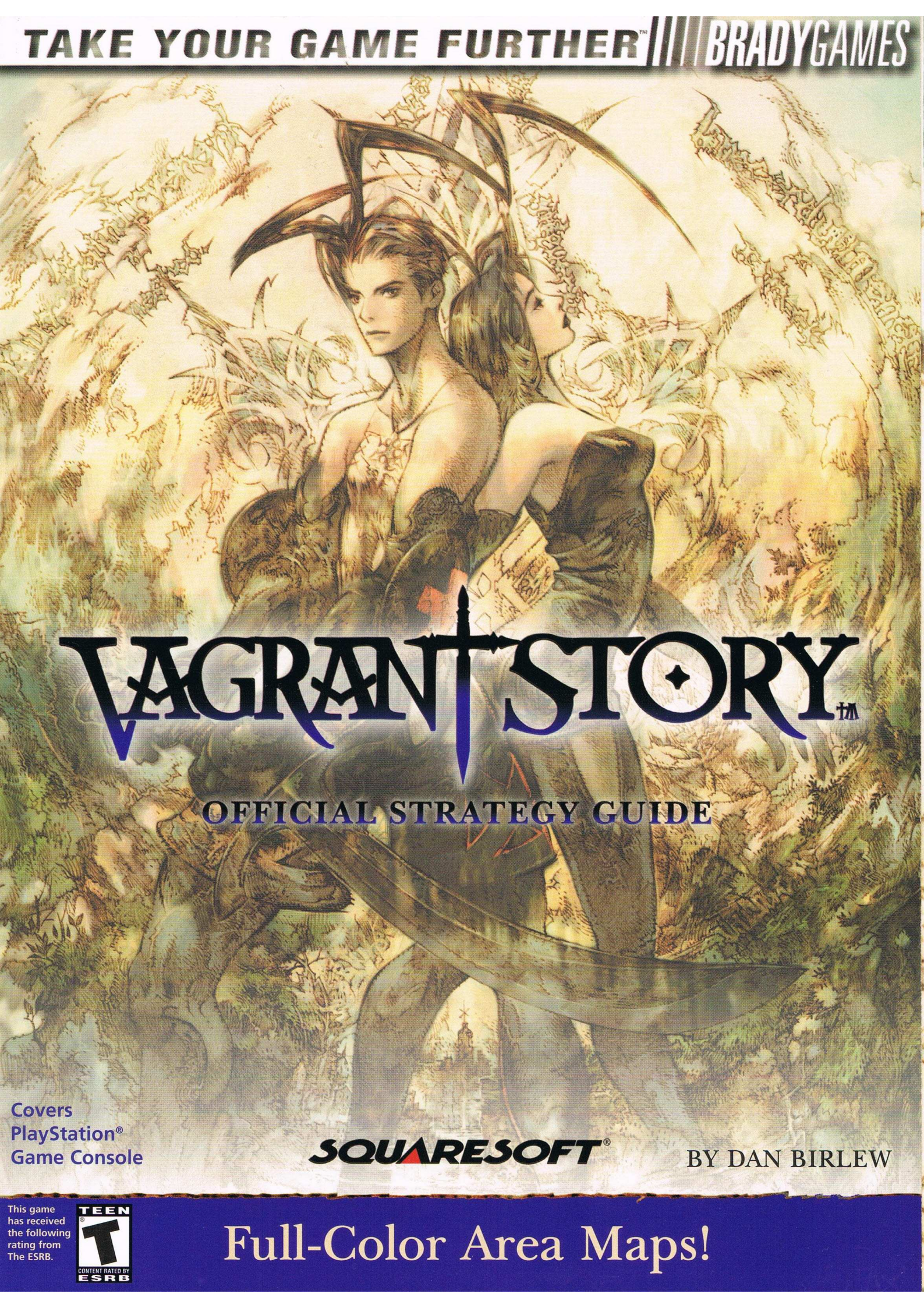


TAKE YOUR GAME FURTHER™ **BRADYGAMES**

The background of the cover is a detailed, painterly illustration. It depicts two characters: a man with long, dark hair and a woman with long, light-colored hair. They are both wearing elaborate, dark, gothic-style clothing. The man is looking towards the viewer with a serious expression, while the woman is looking slightly away. They are surrounded by a dense, ethereal forest with tall, thin trees and a soft, golden light filtering through the foliage. The overall style is reminiscent of classic Japanese role-playing game art.

VAGRANT STORY™

OFFICIAL STRATEGY GUIDE

SQUARESOFT®

BY DAN BIRLEW

Covers
PlayStation®
Game Console

This game
has received
the following
rating from
The ESRB.



Full-Color Area Maps!

