

Vagrant Story Damascus Weapons/Armor FAQ

by Wicked Souls

Updated to v1.3 on Nov 7, 2004

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VAGRANT STORY
DAMASCUS WEAPONS AND ARMOR FAQ v1.3
By Wicked Souls

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Date Started: July 12, 2001 (REALLY far back)
Latest Update: November 7, 2004

Revision History:

v1.0 - Just started. Got it accepted at GameFAQs. I rule!

v1.1 - It looks like I made a lot of mistakes in many places, including the amount of Khukuris needed for a Destroyer (It's actually six, not eight). Also cut down on number of blades needed to make a Jamadhar and seriously lowered the number needed for a Wakizashi. And due to my spring (September) cleaning, I no longer have any need for the stupid dagger table! All we use now are Hatchets, Khukuris, and Baselards (emphasis on Khukuris and Baselards). Also, I've managed to cut down on pieces used when making armor. What was I thinking? Plate Gloves are the key, not the individual Gauntlets and Vambraces!

And if you expend any effort looking, I've also switched the old four-blade method for the three-blade method I spoke about when thanking Matt Hamond. No offense, Matt, but I just like it more (but only because of the #%\$&*!-ing Undead and Phantom dummies and their Physical rating!). But you'll still be thanked, because I didn't just have a vision of the ultimate weapon process one day.

And hopefully, this has been accepted at Neoseeker.com

v1.2 - Added the Weapons Beyond the First Play-Through section, just so the masses would stop asking how to make some-and-such weapon Damascus, check out this FAQ, and tell me it's really stupid because

they've got access to Godhands. Also lowered some of the blade counts for various combinations (stupid Grievors), including the Brandestoc one. Now it only takes 172 blades! Oh joy! And added some notes about Gauntlets being replaceable by Vambraces.

v1.3 - Okay, two MAJOR corrections here. First of all, the Destroyer and Brandestoc formulas for the second play-through were completely broken. I managed to fix them both. Also, a helpful fellow from the GameFAQs message boards contributed some better formulas for the first play-through Sage's Cane, Destroyer, and Brandestoc. While the last two don't actually have reduced blade counts, he makes up for it by using Shotels, which have a superior drop rate. I really deserve a beating for that first one. But don't hold me to that.

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2. LEGAL CRAP

I'm sure you're used to the whole copyright thing now. This is mine. I wrote it. Feel free to read it, copy it, print it, whatever. Just don't sell it. Because it's mine. If you do sell it, though, you could just give all the profit to me. Then again, if you don't want to waste your time, you could just avoid trying to sell it altogether. Which is probably the smart thing to do.

As of now, the following sites can host my FAQ:

- <http://www.gamefaqs.com>
- <https://www.neoseeker.com>

Make sure that when linking to the FAQ that you do not link to the actual FAQ. However, you can link to a page containing all of the FAQs and guides for that game. I'm not the one that makes the rules.

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3. INTRODUCTION

If you've ever discussed Vagrant Story on the GameFAQs message boards, you've probably the legends of the great Holy Win. With its mystical powers, it can turn the weakest Bronze to the strongest Damascus, yet still retain its original shape. Well, if this is your first time through the game, it's your loss. Yep, you can't get it without beating the game once. Tough luck, eh?

Well, you know what I say? I say screw the Holy Win! We've already got quite enough Damascus to work with right now, and we don't need any ugly six-pronged Greatswords to make something useful!

After I'd exited my revolutionary leader stage, I decided to actually do something about it. First, I had to evaluate. On the first play-through, you can only combine Damascus with Silver. And if you combine something Silver with something that's bigger, but made of Damascus, you'll get something Damascus. Both of these facts prove to be more than perfect, because the Undercity East happens to be crawling with Silver Daggers, and you can't get any smaller than a dagger.

I also figured out that hand armor happens to be the dominant material when combining armor. So if you combine anything with a Damascus glove, you'll get a Damascus something else. This also proves to be perfect, since there are three kinds of Damascus gloves you can get in the game, which leads to all sorts of stuff in return.

