move to AFFINITY and TYPE weaknesses/strengths and you'll get no info. It's here that you need to cast the ANALYSE spell to find out all about them (and that's what I have kindly done for you in this guide!). Then when you scroll back to the enemy you'll get a full profile. I shall now explain further using the example below.

BAT (Beast)

Basic Stats	Affinity	Type
HP 40	PHYSICAL -5	BLUNT 0
MP 0	AIR 25	EDGED -10
STR 95	FIRE -10	PIERCING -5
INT 64	EARTH -25	
AGL 89	WATER 10	
	LIGHT -5	
	DARK 5	

There will also be a list of body parts you can scroll through. Most creatures have the same Stats for each part of the body. However some have significant weaknesses on one particular part. This has been noted in the relevant profiles (Dullahan and the Gargoyles for example). Anyway, once you have successfully scanned an enemy you can keep checking how low its HP has fallen and the state of its body parts as you battle. The AFFINITY and TYPE stats basically are your guide to choosing the best weapon. When you view your weapon stats, your attack type will be decided by which kind of blade you have and the highest elemental affinity on your weapon. You can instantly see what type of attack you are initiating when you open your battle sphere. So say you are attacking the bat with an edged sword - at the bottom of the screen you will see the following.

BODY (describes which body part you are targeting)

HP 10/89% (the likely damage you will do and the chance of the blow landing)

TARGET: Single (Target Type, if you are using a multi-hit spell like "Explosion" then the target will change to Multiple)

EGD/PHY/Beast (the blade you are using, the highest affinity you have and the type of enemy you are attacking)

Now in the case of the Bat, the Edged Blade will damage it the most as it has a minus score for defence against that type. Also Physical attacks are effective as well as it has a minus 5 score against them to. To do the most damage a weapon with an Earth Affinity would be the most effective as that is what the bat is weakest against. These elemental and type weaknesses also count when initiating magical attacks and using Break Arts (see next sections).

One of the things that can frustrate people the most in this game is reading those bottom numbers and seeing the projected damage at 0%. This is where tactics need to be used. For example some Crimson Blades have a + 35 defence against one weapon type but zero defence against others. If your Edged weapon is having no effect, try switching to a Blunt one instead. In the same vein attacking the Fire Elemental with a weapon whose highest Affinity is Fire is a waste of time. This is why gems and grips are so important. You can quickly change the elemental affinity of a weapon by adding elemental gems to the grips. The higher your weapons elemental and type affinity against the same affinity stat in the enemy, the more damage you will do.

The best thing about this is you can add and remove gems in the heat of battle.

So I can't stress how important it is to have plenty of elemental gems in your inventory (you can carry up to 48). Always check captured enemy shields and swords for gems. A nice powerful gem on a sword or shield may explain why an enemy was doing more damage to you than it should have. The AFFINITY and TYPE status screens do not include bonuses provided by add-ons (this happens rarely though). Later in the game you can cast elemental affinity spells on your weaponry, which gives you an added boost. Plus you can acquire spells that raise yours and your weapons strength as well as your Intelligence and Agility. These are discussed in the next sections.

b) UNDERSTANDING YOUR WEAPONS AND ARMOUR

When you select a weapon, blade, grip, shield, piece of armour or accessory and view its stats, you should always be mindful of what enemies you plan to fight next. It is usually a good idea to pick maybe four types of weapons and really concentrate on building them up. A weapon becomes stronger against enemies the more times you attack them with it. If you keep using the same sword against humans, eventually its human class affinity will be very high. The same goes for armour, if you spend a lot of time being attacked by humans you'll build up a strong human class defence upon it.

Most of the early blades and grips you'll find can be discarded. But as you find stronger ones you'll want to forge them into better blades in the workshops, that way you can keep most of the strengths you have built up (combining two blades will average out the combined class and affinity strengths/weakness built up on each blade). The same goes for armour. You are best off referring to a Combining FAQ for the best weapon and armour combinations in detail.

But to start off with these are some points to bear in mind:

- Weapons, Shields and Armour come in Wood, Leather, Bronze, Iron, Hagane, Silver, Damascus
- Damascus is the best stuff but very rare. Most of your armour will be Hagane, which is good all-round material.
- Silver has a natural strength against the Undead and high Light Affinity. Creating Silver weaponry for taking on Undead class enemies is recommended. Silver also tends to have Higher INT, so a Silver Staff is great for spell casting. It is however weaker than the equivalent blade/armour in Hagane.
- Not all weapons types stay with the same Blade Type. For example Pole Arms can be Piercing, Blunt or Edged. If you upgrade a good Edged Dragon Killer weapon into a Blunt but stronger one you may lose your previous TYPE advantage. Sometimes the stronger blades are not always the best.
- Pay attention to the weapons DP (Damage Points) and PP (Phantom Points). Weapons become more powerful the more PP they have. They gain PP by being used, but also lose damage points at the same time. The weapon class with the highest PP is the Staff. Don't neglect them just because they are weak physically. A good Staff can save your life in the final Boss battles.

- Always check any captured weapons and shields for gems. Early on in the game the gems you get from cast off weapons and armour are far more useful than the blades and grips.

BUILD A BETTER WEAPON - Three Steps to Saving your Skin

OK, that's weaponry in general. Now a weapon is made up of three separate elements, blade, grip, and gems. Here's my basic guide to building an effective weapon quickly to get you past say an awkward Boss without having to go back and build your weapon up a lot attacking enemies.

Say you have a tough enemy that is weak against Fire and Edged weapons. You decide to assemble a two-handed sword (in a workshop). You pick the EDGED blade "Bastard Sword". (We will imagine that its elemental and class affinities are zero for simplicities sake)

Bastard Sword - Edged

Range 4
Risk 2
Att/Str 33
Att/Int 2
Agl -5

Now you need a grip. Check through the stats of the grip types, you want it to hold as many gems as possible but also have a high TYPE rating to match the blade type. It's not worth adding a grip with a high Blunt Stat to an Edged Blade. So you choose the Power Palm Grip.

Power Palm Grip - Gem Slots x 3

Blunt - 0
Edged - 12
Piercing - 10

ATT/STR 4
ATT/INT -3
AGL -3

Finally you need some water elemental gems.

Malid Aquamarine x 1

ATT/STR 1
ATT/INT 6
AGL 3

WATER AFFINITY + 30

FIRE - 10
THE REST -5

Undine Jasper x 2

ATT/STR 2
ATT/INT 4
AGL 3

WATER AFFINITY + 15

FIRE - 5
THE REST 0

So when the weapon is finally assembled its total stats look something like

this:

"BASTARD SWORD"

Basic Stats		Affinity		Type	
PP	146	PHYSICAL	-5	BLUNT	0
DP	78	AIR	-5	EDGED	12
ATT/STR	42	FIRE	-15	PIERCING	10
ATT/INT	19	EARTH	-5		
AGL	1	WATER	60		
		LIGHT	-5		
		DARK	-5		

So there you have a quickly knocked up powerful sword for taking out those weak against Fire. This is why you should always collect as many types of blades, grips and gems as you possibly can. The same goes for fitting gems on a shield. If you have a shield that can hold three water gems and you are attacked with Aqua Blast a +60 Water Affinity will render those magic attacks pretty useless.

Never forget you can chop and change the gems equipped on your shields and weapons in the middle of a fight. You can't assemble a weapon anywhere other than in a workshop which is why every time you find one you should upgrade your grips and repair your weapons and armour every time. When you learn to teleport, start hoarding captured blades, grips and armour. You'll want to come back later and start forging the REALLY good stuff and it pays to have plenty in stock.

TWO-HANDED VS. ONE-HANDED VS. NO-HANDED?

Basically both kinds of weaponry have their advantages and disadvantages. Two-handed weapons have the advantage of superior strength and range. However they cost more RISK to use and are slower. One-handed weapons are weaker, but faster and you can of course carry a shield. I would again recommend you build several good one-handed weapons and a couple of good two-handed weapons. Later in the game a strong shield can make the difference between being totally invulnerable and utterly dead from one hit! If you are good at the defensive battle skills like Reflect Magic, Reflect Damage, Absorb Damage etc then using a two-handed weapon is less of a risk. If your timing for these is not so good then spend time building a really good shield and one-handed weaponry. Remember you can go through the game again once you have cleared it with your super-human stats and weapons. That is a good time to concentrate on two-handed fighting.

For my first play through I stuck with a piercing rapier one-handed sword for tackling humans types (you'll probably want to upgrade to stronger edged swords, what can I say? I like the Rapier!). A silver Piercing/Edged dagger for taking on the Undead. A Two-handed Great Sword (the Great Axe is fairly similar to the Great Sword I would recommend one or the other, but not both at the same time) for Beasts. An edged/piercing Pole Arm for Dragons. A blunt one-handed mace for thumping Phantoms. I also built up a Silver Staff to enhance Ashley's Magical power and resistance. The evil class of enemy proved to be a pain as they have few consistent weaknesses as a group. For battling Evil class enemies I used what ever weapon was to hand enhanced with gems and attacked with Light Affinity magic and Break Arts.

I also strongly recommend you carry either a Polearm or Crossbow at all times, even if you decided not to fight with them. Occasionally you'll find a block puzzle where blocks need to be destroyed from a distance. There is nothing more frustrating than having to go back and fetch a weapon to get you past a

long distance obstacle.

Fighting unarmed? This is again something to come back to when Ashley has picked up some more points of HP and strength. You can fight holding a shield but this seems to reduce his effectiveness a little. So use both hands. It can be trickier to time the battle skills and all his attacks count as blunt. His bare hands have the smallest range in the game and of course the lowest power. However, it is so damn satisfying to revisit early parts of the games and see enemies that gave you grief then fall at one punch! To disarm Ashley, select his current weapon and shield in the Equip screen and press circle to remove it, then just don't select another weapon. Sounds obvious I know, but it stumped me for a while!

BREAK ARTS AND BATTLE SKILLS

Another reason to stick to a few types of weapon rather than try and master them all first time through is the Break Arts. The more enemies you kill with a type of weapon the more Break Arts you will learn. These use HP rather than MP and can have different Elemental and Type affinities from the actual weapon you are using. For example:

DAGGER

Break Art 1: "Whistle Sting"

Affinity: As weapon

Type: Blunt

HP cost: 25

Explanation: So if you were armed with a piercing Dagger with a high Light Affinity this would initiate a long range Light Affinity Blunt attack.

DAGGER

Break Art 2: "Shadoweave"

Affinity: DARK

Type: Blunt

HP cost: 50

Explanation: Taking the same Light Affinity Piercing Dagger, this would unleash a Blunt/Dark attack.

So Break Arts as you can see are another way of compensating if your weapon is lacking in elemental effectiveness. Just keep an eye on your health as you can quickly lose a lot of HP, constantly attacking with Break Arts.

Battle skills are earned by doing chain attacks. Many of the battle skills are pretty useless. But its worth learning them all, when you have learned every skill on the list a final one called "Phantom Pain" will appear. This skill can make VERY short work of an otherwise awkward final Boss battle, so persist with learning them. Otherwise my advice for Battle Skills is to use the following until you are comfortable experimenting with others:

1: Heavy Shot - A second hit, based on the strength of the first.

2: Temper - VERY useful. Does a small amount of damage and regenerates your some of your weapons DP. Really does prevent the annoyance of busted weapons early in the game and allows you to have full PP and full DP for the strongest possible weapon.

3: Either a Healing Art or a Status changing one.

The defensive arts can be fiddly and hard to time. But Reflect Damage, Absorb Damage and Reflect Magic are lifesavers in the early part of the game. Indeed one early Boss is really only beatable if you reflect the damage he is doing to you back onto him. (Advice about when to use the Battle Skills is discussed in

more depth in the individual enemy sections.) Otherwise I have had very little use for the rest. Learn them only for getting access to Phantom Pain.

PHANTOM PAIN - The ultimate Battle Skill. This allows you to unleash the value of the PP stored in a weapon as damage. So say you have a staff with a full PP of 170. This would allow you to do 170 points of damage! The weapon would be empty of PP after that so you should either carry 8 weapons into battle, with full PP or use "Instil" to replenish them. Either way, I think you can see how awesome this Battle Ability is and how much it's worth learning the rest to gain access to it!

c) USING MAGIC EFFECTIVELY

Initially it's likely you'll be using magic just to Heal Ashley. His MP starts out very low and many of the Warlock class spells have a high MP cost. Mana replenishing items are irritatingly rare as well. However as you progress, making the most of the Sorcerer class magic can also provide you with a major advantage in a difficult battle. Sorcerer class magic is basically any magic that changes yours, an enemies or an items status. They usually have a low MP cost and high chance of success. This is not a complete list but I have picked the best spells that can help you if you are getting into fights and seeing that dreaded 0% projected damage figure.

PROSTASIA (Grimoire "Ameliorer")

Location: Received early on after beating the demi-boss Golem

MP: 7

Effects: Raises the strength of your equipment for a short time. This affects only your equipment and not Ashley's strength.

TARNISH (Grimoire "Deterior")

Location: Received about halfway through after beating demi-boss Dark Crusader

MP: 7

Effects: Decreases the strength of the enemies equipment. You can also use it to cancel out Prostasia if the enemy has cast it on itself and vice versa use Prostasia to cancel out Tarnish cast on you.

HERAKLES (Grimoire "Intensite")

Location: Received about mid-game after beating Demi-Boss Harpy

MP: 12

Effects: Hands down one of the most useful spells in the game. Gives Ashley's a major strength boost temporarily making him MUCH stronger. A real lifesaver in some situations. Not only does it increase the power of his attacks, but also decreases the amount of damage the enemy can do to him!

DEGENERATE (Grimoire "Debile")

Location: Received very early on after beating the Minotaur Boss.

MP: 7

Effects: Will weaken the enemy significantly. Meaning their attacks do less damage and you can hit them harder. If you combine casting Degenerate on an enemy and Herakles on yourself, you should see those 0% damage projections quickly change! As with Prostasia and Tarnish, these can be used to cancel each other out.

ANALYSE (Grimoire "Analyse")

Location: After beating the first Dragon boss

MP: 5

Effects: Well like I have already said, this gives you the complete low-down on your enemies strengths and weaknesses! Very handy to have but has quite a low success rate.

There are of course plenty of other Sorcerer spells that can help out. Poison, Paralysis, Numbness etc. But these are the ones I consider the most useful if you are struggling in battles. There are also four "Fusion" spells that will increase the elemental affinities of your weaponry. However these are often not actually received when they will do any good, and I think your MP is better spent casting Herakles and Degenerate and making up your elemental strengths with gems.

Warlock Magic is something you'll want to spend some time experimenting with later in the game when Ashley's MP has risen somewhat. There are many offensive spells you can collect as you progress and they do have the advantages of being long range. But Warlock Magic can be useless if you don't consider the following points.

- The higher your Intelligence the more effective the spell will be. (This goes for healing spells as well). Equip a silver staff or dagger and add Intelligence raising gems to really make the spells powerful.
- The higher your intelligence, the less effect Enemy spells will have on you. When forging a shield and going into battle against a magic using enemy, consider the INT rating over the STR.
- The higher your RISK, the more powerful the spell will be. However it is not recommended that you let your RISK stay high in a battle. High RISK decreases the accuracy of your physical attacks and increases the damage you take from magic and normal attacks. The best thing to do is cast the spell (either a heal spell or offensive attack spell) then immediately use a Vera item to reduce your RISK back to a low level.