VAGRANT STORY™



OFFICIAL STRATEGY GUIDE

BY DAN BIRLEW

SQUARESOFT®

VAGRANT STORY™ OFFICIAL STRATEGY GUIDE

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ABOUT THE AUTHOR

Dan Birlew lives in Burbank, California, with his wife of seven years, Laura. He is known on the Internet as President Evil, and maintains a website full of helpful online strategy guides called President Evil's Archive.

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I'd like to dedicate this book to the staff of BradyGAMES, who've done a really awesome job with the layout and look of my previous guides. To Tim and Leigh, who will go out of their way to help a guy who's about to throw his PC out the window. To Mark H. Walker, for providing some much-needed backup in a one-man infiltration operation. I'd like to thank my wife for being so supportive and understanding, as well as my family.

This book would not have been possible without the help of the talented folks at Squaresoft. In particular, we would like to thank Rick Thompson, Alaine Deleon, Patrick Cervantes, Mark Abarca, and Alan Deguzman. Your expert knowledge and assistance helped us immensely. Thanks!

CHARACTERS

For those venturing forth into the haunted halls of Leá Monde for the first time, knowing your allies and enemies is of exceptional importance. Only then can you determine how to approach them. Sometimes, it's difficult to tell...

Valendia Knights of the Peace (VKP)

An organization commanded by the Valendia National Council at Valnain, working publicly and undercover to keep peace in the country. The VKP is divided into several cells, each performing specific duties.



RISK BREAKER

This term is an alias for the agents of the Dangerous Criminal Task Force, a cell of the VKP. Risk Breakers perform covert operations to thwart the actions of serious criminal elements and individuals who threaten to undermine the social order. Risk Breakers are also rumored to be involved in the suppression of major incidents among statesmen and nobles. In addition, they have reinforced efforts to control public knowledge regarding such occurrences.

ASHLEY RIOT

VKP, Dangerous Criminal Task Force
Age: Late 20s

"Reinforcements? I am the reinforcements."

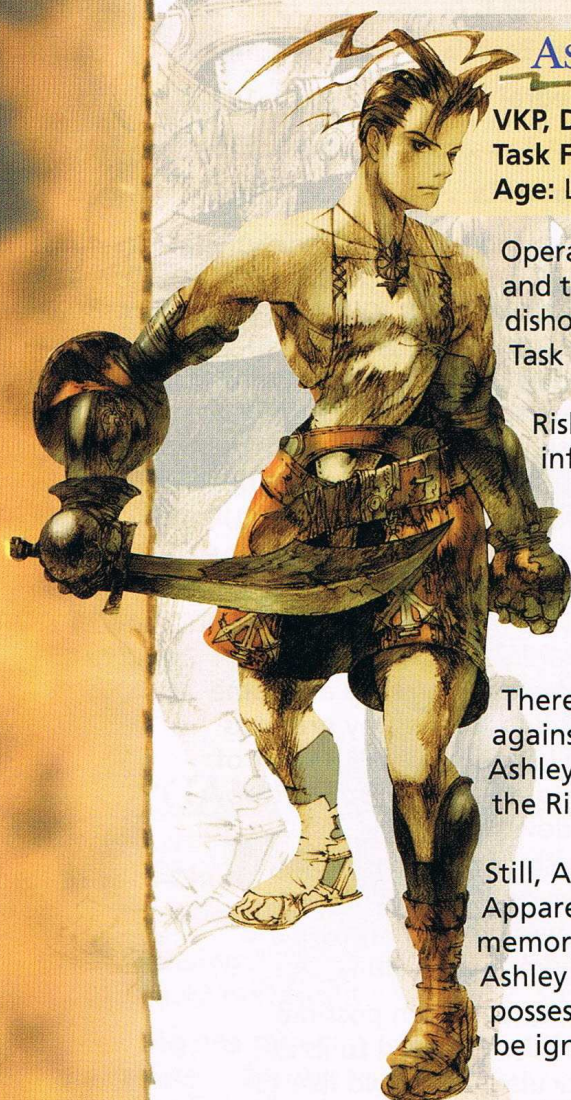
Operative Ashley Riot graduated from VKP Academy as valedictorian of his class and then performed as a top-notch soldier. His wife and child were slain by dishonorable soldiers, prompting him to transfer to the Dangerous Criminal Task Force, a.k.a. "Risk Breaker," the most dangerous cell of the VKP.

Risk Breakers conduct one-person investigations and operations, infiltrating into foreign crime syndicates and dangerous organizations. Working undercover for long periods of time, the individual is constantly at high risk. The margin of survival for most Risk Breaker missions stands at less than thirty percent.

There is also a high rate of assassination attempts against operatives, even between assignments. Ashley Riot has succeeded in multiple missions for the Risk Breakers, being one of the very few.