(Okay, maybe this isn't true. Combining leg armor with something else will result in the material, not hand armor. Then again, all of the combining of leg armor with arm armor will be Damascus plus Damascus, so there you go.)

So, I opened up the Enemy Equipment Guide and Combinations Guide and searched for all of the Damascus stuff you can get (on the first

play-through) and what it is combined with some Silver thing, like a Dagger or Helm or something. After a few days, I had finally compiled it all into a list, and added where to get it all. So I submitted it to GameFAQs. If you're reading it right now, that's probably a sure way of telling they accepted it (allow me to say, "Duh."). So start reading already!

.....

4. DAMASCUS WEAPONS

I. Where to get this stuff:

Throughout the walkthrough, I'll be listing off the stuff you need to make Damascus everything. You can get three Damascus weapons from enemies in the first playthrough that are useful. Those are:

(D) Shotel

16 - Gremlin in Those Who Fear the Light, Temple of Kiltia (HP 150+)

(D) Tabar

16 - Gremlin in Those Who Fear the Light, Temple of Kiltia (HP not 150+)

(D) Lug Crossbow

8 - Gremlin in Atone for Eternity, Limestone Quarry (HP 150+)

(NOTE: The number value is its chance of being dropped out of 255. It's not a percentage.)

(NOTE 2: No, the Voulge "White Cargo" doesn't count! No one actually drops it. So bah!)

Also in the guide are repeated references to Silver Daggers. You can get Hatchets, Khukuris, and Baselards by defeating Quicksilvers in Undercity East. Those are located in...

(S) Hatchet

8 - Quicksilver in Hall to a New World

8 - Quicksilver in Bazaar of the Bizarre (after Lich)

8 - Quicksilver in Weapons Not Allowed

8 - Quicksilver in Gemsword Blackmarket (after Nightstalker)

8 - Quicksilver in Sale of the Sword

8 - Quicksilver in Where Black Waters Ran (before Tieger and Neesa)

(S) Khukuri

8 - Quicksilver in Hall to a New World

8 - Quicksilver in Noble Silk and Gold

8 - Quicksilver in Weapons Not Allowed

8 - Quicksilver in The Pirate's Son

8 - Quicksilver in Where Black Waters Ran (after Tieger and Neesa)

8 - Quicksilver in Catspaw Blackmarket

(S) Baselard

8 - Quicksilver in Bazaar of the Bizarre (after Lich)

8 - Quicksilver in Noble Silk and Gold

8 - Quicksilver in A Knight Sells his Sword

8 - Quicksilver in Sale of the Sword

8 - Quicksilver in Where Black Waters Ran (before/after Tieger and Neesa)

8 - Quicksilver in Catspaw Blackmarket

Also remember that combining a Hatchet and a Khukuri gets a Baselard. In fact, I think I'll highlight that...

.....
.....--HATCHET + KHUKURI = BASELARD!--.....
.....

II. WEAPONS

After all of that talking... it is time.

A. Dagger

Requires:

- (D) Shotel x8
- (D) Tabar x8
- (S) Baselard x12

Combinations:

- (D) Tabar + (D) Tabar = (D) Bullova
- (S) Baselard + (D) Bullova = (D) Kris
- (S) Baselard + (D) Shotel = (D) Hatchet
- (D) Kris + (D) Hatchet = (D) Khukuri
- (D) Hatchet + (D) Khukuri = (D) Baselard
- (D) Baselard + (D) Baselard = (D) Stiletto
- (D) Stiletto + (D) Stiletto = (D) Jamadhar

B. Staff

Requires:

- (D) Tabar x8
- (D) Shotel x2

Combinations:

- (D) Tabar + (D) Tabar = (D) Bullova
- (D) Bullova + (D) Bullova = (D) Crescent
- (D) Crescent + (D) Shotel = (D) Bishop's Crosier
- (D) Bishop's Crosier + (D) Bishop's Crosier = (D) Sage's Cane

C. Sword

Requires:

- (D) Shotel x4
- (D) Lug Crossbow x8
- (S) Hatchet x4

Combinations:

- (D) Lug Crossbow + (D) Lug Crossbow = (D) Siege Bow
- (S) Hatchet + (D) Siege Bow = (D) Falchion
- (D) Falchion + (D) Shotel = (D) Khora
- (D) Khora + (D) Khora = (D) Khopesh
- (D) Khopesh + (D) Khopesh = (D) Wakizashi

D. Greatsword

Requires:

- (D) Lug Crossbow x8
- (S) Baselard x2

Combinations:

- (D) Lug Crossbow + (D) Lug Crossbow = (D) Siege Bow
- (D) Siege Bow + (D) Siege Bow = (D) Arbalest
- (D) Arbalest + (S) Baselard = (D) Nodachi

(D) Nodachi + (D) Nodachi = (D) Rune Blade

E. Axe

Requires:

(D) Tabar x4

Combinations

(D) Tabar + (D) Tabar = (D) Bullova

(D) Bullova + (D) Bullova = (D) Crescent

F. Mace

Requires:

(D) Tabar x4

(S) Khukuri x1

Combinations:

(D) Tabar + (D) Tabar = (D) Bullova

(D) Bullova + (D) Bullova = (D) Crescent

(D) Crescent + (S) Khukuri = (D) War Maul

G. Great Axe

Requires:

(D) Tabar x4

(S) Khukuri x2

Combinations:

(D) Tabar + (D) Tabar = (D) Bullova

(D) Bullova + (D) Bullova = (D) Crescent

(D) Crescent + (S) Khukuri = (D) War Maul

(D) War Maul + (S) Khukuri = (D) Halberd

H. Heavy Mace

Requires:

(D) Tabar x8

(D) Shotel x2

(S) Baselard x2

Combinations:

(D) Tabar + (D) Tabar = (D) Bullova

(D) Bullova + (D) Bullova = (D) Crescent

(D) Crescent + (D) Shotel = (D) Bishop's Crosier

(D) Bishop's Crosier + (S) Baselard = (D) Griever

(D) Griever + (D) Griever = (D) Destroyer

I. Polearm

(WARNING! This one could really take a while, so unless you have a lot of patience and free time, I'd suggest you get something else. So far, this is the best formula I've got, so only do this if you REALLY want to impress your friends.)

Requires:

(D) Tabar x80

(D) Shotel x20

(D) Lug Crossbow x40

(S) Baselard x28

(S) Khukuri x4

Combinations:

- (D) Tabar + (D) Tabar = (D) Bullova
- (D) Bullova + (D) Bullova = (D) Crescent
- (D) Crescent + (D) Shotel = (D) Bishop's Crosier
- (D) Bishop's Crosier + (S) Baselard = (D) Griever
- (D) Griever + (D) Griever = (D) Destroyer
- (D) Lug Crossbow + (D) Lug Crossbow = (D) Siege Bow
- (D) Siege Bow + (D) Siege Bow = (D) Arbalest
- (D) Siege Bow + (S) Khukuri = (D) Bastard Sword
- (D) Arbalest + (S) Baselard = (D) Nodachi
- (D) Destroyer + (D) Nodachi = (D) Fauchard
- (D) Griever + (D) Bastard Sword = (D) Boar Spear
- (D) Fauchard + (D) Boar Spear = (D) Voulge
- (D) Fauchard + (D) Voulge = (D) Pole Axe
- (D) Pole Axe + (D) Pole Axe = (D) Bardysh
- (D) Bardysh + (D) Bardysh = (D) Brandestoc

(If you find a better formula than this, please tell me. Please, for the love of God, tell me.)

J. Crossbow

Requires:

- (D) Lug Crossbow x4

Combinations:

- (D) Lug Crossbow + (D) Lug Crossbow = (D) Siege Bow
- (D) Siege Bow + (D) Siege Bow = (D) Arbalest

That's it for weapons. Now, onto...

.....

5. DAMASCUS ARMOR

I. Where to get this stuff

Yet again, I'm going to be throwing armor left and right, and now I'll put where to get it.