When you target a spell; the target, elemental affinity, chance of hitting and projected damage is displayed in exactly the same manner as initiating a normal attack. If you are casting a spell that hits multiple targets on the enemy's body (i.e. Avalanche or Explosion), scroll through the list of limbs and try and assess the cumulative damage. It may not be worth the huge MP spend if it is only going to damage one limb badly.

Finally, a note about MANABREAKERS. A Manabreaker Gem fitted to your shield gives you a 20% chance of evading a spell cast on you. However this also applies to spells you cast upon yourself. You'll notice that whereas without the Gem, a Heal spell or Herakles spell will have a 100% success rate. With the gem equipped it drops to 80%. It's up to you whether you think this is worth the risk or not.

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***** SECTION 2 - FULL ENEMY STATISTICS LIST *****
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PLEASE NOTE: In the following sections, the numbers given for HP, MP, Strength, Intelligence and Agility are averages. Each creature has a small difference in basic stats. The numbers given for AFFINITY and TYPE are in most cases identical to all of those creatures and all of their body parts. Where this is not the case, the differing stats for each body part have been listed. The following abbreviations have also been used.

RA - Right Arm

LA - Left Arm
BA - Both Arms
HD - Head
MT - Mouth
NK - Neck
BD - Body
AB - Abdomen
CT - Chest
WG - Wings
LG - Legs
TL - Tail

Please also note that some enemies are listed twice. Demi-Bosses like the Elemental Phantoms, Dullahan and the Ogres etc will reappear as normal enemies to be fought as much as you wish. They have been listed twice as they will often use stronger attacks in boss fights and you will also be weaker on first encountering them and so need different tactics. Finally some bosses are immune to the Analyse spell, where this is the case, I have given as much info as I can based on what I perceive to be it's main strengths/weaknesses.

Also items listed are not dropped after EVERY battle. But if you are looking for specific items the enemies listed as holding them will be the ones to get them from, even if it takes some considerable time. If you are after a specific piece of armour or weapon then make sure you attack that part of the body. This raises the likelihood of obtaining that piece of equipment. For example repeatedly attacking the right arm will raise your chance of getting a glove and a weapon, attacking the head will raise your chance of acquiring a helmet etc.

That is also a good general tactic when fighting in general. If a magic using enemy is giving you grief, repeatedly attack their head. Their thought processes will slow the more damaged their head becomes. Once the head starts to die they will just start running away from you, bahahahaha! In the same vein, attack the weapons arm repeatedly to slow down an enemy that's hitting you hard. You'll reduce their attack power and their attacks will slow down significantly.

Finally, its worth noting that enemies don't always appear in the same places every time. Vagrant Story appears to subtly adjust to Ashley's current state and your score. If you are hurting bad and out of healing items I've noticed the frequency of Orcs and Goblins in the Mines diminishes and they are replaced with Slimes. On playing the replay game, the Wine Cellar, which was initially only full of a few bats and wolves at the beginning, had ghouls appearing much earlier. The most striking example was one time I teleported to the Crumbling Market in the Undercity West, instead of the Dullahan waiting for me there was a Lich!

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***** 1) BEASTS *****
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a) BASILISK

Basic Stats	Affinity	Type
HP 120	PHYSICAL 15	BLUNT 8
MP 0	AIR -10	EDGED 5
STR 125	FIRE 35	PIERCING 0
INT 103	EARTH 56	
AGL 101	WATER 28	
	LIGHT 21	
	DARK 19	

Magic: None

Special Attack: Acid Breath

Items: Snowfly Draught

Locations: Snowfly Forest

Comments: More annoying than a threat, the angles of the scenery can make it difficult to see them coming at you. Acid Breath hits multiple targets and can do quite a bit of damage on your first time through the forest, especially if you haven't gone into battle mode. However they are a reliable source of the EXTREMELY useful Snowfly draught. Usually attack in pairs.

b) BAT

Basic Stats	Affinity	Type
HP 40	PHYSICAL -5	BLUNT 0
MP 0	AIR 25	EDGED -10
STR 95	FIRE -10	PIERCING -5
INT 64	EARTH -25	
AGL 89	WATER 10	
	LIGHT -5	
	DARK 5	

Items: Cure Root, Eye of Argon

Locations: Wine Cellar, Catacombs, Sanctum

Comments: The first enemies you will encounter and, handily, weakest against the edged sword you start out with. Fun to revisit and punch to death when you want to try some bare-knuckle boxing!

c) HARPY

Basic Stats	Affinity	Type
HP 209	PHYSICAL 5	BLUNT 5
MP 162	AIR 25	EDGED 25
STR 127	FIRE 25	PIERCING 0
INT 132	EARTH 25	
AGL 153	WATER 25	
	LIGHT -15	
	DARK 35	

Special Attacks: Blasphemous Howl, Banish

Items: Angelic Paeon

Locations: UnderCity East

Comments: Ur yuck, one of the creepiest enemies in the game. Fairly weak and if you don't fancy fighting them they will often ignore you if you run past them. If you do take them on, watch out for the Blasphemous Howl attack. It will cause damage and cast Curse on you. Banish can kill you dead with one successful hit, but they rarely use it.

d) HELLHOUND

Basic Stats	Affinity	Type
HP 109	PHYSICAL 5	BLUNT -5
MP 0	AIR 5	EDGED 0
STR 104	FIRE 45	PIERCING 10
INT 74	EARTH 5	
AGL 94	WATER -25	
	LIGHT -15	
	DARK 40	

Special Attacks: Fire Breath

Items: Cure Root

Locations: Catacombs, Sanctum, Abandoned Mines B1

Comments: As you would expect, weak against water. If you have picked up the

spell Aquablast, it's very effective against them. The Fire Breath attack will hit multiple targets, but shouldn't damage you too much, even early on.

e) ICTHIOUS

Basic Stats	Affinity	Type
HP 95	PHYSICAL 25	BLUNT 5
MP 0	AIR 54	EDGED 0
STR 113	FIRE 14	PIERCING 13
INT 108	EARTH -10	
AGL 105	WATER 48	
	LIGHT 46	
	DARK 17	

Magic: None

Special Attacks: Spiral Shell

Items: Faerie Wing

Locations: Snowfly Forest

Comments: If you're armed with a short-range weapon they can be a pain to hit.

Also they have opposing weaknesses from the basilisks that are found in the same locations. To be honest, unless you are desperate for Faerie Wings, it's less hassle just running away from them.

f) MIMIC

Basic Stats	Affinity	Type	BD/LG/TL
HP 120	PHYSICAL 15	BLUNT	55/55/85
MP 0	AIR -10	EDGED	35/35/55
STR 123	FIRE -15	PIERCING	10/25/25
INT 91	EARTH 30		
AGL 109	WATER 40		
	LIGHT 38		
	DARK 26		

Special Attack: Numbing Needle

Items:

Locations: Abandoned Mines B1 and B2.

Comments: These are ANNOYING! They are so tough and you can spend AGES trying to hit the damn things. They are always in a room with other creatures attacking you as well. The best offence is a piercing weapon with as much fire affinity on it as you can muster, then just go for the legs as these seem to have the highest hit percentage. Fire Ball is also effective as they have low INT.

g) OGRE

Basic Stats	Affinity	Type	BA/HD/BD/LG
HP 369	PHYSICAL 35	BLUNT	35/30/45/38
MP 32	AIR 37	EDGED	05/00/15/08
STR 133	FIRE 28	PIERCING	-3/-8/10/00
INT 137	EARTH 54		
AGL 103	WATER 48		
	LIGHT 50		
	DARK 46		

Magic: Silence

Items: Occasionally drop a medium level two-handed Sword or Mace/Axe

Locations: Limestone Quarry

Comments: A very nasty boss early on, later on they lurk in the Limestone Quarry and attack in pairs. They have no big elemental weakness, but fire is what they are most vulnerable against so equip any gems you have. The weakest

point is the head, but given their size this can be hard to reach with a one-handed weapon. However arming yourself with a two-handed weapon leaves you vulnerable to their very strong attacks. Either way cast Herakles on yourself and Degenerate on them to make the battle a little fairer.

h) POISON SLIME

Basic Stats	Affinity	Type
HP 97	PHYSICAL 44	BLUNT 35
MP 0	AIR -17	EDGED 0
STR 119	FIRE -34	PIERCING -13
INT 50	EARTH 54	
AGL 94	WATER 34	
	LIGHT 43	
	DARK 48	

Special Attacks: Poison Sneeze

Items: Faerie Chortle

Locations: Catacombs, Abandoned Mines B1

Comments: Weak but like to poison you. Stab that evil jelly with a piercing weapon or fry it with a Fire Ball.

i) SILVER WOLF

Basic Stats	Affinity	Type
HP 76	PHYSICAL 5	BLUNT -5
MP 0	AIR 5	EDGED 0
STR 89	FIRE 30	PIERCING -10
INT 70	EARTH 5	
AGL 82	WATER -25	
	LIGHT -15	
	DARK 40	

Items: Cure Root, Vera Root

Locations: Wine Cellar

Comments: Weak enemy for you to practice on early in the game. No threat at all.

j) SLIME

Basic Stats	Affinity	Type
HP 60	PHYSICAL 48	BLUNT 43
MP 0	AIR -19	EDGED 15
STR 129	FIRE -38	PIERCING 0
INT 63	EARTH 64	
AGL 81	WATER 38	
	LIGHT 44	
	DARK 44	

Special Attacks: Acid Sneeze

Items: Yddrasil Tears

Locations: Catacombs, Abandoned Mines B1

Comments: Weedier than the Poison Slime, the Acid Sneeze is no real threat and it's even weaker against fire. As before, pop the evil jelly with a piercing weapon or fry it with a Fire Ball.

k) STIRGE

Basic Stats	Affinity	Type
HP 89	PHYSICAL 15	BLUNT 25
MP 0	AIR 18	EDGED 5
STR 117	FIRE -10	PIERCING -10
INT 46	EARTH -18	

AGL 119 WATER 10
 LIGHT -15
 DARK 15

Special Attacks: Blood Suck

Items: Vera Root

Locations: Abandoned Mines B1

Comments: A bigger, meaner bat. Still pretty pathetic though. Its blood suck attack will drain a little of your HP and regenerate some of the Stirges. But its HP is so low that a couple of hits with a pointy weapon should drop this feeble flapper.

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***** 2) UNDEAD *****
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a) DARK SKELETON

Basic Stats	Affinity	Type
HP 151	PHYSICAL 08	BLUNT -6
MP 24	AIR 31	EDGED 6
STR 127	FIRE 20	PIERCING 19
INT 134	EARTH -11	
AGL 109	WATER -04	
	LIGHT -33	
	DARK 51	

Items: Vera Root

Locations: Undercity West

Comments: Slightly tougher than the normal skeletons but of no real threat. They are a bit faster and the ones armed with crossbows can inflict some damage if you are not careful. But by now you should have a powerful undead weapon for picking them off with.

b) GHAST

Basic Stats	Affinity	Type
HP 122	PHYSICAL 25	BLUNT 23
MP 0	AIR 15	EDGED 08
STR 130	FIRE -13	PIERCING 00
INT 134	EARTH 23	
AGL 110	WATER 39	
	LIGHT -15	
	DARK 48	

Items: Cure Root

Locations: Catacombs

Comments: Slow, stupid, basically just fodder for building a great undead weapon.

c) GHOUL

Basic Stats	Affinity	Type
HP 76	PHYSICAL -5	BLUNT 12
MP 6	AIR 25	EDGED -3
STR 114	FIRE -10	PIERCING -8
INT 67	EARTH -25	
AGL 73	WATER 10	
	LIGHT -5	
	DARK 5	

Items: Vera Root

Locations: Wine Cellar, Catacombs

Comments: The weakest undead foes in the game. Often will not register your presence so if you are in a hurry you can easily avoid them. Useful early on for practicing fighting against.

d) MUMMY

Basic Stats	Affinity	Type
HP 97	PHYSICAL 5	BLUNT 8
MP 6	AIR -15	EDGED -5
STR 128	FIRE 0	PIERCING 5
INT 76	EARTH -15	
AGL 96	WATER -9	
	LIGHT -28	
	DARK 49	

Items: Vera Root

Locations: Catacombs

Comments: Slightly tougher than the Ghouls, but pretty pathetic all the same.

e) SKELETON - Type 1

Basic Stats	Affinity	Type
HP 114	PHYSICAL 15	BLUNT -16
MP 37	AIR 24	EDGED 2
STR 108	FIRE 13	PIERCING 9
INT 70	EARTH -4	
AGL 92	WATER -8	
	LIGHT -26	
	DARK 45	

Items: Vera Root, Low Level Bronze Armour and Weapons

Locations: Catacombs, Under City West

Comments: This skeleton is distinguished by being a sort of crusty brown colour. They usually only have one arm and if they have a weapon it's usually a blunt mace of some kind. These skeletons are found more frequently in the early sections of the game and are very little threat.

f) SKELETON - Type 2

Basic Stats	Affinity	Type
HP 123	PHYSICAL 12	BLUNT -12
MP 37	AIR 31	EDGED 4
STR 116	FIRE 20	PIERCING 11
INT 86	EARTH -11	
AGL 105	WATER -4	
	LIGHT -33	
	DARK 51	

Items: Cure Bulb, Low Level Iron Armour and Weapons

Locations: Catacombs, Under City West

Comments: This skeleton pops up more often in the Under City west area. It is a greyish color and is always armed. On their own they aren't too hard but they can attack in groups and the ones with two-handed weapons can cause you some injury. Not particularly fearsome, but treat gangs of three or more with caution.

g) SKELETON KNIGHT

Basic Stats	Affinity	Type
HP 162	PHYSICAL 12	BLUNT -9
MP 28	AIR 34	EDGED 5

STR	120	FIRE	25	PIERCING	15
INT	90	EARTH	-18		
AGL	107	WATER	-9		
		LIGHT	-28		
		DARK	49		

Items: Vera Root, Low Level Bronze Armour and Weapons

Locations: Catacombs, Under City West, Great Cathedral

Comments: Your basic skeleton but with armour on. Like the Zombie Knights a source of armour, shields and weapons early on. Low resistance to physical attacks makes them a pushover to fight.

h) ZOMBIE

Basic Stats		Affinity		Type	
HP	146	PHYSICAL	10	BLUNT	15
MP	6	AIR	5	EDGED	3
STR	113	FIRE	-13	PIERCING	-2
INT	65	EARTH	15		
AGL	87	WATER	29		
		LIGHT	-26		
		DARK	38		

Items: Vera Root

Locations: Wine Cellar

Comments: Like the Ghouls and Mummies this is just a nice slow enemy for beating up on early in the game.

i) ZOMBIE FIGHTER

Basic Stats		Affinity		Type	
HP	158	PHYSICAL	10	BLUNT	20
MP	15	AIR	5	EDGED	5
STR	115	FIRE	-13	PIERCING	-3
INT	62	EARTH	15		
AGL	85	WATER	29		
		LIGHT	-26		
		DARK	38		

Items: Low level Bronze weapons and Armour.