Still, Ashley has a past that haunts him. Apparently, he has blocked part of it from his memory. Inside the haunted halls of Leá Monde, Ashley remembers incredible powers that he once possessed. He finds that the truth can no longer be ignored.

Why is Leá Monde having such an effect on him? Is it really an ancient power dwelling within the city of evil, or is it all merely the tampering of Müllenkamp cult leader Sydney Losstarot?



CALLO MERLOSE

VKP, Information Analysis Unit

Age: 23

"Even if Sydney can see the past and clasp the truth, how are we to know if he speaks it?"

Callo operates within the VKP's Information Analysis Unit, a cell that collects information on noblemen and state-affiliated subjects. This unit is also rumored to be performing calculated spy maneuvers and analyses of physical and circumstantial evidence in efforts to aid criminal investigations of the VKP.

Awarded doctoral degrees in criminal psychology and religious theosophy, Callo specializes in analyzing the behavior and actions of cults and religious terrorists. Her previous work has merited the praise of veteran analysis officers. One of the youngest members of the Information Analysis Unit, Callo has the brightest future among all her peers.

Involved in the countermeasures during the invasion of Bardorba Manor, Callo is a driven and inquisitive young woman with a need to see this thing through, much like Ashley Riot.



Müllenkamp

The Müllenkamp cult is named after the high priestess of ancient times who is credited with engineering the construction of the city Leá Monde. The members are fanatically dedicated to their leader, Sydney Losstarot. Together, they have devoted their lives to inheriting Leá Monde's ancient legacy of power.

Presently, Leá Monde is a forgotten wasteland. However, something still lurks there; an evil force that shapes men's desires and bends individuals to the unspeakable will of evil. The members of Müllenkamp refer to this power as the "Dark."

No one can be certain whether these heretics are acting out of a sense of greed and wickedness or whether they are being influenced by an ancient evil. But one thing is abundantly apparent: they shall destroy any who might thwart their diabolical schemes.

SYDNEY LOSSTAROT

Leader, The Müllenkamp Cult

Age: Unknown (late 20s?)

"Most men complacently accept 'knowledge' as 'truth.' They are sheep, ruled by fear."

A charismatic and mysterious youth, Sydney leads the religious cult Müllenkamp. Losstarot is the prophet and messiah of the group, foretelling of their victory over Valendia and then the world. The tool by which he seeks to achieve this goal is an ancient power, entombed in the crumbling city. If Sydney can tap this dark resource, then the world will bow at his feet.

While many self-proclaimed prophets read the past and foretell the future, Sydney displays this ability with exceptional prowess. He can very accurately read people's minds and see into their pasts, with the intention of using these images and feelings to manipulate them. How he obtained this power is unknown. However, one thing is abundantly clear: Sydney's followers have devoted themselves to him "body and soul," and will gladly sacrifice themselves for the greater power of their master.

Inside Leá Monde, Sydney seems capable of bending the evil within the ruins to his will. Indeed, the very nature of evil itself appears to be at his disposal there. He can summon large monsters from the Underworld, creatures once thought to be purely mythical. He sets these fiends directly in Ashley's path, and they are ever so difficult to overcome.

Sydney seems to know something about Ashley's past. Indeed, the two seem to share a strange bond of mutual hatred and rage. The Müllenkamp leader enjoys Ashley's pursuit of him, likening it to a cat and mouse game. Did Sydney have some secret and ulterior motive for revealing himself to Ashley? How does he know so much about the Risk Breaker?



JOHN HARDIN

Müllenkamp Cult

Age: 29

"Show them who they're dealing with! Torch the chambers and kill the hostages!"

Hardin is a prominent member of the Müllenkamp Cult, but his personality is in strong contrast to Sydney's. He bears the stature of a nobleman, with a pleasant, open-minded personality. While this is so, the two are bonded by their sixth-sense abilities. Hardin possesses a power to see events occurring in the present, no matter how far away. Although Sydney is the official leader of Müllenkamp, he and Hardin are more like equals in their operation of the cult.

Hardin is a skilled swordsman, and strategically plotted the occupation of Bardorba's Manor. Hardin went into hiding with Joshua, the Duke's son, during the coup. He is now thought to be guarding the ducal heir deep within the ruins of Leá Monde, while Sydney is dealing with Ashley Riot and the other invaders, the Order of the Crimson Blade.



The Order of the Crimson Blade and The Knights of the Cross

The Knights of the Cross are a Christian extremist militia opposed to the Valendia Parliament in politics. Under the direct control of Cardinal Batistum, they seek to hunt down and slay heretics within the land, and to suppress any and all forms of evil. The stern zealot, Romeo Guildenstern, leads the squad known as the "Blades."