(D) Gauntlet

- 8% - Blood Lizard in Be Prepared for Battle, City Walls North
- 8% - Blood Lizard in From Boy to Hero, City Walls North (before Limestone Quarry, HP 220+)

(D) Vambrace

- 8% - Blood Lizard in Be Prepared for Battle, City Walls North
- 8% - Blood Lizard in Be Prepared for Battle, City Walls North (HP 220+)

(D) Rondanche

- 13% - Crimson Blade in Rue Crimnade, Town Center East

(S) Armet

- 13% - Crimson Blade in Rue Crimnade, Town Center East

(D) Jambau

- 8% - Blood Lizard in Be Prepared for Battle, City Walls North
- 8% - Blood Lizard in From Boy to Hero, City Walls North (before Limestone Quarry, HP 220+)

(S) Brigandine

13% - Crimson Blade in Kesch Bridge, Town Center East

II. THE ARMOR

A. Helmet

Requires:

(D) Hoplite Helm:

(S) Armet x7

(D) Gauntlet x2

(D) Vambrace x2

(D) Rondanche x5

(D) Jazeraint Helm:

(S) Armet x14

(D) Gauntlet x4

(D) Vambrace x4

(D) Rondanche x10

(D) Dread Helm:

(S) Armet x28

(D) Gauntlet x8

(D) Vambrace x8

(D) Rondance x20

Combinations:

(D) Gauntlet + (D) Vambrace = (D) Plate Glove

(S) Armet + (D) Plate Glove = (D) Barbut

(S) Armet + (D) Rondance = (D) Basinet

(D) Barbut + (D) Basinet = (D) Armet

(D) Basinet + (D) Armet = (D) Close Helm

(D) Basinet + (D) Close Helm = (D) Burgonet

(D) Close Helm + (D) Burgonet = (D) Hoplite Helm

(D) Hoplite Helm + (D) Hoplite Helm = (D) Jazeraint Helm

(D) Jazeraint Helm + (D) Jazeraint Helm = (D) Dread Helm

B. Glove

(NOTE: You have two arms, so you should probably get two gloves)

Requires:

(D) Hoplite Glove:

(D) Gauntlet x4

(D) Vambrace x4

(D) Rondanche x5

(D) Jazeraint Glove:

(D) Gauntlet x8

(D) Vambrace x8

(D) Rondanche x10

(D) Dread Glove:

(D) Gauntlet x16

(D) Vambrace x16

(D) Rondanche x20

Combinations:

(D) Gauntlet + (D) Vambrace = (D) Plate Glove

(D) Plate Glove + (D) Rondanche = (D) Tilt Glove

(D) Tilt Glove + (D) Tilt Glove = (D) Freiturnier
(D) Freiturnier + (D) Rondanche = (D) Fluted Glove
(D) Fluted Glove + (D) Freiturnier = (D) Hoplite Glove
(D) Hoplite Glove + (D) Hoplite Glove = (D) Jazeraint Glove
(D) Jazeraint Glove + (D) Jazeraint Glove = (D) Dread Glove

C. Leggings

Requires:

(D) Hoplite Leggings:

(D) Gauntlet x5
(D) Vambrace x5
(D) Jambeau x8

(D) Jazeraint Leggings:

(D) Gauntlet x10
(D) Vambrace x10
(D) Jambeau x16

(D) Dread Leggings:

(D) Gauntlet x20
(D) Vambrace x20
(D) Jambeau x32

Combinations:

(D) Gauntlet + (D) Vambrace = (D) Plate Glove
(D) Plate Glove + (D) Jambeau = (D) Poleyn
(D) Jambeau + (D) Poleyn = (D) Missaglia
(D) Poleyn + (D) Missaglia = (D) Plate Leggings
(D) Missaglia + (D) Plate Leggings = (D) Fluted Leggings
(D) Plate Leggings + (D) Fluted Leggings = (D) Hoplite Leggings
(D) Hoplite Leggings + (D) Hoplite Leggings = (D) Jazeraint Leggings
(D) Jazeraint Leggings + (D) Jazeraint Leggings = (D) Dread Leggings