Locations: Wine Cellar

Comments: Slightly meaner than the ordinary zombie, but not very challenging.

j) ZOMBIE KNIGHT

Basic Stats		Affinity		Type	
HP	146	PHYSICAL	-5	BLUNT	17
MP	29	AIR	-3	EDGED	2
STR	115	FIRE	-18	PIERCING	-6
INT	86	EARTH	11		
AGL	86	WATER	22		
		LIGHT	-21		
		DARK	38		

Items: Low Level Iron/Bronze Armour/Shields/Weapons

Locations: Wine Cellar, Catacombs, Snowfly Forest, Undercity West and East

Comments: Dead Crimson Blades come back to life to annoy you further. You'll fight them throughout the game. Occasionally you'll come across a "super zombie" who has +5 to their Affinity stats and +3 to their Type stats. Just bust them up with a nice undead weapon and collect the occasional decent bit of armour they may drop.

k) ZOMBIE MAGE

Basic Stats	Affinity	Type	BA/HD/BD/LG
HP 137	PHYSICAL 12	BLUNT	17/14/22/17
MP 81	AIR 03	EDGED	00/-4/02/05
STR 125	FIRE -12	PIERCING	10/07/03/06
INT 124	EARTH 38		
AGL 107	WATER 42		
	LIGHT -5		
	DARK 52		

Magic: Psychodrain

Items: Low Level Iron Staves

Comments: To slow and stupid to be much of a threat. By the time you meet one you should have an undead weapon that can drop them in a couple of hits. However they are one of the only enemies in the game that carry Staves (the Orc and Goblin Leaders are the others). You may want to seek them out and fight them over and over if you are keen on collecting and forging a decent staff.

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 ***** 3) DRAGON *****
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a) BLOOD LIZARD

Basic Stats	Affinity	Type	BA/HD/BD/LG
HP 232	PHYSICAL 10	BLUNT	20/24/29/17
MP 0	AIR -10	EDGED	0/02/07/-5
STR 133	FIRE 5	PIERCING	-5/-3/-2/-14
INT 108	EARTH 15		
AGL 120	WATER 35		
	LIGHT 15		
	DARK 20		

Items: Medium Level Hagane/Iron Armour/Shields/Weapons, Occasionally drop Damascus armour and weapons

Locations: City Walls North, Forgotten Passageway (Gold Key)

Comments: These are my favourite "normal" enemies in the game. Fast and funky, they pack a punch and are VERY agile. They are worth spending some time fighting as they drop some good items. However, if you are going after them with a two-handed weapon be careful. They can usually match you for fighting speed, attack in groups and can still surprise you with hits of over 150 points of damage if your RISK gets too high, so don't get too cocky. An edged or piecing pole arm is my weapon of choice as this is also useful for the Boss Dragons as well. Add some Air affinity gems and you should have no problems.

b) LIZARD MAN

Basic Stats	Affinity	Type	BA/HD/BD/LG
HP 196	PHYSICAL 15	BLUNT	25
MP 28	AIR -15	EDGED	0
STR 115	FIRE 8	PIERCING	-8
INT 109	EARTH 15		
AGL 113	WATER 35		
	LIGHT 17		
	DARK 14		

Magic: Heal

Items: Low Level Bronze/Iron Armour/Shields/Weapons

Locations: Sanctum, City Walls South

Comments: No real threat these guys. A good pointy weapon with plenty of Air affinity gems on it will drop them fast.

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***** 4) HUMAN *****
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a) GOBLIN

Basic Stats	Affinity	Type
HP 221	PHYSICAL 10	BLUNT 25
MP 28	AIR -11	EDGED -5
STR 107	FIRE 04	PIERCING 15
INT 91	EARTH 24	
AGL 109	WATER 11	
	LIGHT 16	
	DARK 18	

Items: Yggdrasil Tears, Cure Root, Low Level Leather/Bronze weapons and Armour.
Locations: Mines B1

Comments: These will often attack you in groups and frustratingly have different blade weaknesses from their leader (below). I found taking the mid-route and taking on goblins and the leaders with a piercing weapon to be easiest.

b) GOBLIN LEADER

Basic Stats	Affinity	Type
HP 266	PHYSICAL 15	BLUNT -7
MP 56	AIR -6	EDGED 35
STR 109	FIRE 13	PIERCING 20
INT 122	EARTH 35	
AGL 113	WATER 18	
	LIGHT 21	
	DARK 25	

Magic: Degenerate, Poison Mist, Stun Cloud

Location: Abandoned Mines B1

Items: Yggdrasil Tears, Cure Root, Low Level Leather/Bronze Staves and Armour.

Comments: Can be a pain to battle early on as the status magic can cause battles to go on longer than usual, as you will need to keep curing yourself. The best tactics when faced with a group of goblins is chase down the leader and kill him first. Often he will back off and try and cast spells on you rather than fight back. If you can add Silence to your chain attacks and silence him early on the battle will be much easier.

c) ORC

Basic Stats	Affinity	Type
HP 240	PHYSICAL 28	BLUNT -5
MP 22	AIR 25	EDGED 10
STR 125	FIRE 22	PIERCING 25
INT 124	EARTH 05	
AGL 107	WATER 10	
	LIGHT 23	
	DARK 18	

Items: Eye of Argon, Low Level Iron Armour and weapons.

Location: Abandoned Mines B2

Comments: Similar to the Goblins only slightly tougher. They also attack in packs and like the goblins share opposite weaknesses to their leader. If you are trying to get through the Mines for the timed part the best way to deal with

them is to add paralysis to your chain attacks. They will retreat as soon as they are paralysed. If you want to kill them, you should have a decent human weapon equipped and a shield is recommended as they can deal quite a lot of damage ganging up on you.

d) ORC LEADER

Basic Stats	Affinity		Type	
HP 280	PHYSICAL	34	BLUNT	35
MP 109	AIR	31	EDGED	-7
STR 121	FIRE	28	PIERCING	20
INT 135	EARTH	11		
AGL 118	WATER	-4		
	LIGHT	29		
	DARK	24		

Magic: Prostasia, Herakles, Heal, Stun Cloud, Poison Mist

Items: Low Level Iron Staves and Armour

Location: Abandoned Mines B2

Comments: Again like the Goblin Leader it will avoid attacking you direct, instead it will concentrate on raising the status and healing its troops. Best to target it first before taking on the rest of the Orc pack.

e) WINE CELLAR HUMANS

Just five miscellaneous humans enemies you'll meet on your first time though the wine cellar. Sackheim and Goodwin are the two Blades discussing Cloudstones. Mandel is the Blade who dies then comes back to life as a zombie.

Mandel

Basic Stats	Affinity		Type	
HP 146	PHYSICAL	05	BLUNT	10
MP 12	AIR	-2	EDGED	-2
STR 114	FIRE	-15	PIERCING	-3
INT 62	EARTH	10		
AGL 86	WATER	14		
	LIGHT	-30		
	DARK	35		

Items: Mandel will always drop his piercing bronze rapier, which comes in very handy when fighting Dullahan.

Sackheim

Basic Stats	Affinity		Type	
HP 147	PHYSICAL	12	BLUNT	04
MP 14	AIR	00	EDGED	03
STR 90	FIRE	00	PIERCING	06
INT 90	EARTH	00		
AGL 100	WATER	00		
	LIGHT	00		
	DARK	00		

Goodwin

Basic Stats	Affinity		Type	
HP 163	PHYSICAL	10	BLUNT	01
MP 06	AIR	00	EDGED	08
STR 93	FIRE	00	PIERCING	07
INT 76	EARTH	00		
AGL 97	WATER	00		
	LIGHT	00		
	DARK	00		

Crimson Blade 1 (Sword and Shield)

Basic Stats		Affinity		Type	
HP	152	PHYSICAL	15	BLUNT	05
MP	21	AIR	00	EDGED	04
STR	95	FIRE	00	PIERCING	08
INT	72	EARTH	00		
AGL	102	WATER	00		
		LIGHT	00		
		DARK	00		

Crimson Blade 2 (Crossbow)

Basic Stats		Affinity		Type	
HP	147	PHYSICAL	13	BLUNT	03
MP	24	AIR	00	EDGED	06
STR	94	FIRE	00	PIERCING	07
INT	85	EARTH	00		
AGL	92	WATER	00		
		LIGHT	00		
		DARK	00		

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***** 5) PHANTOM *****

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a) AIR ELEMENTAL

Basic Stats		Affinity		Type	
HP	271	PHYSICAL	45	BLUNT	10
MP	122	AIR	75	EDGED	12
STR	131	FIRE	45	PIERCING	35
INT	119	EARTH	05		
AGL	115	WATER	45		
		LIGHT	45		
		DARK	45		

Magic: Lightning Bolt, Thunderburst Lv.2 (rarely)

Location: Limestone Quarry, Temple of Kiltia

Comments: Should be a pushover by the time you reach him for the first time. If you have a tough blunt weapon just add some earth affinity gems (Polaris, Dao Moonstone, Gnome Emerald) and Air affinity ones to your shield if you are using one (Sylphid Topaz, Djinn Amber). Cast Degenerate on it and Herakles on your self and you should take him down in a couple of strikes.

b) DARK ELEMENTAL

Basic Stats		Affinity		Type	
HP	232	PHYSICAL	45	BLUNT	10
MP	91	AIR	45	EDGED	12
STR	132	FIRE	45	PIERCING	35
INT	119	EARTH	45		
AGL	111	WATER	45		
		LIGHT	05		
		DARK	75		

Magic: Dark Chant, Meteor Lv.1 (rarely)

Location: Limestone Quarry, City Walls North

Comments: Likes to pop up unexpectedly and annoy you. Your blunt phantom weapon should be pretty good for taking this guy on. Stick plenty of gems that increase Light Affinity (e.g. Demonica, Angel Pearls). The magic spell "Spirit

Surge" can be much more damaging than any physical attacks you may try. Also use light affinity blunt/break arts for extra pain. Cast Herakles on yourself (when you get it) and Degenerate on it.

c) EARTH ELEMENTAL

Basic Stats	Affinity	Type
HP 228	PHYSICAL 45	BLUNT 10
MP 137	AIR 05	EDGED 12
STR 137	FIRE 45	PIERCING 35
INT 119	EARTH 75	
AGL 115	WATER 45	
	LIGHT 45	
	DARK 45	

Magic: Vulcan Lance, Gaea Sphere Lv. 2 (rarely)

Locations: Limestone Quarry, Iron Maiden B1

Comments: This fat git is probably the most annoying of the elementals. Unlike the others he will not just stay put and let you batter him, he likes to run away and for his size, he is quite a mover. So if you are using a one-handed blunt weapon you may have to chase him about a bit. Still the usual Phantom tactics apply, pop Djinn Amber and Sylphid Topaz on your weapon, Dao Moonstone and Gnome Emerald on your shield. Cast Degenerate on him and Herakles on yourself and pop the brown balloon in a few swipes.

d) FIRE ELEMENTAL

Basic Stats	Affinity	Type
HP 228	PHYSICAL 45	BLUNT 10
MP 119	AIR 45	EDGED 12
STR 134	FIRE 75	PIERCING 35
INT 118	EARTH 45	
AGL 114	WATER 05	
	LIGHT 45	
	DARK 45	

Magic: Fireball, Flame Sphere Lv.1 (rarely)

Location: SnowFly Forest

Comments: After a tricky Boss encounter with this Phantom early on, you should now have a good blunt weapon and some water affinity gems to take him down with. If you have acquired the spell "Aquablast" and have equipped for High INT then Aquablast will work well on him.

e) GHOST

Basic Stats	Affinity	Type
HP 67	PHYSICAL 32	BLUNT 24
MP 129	AIR 04	EDGED 18
STR 91	FIRE 04	PIERCING 23
INT 109	EARTH 04	
AGL 100	WATER 04	
	LIGHT 35	
	DARK -11	

Magic: Solid Shock, Degenerate, Leadbones

Special Attack: Mindblast

Items: Grimoire "Terre" (teaches spell "Vulcan Lance")

Comments: Frustrating early on as you often get one chance to strike before they disappear and reappear. Luckily unlike other phantoms they are weak against edged blades the most. If you have found ANY elemental gems and have a weapon with a space for them then use them. If not, just keep chasing it about and healing when it uses Solid Shock on you. Later on of course you'll be able to take it out with one hit.

f) WATER ELEMENTAL

Basic Stats	Affinity	Type
HP 226	PHYSICAL 45	BLUNT 10
MP 117	AIR 45	EDGED 12
STR 135	FIRE 05	PIERCING 35
INT 117	EARTH 45	
AGL 112	WATER 75	
	LIGHT 45	
	DARK 45	

Magic: Aquablast, Avalanche Lv. 2 (rarely)

Locations: Limestone Quarry, Temple of Kiltia

Comments: The last elemental you'll meet and this the easiest as you'll have all the gems and stuff you need to take him down. Pop some Ifrit Carnelians and Salamander Rubies on your weapon, Malid Aquamarines on your shield. Cast Degenerate on it and Herakles on your self. If you want to try something else, try blowing it away with some Fireballs, they work just as well by this point.

g) WRAITH

Basic Stats	Affinity	Type
	HD+BD/BA	
HP 129	PHYSICAL 18/15	BLUNT 24
MP 139	AIR 18/15	EDGED 18
STR 129	FIRE 18/15	PIERCING 23
INT 125	EARTH 18/15	
AGL 105	WATER 18/15	
	LIGHT -10/-15	
	DARK 40/30	

Magic: Curse, Silence, Lv. 2 Explosion

Items: Grimoire "Patire" (teaches spell Dark Chant), Grimoire "Exsocrer" (teaches spell Exorcism)

Locations: Limestone Quarry, Iron Maiden B1

Comments: Can be nasty if it catches you out of battle mode, the combinations of Curse and Explosion can knock off a lot of health if you aren't careful. However it is still fairly weak against most elements so keep on your toes and it shouldn't pose too much of a threat. You might receive the useful Dark aligned spell "Dark Chant" after fighting one, which is worth fighting a few to get hold of. The Wraith you fight in the Iron Maiden B1 will always drop the Exorcism spell Grimoire on your first fight.