ROMEO GULDENSTERN

Captain, Knights of the Cross
Age: 34

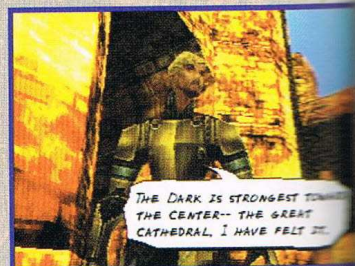
"The Dark is formless and invisible. It invades the body like a plague, an unseen visitor."

Never before has there been a greater misnomer. A cold and calculating soldier, Romeo is by no means a Shakespearean protagonist. His only true love has been his service to the Cardinal. He may see himself to be quite the hero and a romantic, but few others would be foolhardy enough to describe him that way. The only calling this man serves is the vicious indulgence of Christian justice.

The Order of the Crimson Blades is widely held to be the most fearsome lot of the Knights. Leading the "Blades," Guildenstern drove Müllenkamp out of Bardorba Manor. Has Guildenstern taken matters into his own hands? Romeo has led the Crimson Blades into what he considers "the city of evil," Leá Monde. Their directive is to slay the heretics and find Sydney Losstarot. The Blades are determined to cleanse the evil from the fallen city, and they arrive in great numbers.

Romeo will stop at nothing to achieve these goals firsthand. To him, the presence of VKP operatives is only an intrusion and an obstacle to be removed. He and the Blades will make Ashley's mission more than a little difficult.

Why has Guildenstern brought his men to Leá Monde without any authority? What is he truly after?





LADY SAMANTHA

Knights of the Cross,
Crimson Blades Order
Age: Late 20s

*"What is Sydney thinking?
Summoning evil beyond his
control... He fills his chalice with
poison, and savors it like wine!"*

In spite of her overwhelming beauty, Lady Samantha is a formidable fighter. She prefers to fight at the side of Guildenstern, and is hesitant to do otherwise. Could there be something more between Lady Samantha and the brash military leader?



FATHER DUANE

Ordained Priest,
Knights of the Cross,
Crimson Blades Order
Age: Mid 30s

*"I, for one, cannot leave this
accursed city soon enough."*

Rivaled in his zealotry only by his dear brother Grissom, Father Duane is a staunch Christian and firm believer in conversion by the sword. Although he is not an expert weapon master himself, he has taken to dabbling in the black arts, in the hopes of turning such powers into the will of good.



FATHER GRISSOM

Ordained Priest, Knights
of the Cross, Crimson
Blades Order
Age: Early 30s

*"We are prelates of the lord, scum.
We are not here to bend aught, we
are come to cleanse!"*

His hatred for Müllenkamp is probably greater than that of anyone else in the Order. Father Grissom's weapon skills make up for the lack of such in his brother, and his brutality is legendary.



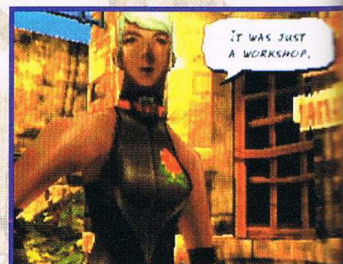
COMMANDER NEESA

**Military Commander, Order
Of The Crimson Blades**

Age: Late 20s

*"Lost your nerve? War is change.
We follow suit."*

Neesa has forgone the pleasures of an ordinary life in exchange for the glories of the battlefield. She is an extraordinary fighter, having learned many skills while serving in the Kingsguard. She is a close comrade of the mighty Sir Tieger, and the two are veterans of many campaigns.



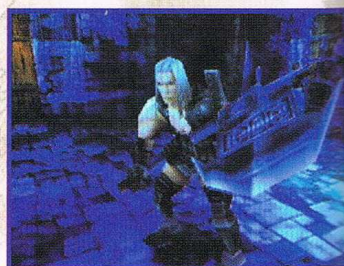
SIR TIEGER

**Military Commander, Order Of The
Crimson Blades**

Age: Mid 30s

"This will make a fine tomb for us..."

Tieger is a huge and savage-looking man, yet noble ideals and honor in combat are his mantras. Tieger fights along side Neesa, and the two share a mutual respect of each others' skills. He too commands the awesome Break Arts, indicating that he might have previously spent some time in the Kingsguard.



House of Bardorba

Ruling Graylands from Bardorba Manor, the Duke appropriated his realm through his heroism in days of glory. Now, as the health of the Duke deteriorates, the House of Bardorba is darkened by rumors of inner corruption and dark associations.

DUKE ALDOUS BYRON BARDORBA

Noble Ruler, House of
Bardorba
Age: 64

*"Am I fated to rot and wither, even as I
breathe...?"*

Bardorba is a member of the Valendia National Parliament, and once a hero who fought to end civil strife in Valendia. Commended for his bravery, Bardorba acquired land and quickly grew in prominence. Recently, he has withdrawn from the spotlight due to his failing health. From his deathbed, he continues to exercise formidable influence in the political arena of the land. The VKP has determined that he is secretly the financier of Müllenkamp. But is their information correct?