D. Body Armor

Requires:

(D) Hoplite Armor:

(S) Brigandine x5
(D) Gauntlet x2
(D) Vambrace x2
(D) Rondanche x3

(D) Jazeraint Armor:

(S) Brigandine x10
(D) Gauntlet x4
(D) Vambrace x4
(D) Rondanche x6

(D) Dread Armor:

(S) Brigandine x20
(D) Gauntlet x8
(D) Vambrace x8
(D) Rondanche x12

Combinations:

(D) Gauntlet + (D) Vambrace = (D) Plate Glove
(S) Brigandine + (D) Plate Glove = (D) Scale Armor
(S) Brigandine + (D) Rondanche = (D) Brigandine
(D) Scale Armor + (D) Brigandine = (D) Plate Mail

(D) Brigandine + (D) Plate Mail = (D) Fluted Armor
(D) Plate Mail + (D) Fluted Armor = (D) Hoplite Armor
(D) Hoplite Armor + (D) Hoplite Armor = (D) Jazeraint Armor
(D) Jazeraint Armor + (D) Jazeraint Armor = (D) Dread Armor

E. Shield...?

Sorry, but you can't get a Damascus shield in on the first play-through. Actually, you can get one, but it's a Circle Shield. And combining it with any Silver shield will get you more Silver. What a load of... Don't be sad, though. You're just missing out on thousands of wooden shields of frustration by staying in the first play-through.

NOTE: In all the above combinations, the Gauntlets can effectively be replaced with Vambraces. But they both have the same drop rate, so it's not really that important. Just kind of use whatever's on hand.

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6. ULTIMATE! ULTIMATE! ULTIMATE!

Well, this should be a chore. No one cares if it's Damascus or not. They just want it to be ULTIMATE! 4,000 in everything! 297 Arturos gems attached! Well, okay, you can't get Arturos gems in the first play-through. But I'm just saying...

I. ULTIMATE! WEAPONS

A. The Training Program

Nobody said making your weapon ULTIMATE! was easy. It requires a lot of repeatedly whacking at dummies. Sometimes in different body parts, which makes repeatedly jamming the O button on your controller repeatedly. So, here's how it goes.

There are three blades to improve in the process, and you MUST do them in the order listed. If you try doing Dragon before Phantom, gaining Phantom affinity will lower your Dragon affinity. Same with Evil and Human. You don't necessarily have to do the elemental affinities in the order listed, but it's really helpful, so you can see when your weapon reaches 100 in Air, Fire, Earth, or Water.

And if you're a blessed soul with a turbo controller (like myself), get that rubber band ready! Or a heavy object will do. Just make sure it's not heavy enough to crush your controller! Ouch. Five pounds is probably beyond the limit, but the corner of a cardboard box filled with hardcover books should work nicely.

NOTE: Don't do this until you've gotten through the Limestone Quarry and to Plateia Lumitar or some wierd name like that, or you can't train with all of the dummies.

Blade 1: Beast, Undead, Phantom, Dragon, Physical

Smack the Beast dummy until your Beast rating is at 100. Do the same then with the Undead dummy until Undead is at 100, the Phantom until Phantom's 100, and finally the Dragon 'til Dragon's at 100. If your weapon isn't at 100 Physical by then, it's obvious you've been cursed by some ancient Atlantian shaman, and the only way to cure it is with the blood of the dodo bird.

Blade 2: Human, Darkness, Water, Earth

Slap the Human dummy at the Worker's Breakroom in the head until your Darkness rating is at 100, then its left arm until Water is at 100, and its

right arm until Earth is at 100. If you don't have a Human rating of 100, see above about the curse and the Atlantian shaman and the dodo bird's blood.

Blade 3: Evil, Light, Human, Fire, Air

Bludgeon the Evil dummy until your Evil and Light ratings are at 100. Then haul ass to the Worker's Breakroom and brutalize the Human dummy in the legs until Fire is at 100, then its body until Air is at 100.