***** 6) EVIL *****

a) Dark Eye

Basic Stats	Affinity	Type
HP 93	PHYSICAL 45	BLUNT -8
MP 88	AIR 45	EDGED 25
STR 117	FIRE 45	PIERCING -8
INT 133	EARTH 45	
AGL 148	WATER 45	
	LIGHT 15	
	DARK 45	

Special Attacks: "Stun Blast" (causes Paralysis)

Magic: Psychodrain, Solid Shock, Fireball, Vulcan Lance, Aquablast

Items: Very rarely will drop Grimoires for Fireball, Vulcan Lance, Aquablast, Solid Shock

Locations: Undercity West

Comments: For some reason when you attack this big eyeball your accuracy will be around 50%. So try not to have any RISK or it becomes unhittable. Worth attacking for the rare grimoires they sometimes drop.

b) Dullahan

Basic Stats	Affinity	Type	BA/CT/AB/LG
HP 149	PHYSICAL 15	BLUNT	28/28/15/0
MP 50	AIR 50	EDGED	15/15/12/17
STR 114	FIRE 64	PIERCING	00/00/-3/-2
INT 103	EARTH 58		
AGL 97	WATER 64		
	LIGHT 38		
	DARK 78		

Magic: Degenerate, Poison Mist

Locations: Sanctum, Undercity West

Comments: After facing him as a Boss, this walking suit of armour stomps about in the Sanctum and the Undercity West. If you don't fancy fighting him you can just run past him. If you decide to fight use the same tactics as the boss fight, attack its abdomen with a piercing weapon and avoid chaining too much.

c) Gargoyle

Basic Stats	Affinity	Type	BA/HD/BD/WG/LG
HP 119	PHYSICAL 38	BLUNT	15/05/20/10/05
MP 0	AIR 29	EDGED	5/-5/15/05/00
STR 123	FIRE 5	PIERCING	00/-10/5/-5/-10
INT 43	EARTH -15		
AGL 119	WATER 41		
	LIGHT 18/22		
	DARK 52		

Special Attacks: "Numbing Hook" (causes Numbness)

Items: Vera Bulb

Locations: Limestone Quarry

Comments: If you are using a single-handed weapon these guys are a pain. The best weapon to take them on with is a crossbow. However if they are causing you hassle then its worth remembering that once they have inflicted Numbness on you they will not physically attack you again unless you cure yourself. If there are no other enemies, stayed numbed and they leave you alone. They usually guard treasure chests in the company of Liches.

d) Gremlin

Basic Stats	Affinity	Type	BA/HD/BD/WG/LG
HP 190	PHYSICAL 35	BLUNT	02/-3/05/04/06
MP 87	AIR 34	EDGED	18/12/18/21/23
STR 139	FIRE 75	PIERCING	11/03/09/23/15
INT 132	EARTH 61		
AGL 120	WATER 13		
	LIGHT 35		
	DARK 54		

Magic: Prostasia, Leadbones, Herakles, Silence

Items: Hagane Armour and weapons, also on rare occasions will drop medium level Damascus armour and weapons

Locations: Limestone Quarry

Comments: These enemies are probably the trickiest, toughest and most annoying

in the whole game. They almost always come in pairs and will quickly cast Prostaia and Herakles on themselves boosting their already impressive strength and will cast Silence on you. The best thing to use is a strong blunt one-handed mace and go for the heads. Be careful if you go up against them without a shield they can do you A LOT of damage. The Damascus gear makes repeated battling an attractive prospect... if you're a masochist.

e) Imp

Basic Stats	Affinity		Type	BA/HD/BD/WG/LG
HP 151	PHYSICAL	30	BLUNT	07/05/08/10/12
MP 68	AIR	25	EDGED	03/00/02/03/05
STR 131	FIRE	42	PIERCING	12/07/11/15/17
INT 132	EARTH	38		
AGL 124	WATER	24		
	LIGHT	08		
	DARK	49		

Magic: Stun Cloud, Poison Mist, Aquablast, Lightning Bolt, Vulcan Lance, Fireball

Items: Snowfly Draught

Locations: Abandoned Mines B2

Comments: Attack in pairs, they fly around very quickly and can be a real threat as they paralyse then fire spells at you long distance. One-handed weapons are virtual useless against them due to limited range. Your best bet is an edged Polearm or Great Sword and the spell "Spirit Surge".

f) Lich

Basic Stats	Affinity		Type	BA/HD/BD/LG
HP 118	PHYSICAL	25	BLUNT	00/03/05/00
MP 105	AIR	15	EDGED	00/03/05/00
STR 130	FIRE	-13	PIERCING	00/00/05/00
INT 134	EARTH	23		
AGL 118	WATER	39		
	LIGHT	-15		
	DARK	48		

Magic: Psychodrain, Silence, Thunderburst Lv.2

Items: Rarely drops medium level armour

Locations: Undercity West

Comments: A dangerous opponent. It will appear and disappear like a ghost, and its high INT makes its spells rather damaging, especially Thunderburst which will hit multiple body parts. The Lich is equally weak against all weapon types and if you can muster Fire Affinity on the blade it will help knock it out faster. It also has low HP and can be weakened with the Degenerate spell, which you should cast straight away before it Silences you.

g) Lich Lord

Basic Stats	Affinity		Type	BA/HD/BD/LG
HP 258	PHYSICAL	36	BLUNT	00/06/10/15
MP 322	AIR	59	EDGED	00/06/10/15
STR 136	FIRE	48	PIERCING	00/06/10/15
INT 142	EARTH	56		
AGL 126	WATER	51		
	LIGHT	35		
	DARK	85		

Magic: Curse, Radial Surge Lv.3

Items: Rarely drops medium level armour

Locations: Great Cathedral, Undercity West (Gold Key)

Comments: The Lich Lord is probably more challenging than the majority of Bosses in the Great Cathedral! Radial Surge can do you a lot of damage especially if he has weakened you with Curse first. Make sure you cure Curse as soon as it is cast on you and keep your health high. You should have a good strong Light Affinity weapon by now and you should use any level 2 or 3 break arts with Light Affinity as you can target the Lich Lord at long range with these. When you catch the Lich Lord use your most powerful chain attacks to demolish him as he is physically quite weak. Degenerate and Herakles will, as usual, be very helpful.

h) Nightstalker

Basic Stats	Affinity	Type			
		RA/LA/CT/AB/LG		BA/CT/AB/LG	
HP 378	PHYSICAL	40/40/40/30/30	BLUNT	48/48/38/48	
MP 90	AIR	25/50/50/50/50	EDGED	35/35/25/35	
STR 129	FIRE	50/25/50/50/50	PIERCING	20/20/05/25	
INT 137	EARTH	50/50/25/50/50			
AGL 115	WATER	50/50/50/25/50			
	LIGHT	35/35/35/35/35			
	DARK	85/85/85/85/85			

Magic: Solid SHock

Items:

Locations: Temple of Kiltia

Comments: After facing him as a mini-boss in the Undercity East you'll encounter this red suit of armour lurking in the Temple of Kiltia. DON'T use chain attacks as they will miss 99% of the time. But luckily he is still very weak against piercing weapons so target his abdomen and use Degenerate on him and Herakles on yourself.

i) Quicksilver

Basic Stats	Affinity	Type		
HP 120	PHYSICAL	10	BLUNT	5
MP 69	AIR	05	EDGED	0
STR 117	FIRE	10	PIERCING	5
INT 115	EARTH	15		
AGL 120	WATER	24		
	LIGHT	00		
	DARK	15		

Magic: Silence

Items: Silver Daggers

Locations: Undercity East

Comments: Creepy little dolls, they have speed and surprising power. Also your accuracy is greatly reduced when fighting them for some reason. However their low HP means that if you score a couple of good hits they should drop no problem.

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***** 7) CRIMSON BLADES *****

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The Crimson Blades have a section to themselves, as they can be quite tough opponents. Unlike other enemies they do not share "Group" stats. There are nine different types all with different strengths and weaknesses (argh), but

they are all identified as Crimson Blades. You will also be fighting a fair few of them as they carry most of the decent armour you can take and forge into good stuff for yourself. For the best armour and shields to start forging with, spend time smacking up the ones in the Town Centre East, soon you'll have a nice collection of armour to combine to your hearts content. I have listed the stats for each of the nine types, the locations you will find them in and the weapons they are carrying, as this is the only way to identify them visually.

- FIGHTING THE BLADES

Generally the Blades you meet early on should be vulnerable to your initial edged sword. Only one type has an edged resistance and you should have a decent PHYSICAL Affinity by then to override that. Later on as you meet the stronger Blades in the Town Centre East you should concentrate on building a weapon with strong Physical and Human Affinities over and above the type of blade it has. For example I used a low level, piercing rapier I picked up early in the game. Although it was not a strong blade, its human affinity reached nearly 100 and its Physical Affinity 75. So even though a third of the Blades are resistant against Piercing types I could still make short work of them. The Blades are also vulnerable to most status magic. If they cast Herakles and Prostasia be sure to cancel them out with Degenerate and Tarnish. If you come across a Blade and your predicted damage at the bottom of the screen is zero or single figures then cast Herakles and Prostasia on yourself. It can make all the difference.

TOWN CENTRE WEST

a) CRIMSON BLADE (Type 1)

Basic Stats	Affinity	Type
HP 185	PHYSICAL 12	BLUNT 0
MP 59	AIR 45	EDGED -5
STR 101	FIRE 38	PIERCING 25
INT 101	EARTH 27	
AGL 98	WATER 48	
	LIGHT 15	
	DARK 27	

Magic: Herakles, Prostasia, Heal

Items: Low Level Leather and Wooden Armour/Shields, Bronze Weapons, Vera Root

Locations: RENE COASTROAD + TIRCOLAS FLOW (Sword and Shield), RUE SANT D'ALSA (Two Handed Sword)

TOWN CENTRE WEST

b) CRIMSON BLADE (Type 2)

Basic Stats	Affinity	Type
HP 191	PHYSICAL 10	BLUNT 25
MP 61	AIR 25	EDGED 0
STR 113	FIRE 12	PIERCING -5
INT 98	EARTH 13	
AGL 98	WATER 24	
	LIGHT 35	
	DARK 24	

Magic: Herakles, Prostasia, Heal

Items: Low Level Leather and Wooden Armour/Shields, Bronze Weapons, Vera Root

Locations: RUE MAL FALLDE (Mace and Shield), RUE SANT D'ALSA (Axe and Shield), VILLEPORT WAY (Two Handed Axe)

TOWN CENTRE WEST

c) CRIMSON BLADE (Type 3)

Basic Stats	Affinity		Type	
HP 189	PHYSICAL	8	BLUNT	-5
MP 61	AIR	18	EDGED	25
STR 110	FIRE	32	PIERCING	0
INT 106	EARTH	45		
AGL 99	WATER	56		
	LIGHT	51		
	DARK	38		

Magic: Herakles, Prostasia, Heal

Items: Low Level Leather and Wooden Armour/Shields, Bronze Weapons

Locations: RENE COASTROAD (Two-Handed Mace), TIRCOLAS FLOW (PoleArm), RUE MAL FALLDE (Crossbow)

TOWN CENTRE EAST

d) CRIMSON BLADE (Type 4)

Basic Stats	Affinity		Type	
HP 209	PHYSICAL	10	BLUNT	35
MP 83	AIR	28	EDGED	35
STR 122	FIRE	64	PIERCING	0
INT 122	EARTH	35		
AGL 110	WATER	12		
	LIGHT	10		
	DARK	74		

Magic: Herakles, Prostasia, Heal, Vulcan Lance, Aquablast, Fireball

Items: Low/Medium Level Iron/Hagane Armour/Shields, Iron/Hagane Weapons

Locations: KESCH BRIDGE (Two-Handed Axe), RUE CRIMINADE + RUE FISSEERANO (Mace and Shield)

TOWN CENTRE EAST

e) CRIMSON BLADE (Type 5)

Basic Stats	Affinity		Type	
HP 205	PHYSICAL	9	BLUNT	0
MP 81	AIR	36	EDGED	35
STR 119	FIRE	51	PIERCING	35
INT 117	EARTH	24		
AGL 113	WATER	38		
	LIGHT	42		
	DARK	45		

Magic: Herakles, Prostasia, Heal, Vulcan Lance, Aquablast, Fireball

Items: Low/Medium Level Iron/Hagane Armour/Shields, Iron/Hagane Weapons, Vera Root

Locations: KESCH BRIDGE (Crossbow), RUE CRIMINADE (Two-Handed Mace), SHASRAS HILL PARK (PoleArm)

TOWN CENTRE EAST

f) CRIMSON BLADE (Type 6)

Basic Stats	Affinity		Type	
HP 205	PHYSICAL	14	BLUNT	35
MP 81	AIR	44	EDGED	0
STR 122	FIRE	50	PIERCING	35
INT 114	EARTH	26		

AGL 119	WATER	31
	LIGHT	39
	DARK	42

Magic: Herakles, Prostasia, Heal, Vulcan Lance, Aquablast, Fireball Items:
Low/Medium Level Iron/Hagane Armour/Shields, Iron/Hagane Weapons.
Locations: KESCH BRIDE + SHASRAS HILL PARK (Sword and Shield), RUE CRIMINADE
(Two-Handed Sword)

TOWN CENTRE SOUTH

g) CRIMSON BLADE (Type 7)

Basic Stats	Affinity	Type
HP 190	PHYSICAL 15	BLUNT 0
MP 60	AIR 41	EDGED 25
STR 114	FIRE 37	PIERCING -5
INT 105	EARTH 34	
AGL 105	WATER 55	
	LIGHT 42	
	DARK 29	

Magic: Herakles, Prostasia, Heal
Items: Low Level Iron Armour/Shields/Weapons, Vera root
Locations: FORCAS RISE + RUE ALIANO (Sword and Shield)

TOWN CENTRE SOUTH

h) CRIMSON BLADE (Type 8)

Basic Stats	Affinity	Type
HP 196	PHYSICAL 13	BLUNT 25
MP 60	AIR 64	EDGED -5
STR 114	FIRE 15	PIERCING 0
INT 107	EARTH 39	
AGL 99	WATER 48	
	LIGHT 15	
	DARK 26	

Magic: Herakles, Prostasia, Heal
Items: Low Level Iron Armour/Shields/Weapons, Vera Root
Locations: FORCAS RISE (Mace and Shield), RUE ALIANO (Axe and Shield)

TOWN CENTRE SOUTH

i) CRIMSON BLADE (Type 9)

Basic Stats	Affinity	Type
HP 190	PHYSICAL 12	BLUNT -5
MP 80	AIR 32	EDGED 0
STR 115	FIRE 28	PIERCING 25
INT 108	EARTH 46	
AGL 108	WATER 41	
	LIGHT 53	
	DARK 31	

Magic: Herakles, Prostasia, Heal
Items: Low Level Iron Armour/Shields/Weapons, Vera Root
Locations: RUE ALIANO (Crossbow), RUE MORGE (Two-handed Mace and Two-Handed
Axe)

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***** 8) BOSSES *****

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a) MINOTAUR (Beast)

Basic Stats	Affinity	Type	
		BA/HD/BD/LG	BA/HD/BD/LG
HP 276	PHYSICAL	45/15/48/47	BLUNT 15/05/08/28
MP 0	AIR	25/10/27/30	EDGED -3/-8/-2/13
STR 88	FIRE	15/-5/16/19	PIERCING 05/00/03/21
INT 86	EARTH	46/45/52/50	
AGL 105	WATER	44/43/50/48	
	LIGHT	30/15/35/34	
	DARK	05/30/40/42	

Special Attack: Giga Rush

Boss Loot: 1 x CHAMOMILE SIGIL, 1 x Grimoire Debile (teaches the spell "Degenerate") 1x Grimoire Guerir (teaches the spell "Heal")

Location: Wine Cellar

Comments: Well not a great deal of tactics available here as on your first play you have no abilities, magic or break arts. Luckily although he looks mean actually he isn't too strong. He is weak against edged weapons and your initial sword should have built up some beast affinity from fighting bats and wolves in the rest of the wine cellar. Basically you should get right up close to him, stand under his arms and then you can reach his vulnerable arms and body. Also this tactic forces him to back off and lean his head down allowing you to attack his weakest area. Make sure you keep your health high as his Giga Rush attack can do substantial damage. Later on he will turn up as the first time attack boss in the Keep. After you leave the Wine Cellar this room will lock. Return with the STOCK SIGIL and you can fight his Zombie form (see optional enemies).