Sydney's group attacked the Duke's manor to steal something back from him, something they thought he might have. And still, the Duke has gone to vicious lengths to cover up Müllenkamp's involvement in the occupation. To the public, the burning of the manor now looks like the work of the Cardinal. Why would a man with such a noble history associate with known felons and diabolical cultists? What is the object that he took from them, which Sydney stormed his mansion to find? What has led him to such dark methods, such underhanded scheming?



JAN ROSENCRANTZ

Unknown

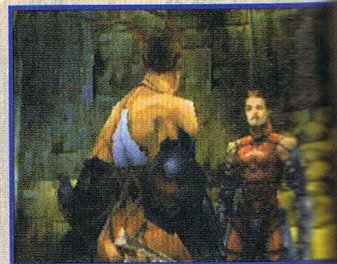
Age: late 20s

*"Yet you know nothing! Naught about
Leá Monde, Müllenkamp,
Sydney...Nothing at all!"*

This man follows Agent Riot into Leá Monde. It seems he is hired to rescue the Duke's son at all costs, but even that cannot be determined to be his true purpose.

When the two operatives meet in Leá Monde, Rosencrantz pretends to have been sent from the VKP. However, Agent Riot knows that the VKP would not send two agents into a situation, no matter how dire the need. Thus, these men will have a somewhat standoffish relationship. But the information Jan shares with Ashley, in spite of opposite affiliations, will prove invaluable.

The ancient abode of legend is a secret passion of Jan's; he has done private research on the evil fortress. Familiar with the lore, he can help Ashley determine what Sydney Losstarot and Müllenkamp are up to. He may also be able to deduct what is the source of Losstarot's new powers, to be able to summon and control such monsters.



JOSHUA BARDORBA

Heir to the House of
Bardorba
Age: 4

"I have to help my father..."

Joshua is a sweet and innocent young boy, and the heir to the House of Bardorba. Sired at a late age, Joshua is deeply treasured by his father. Unfortunately, the boy was kidnapped during Müllenkamp's siege of the Manor, and is the one hostage not released. Hardin took the young heir to Leá Monde on Sydney's order, and now the youth cannot be located within the evil city. Is it possible that a terrible fate has befallen the young squire?

Why has Sydney kidnapped Joshua? To ransom him for the object of Müllenkamp desires? Or to prevent the Duke from taking some form of action?



CHARACTER DESIGNER, AKIHIKO YOSHIDA

Akihiko Yoshida was born in 1967 and joined Square in 1995. His work includes *The Legend of Ogre Battle* (Character and Tarot Card Design), *Ogre Tactics* (Character Design and Background Art Direction), and *FINAL FANTASY Tactics* (Character Design).

MELEE COMBAT

Vagrant Story has one of the most complex combat systems ever incorporated into a game. However, with a few tips on what aspects of it to focus on, you should be running circles around the enemies (literally) and wiping out monsters like a freight train in no time.

Gameplay Modes

At any point in the game, Ashley is in one of two "modes:" Normal or Battle. The following sections describe each in detail.

NORMAL MODE

Normal Mode means that Ashley's hands are free, he can run more quickly, and he can lift heavy crates and roll stones around. He can manipulate levers, and leap up and grab tall ledges. When you run up to a low embankment, Ashley will automatically pull or push up onto it.

During Normal Mode, Ashley will slowly regain his Hit Points (HP) and Magic Points (MP), and his Risk Points will decrease. (Definitions of the aforementioned terms follow.) Essentially, if you want to bring Ashley back up to full power, all you have to do is stand in a safe spot for a few moments in Normal Mode.

BATTLE MODE

In this mode, Ashley is ready for combat. Battle Mode is engaged whenever you press the Battle Mode button (Circle button). If you have a weapon equipped, Ashley will quickly draw it; if not, Ashley will fight with his fists. Battle Mode is indicated in the upper-right corner of the screen.



During Battle Mode, Ashley regains Hit Points and Magic Points so slowly that it's like he's not recovering at all. Risk Points also decrease at the same terribly slow rate. In addition, he can only run half as fast and will not automatically climb low embankments. To counter this, you must press the Square button to jump. Ashley cannot grab high ledges nor lift boxes or push stones while in Battle Mode.