Then combine the three blades in the way shown and you should bag yourself an ultimate weapon with 100 in everything. Affix whatever hilt suits your fancy, but I'd recommend the one that can hold the most gems. That just leaves room for more Bravehearts...

B. The ULTIMATE! Weapons

Note that you don't have to train the blades in this order. I'm just listing them as they're listed above.

i. Dagger

Blade 1: (D) Baselard

Blade 2: (D) Baselard

Blade 3: (D) Stiletto

Combine two Baselards to get a Stiletto. Combine the two Stilletos to get a Jamadhar with 100 in all classes and affinities.

ii. Staff

Blade 1: (D) Crescent

Blade 2: (D) Shotel

Blade 3: (D) Bishop's Crosier

Combine a Crescent and a Shotel to get a Bishop's Crosier. Combine two Bishop's Crosiers to get a Sage's Cane with 100 in all classes and affinities.

iii. Sword

Blade 1: (D) Khora

Blade 2: (D) Khora

Blade 3: (D) Khopesh

Combine two Khoras to get a Khopesh. Combine two Khopeshes to get a Wakizashi with 100 in all classes and affinities.

iv. Greatsword

Blade 1: (D) Arbalest

Blade 2: (S) Baselard

Blade 3: (D) Nodachi

Combine an Arbalest and a Baselard to get a Nodachi. Combine two Nodachis to get a Rune Blade with 100 in all classes and affinities.

v. Axe

Blade 1: (D) Tabar

Blade 2: (D) Tabar

Blade 3: (D) Bullova

Combine two Tabars to get a Bullova. Combine two Bullovas to get a Crescent with 100 in all classes and affinities.

vi. Mace

Blade 1: (D) Bullova
Blade 2: (D) Bullova
Blade 3: (S) Khukuri

Combine two Bullovas to get a Crescent. Combine a Crescent and a Khukuri to get a War Maul with 100 in all classes and affinities.

vii. Great Axe

Blade 1: (D) Crescent
Blade 2: (S) Khukuri
Blade 3: (S) Khukuri

Combine a Crescent and a Khukuri to make a War Maul. Combine a War Maul and a Khukuri to get a Halberd with 100 in all classes and affinities.

viii. Heavy Mace

Blade 1: (D) Bishop's Crosier
Blade 2: (S) Baselard
Blade 3: (D) Griever

Combine a Bishop's Crosier and a Baselard to get a Griever. Combine two Griever's to get a Destroyer with 100 in all classes and affinities.

ix. Polearm

Blade 1: (D) Pole Axe
Blade 2: (D) Pole Axe
Blade 3: (D) Bardysh

Combine two Pole Axes to get a Bardysh. Combine two Bardyshes to get a Brandestoc with 100 in all classes and affinities.

x. Crossbow

Blade 1: (D) Lug Crossbow
Blade 2: (D) Lug Crossbow
Blade 3: (D) Siege Bow

Combine two Lug Crossbows to get a Siege Bow. Combine two Siege Bows to get an Arbalest with 100 in all classes and affinities.

B. ULTIMATE! ARMOR

Yes, this is possible. I'm not sure if it's been done, but it's possible. In fact, there's a whole FAQ devoted to it. It's called the Holy Dread Armor FAQ, though it only gives out directions for ultimate Dread Armor. But if it's ultimate, does it really matter what it is? You'll be taking -3 damage from every hit, so who cares? As of now, this section is officially...

.....-- DEAD -----

Don't send me e-mail about this. I'm not doing it. Forget it. I said forget it! Get outta here! There's nothing more to say here! It's dead! The

ULTIMATE! Armor section of this FAQ is now DEAD! Get over it!

.....

7. WEAPONS BEYOND THE FIRST PLAY-THROUGH

I know this may seem odd, but in this section, I shall delve into the second and subsequent play-throughs. "But Wicked," you say. "What's the point of that? The Holy Win can convert everything into everything else, so why bother giving out combination charts and stuff?" Well, the Holy Win can't convert EVERYTHING. Like, say, Rune Blades, Halberds, Destroyers, and Brandestocs (especially that last one. Yuck). Thus, I shall post some combos for those weapons, and how to make them ULTIMATE!