b) DULLAHAN (Evil)

Basic Stats	Affinity		Type	
			BA/CH/AB/LG	
HP 186	PHYSICAL	20	BLUNT	28/28/20/28
MP 22	AIR	50	EDGED	15/15/10/15
STR 111	FIRE	64	PIERCING	00/05/-5/05
INT 105	EARTH	58		
AGL 98	WATER	64		
	LIGHT	24		
	DARK	78		

Magic: Degenerate

Boss Loot: 1 x Elixir of Queens, 1 x Elixir of Mages, 1 x Grimoire Lux (teaches the spell "Spirit Surge")

Location: Wine Cellar

Comments: The first of several suit-of-armor bosses you'll meet in the game. Generally the tactics here are recommended for all enemies of this type. They are all weak against piercing weapons and the abdomen is the most vulnerable part. Your tactics here should be to equip either the rapier you collected from Mandel or the Crossbow found in a side room earlier in the Wine Cellar. Cast Degenerate on him to lower his strength and just attack its abdomen. Avoid long chains of attacks as they will tend to miss after the first hit. Also try the using the Sword Break Art "Rending Gale", that should be effective but watch your HP!

c) GOLEM (Evil)

Basic Stats	Affinity	Type	
		BA/	HD/ BD/ LG

HP 240	PHYSICAL	32	BLUNT	-30/-18/-30/-10
MP 15	AIR	18	EDGED	-05/ 02/-05/-05
STR 125	FIRE	72	PIERCING	00/ 11/ 00/ 15
INT 118	EARTH	75		
AGL 89	WATER	45		
	LIGHT	72		
	DARK	55		

Boss Loot: 2 x Cure Bulbs, 1 x Elixir of Dragoons, 1 x Grimoire Ameliorer (teaches the spell "Prostasia")

Location: Sanctum

Comments: I highly recommend that you acquire the blunt one-handed mace "Pink Squirrel" found in a sideroom early in the Catacombs or the Two-handed Mace "Bosom Cleaver" found in a secret room next to the Sanctum save room. As you can see the Golem is hugely weak against this type of attack. If you haven't acquired this weapon then you can use blunt break arts like "Mistral Edge" (axe) and "Bear Claw" (Great Sword). The best tactic is to run right up close to the golem and stay under its arms, as it is slow and stupid it will spend a lot of time backing away trying to find you. Cast degenerate on it to lower its strength and keep attacking its vulnerable body and arms. Keep your RISK low and heal frequently, use Absorb Damage if the Golem is hitting you very hard. Use Reflect damage to score some extra hits.

d) DRAGON (Dragon)

Basic Stats	Affinity	Type	
		HD/NK/BD/LG/TL	HD/NK/BD/LG/TL
HP 481	PHYSICAL	45/50/50/45/50	BLUNT 08/08/08/05/11
MP 0	AIR	36/43/43/38/43	EDGED -5/-5/-5/-25/-3
STR 118	FIRE	36/43/43/38/43	PIERCING -10/-10/-10/-3/-10
INT 131	EARTH	36/43/43/38/43	
AGL 93	WATER	36/43/43/38/43	
	LIGHT	36/43/43/38/43	
	DARK	36/43/43/38/43	

Special Attacks: Tail Attack, Thermal Breath

Boss Loot: 3 x Cure Bulbs, 1 x Elixir of Sages, 1 x Grimoire Analyse (Teaches the spell "Analyse")

Location: Sanctum

Comments: The first of several Dragon Bosses, this one has no specific elemental weaknesses. Like all dragons it has a weakness against piercing and edged weapons and it is IMMUNE to the degenerate spell so don't waste MP trying to cast it. Basically always equip a shield when first approaching the dragon and make a dash for under its head. You'll more than likely be caught by its Thermal Breath but the Shield should help absorb some of the damage. Once you are under its head stay there as it won't be able to use its Breath against you.

Now you just have to worry about bites and its special tail attack which you should reflect back on it. Now hopefully you found the dragonite gem in a chest earlier on in the Sanctum, equip it on any edged or piercing weapon that can hold a gem and aim for its head, neck and legs (if you can reach them). The tail is its weakest part, BUT it is extremely hard to hit. Your best time is to run at it just after the dragon bites you, as it will pause. However even if you are stood right by it with zero RISK your chance of hitting it is not much higher than 35% and you become vulnerable to breath attacks. Keep your RISK low, especially if you have equipped a two-handed weapon. Use Heavy Shot in your chain attack but only use short chains as your accuracy will drop alarmingly fast. Use Vera Items to keep your RISK under 10 and cast Prostasia to give you a bit of extra power. These tactics are good for all subsequent dragons, and you are well advised to build a decent weapon early on to fight them with.

e) DUANE + 2 Crimson Blades (Human)

Father Duane - Immune to Analyse spell

HP approx 250

Magic: Poison Mist, Explosion lv.1

Boss Loot: 1 x Magnolia Frau (staff), 1 x Wizard Robe, 1 x Crimson Key, 1 x Grimoire Demolir (teaches the spell "Explosion"), 1 x Grimoire Clef (teaches the spell "Unlock")

Sarjik (Sword and Shield)

Basic Stats	Affinity		Type	
HP 177	PHYSICAL	10	BLUNT	25
MP 64	AIR	37	EDGED	-5
STR 109	FIRE	28	PIERCING	25
INT 101	EARTH	03		
AGL 110	WATER	12		
	LIGHT	47		
	DARK	18		

Boss Loot: 1 x Iron Rapier, 3 x Mana Roots, 1 x Cure Bulb

Bejart (two handed Axe)

Basic Stats	Affinity		Type	
HP 193	PHYSICAL	10	BLUNT	25
MP 54	AIR	15	EDGED	25
STR 115	FIRE	11	PIERCING	-5
INT 101	EARTH	15		
AGL 99	WATER	29		
	LIGHT	52		
	DARK	16		

Boss Loot: 1 x Guisarme, 3 x Cure Roots

Comments: If you stay at the bottom of the slope you can defeat Sarjik and Bejart without Father Duane interfering. Cast Degenerate on both of them and use your best piercing and edged weapons to attack them with. Use Reflect Damage to wear them down faster. Once they are dead quickly heal yourself and then run up to Father Duane. The best tactic is to stay right up close to him, this prevents him from using his Explosion spell. He will attack you with Poison Mist. If you are confident of being able to finish him quickly then don't bother curing yourself, he will have no option but to attack you with his weak staff. Aim for his head, the more damaged it gets the less able he becomes to cast spells. Piercing weapons seem to be the most effective here.

f) WYVERN (Dragon)

Basic Stats	Affinity		Type	HD/NK/BD/LG/TL
HP 340	PHYSICAL	39	BLUNT	-8/-12/-17/-7/05
MP 0	AIR	48	EDGED	-2/-5/-8/-25/-25
STR 134	FIRE	42	PIERCING	11/-8/03/13/13
INT 142	EARTH	43		
AGL 101	WATER	45		
	LIGHT	47		
	DARK	41		

Special Attacks: Fire Breath

Boss Loot: 1 x HYACINTH SIGIL, 1 x Cure Tonic, 1 x Grimoire Ignigure (Teaches the spell "Pyro Guard")

Location: Abandoned Mines B1

Comments: Equip a shield straight away with any fire affinity you can muster,

that should prevent its Breath killing you. Then race under its head and tackle it in the same way you tackled the previous dragon. Use a blunt or edged weapon to attack it's head. Although the tail and legs look tantalisingly weak they are difficult to target and leave you to open to Breath attacks. Also avoid chain attacks, the Wyvern will make most of them miss and your RISK will climb sky high very quickly. Higher RISK means his tail attacks will kill you. Keep your RISK low, cast Prostaia on yourself and Reflect his bite and tail attacks back on him. He has quite low HP for a dragon so you should finish him reasonably quickly.

g) FIRE ELEMENTAL (Phantom)

Basic Stats	Affinity	Type
HP 369	PHYSICAL 45	BLUNT 11
MP 119	AIR 45	EDGED 13
STR 134	FIRE 75	PIERCING 38
INT 118	EARTH 45	
AGL 114	WATER 05	
	LIGHT 45	
	DARK 45	

Magic: Fireball, Flame Sphere Lv.1

Boss Loot: 1 x Elixir of Queens, 1 x Mana Tonic, 1 x Grimoire Flamme

Location: Abandoned Mines B1

Comments: This fire elemental will only use fire magic attacks. Try to equip for High INT (eg. The Wizard Robe if you kept it). Also if you collected the spell "Frost Fusion" cast it on your best blunt weapon. If your grips and shields can hold any gems at this point add any water affinity ones you have (probably only Undine Jaspers) to your weapon. Any salamander rubies on the shield, or a manabreaker. Also an accessory like the Salamander ring can also help. Use the Reflect magic Battle skill and cast Degenerate on the Elemental.

Don't chain too much and keep your RISK low. He should be pretty easy.

h) OGRE (Beast)

Basic Stats	Affinity	Type	BA/HD/BD/LG
HP 541	PHYSICAL 35	BLUNT	35/30/45/38
MP 35	AIR 37	EDGED	05/00/15/08
STR 134	FIRE 28	PIERCING	-3/-8/10/00
INT 137	EARTH 54		
AGL 103	WATER 48		
	LIGHT 50		
	DARK 46		

Magic: Silence

Boss Loot: 3 x Cure Bulbs, 1 x Elixir of Kings, 1 x Grimoire Rempart (teaches spell "Terra Guard")

Locations: Abandoned Mines

Comments: Probably one of the toughest bosses in the game! Basically when you meet this guy you'll be too weak to inflict much damage on him and he can certainly inflict it back on you! The best way to defeat this nasty Ogre is to equip a shield and one handed weapon, preferably edged or piercing and try and boost its fire affinity as high as you can. Now make sure you have the Reflect Damage ability. The quickest way to wear down this Boss is to reflect the damage he is doing to you back on him. Keep your nerve and heal constantly, he can inflict up to 150 points of damage with a critical hit. If you are feeling brave attack his head and arms but don't let your RISK get to high. If you cast Degenerate on him and Prostaia on yourself you can reduce the damage he does a little. (Sweet revenge! When I played through again with my boosted stats and armour I remembered how this guy made me eat Game Over screen six times on the trot. So I attacked both his arms until they were Dying. Now he

couldn't attack me and just fled into a corner, BWAHAHAHAHAAA!)

i) GIANT CRAB (Beast)

Basic Stats	Affinity		Type	BA/MT/BD/LG
HP 422	PHYSICAL	40	BLUNT	05/35/15/08
MP 0	AIR	15	EDGED	20/25/25/23
STR 134	FIRE	25	PIERCING	30/05/35/28
INT 136	EARTH	55		
AGL 103	WATER	65		
	LIGHT	45		
	DARK	48		

Special Attacks: Aqua Bubble, Tidal Rush

Boss Loot: 1 x Elixir of Queens, 1 Grimoire Slyph (teaches Spell "Luft Fusion")

Location: Undercity West

Comments: The best way to approach this crab is to try and poison it at the beginning of the battle either with Vile Scar Break Art or a poison Chain Ability then either attack it's mouth with a pointed weapon or claws with a blunt one. Degenerate will work on the crab and you should cast Prostaia on yourself to raise your weapons. Equip any Undine Jaspers you have on your shield to cut the damage of its water based attacks, if you have any Slyphid Topazes put them on your weapon for extra strength. Stay between the crabs claws as that seems to confuse it a bit, chain attacks also work well.

j) EARTH DRAGON (Dragon)

Basic Stats	Affinity		Type	HD/NK/BD/LG/TL
HP 509	PHYSICAL	38	BLUNT	12/17/22/08/26
MP 0	AIR	25	EDGED	00/05/10/-5/05
STR 144	FIRE	46	PIERCING	-5/00/05/10/15
INT 140	EARTH	75		
AGL 111	WATER	56		
	LIGHT	48		
	DARK	39		

Special Attacks: Tail Attack, Acid Breath

Boss Loot: 1 x Bronze Key, 1 x Vera Tonic

Location: Snowfly Forest

Comments: Another tough dragon boss, made harder as you aren't likely to have any Earth affinity gems to protect yourself with. Nevertheless equip the shield and run under its head. Using a Faerie Wing increases Ashley's speed and you may get under his head before his breath hits you. If not try and have the Defence ability Terra Ward to cut the damage or keep your fingers crossed that you can survive it. If it hits you with Acid Breath, heal up then get your dragon weapon out and equip dragonites and/or Slyphid Topaz's if you have them.

Cast Luft Fusion on your weapon to increase your air affinity. Don't chain as they will mostly miss. Keep poking it in the head and reflect the bites and tail attacks he will send your way. This is probably one of the tougher dragon battles, but stay healed and your RISK under ten and you should wear him down after a long fight.

k) FATHER GRISSOM + DARK CRUSADER (Human, Evil)

Grissom - Immune to analyse spell

HP approx 300

Magic: Thunderburst Lv.1

Boss Loot: 1 x Shillelagh (staff), 1 x Sylphid Topaz, 1 x Swan Song, 1 x Grimoire Annuler (teaches the spell "Magic Ward"), 1 x Grimoire Gnome (teaches the spell "Soil Fusion")

Dark Crusader

Basic Stats	Affinity	Type	BA/CH/AB/LG
HP 379	PHYSICAL 55	BLUNT	28/32/19/28
MP 78	AIR 30	EDGED	15/19/08/15
STR 119	FIRE 85	PIERCING	00/04/-5/00
INT 131	EARTH 72		
AGL 107	WATER 44		
	LIGHT 45		
	DARK 82		

Magic: Degenerate, Drain Heart (absorbed HP from you)

Boss Loot: 1 x Elixir of Queens, 1 x Elixir of Mages, 1 x Grimoire Lux (teaches the spell "Spirit Surge")

Location: Snowfly Forest

Comments: In this battle Sydney will aid you. He'll keep Prostasia cast on you and will heal you when your health gets low. So you can concentrate on fighting. The best tactic is to get in Grissom's face so he can't cast Thunderburst. Keep hacking away at his head with your best human weapon. For some reason the Dark Crusader is reluctant to attack you until Grissom is dead.