It's important to note the differences between these two modes, so that you can use them both to a tactical advantage. Just because you are faced with enemies doesn't mean you must have your weapon out. If you are in a "pit" with three or more enemies and you're getting creamed, you can avoid death by putting your weapon away and jumping up onto the nearest high ledge. If your enemies can't reach this ledge, then you can wait on the ledge until you regain both your HP and MP. If your Risk Points get too high, you won't be able to hit your enemies. You can take items to lower your Risk, but a less costly way is to find a safe spot, sheathe your weapon, and wait until Ashley calms down (easier said than done).

It's also helpful to note that whether you have your weapon drawn or not, you can open a door. This way, you can be ready for whatever hideous creature is in the next room.

Battle Control

When you see enemies, quite typically your first reaction will be to press the Circle button and enter Battle Mode. When in Battle Mode, pressing the Circle button again extends the "Battle Sphere" completely around Ashley. When the Battle Sphere is extended, the game sort of "freezes."

The Battle Sphere is a gauge that determines the range of the weapon Ashley is currently holding or the range of the magic he is about to cast. You can hit any target within this range. Targets include enemies, but also various objects in the surroundings, such as cubes or crates, levers, and sometimes doorstops.

If you open the Battle Sphere and nothing is within your range, press the Circle or X button to cancel. Press the X button twice to sheath your weapon and run away.

TIP

The Matrix

If you enjoyed the film *The Matrix*, you'll enjoy the fact that when you extend the Battle Sphere the action on-screen freezes. Then you can rotate the camera in either direction to get a better view of the distance between you and your enemy. Just press R1 or L1 while the Battle Sphere is open.



Hit Locations

Some enemies have only one target to hit, while others have targets for each of their limbs. For example, small enemies like Bats or Wolves only have one target, so the chance for landing a hit is really good. On the other hand, a human knight will have up to five targets: the head, the body, either arm or both legs. Each of these targets is called a **"Hit Location."**

When you extend the Battle Sphere and an opponent is well within your weapon's striking range, a list of Hit Locations appears on the side of the screen. You can move up or down through the list by moving the Left analog stick or by pressing the directional pad up or down. As you select each target, you will see statistics for each of the enemy's Hit Locations. Simply press the Circle button again to execute the attack on the selected Hit Location.



- 1.) **Hit Location List**—Shows the various targets that are within your range to strike.
- 2.) **HP**—The amount of Hit Points shown indicates the predicted amount of damage you will cause to the enemy by striking them at this Hit Location.
- 3.) **%**—The percentage number indicates the chance you have to actually land the blow.
- 4.) **Target**—Shows the number of hit locations that will be affected by the attack.
- 5.) **Infinity/Class**—This is an abbreviated description of the enemy you have targeted. The first abbreviation describes the kind of weapon or spell you're using; the next shows the kind of attack you will perform; and the third is the class of the creature you are fighting. Class is a very important aspect, because your weapon has different affinities for different enemy classes.



Critical Hits

Right out of the blue, you will occasionally strike a perfect hit on an enemy. The damage inflicted will sometimes amount to double what was predicted on the Hit Location screen. This is called a "Critical Hit."

The chance to score Critical Hits diminishes as your Risk Points increase.

HIT LOCATION STATUS CHANGES

Striking each Hit Location carries the possibility of changing the way enemies attack, and can benefit your gameplay in the long run.

If you score a Critical Hit on the legs or reduce them to Dying status, you will see the message "MOVE -50%" pop up on the enemy. This makes it more difficult for the enemy to run after you, so use this to your advantage.

Although you won't see messages pop up for other limbs, you can definitely reduce their abilities by repeatedly attacking them. Dying status inflicted on enemy arms, head or body will reduce the amount of damage they can cause back to you, and might negate any special attacks the enemy possesses.



ASHLEY'S HIT LOCATIONS

You will find that most enemies in *Vagrant Story* are very much your equal. Just as they have Hit Locations that can be affected with status changes, so too does Ashley. When the enemy strikes you will not see their Battle Sphere rise, nor will you realize which Hit Location they have targeted until they strike it. Do not be surprised to see Ashley's movement reduced by half when his legs are dying, or to see his attack power drop when his arms are in extremely bad condition.

In the first half of the game, you will notice that these status changes are gradual. One or two hits on an arm will take it from "Excellent" (Bright Blue) to "Good" (Green). Another hit takes it to "Average" (Yellow), and a few more hits takes it down to "Bad" (Orange) and then "Dying" (Red).

In the second half of the game, you will tangle with enemies that can take down Ashley from "Excellent" to "Bad" in a single, well-placed attack.

You can view status changes in the Status screen from the Main Menu. You can also gauge them by studying the silhouette figure of Ashley in the bottom-left corner of the gameplay screen. The different Hit Locations of Ashley's body will reflect their status by the same color-coding mentioned earlier.