I. Where to get this stuff

Seeing as how this is the second play-through, we have access to Godhands, the totally sweetest workshop ever. And thus we can use some of those magical combinations that can turn mere Hagane and Silver (or maybe Iron, but who cares about Iron?) into Damascus, that material everybody loves to use, but hates to get their hands on. Of course, we also have access to enemies with better weapons, which plays heavily into a few formulas.

(By the way, I'm only listing the best places to get these. Why bother with Gremlins when Crimson Blades drop something three times as much?)

(H) Khukuri

- 13 - Shrieker in The Mind Burns, Iron Maiden B2 (HP 150+)
- 13 - Shrieker in Squassation, Iron Maiden B2
- 13 - Shrieker in The Spider, Iron Maiden B2 (HP 150+)
- 13 - Shrieker in Lead Sprinkler, Iron Maiden B2

(S) Hatchet

- 13 - Shrieker in The Eunics' Lot, Iron Maiden B2 (HP 150+)
- 13 - Shrieker in The Mind Burns, Iron Maiden B2 (HP 150+)
- 13 - Shrieker in Squassation, Iron Maiden B2
- 13 - Shrieker in The Spider, Iron Maiden B2 (HP 150+)
- 13 - Shrieker in Tongue Slicer, Iron Maiden B2

(S) Tabar

- 26 - Crimson Blade in Rue Crimnade, Town Center East

(H) Falchion

- 26 - Crimson Blade in Kesch Bridge, Town Center East

(H) Shotel

- 26 - Crimson Blade in Shasras Hill Park, Town Center East

(H) Cranequin

- 26 - Crimson Blade in Kesch Bridge, Town Center East

(D) Bishop's Crosier

- 13 - Death in Death and Ogre Zombie Time Trial

(D) Bastard Sword

- 13 - Ogre Zombie in Death and Ogre Zombie Time Trial

II. The Weapons

A. Greatsword (of the Rune Blade variety)

Requires:

(D) Bastard Sword x4

Combinations:

(D) Bastard Sword + (D) Bastard Sword = (D) Nodachi

(D) Nodachi + (D) Nodachi = (D) Rune Blade

B. Great Axe

Requires:

(S) Tabar x8

(H) Falchion x4

(H) Shotel x4

(H) Cranequin x2

Combinations:

(S) Tabar + (S) Tabar = (S) Bullova

(S) Bullova + (S) Bullova = (S) Crescent

(H) Falchion + (H) Shotel = (H) Khora

(S) Crescent + (H) Khora = (S) War Maul

(S) War Maul + (H) Khora = (S) Halberd

(S) Halberd + (H) Cranequin = (D) Double Blade

(D) Double Blade + (D) Double Blade = (D) Halberd

C. Heavy Mace

Requires:

(S) Hatchet x2

(H) Khukuri x2

(D) Bishop's Crosier x2

Combinations:

(S) Hatchet + (H) Khukuri = (H) Baselard

(H) Baselard + (D) Bishop's Crosier = (D) Griever

(D) Griever + (D) Griever = (D) Destroyer

D. Polearm

Requires:

(D) Fauchard x8

(H) Khukuri x4

(S) Hatchet x4

(D) Bishop's Crosier x4

(D) Bastard Sword x4

Combinations:

(H) Khukuri + (S) Hatchet = (H) Baselard

(H) Baselard + (D) Bishop's Crosier = (D) Griever

(D) Griever + (D) Bastard Sword = (D) Boar Spear

(D) Boar Spear + (D) Fauchard = (D) Voulge

(D) Fauchard + (D) Voulge = (D) Pole Axe

(D) Pole Axe + (D) Pole Axe = (D) Bardysh

(D) Bardysh + (D) Bardysh = (D) Brandestoc

NOTE: In Godhands, the materials aren't so important. In all but the Rune Blade combination, the Falchions, Shotels, Khoras, and Bastard Swords can be any material you want. For the Destroyer and Brandestoc, you can use any material you want for Baselards as long as you're combining them with Damascus Bishop's Crosiers. And if you have Hagane Baselards, you can use

Silver Bishop's Crosiers with them, as long as you maintain their order in the combination screen (Baselard, then Bishop's Crosier).