If you have a crossbow you can take pot shots at the Dark Crusader while fighting Grissom and not fear retaliation! When Grissom falls, cast Degenerate on the Crusader, this will get Sydney attacking it as well and the pair of you should be able to finish it quickly. As per usual, target its Abdomen with a piercing weapon and avoid long chains of attacks.

l) JAN ROSENCRANTZ (Human)

HP approx 400

Jan will keep using Rending Gale and Vile Scar on you, so you'll have to keep curing yourself of poison. Attack him with your best human weapon and use Prostasia to increase your weapon strength. Jan seems to be weakest against Physical Affinity. Jan will consume his own HP using his break arts, but he will also use healing items to replenish his HP if the battle goes on too long. Keep attacking either his head or sword arm to slow him down. No goodies after this fight I'm afraid.

m) AIR ELEMENTAL (Phantom)

Basic Stats	Affinity	Type	
HP 382	PHYSICAL 45	BLUNT	11
MP 161	AIR 75	EDGED	13
STR 136	FIRE 45	PIERCING	38
INT 124	EARTH 05		
AGL 118	WATER 45		
	LIGHT 45		
	DARK 45		

Magic: Lightning Bolt, Thunderburst Lv.2 (rarely)

Boss Loot: 1 x Grimoire Foundre (teaches the spell "Thunderburst"), 1 x Mana Bulb

Location: Limestone Quarry

Comments: Should be a pushover by the time you reach him for the first time. Equip a good blunt weapon and cast Soil Fusion on it. Add any Air affinity gems you have to your shield if you are using one (Sylphid Topaz). Cast Degenerate on it and use heavy shot in your chain attacks to knock him down quicker.

n) EARTH ELEMENTAL (Phantom)

Basic Stats	Affinity	Type	
HP 371	PHYSICAL 45	BLUNT	11

MP 161	AIR	05	EDGED	13
STR 137	FIRE	45	PIERCING	38
INT 127	EARTH	75		
AGL 115	WATER	45		
	LIGHT	45		
	DARK	45		

Magic: Vulcan Lance, Gaea Sphere Lv. 2 (rarely)

Boss Loot: 1 x Grimoire Gaea (teaches spell "Gaea Strike")

Locations: Limestone Quarry

Comments: This fat git is probably the most annoying of the elementals. Unlike the others he will not just stay put and let you batter him, he likes to run away and for his size, he is quite a mover. Very frustrating at the end of the timed Mines B2 section as well. If you are using a one-handed blunt weapon you may have to chase him about a bit. Still the usual Phantom tactics apply, pop a Sylphid Topaz on your weapon, cast Degenerate on him and Luft Fusion on yourself and pop the brown balloon in a few swipes.

o) SKY DRAGON (Dragon)

Basic Stats	Affinity		Type	HD/NK/BD/LG/TL
HP 670	PHYSICAL	36	BLUNT	13/15/25/10/32
MP 0	AIR	75	EDGED	00/03/12/-4/08
STR 148	FIRE	45	PIERCING	-5/01/07/15/06
INT 142	EARTH	30		
AGL 115	WATER	45		
	LIGHT	48		
	DARK	43		

Special Attacks: Tail Attack, Lightning Breath

Boss Loot: 1 x TEAROSE SIGIL, 1 x Grimoire Demance (teaches the spell "Drain Mind"), 1 x Elixir of Queens

Location: Abandoned Mines B2

Comments: This beautiful dragon provides another challenging Boss fight. You should have formulated a good dragon weapon and strategy by now. This dragon is aligned with the Air element and so you should cast Soil Fusion on your weapon to raise your opposing elemental power. Put any Sylphid Topazes you have on your shield to reduce the damage its lightning breath does to you and get under its head. Equip the Sylphid ring accessory for extra protection. As per usual, hack away at its head and neck and avoid chaining too much or letting your RISK get too high. You should be adept at Reflecting Tail Attacks by now, but be warned this is one of the more powerful dragons, even with low RISK it can inflict up to 150 damage, so be careful.

p) HARPY

Basic Stats	Affinity		Type	
HP 209	PHYSICAL	5	BLUNT	5
MP 162	AIR	25	EDGED	25
STR 127	FIRE	25	PIERCING	0
INT 132	EARTH	25		
AGL 153	WATER	25		
	LIGHT	-15		
	DARK	35		

Special Attacks: Blasphemous Howl, Banish

Boss Loot: 5 x Angelic Paean, 1 x Grimoire Intensite (teaches the spell "Herakles")

Locations: Undercity East

Comments: This revolting thing can kill you instantly with its Banish spell, but luckily it is very weak against physical attacks and you should have a

powerful beast weapon to drop it quickly. Afterwards you'll finally get the very useful spell Herakles, from now on this is the first thing you should cast on yourself in any Boss fight. It really is that useful.

q) LICH

Basic Stats	Affinity	Type	BA/HD/BD/LG
HP 118	PHYSICAL 25	BLUNT	00/03/05/00
MP 105	AIR 15	EDGED	00/03/05/00
STR 130	FIRE -13	PIERCING	00/00/05/00
INT 134	EARTH 23		
AGL 118	WATER 39		
	LIGHT -15		
	DARK 48		

Magic: Psychodrain, Silence, Thunderburst Lv.2

Boss Loot: 1 x Summoner Baton, 1 x Agales Chain, 1 x EULELIA SIGIL, 1 x Mana Tonic, 1 x Elixir of Mages. After battle, Ashley will learn the Teleportation spell.

Locations: Undercity East and West

Comments: A dangerous opponent. It will appear and disappear like a ghost, and its high INT makes its spells rather damaging, especially Thunderburst which will hit multiple body parts. The Lich is equally weak against all weapon types and if you can muster Fire Affinity on the blade it will help knock it out faster. It also has low HP and can be weakened with the Degenerate spell, which you should cast straight away before it Silences you. This first Lich is a veritable minefield of Items, later Liches are reluctant to give up items and I tend to avoid them. Now you can teleport its worth revisiting some places to unlock doors and chests now accessible.

r) NIGHTSTALKER

Basic Stats	Affinity	Type	RA/LA/CT/AB/LG	BA/CT/AB/LG
HP 378	PHYSICAL 40/40/40/30/30	BLUNT	48/48/38/48	
MP 90	AIR 25/50/50/50/50	EDGED	35/35/25/35	
STR 129	FIRE 50/25/50/50/50	PIERCING	20/20/05/25	
INT 139	EARTH 50/50/25/50/50			
AGL 115	WATER 50/50/50/25/50			
	LIGHT 35/35/35/35/35			
	DARK 85/85/85/85/85			

Magic: Solid SHock

Boss Loot: 1 x MELLISA SIGIL, 1 x Grimoire Eclairer (teaches the spell "Enlighten"), 1 x Angelic Pean

Locations: Undercity East

Comments: My favourite of all the suit-of-armor enemies. DON'T use chain attacks as they will miss 99% of the time. But luckily he is still very weak against piercing weapons so target his abdomen and use Degenerate on him and Herakles on yourself. His abdomen is weakest against Water and Physical attacks to equip any useful gems like Undine Jaspers or Talos Feldspars to increase your power against him.

s) DARK ELEMENTAL

Basic Stats	Affinity	Type	
HP 380	PHYSICAL 45	BLUNT	10
MP 160	AIR 45	EDGED	12
STR 138	FIRE 45	PIERCING	35
INT 126	EARTH 45		
AGL 115	WATER 45		
	LIGHT 05		

Magic: Dark Chant, Meteor Lv.1

Boss Loot: 1 x Grimoire Meteore, CATTLEYA SIGIL

Location: Limestone Quarry

Comments: You'll actually fight this as a Boss after you've probably encountered one lurking in the City Walls. Your blunt phantom weapon should be pretty good for taking this guy on. Stick plenty of gems that increase Light Affinity (e.g. Démonia, Angel Pearls). The magic spell "Spirit Surge" can be much more damaging than any physical attacks you may try. Also use light affinity/blunt break arts for extra pain. Cast Herakles on yourself and Degenerate on it.

t) LADY NEESA AND SIR TIEGER

Although there are two of them in the fight, you only need to defeat one for victory. The best person to take on is Tieger. He will advance on you and Lady Neesa will retreat. If you get Tieger far enough away, Neesa will not intervene in the battle with him. Tieger uses a Great Axe and the Break Art "Sunder." Tieger is weakest against Blunt and Piercing and Lady Neesa against Edged and piercing. They are also weak against physical affinity attacks so you should be able to take them down fast with your human weapon.

u) WATER ELEMENTAL

Basic Stats	Affinity	Type	
HP 399	PHYSICAL 45	BLUNT	10
MP 111	AIR 45	EDGED	12
STR 139	FIRE 05	PIERCING	35
INT 143	EARTH 45		
AGL 113	WATER 75		
	LIGHT 45		
	DARK 45		

Magic: Aquablast, Avalanche Lv.2 (rarely)

Boss Loot: 1 x Grimoire Avalanche (teaches the spell "Avalanche"), 1 x Elixir of Sages, 1 x Acolytes Nostrum

Location: Limestone Quarry

Comments: Your last elemental mini-boss, by now you should have a tough blunt weapon and water and fire gems aplenty to take him on with. Cast degenerate and Herakles for extra power and he should be down in a few strokes.

v) OGRE LORD (Beast)

Basic Stats	Affinity	Type	BA/HD/CT/LG
HP 563	PHYSICAL 42	BLUNT	45/55/32/42
MP 111	AIR 45	EDGED	00/05/11/15
STR 139	FIRE 30	PIERCING	25/15/07/18
INT 143	EARTH 56		
AGL 113	WATER 49		
	LIGHT 62		
	DARK 54		

Magic: Surging Balm, Tornado, Degenerate

Boss Loot: 1 x Elixir of Queens, 1 x Agales Chain, 1 x Schianova (great sword + two gems), 3 x Mana Tonics, 1 x Cure Potion

Location: Limestone Quarry

Comments: Unlike the previous Ogre you know have a few more weapons and magic spells at your disposal. He will often begin the battle casting Surging balm on himself, so cast Degenerate on yourself to cancel it out and then Herakles on yourself. To get the fight over quickly equip a two-handed edged sword or

axe and stick Ifrit Carnelions and an Orion gem on the grip. Constantly attack his head and arms and you'll quickly disable him, but avoid chains, he can deflect them. Keep your RISK down and even a surprise strike should not hurt you to much.

w) SNOW DRAGON (Dragon)

Basic Stats	Affinity	Type	HD/NK/BD/LG/TL
HP 670	PHYSICAL 34	BLUNT	15/19/24/12/12
MP 0	AIR 38	EDGED	-10/-3/-2/04/05
STR 148	FIRE 28	PIERCING	-5/-1/01/06/-16
INT 142	EARTH 42		
AGL 115	WATER 81		
	LIGHT 65		
	DARK 43		

Special Attacks: Tail Attack, Frost Breath

Boss Loot: 1 x Grimoire Barrer (teaches the spell "Aqua Guard"), 1 x Panacea, 1 x Elixir of Queens

Location: Limestone Quarry

Comments: Equip a shield with some water affinity gems on it and any water damage absorbing Defence arts you have. Run under its ead to avoid its Frost breath then equip your dragon weapon and start attacking its head and neck. Cast Herakles and Spark Fusion to raise your strength and fire affinity. Try not to chain and let your RISK get to high, reflect his Tail Attacks and Bites and you shouldn't have too much trouble here.

x) LAST CRUSADER (Evil)

Basic Stats	Affinity	Type	BA/CH/AB/LG
HP 478	PHYSICAL 45	BLUNT	28/28/20/28
MP 239	AIR 70	EDGED	15/15/10/15
STR 132	FIRE 70	PIERCING	00/05/-5/05
INT 140	EARTH 70		
AGL 117	WATER 70		
	LIGHT 70		
	DARK 70		

Magic: Degenerate, Herakles, Poison Mist, Stun Cloud

Boss Loot: 1 x Agria's balm, 3 x Alchemist Reagents, 1 x Grimoire Purifier (teaches the spell "Clearance")

Location: Temple of Kiltia

Comments: The last suit of armour Boss and luckily not to tough despite his scary name. Just equip your best piercing weapon and put Talos Feldspars and Titan Malachite's to improve its Physical affinity and attack it's abdomen. Cast degenerate on it and Herakles on yourself. He may try and cast Degenerate on you and also poison or paralyse you, so keep healing and curing any bad status effects.

y) MINOTAUR LORD (Beast)

Basic Stats	Affinity	Type	BA/HD/CT/LG
HP 541	PHYSICAL 45	BLUNT	10/10/08/38
MP 0	AIR 35	EDGED	00/00/-8/13
STR 110	FIRE 45	PIERCING	05/05/07/17
INT 128	EARTH 25		
AGL 105	WATER 30		
	LIGHT 15		
	DARK 55		

Special Attacks: Giga Rush

Boss Loot: 1 x Elixir of Queens, 1 x Titan's Ring, 3 x Alchemist's Reagent

Items: (after the first "Boss" Fight) Sorcerer's Reagent

Location: Temple of Kiltia

Comments: Big and tall, this battle can be a lot easier with a good edged weapon. Preferably one built up against beasts. Either equip earth affinity gems like the Dao Moonstone or Angel Pearls for Light Affinity if you have them. The Orion gem can add extra anti-beast power as well. Cast Herakles on yourself and Degenerate on him and attack its chest. If you opt for a two-handed weapon, watch your RISK, this beast can still deliver around 100-200 points of damage if your risk gets above 25. This demi-boss will also respawn if you leave the temple then return. Keep fighting him and he may drop that HUGE mace he is holding (The Hand of Light). Ashley can use it as a weapon and looks hilarious when he does, as it remains the same size!

z) KALI (Human)

Basic Stats	Affinity	
		RA/RA/LA/LA/HD/LG
HP 498	PHYSICAL	25/25/25/25/25/25
MP 501	AIR	60/25/10/25/25/25
STR 142	FIRE	25/60/10/25/25/25
INT 142	EARTH	10/25/60/25/25/25
AGL 121	WATER	25/10/25/60/25/25
	LIGHT	25/25/25/25/60/10
	DARK	25/25/25/25/10/60

Type

	RA/RA/LA/LA/HD/LG
BLUNT	20/05/05/20/05/05
EDGED	05/20/05/05/05/05
PEIRCING	05/05/20/05/05/05

Special Attack: "Raven Eye" (causes Poison)

Magic: Leadbones, Degenerate

Location: Temple of Kiltia

Comments: Squaresoft, with zeese easy Bosses you are really spoiling us ^_^ Kali is such a pushover it's just not funny. If you have been persecuting the Crimson Blades and built a great Human Class weapon this four-armed (sadly not four-assed) Goddess is easy! Anyway, forget elemental affinity, you'll notice every body part is equally weak against Physical Attacks and every body part has a weakness against every blade type. Stick a Haeralis gem and a couple of Talos Feldspars on whatever good human weapon you have. Cast Herakles on yourself and use Heavy Shot and Raging Ache in your chain attacks. You'll drop her in no time.

aa) MARID (Phantom)

Basic Stats	Affinity		Type	
				BA/HD/BD/LG
HP 496	PHYSICAL	50	BLUNT	15/16/10/22
MP 180	AIR	50	EDGED	40/42/35/38
STR 144	FIRE	35	PIERCING	25/23/20/32
INT 133	EARTH	50		
AGL 120	WATER	100		
	LIGHT	50		
	DARK	50		

Magic: Aqua Blast

Boss Loot: 1 x Elixir of Queens, 1 x Grimoire Avalanche

Location: Great Cathedral

Comments: LAME. Stick Ifrit Carnelians and Salamander Rubies on your best

blunt weapon and if you are using a shield stick Undine Jaspers and Malid Aquamarines on it. Equip a water affinity accessory if you REALLY need to. Cast Herakles on yourself and Degenerate on Marid. Cast Spark Fusion on your weapon if you need to but for that was overkill. Smack him round the body and arms and be amazed at how unchallenging this fight is. He may cast Lv. 3 Avalanche at you, but when I battled him he didn't, even though I left Ashley standing there for five minutes! He just replenished his MP and kept casting Aqua Blast. BAH.