Most of the time, the color-coding is meant as a visual battle aid indicating that Ashley is not attacking well because his arms are only in "Average" shape. However, when a part of the body goes to "Dying" status, significant changes occur. Abnormalities that must be cured immediately take effect:

Right Arm: Ashley attacks with most weapons in a right-handed fashion. Therefore, when his right arm reaches Dying status, his attack power drops by 50%.

Left Arm: If Ashley can block an attack, he will do so with his left arm. This is the arm that a shield is equipped on, if possible. When Dying, his left arm's ability to parry attacks will drop 50%.

Head: Ashley loses the ability to speak if his head is Dying, so he also loses the ability to cast spells.

Body: A Dying torso increases Ashley's RISK to 200%. At this terrible rate, he can't recover HP and MP normally, even in Normal Mode. His Risk Points continue to build even when the Battle Sphere is open, and also when he is in Normal Mode.

Legs: Dying legs make it difficult to run. Movement is reduced to 50%.

Raising the affected location from Dying to Bad condition can cure most of these status changes. You can accomplish this by using healing magic or curative items.

Some enemies have special attacks that enable them to inflict Ashley with Poison, Silence, Numbness, and a number of other conditions. You can also heal these effects by using magic or certain items.

Special Attacks—Status Changes

Affliction	Symptom
Poison	Causes HP to drop every few seconds; HP will not regenerate, even in Normal Mode.
Silence	Cannot cast spells.
Numbness	Cannot run.
Paralysis	Cannot attack.
STR Down	Cannot hit with usual accuracy or force.
INT Down	Chance to cast spells reduced.
AGL Down	Cannot evade at usual rate.
STR	STR, INT, and AGL all drop.
Armor Down	Armor and weapons reduced in effectiveness.

While enemies can cause your status to change through spells or attacks, you can reverse these by using specialized items such as Yggdrasil's Tears (cures Paralysis) or Faerie Chortles (cures Poison). Also, by casting a spell on yourself that raises an ability, you will reverse a negative status change. For example, an enemy casts Degenerate on you, lowering your Strength. By casting Herakles upon yourself, you will not only negate the enemy's spell, but increase Ashley's strength greater than normal. As you progress in the game, you will also become able to inflict negative status changes on enemies.

For a more complete explanation of status abnormalities and their remedies, refer to the "Status" section of the Quick Manual built right into the game.



Risk Points

Now it's finally time for details about Risk Points.

Basically, Risk Points measure Ashley's combat abilities. "RISK ZERO" means that Ashley is calm, collected, and in charge of the situation, just the way someone who belongs to the Risk Breakers should be. When RISK runs high, Ashley becomes panicked or fearful, and his fighting abilities suffer as a result.

Risk Points accumulate during battle. A low amount of Risk Points is good, while a high amount is bad. Each time Ashley strikes an opponent, the attack adds a predetermined amount to the total Risk Points. Inversely, Risk Points are added each time Ashley is struck, regardless of if he takes damage or parries the blow.

As Risk Points increase, Ashley becomes less likely to attack or defend effectively. You will notice the effects of Risk on Ashley when you open the Battle Sphere while an opponent is within range and you see that the percentage chance to damage each Hit Location has dropped. The amount of damage you can cause will also drop.

The basic concept is to keep Risk as low as possible, so as to shorten battles and decrease the amount of damage taken.

A high Risk has only one benefit: Heal Spells are *more effective* when Risk is high.

There are several ways to lower Risk. Sheathing your weapon is one. By changing from Battle Mode to Normal Mode, your Risk will decrease at a faster rate. As mentioned earlier, you don't always have to bear your weapon when enemies are around.

Vera items also lower Risk. Vera Roots lower Risk by 25 points, Vera Bulbs by 50, and Vera Potions wipe it out entirely. Yet these items are scarce in the labyrinthine corridors of Leá Monde, so use them very wisely. Try to utilize Ashley's natural ability to lower Risk, by switching from Battle Mode to Normal Mode often, even in the face of enemies. Only pull out your weapon when you're close to targets, where the chances of causing more damage are greater.

There is one instance when Risk Points will accumulate during Normal Mode instead of drop. This occurs when Ashley's body has been afflicted with the 200% RISK status change.

Battle Abilities

During the first portion of the game, Ashley will attack only once each time you open the Battle Sphere and target an enemy's location. But it gets better.

After the fight with the Minotaur in the Wine Cellars, the Dark powers of Leá Monde force Ashley to remember his Battle Abilities. The reason he forgot them is something of a mystery, to be solved later in the game.

Battle Abilities enable Ashley to attack and defend with power. There are two general types of Battle Abilities: Chain Abilities and Defense Abilities.

Chain Abilities let you string together a virtually ceaseless line of attacks on a single hit location. To do this, you merely assign Chain Abilities to the Square, Triangle, and Circle buttons. When an enemy gets within range, open the Battle Sphere, select a hit location, and then keep pressing the three Chain Ability buttons until your enemy drops dead. Note, however, that you *cannot* push the same button twice in a row.