And for the Halberd, you can change the combinations if you've got a bunch of Shotels and not enough Falchions. Like so:

(S) Tabar + (S) Tabar = (S) Bullova
(S) Bullova + (H) Shotel = (S) Bec de Corbin

At that point, you can combine those two Bec de Corbins into a War Maul, or if you've got even more Shotels and still not enough Falchions:

(S) Bec de Corbin + (H) Shotel = (S) Double Blade

At that point, though, you'll have to fuse them into a Silver Halberd and get it over with. Unless you want to go hunting around for a Windlass. Yeah, I didn't think so.

And for the rest? Well, other than maybe a Damascus Sage's Cane, which you can make with two Damascus Bishop's Crosiers from Death, all the materials you'd have to get would just be a waste of time compared to just using a Holy Win.

III. ULTIMATE! Weapons

You already know the training process.

A. Greatsword

Blade 1: (D) Bastard Sword
Blade 2: (D) Bastard Sword
Blade 3: (D) Nodachi

Combine two Bastard Swords to get a Nodachi. Combine two Nodachis to get a Rune Blade with 100 in all classes and affinities.

B. Great Axe

Blade 1: (S) Halberd
Blade 2: (H) Cranequin
Blade 3: (D) Double Blade

Combine a Halberd and a Cranequin to get a Double Blade. Combine two Double Blades to get a Halberd with 100 in all classes and affinities.

C. Heavy Mace

Blade 1: (H) Baselard
Blade 2: (S) Bishop's Crosier
Blade 3: (D) Griever

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Combine a Baselard and a Bishop's Crosier to get a Griever. Combine two Griever to get a Destroyer with 100 in all classes and affinities.

D. Polearm

Blade 1: (D) Pole Axe
Blade 2: (D) Pole Axe

Blade 3: (D) Bardysh

Combine two Pole Axes to get a Bardysh. Combine two Bardyshes to get a Brandestoc with 100 in all classes and affinities.

As for armor... well, you can get stuff on armor anywhere. It's all over the place, man. You can't even throw a cat in this place without knocking over some armor combinations. Eh, maybe later.

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8. THANKS AND STUFF

Well, I'd like to thank CJayC for creating the site, despite the fact that I despise him and his moderators for deleting all of my messages. Hey, I'm kidding. Don't ban me.

Next I'd like to thank Jay Tilton for creating the Combination Guide and Enemy FAQ, which were both incredibly useful in creating this guide. This man is possibly the coolest man alive. But he's competing with me in the finals!

I'd also like to thank Matt Hamand for bringing the idea of an ULTIMATE! weapon to my feeble and uninformed mind. I use a different process, sure, but it's all the same.

In addition, somebody e-mailed me and told me that I was throwing in some extraneous stuff into the forging of Grievors. I forget who it was, seeing as how they e-mailed me about 500 billion years ago, and their e-mail has since been eroded into a fine dust. But thanks, whoever you were.

Also, the Weeping Boy from the GameFAQs Message Boards gave me better formulas for the Sage's Cane, Destroyer, and Brandestoc on the first play-through, and for giving me the motivation to actually update this FAQ. No doubt it'd remain an erroneous chunk of driftwood forever without his contribution.

And finally, uh... I'd like to thank myself, for being the coolest myself in this universe. And hopefully, I AM the only myself in this universe.

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9. CONTACT INFORMATION

If you have any questions, suggestions, or contributions to this FAQ, send them to me at my new spiffy gmail address:

wicked.souls@gmail.com

I'm looking for stuff like shorter combinations, how to make Ultimate Armor, and maybe a solution to the massive amount of blades you need for that danged Brandestoc. Don't send me hate mail, advertisements, chain letters, or viruses. I highly dislike all of them. And feel free to send me an even prettier ASCII art logo for the top of the FAQ.

And that's it for the FAQ!

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