bb) IFRIT (Phantom)

Basic Stats	Affinity		Type	BA/HD/BD/LG
HP 499	PHYSICAL	50	BLUNT	15/16/10/22
MP 178	AIR	50	EDGED	40/42/35/38
STR 144	FIRE	100	PIERCING	25/23/20/32
INT 137	EARTH	50		
AGL 122	WATER	35		
	LIGHT	50		
	DARK	50		

Magic: Fire Ball

Boss Loot: 1 x Elixir of Queens, 1 x Grimoire Flamme

Location: Great Cathedral

Comments: As lame as Marid. Stick Undine Jaspers and Malid Aquamarines on your best blunt weapon and if you are using a shield stick Ifrit Carnelians and Salamander Rubies on it. Equip a fire affinity accessory if you REALLY need to. Cast Herakles on yourself and Degenerate on Ifrit. Cast Frost Fusion on your weapon if you need to but for me that was overkill. Smack him round the body and arms and be amazed at how unchallenging this fight is. He may cast Lv. 3 Flame Sphere at you, but when I battled him he didn't, even though I left Ashley standing there for five minutes! He just replenished his MP and kept casting Fireball. BAH.

cc) IRON CRAB (beast)

Basic Stats	Affinity		Type	BA/HT/BD/LG
HP 374	PHYSICAL	55	BLUNT	10/35/10/10
MP 0	AIR	55	EDGED	30/25/30/30
STR 144	FIRE	25	PIERCING	30/15/30/30
INT 135	EARTH	45		
AGL 110	WATER	75		
	LIGHT	55		
	DARK	55		

Special Attacks: Tidal Rush

Boss Loot: 1 x Valens (stat raising Wine), 1 x Elixir of Queens

Location: Great Cathedral

Comments: Irritated by Crabs? Then we have the solution. You can approach this guy in one of two ways. Either smash its claws up with a good blunt weapon or poke it in the mouth with a Piercing weapon. Either way it's weak against fire so equip the usual Fire Affinity to your weapon. Chain Attacks tend to miss, but if you are well prepared you should be knocking off 50+ HP with each strike. Even without a shield its special attack, Tidal Rush should do little damage. Degenerate won't work on it, but cast Herakles on yourself and Spark Fusion to make the battle a short one.

dd) DJINN (Phantom)

Basic Stats	Affinity	Type	BA/HD/BD/LG
HP 499	PHYSICAL 50	BLUNT	15/16/10/22
MP 180	AIR 100	EDGED	40/42/35/38
STR 147	FIRE 50	PIERCING	25/23/20/32
INT 135	EARTH 35		
AGL 120	WATER 50		
	LIGHT 50		
	DARK 50		

Magic: Lightning Bolt

Boss Loot: 1 x Elixir of Queens, 1 x Grimoire Foundre

Location: Great Cathedral

Comments: As lame as Marid and Ifrit. Stick a Dao Moonstone, Gnome Emeralds, hell even a Polaris Gem on your best blunt weapon and if you are using a shield stick Djinn Ambers and Sylphid Topaz on it. Equip an Air affinity accessory if you REALLY need to. Cast Herakles on yourself and Degenerate on Djinn. Cast Soil Fusion on your weapon if you need to but for me that was overkill. Smack him round the body and arms and be amazed at how unchallenging this fight is. He may cast Lv. 3 Thunderburst at you, but when I battled him he didn't, even though I left Ashley standing there for five minutes! He just replenished his MP and kept casting Lightning Bolt. BAH.

ee) FLAME DRAGON

Basic Stats	Affinity	Type	HD/NK/BD/LG/TL
HP 748	PHYSICAL 40	BLUNT	0/08/08/05/11
MP 0	AIR 45	EDGED	10/-5/-5/-25/-3
STR 154	FIRE 65	PIERCING	13/-10/-10/-3/-10
INT 142	EARTH 45		
AGL 115	WATER 10		
	LIGHT 45		
	DARK 45		

Special Attacks: Tail Attack, Flame Breath

Boss Loot: 1 x Sorcerers Reagent, CALLA SIGIL

Location: Great Cathedral

Comments: Usual Dragon Strategies apply, run straight under its head so it can't use its breath attack. Equip your best dragon weapon and put lots of water affinity on it. Cast Frost Fusion on it and keep hacking away at its Neck and Body. The head has a slightly higher hit rate success so aim for that to. Chaining is not recommended as it they will generally miss. Keep your RISK down as it will affect the already low accuracy of your hits and cause more damage when it uses Tail Attack (which you should reflect) on you. If like me you use a pole arm for dragons you can reach the vulnerable legs and make shorter work of this fight. Degenerate will not work, but cast Herakles on yourself for extra protection and strength.

ff) ARCH DRAGON

Basic Stats	Affinity	Type	HD+NK+LG/BD/TL
HP 748	PHYSICAL 40/45/40	BLUNT	-10/20/-25
MP 0	AIR 45/50/45	EDGED	-5/-3/05
STR 154	FIRE 45/50/45	PIERCING	-5/06/10
INT 142	EARTH 45/50/45		
AGL 115	WATER 45/50/45		
	LIGHT 65/70/65		
	DARK 10/20/10		

Special Attacks: Tail Attack, Divine Breath

Boss Loot: 1 x Acolytes Nostrum, ACACIA SIGIL

Location: Great Cathedral

Comments: Probably one of the tougher bosses in the game as this is a Light Affinity enemy and you won't have a weapon that has built a high dark affinity.

It's probably best to equip your dragon weapon and put as many Morlock Jets on it as you can. Then get under its head and keep hacking away at its head and neck. You should also Reflect its Tail Attack for big damage and keep your RISK low and your health full. Cast Herakles and Prostasia on yourself, but don't bother casting Degenerate on the Dragon, as per usual, it's immune to it.

The Divine Breath will drain MP as well as HP so keep under the head and you'll only have bites and Tail Attacks to cope with.

gg) DAO (Phantom)

Basic Stats	Affinity	Type	BA/HD/BD/LG
HP 501	PHYSICAL 50	BLUNT	15/16/10/22
MP 181	AIR 35	EDGED	40/42/35/38
STR 149	FIRE 50	PIERCING	25/23/20/32
INT 135	EARTH 100		
AGL 123	WATER 50		
	LIGHT 50		
	DARK 50		

Magic: Vulcan Lance

Boss Loot: 1 x Elixir of Queens, 1 x Grimoire Gaea, PALM SIGIL

Location: Great Cathedral

Comments: As lame as Marid, Ifrit and Djinn (hey see a pattern emerging anyone?). Stick Djinn Ambers and Sylphid Topaz on your best blunt weapon and if you are using a shield, stick a Dao Moonstone and Gnome Emeralds on it. Equip an Earth affinity accessory if you REALLY need to. Cast Herakles on yourself and Degenerate on Dao. Cast Luft Fusion on your weapon if you need to but for me that was overkill. Smack him round the body and arms and be amazed at how unchallenging this fight is. He may cast Lv. 3 Gaea Sphere at you, but when I battled him he didn't, even though I left Ashley standing there for five minutes! He just replenished his MP and kept casting Vulcan Lance. BAH.

hh) NIGHTMARE

Basic Stats	Affinity	Type	BA/HD/BD/LG
HP 498	PHYSICAL 50	BLUNT	15/16/10/22
MP 162	AIR 50	EDGED	40/42/35/38
STR 145	FIRE 50	PIERCING	25/23/20/32
INT 136	EARTH 50		
AGL 122	WATER 50		
	LIGHT 35		
	DARK 100		

Magic: Dark Chant, Curse, Meteor Lv.3 (rarely)

Boss Loot:

Location: Great Cathedral

Comments: Not quite as lame as the previous Elemental Bosses, but still pretty underwhelming. He casts Curse on you, which is annoying so cancel it with items or the spell "Blessing" if you have learned it. Cast Herakles on yourself and Degenerate on Nightmare. Stick any Angel Pearls and Demonias you have on your best blunt weapon and stick Morlock Jets on your shield. It can be a bit of a long fight due to all the Curse canceling you'll have to do. But otherwise he tends to stay put and just hit you with Dark Chant, not really very frightening.

ii) ROMEO GULDENSTERN

Alas in both forms he is resistant to the Analyse spell so constructing specific strategies becomes a bit of a hit-and-miss affair. Below is the strategy that works for me, I may add more later on.

HP approx 500

MP lots!

Magic: Stun Cloud, Poison Mist, Degenerate, Tarnish

Special Attacks: Last Ascension

Strategy: Romeo will usually start by trying to paralyse, poison, tarnish and degenerate you. It's best to hit him hard and fast. Cure yourself of any status effects immediately and keep Herakles cast on yourself. Although Romeo is Evil, he doesn't seem to be hugely weak against Light; in fact with the weapon I used, having a high Fire Affinity seemed to work the best. He also seems to be most weak against Edged weapons.

Basically I cast Herakles on Ashley and used a two-handed "Bastard Sword" with Fire as the elemental affinity. Each strike did about 70 points of damage and I was able to hit him with the Heavy Shot, Raging Ache combo chains for quicker damage. His Last Ascension can be nasty if you let your RISK get too high. It can hit multiple body parts and do 70 points damage to each if you are unshielded. You can however use Reflect Damage to send some back his way. Basically with a strong enough weapon you should finish him quickly.

jj) ROMEO GULDENSTERN - DARK ANGEL

HP approx 700

MP lots!

Magic: Degenerate, Tarnish, Psychodrain, Gravity, Judgement, Bloody Sin.

Strategy: Dark Angel? He looked more like a giant bee! This battle can be VERY easy if you have spent time preparing. I went into this fight with a full suit of Jezeraint armour and a Jezeraint shield forged for Ashley. Either Hoplite or Jezeraint is recommended as it provides high INT bonus and cuts the magic damage from Romeo Dark Angel by a lot.

I had also got Ashley to learn the Phantom Pain Chain Ability. This allows you to drain all the PP out of a weapon and inflict that as damage. I had also prepared 8 weapons that held over 100 PP and filled them up. This meant that when Romeo came within striking range I was able to unload the PP of one weapon for over 100 damage, then switch to another and do the same. I repeated this until he was dead, and it didn't take very long at all.

Romeo can be a pain to reach, the arena is like a spinning disc and it's hard to see where you are in relation to him, so keep using the camera to make sure you are near him. If you stay near the centre of the disc he will assault you with his powerful spell Judgement. If you have equipped a shield it shouldn't hurt you too much, but can knock off nearly 200 if you are unshielded. You can however use Reflect Magic to bounce some damage back.

Don't bother putting Light or Dark affinity gems on your shield; Romeo will alternate between Light and Dark Magic. He will also use his most damaging attack Bloody Sin on you when he is falling low on HP. You will know this is coming as the camera will pull away from Ashley and show Romeo flying upwards. Hold down the R2 shortcut menu and you will regain control of Ashley in the middle of the Bloody Sin attack. Use this opportunity to heal up, reduce your

RISK to zero and equip a shield if you need to. Now his best attack will only hit for about 50 damage, hahahahahaha! You can Reflect it back as well.

Basically once you get the hang of the perspectives on the battle arena you shouldn't have trouble catching him. The best time to run at him is when he descends to eye level with the edge of the disc and starts to glow red signalling he is readying for an attack. Use your Phantom Pain, or attack him with your strongest weapons if you are taking the long way around. You can also try using Break Arts as they have a longer range than most weapons.

I still recommend the Phantom Pain and eight weapons approach. Rather cheesy but saves a long and tedious fight.

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***** 9) OPTIONAL ENEMIES *****
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a) MINOTAUR ZOMBIE (Undead)

Basic Stats	Affinity		Type	
HP 678	PHYSICAL	50	BLUNT	15
MP 0	AIR	30	EDGED	5
STR 126	FIRE	20	PIERCING	10
INT 137	EARTH	50		
AGL 109	WATER	55		
	LIGHT	35		
	DARK	40		

Special Attack: Giga Rush

Items: rarely drops the "Hand of Light" two-handed mace

Location: Wine Cellar (requires STOCK SIGIL)

Comments: Can be fought on your first time through, this is not a very fearsome beast despite his looks. Just remember he is undead class now, not Beast so equip the relevant weapon. The spells you use against him will depend on how far you have got in the main game before you return. But a strong Undead weapon, with maybe some Iocus gems and Fire affinity will defeat him faster.

b) SHADOW (Evil)

Basic Stats	Affinity		Type	
HP 163	PHYSICAL	50	BLUNT	
MP 256	AIR	-20	EDGED	
STR 121	FIRE	-20	PIERCING	
INT 139	EARTH	-20		
AGL 109	WATER	-20		
	LIGHT	50		
	DARK	50		

Special Attack: "Mind Blast"

Magic: Lightning Bolt, Vulcan lance, Aquablast, Fireball

Locations: Iron Maiden B1

Comments: These big purple hands will only turn up if you brave the optional Iron Maiden dungeon. They are resistant to physical, dark and light affinity, but weak against all the elements. If you have learned spells like Fireball, Aquablast etc then use these to good effect; they are generally more damaging than weapons based attacks.

c) WYVERN KNIGHT

Basic Stats	Affinity		Type	
HP 526	PHYSICAL	40	BLUNT	HD/NK/BD/LG/TL -5/10/08/10/15

MP	0	AIR	50	EDGED	00/-5/-10/30/25
STR	139	FIRE	41	PIERCING	10/15/16/25/-25
INT	152	EARTH	45		
AGL	126	WATER	44		
		LIGHT	48		
		DARK	52		

Special Attacks: Fire Breath

Boss Loot: 1 x Elixir of Dragoons, 1 x Elixir of Queens, 1 x Chest Key

Location: Iron Maiden B1

Comments: Can be accessed on the first play through as soon as you can get into the Iron maiden B1. How hard he is to beat depends on how far into the game you are before you decide to brave the Iron Maiden. The Wyvern has a strong Affinity resistance to everything, so the best thing is to tackle him with the strongest two-handed Edged of Blunt weapon you have. Cast Herakles on yourself and Degenerate of the Wyvern. Then attack its head or neck depending on what you use. Reflect the tail attacks and don't let you RISK climb to high. He should pose little challenge if you have been upgrading your armour and weapons regularly.

d) IRON GOLEM (Evil)

Basic Stats	Affinity		Type	BA/HD/ BD/LG
HP 421	PHYSICAL	32	BLUNT	-5/-5/-20/00
MP 0	AIR	18	EDGED	15/15/ 05/15
STR 146	FIRE	72	PIERCING	25/25/ 00/25
INT 139	EARTH	75		
AGL 100	WATER	45		
	LIGHT	72		
	DARK	55		

Boss Loot: 1 x Elixir of Dragoons, 1 x COLOMBINE SIGIL

Location: Iron Maiden B1

Comments: Like the Wyvern Knight can be accessed on the first play through and gets easier the longer you leave it. Just equip a nice strong blunt weapon whack on some Djinn Ambers, cast Herakles on yourself and keep smashing away at its arms. If you have good armour, he'll be retaliating with pathetic damage.

e) MARID and IFRIT (Phantom)

Magic: Aquablast/Fireball

Location: Escapeway (Clear Game only)

Items: Marid drops Grimoire Avalanche, Ifreet drops Grimoire Flamme

Comments: They have identical stats to when you meet them in the Great Cathedral and the same magic strategies. Your best tactic is to push Marid back into a corner and take him out first, Ifreet will not intervene. When Marid is dead, switch the affinities on your armour and weapons and take out Ifreet. Very Easy.

f) DAMASCUS CRAB (Beast)

Basic Stats	Affinity		Type	BA/HT/BD/LG
HP 499	PHYSICAL	65	BLUNT	15/40/15/15
MP 0	AIR	65	EDGED	35/30/35/35
STR 160	FIRE	35	PIERCING	35/20/35/35
INT 143	EARTH	55		
AGL 117	WATER	85		
	LIGHT	65		
	DARK	65		

Special Attacks: Tidal Rush

Boss Loot: Platinum Key, Cure Tonic (gain Title "Hunter of the Snowplains" in the SCORE section)

Location: Snowfly Forest (clear game only access from City Walls East with the Rood Inverse)

Comments: Can only be accessed in the replay game, by now you should have some great weapons and strong armour and this crab is no real challenge. Simply run between its claws and cast Herakles on yourself. It is immune to degenerate so don't bother. Now either attack its mouth with a piercing weapon or its claws with a blunt one. I suggest a two-handed one for a faster kill as the crab is quite good a deflecting chain attacks.

g) DAMASCUS GOLEM

Basic Stats	Affinity	Type	BA/HD/ BD/LG
HP 559	PHYSICAL 32	BLUNT	00/00/-10/10
MP 0	AIR 12	EDGED	20/20/-15/25
STR 158	FIRE 72	PIERCING	30/30/ 20/35
INT 152	EARTH 75		
AGL 116	WATER 45		
	LIGHT 72		
	DARK 55		

Special Attacks: "Granite Punch"

Boss Loot: 1 x Cure Tonic (Gain the title " ")

Location: Forgotten Passageway (replay game only - Gold Key)

Comments: Like the Damascus Crab this is no challenge at all. If you lay about his arms and head with a two-handed mace chock full of Djinn Ambers (and you should have at least three in the replay game) then he will crumble in just a few hits. You can also inflict Degenerate on him and cast Herakles on yourself to speed things up further.

h) SHREIKER

Basic Stats	Affinity	Type	BA/HD/BD/LG
HP 155	PHYSICAL 15	BLUNT	10/15/12/10
MP 147	AIR 02	EDGED	05/08/04/05
STR 130	FIRE 07	PIERCING	00/02/-5/00
INT 129	EARTH 18		
AGL 144	WATER 27		
	LIGHT 25		
	DARK 02		

Magic: Silence, Psychodrain, Degenerate

Items: Silver Daggers

Locations: Iron Maiden B2

Comments: More powerful than the Quicksilver's, but luckily still vulnerable to a strong weapon. They lurk in the shadows, so it pays to stay in Battle Mode while exploring the murky depths of the Iron Maiden B2. You may get a dagger up your jacksie before you know what hit you!

i) WYVERN QUEEN

Basic Stats	Affinity	Type	HD/ NK/ BD/ LG/ TL
HP 700	PHYSICAL 42	BLUNT	-15/ 12/ -5/ 32/ 20
MP 0	AIR 48	EDGED	05/-15/-15/ 15/-25
STR 146	FIRE 45	PIERCING	15/ 21/ 21/ 50/ 50
INT 12	EARTH 48		
AGL 137	WATER 50		

LIGHT 52
DARK 53

Special Attacks: Fire Breath

Boss Loot: 1 x Elixir of Sages, 1 x ANEMOME SIGIL

Location: Iron Maiden B1 (requires Platinum Key)

Comments: I was equipping a Dread Shield and packing a staff which gave Ashley a +50 INT boost. So look at the Wyvern Queens Intelligence. That is no misprint, its in double figures. So I cast Enlighten on Ashley to raise his INT still further and fired three Fireballs at the Queen which hit for over 215 damage each. A blunt staff swipe to the head finished her off and she dealt may 10 points pf damage back. The joy of good weapons and armour!

j) DARK DRAGON

Basic Stats	Affinity	Type	HD/ NK/ BD/ LG/ TL
HP 850	PHYSICAL	42/42/47/42/47	BLUNT 08/ 08/ 12/ 08/-10
MP 0	AIR	45/45/50/45/50	EDGED 15/ 15/ 19/ 15/ 12
STR 159	FIRE	45/45/50/45/50	PIERCING -10/-10/ -6/-10/ 18
INT 159	EARTH	45/45/50/45/50	
AGL 123	WATER	45/45/50/50/45	
	LIGHT	10/10/20/10/20	
	DARK	65/65/75/65/75	

Special Attacks: Poison Breath (cause Poison), Tail Attack

Boss Loot: 1 x Elixir of Kings, 1 x VERBONA SIGIL

Location: Iron Maiden B2

Comments: Looks scary and has tonnes of HP, but with my trusty staff and Dread Shield I tried a different approach to this final dragon. I cast Psychodrain on the dragon and Enlighten on Ashley, then fired Spirit Surges at its head. Each would hit for 200+ damage. Using some mana items to top the MP up was the only pause in a very fast battle. If this dragon catches you with his poison breath it only did me 12 damage but did cause poison so remember to cure. Tsk, not very challenging.

k) RAVANA

Basic Stats	Affinity	RA/RA/LA/LA/HD/LG
HP 748	PHYSICAL	30/30/30/30/30/30
MP 730	AIR	70/30/15/30/30/30
STR 159	FIRE	30/70/30/15/30/30
INT 152	EARTH	15/30/70/30/30/30
AGL 127	WATER	30/30/30/70/30/15
	LIGHT	30/30/30/30/15/70
	DARK	30/30/30/30/70/15

Type

	RA/RA/LA/LA/HD/LG
BLUNT	30/10/10/30/10/10
EDGED	10/30/10/10/10/10
PEIRCING	10/10/30/10/10/10

Special Attacks: Poison Breath (cause Poison), Tail Attack

Boss Loot: 1 x Elixir of Kings, 1 x VERBONA SIGIL

Location: Iron Maiden B2

Comments: ZZZZZZZZ... Kali's back and he/she/it is just as easy to kill, its multiple weaknesses mean either target a limb with a magic spell or weapon it is weakest against and hack away. I targeted Ravana's head with multiple Spiirt Surges (the head having only a 15 resistance). With each one hitting for 200+ it wasn't a long fight.

l) DRAGON ZOMBIE (Undead)

Basic Stats	Affinity	Type	
		HD/NK/BD/LG/TL	HD/ NK/ BD/ LG/ TL
HP 850	PHYSICAL	46/46/51/46/51	BLUNT 13/ 13/ 18/ 13/ 18
MP 0	AIR	45/45/50/45/50	EDGED 00/ 00/ 05/ 00/ 00
STR 159	FIRE	25/25/30/30/30	PIERCING -10/-10/ -5/-10/ -5
INT 159	EARTH	45/45/50/50/50	
AGL 123	WATER	55/55/60/60/60	
	LIGHT	15/15/25/15/25	
	DARK	75/75/85/75/85	

Special Attacks: Rot Breath, Tail Attack

Boss Loot: 1 x MARIGOLD SIGIL

Location: Iron Maiden B2

Comments: Pish and tush it maybe a rotten old undead dragon but with a sturdy staff or a good undead weapon you can rip it to pieces. I found Spirit Surge to the head to be the fastest method. Just try to avoid its Rot breath and cure the curse it inflicts on you. Cast Enlighten to really power up mentally or Herakles physically.

k) OGRE ZOMBIE (Undead)

Basic Stats	Affinity	Type	
		BA/HD/CT/LG	BA/HD/CT/LG
HP 620	PHYSICAL	35/45/45/50	BLUNT 35/60/50/35
MP 120	AIR	37/38/38/38	EDGED 05/10/25/15
STR 145	FIRE	23/33/33/33	PIERCING -3/25/15/00
INT 148	EARTH	54/64/64/64	
AGL 125	WATER	51/61/61/61	
	LIGHT	25/35/35/35	
	DARK	66/77/77/77	

Special Attacks:

Location: Iron Maiden B2

Boss Loot: 1 x AZALEA SIGIL

Comments: Now this pesky Ogre is Undead so equip the correct weapon. Like me it was probably a dagger. Ramp up its affinity with gems and go for its arms and legs. Or keep your staff and fire off those Spirit Surges.

l) DEATH (Evil)

HP about 350 (IMMUNE TO ANALYSE SPELL)

Magic: Radial Surge Lv.4, Meteor Lv.4, Curse

Locations: Undercity West (Clear Game Only, gold key), Iron Maiden B2

Items: Talian Ring

Comments: Very nasty opponents, they are basically super Liches. They only seem to be weak against Physical and Dark affinity attacks and they are very resistant to magic. You also seem to need a very powerful weapon (two-handed) to even start inflicting damage. Unfortunately if Radial Surge or Meteor hit you unshielded you will die, they can do over 70 points of damage per body part. The best strategy is to keep casting Magic Ward to nullify their spells and attack their arms which appear to be the weakest point. You can chain away but remember to drop your RISK down the minute your chain finishes. A two-handed edged blade with a Physical Affinity of over 75 was my choice and this seemed to wear them down fast. But its nerve wracking and keeping Magic Ward cast on you is a great drain of MP. So make sure you have plenty of useful restoration items.

m) ASURA (Human)

HP about 950 - 1000

MP huge amount

Basic Stats - Immune to Analysis spell but appears to have huge strength and Intelligence.

Magic: Surging Balm

Special Attacks: Judgement, Ravens Eye (poison), Caesar's Thrust, Heaven's Tear

Location: Iron Maiden B3

Boss Loot: TIGERTAIL SIGIL, 1 x Cure Tonic

Comments: Toughest boss by far in the game. Basically I used the Phantom pain strategy to wear down a lot of HP, then attacked it with a selection of my most powerful weapons. Unlike Romeo Guildenstern she can be damaged with your weaponry as she has multiple weak spots. Use INSTILL to replenish the PP of the weapon and use Phantom Pain again and again. She is immune to most sorcery spells but Leadbones will work and will dispel the Surging balm spell she cast on herself. She will spend time recasting it so use that opportunity to strike her. If you have plenty of Mana Items then use your MP top keep a Magic Ward up to negate some nasty spells and make sure you keep a strong shield equipped as much as possible. Judgement is a Light Affinity attack and as its her most damaging you should equip any Light gems to your shield, also search your inventory you may have picked up the +30 light defence accessory elsewhere in the Iron Maiden. If you hack about her legs you can slow her down as her speed is pretty damn fast, reflect or absorb damage as needed and DON'T LET YOUR RISK GET TOO HIGH!!

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***** 10) BASIC COMBINING GUIDE *****
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Huh? Yes I said at the beginning this wasn't going to have combining info in it. However a couple of people whose opinions I respect, looked over this FAQ as it was in progress and said to me "lawks a mercy, all this talk of low, medium and high level equipment? How's a Vagrant Story doofus like me to know what's what? And my inventory fills up so quickly I need a quick and dirty guide to what's worth keeping and what is not!"

Ever willing to oblige I present the basic combining tables. Now it's worth remembering that any weapon blade can be combined with any other to produce a completely new blade or a crummier version of the ones you had. Same goes for armour. There are plenty of combining guides that show you EVERY blade combination. But I like to keep it simple; these are the tables for combining only the same types of stuff. If you want cross type guides and how to make Silver/Damascus gear then hike yourself over to www.gamefaqs.com and search under Vagrant Story FAQs

Basically the first column is the first item you select to combine and the second column is the second. The third column shows the result. You must combine in the correct order or you won't get the third column result. In general with weapons that you capture, choose to keep them, then analyse the grips, blade and gems afterwards in your inventory. You can't check a weapons component parts before you decide to take it or not. Ditch or keep any good grips and gems and start hoarding low class blades to gradually forge up into medium and then higher ones. The same goes for shields, keep them and check them for gems before storing or discarding them.

The strongest armour you will find in the game without forging on your first play through is a full suit of Hagane Fluted Armour and a Knight Shield in the Great Cathedral. The Crimson Blades in the Town Centre east will drop Plate and Tilt Gloves, Segmentata, Scale and Plate Armour, Jambeaus, Missaglia, Burgonets and Casserole and Heater Shields. Which is what I term medium level stuff. Mostly Hagane, but occasionally Iron or Silver. The only source of dropped

Damascus gear I have found are the Gremlins in the Limestone quarry. They rarely drop items but I have managed to acquire a Damascus Knight Shield, Freiturniers, Burgonets and Plate Armour from them in the past.

1) WEAPONS

a) DAGGERS

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

b) ONE-HANDED SWORDS

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

c) TWO-HANDED (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

d) ONE HANDED AXES

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

e) ONE HANDED 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

(note: The Footman's Mace comes in two and one-handed versions, check you are using the correct one)

f) TWO HANDED (GREAT) AXES

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

g) TWO HANDED (HEAVY) MACES

Footman's Mace	Sabre Mace	Gloomwing
Gloomwing	Footman's Mace	Mjolnir
Mjolnir	Mjolnir	Griever
Griever	Griever	Destroyer

(note: The Footman's Mace comes in two and one-handed versions, check you are using the correct one)

h) STAFFS

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

i) POLE ARMS

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

j) 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

2) SHIELDS

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

3) ARMOUR

a) HELMETS

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 Helm
Hoplite Helm	Hoplite Helm	Jazeraint Helm
Jazeraint Helm	Jazeraint Helm	Dread Helm

b) BODY ARMOUR

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

c) GLOVES (HAND and ARM ARMOUR)

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	Jazeraint Glove
Jazeraint Glove	Jazeraint Glove	Dread Glove

e) LEG ARMOUR

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

Me? I was happy to finish the game with the following:
A full suit of Hagane Jezeraint Armour + Hagane Jezeraint Shield.
A Silver "Summoner's" Staff (name: Magick)
Iron "Rapier" Sword (name: Swordy)
Damascus "Voulge" Pole Arm (name: Dragon Slayer)
Silver Dagger (name: Scourge)
Hagane Two-Handed "Bastard" Sword (name: Beast Mangler)
Hagane One-Handed "War Maul" Mace (name: Buster)
Hagane "Target" Crossbow (name: Simon)

Feel free to email me about any aspect of this guide, any contributions you would like to make will be fully credited if used and are more than welcome. Please inform me of any errors, typos etc so I can rectify them immediately. My email is falsehead@aol.com

(Blatant plug: check out my games website at www.kungfuhamster.cjb.net for loads of info on Martial Arts, Beat 'em Ups, Kung Fu Movies and Pokemon!)

Thanks to all at www.gamefaqs.com for being such a laugh, and giving me the push to actually start contributing my own work.

Special thanks go out to: BillyKane, Magus747, Pat Uhler, totalstuff and Andy78787, fakeplasticmanatree, bloomer, sashanan, ASchultz, MaxH and everyone else on the gamefaqs review board. Love yah all guys!

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***** THE END *****
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