Defense Abilities enable you to protect yourself from various kinds of attacks. These abilities will protect you from fire, water, air and affinity-based attacks. You can also reflect damage back at your enemy, negate some or all of the damage received, or convert damage taken into MP or a RISK deduction. How about that! You can assign three Defense Abilities to the Square, Triangle, and Circle buttons. You can use only one each time an enemy attacks.



Defense or Counterstrike?

Sometimes, you'll find that your Defense Abilities are the greatest weapon against major enemies. This is especially true when the only way you can strike them is to reflect back a portion of the physical or magical damage they cause to you.

USING/OBTAINING ABILITIES

The key to success with Battle Abilities is to get really good at pressing the assigned buttons at just the right moment. The exact moment is when a large exclamation mark (!) appears over Ashley's head.

To trigger Chain Abilities, you must push any of the three assigned buttons at the exact moment Ashley lands a blow on an enemy. Owners of PlayStation Dual-Shock controllers will be able to accomplish this more easily, because each hit registers with a vibration.

Ashley has a specific move he does for each Chain Ability, dependent on the type of weapon he is using. Some moves entail an over-the-head bludgeoning, and others are a stab-and-draw kind of move. The same moves, performed with a lighter weapon such as a staff, will be quick little jabs. The transition may be difficult to make, but you should keep practicing with various weapon types in order to get all of the Break Arts. Memorize the patterns in which he swings each weapon type, and you'll master infinite chains in no time!

While Chains will make it easier to kill the more frequent enemies, it's not wise to use them extensively on the Bosses. Because these titans take more hits to kill, you can unnecessarily raise your RISK if you're not careful.

You can only chain together attacks on an enemy as long as the enemy has Hit Points. Even if the enemy dies on the first hit, try to use another Chain Ability anyway. You'll get the point, even if the enemy was killed on the last blow.

Chain Abilities are the greatest way to attain affinities toward enemy classes on your weapons. This is explained more fully later in the book, but here's how it works: Ashley becomes more powerful only gradually; his real growth potential lies in his weapons. As you continually strike an enemy of a class, your weapon's affinity for that class becomes greater. As your class affinities on a weapon become greater, you can kill that class of enemy more effectively. Chain Abilities accelerate this growth. As you continue to add Chain attacks to your original blow, you will

gain class affinity points more quickly than with shorter Chains. Thus, if you hit an enemy twelve times in a row, you are more likely going to get bonus class points than if you hit them three times in a row.

Even if your Chain attacks miss or get blocked, you will get points toward new abilities, and your class ranks will grow as you continue to string together a long chain of attacks.

With Defense Abilities, you must watch your enemies very carefully and press the button just as their attack lands. Against magical attacks, the enemy can sometimes take a very long moment to prepare the spell to use against you. The best way to use Defense Abilities against magical attacks is to watch Ashley's head rather than your enemy's movement. At the exact moment the exclamation mark appears over Ashley's head, press a Defense Ability button to counter the blow.

You also gain or lose class affinities and elemental affinities on your armor each time you are struck by a certain class of enemy. Your chance to increase your affinity against that type of monster is greater with the successful use of Defense Abilities.

THE RISK FACTOR

Each Chain or Defense Ability adds points to your total Risk. Thus, if you string together 20 hits on an enemy, your Risk will increase by at least 20 points. Because most Chain Abilities cost three or four points, it becomes obvious that using Chain Attacks sends your Risk through the roof!

If you can string together 20 or more Chain Abilities, then you'll gain a lot of abilities very quickly. However, after five or six Chains, your Risk will be so high that you won't cause much damage to your enemy.

The truth is, it's best to use Chain Attacks against the run-of-the-mill enemies you find everywhere and not the large Boss monsters who are more difficult to kill. Otherwise, you'll be using Vera Roots like they're going out of style!

NEW ABILITIES

Each time you use a Chain or Defense Ability, you accumulate 1 point toward recalling more abilities. So, if you manage to string together 20 Chain Attacks, that's 20 points.

You must accumulate more and more points to continue gaining more Battle Abilities. Levels are set to determine how many points you must gain to be offered a new Chain or Defense Ability. To see how many points you need to be offered a new Ability, refer to the Battle Abilities Menu.

It is essential to your growth as a *Vagrant Story* player to seek as many Battle Abilities as possible. Many of them are essential to certain Boss fights.

Your initial attack against any enemy also gives you one point toward new Battle Abilities.



Chain Abilities

Name	Information	Risk Cost
Heavy Shot	Inflicts an amount of additional damage equal to 70% of damage dealt.	1
Gain Life	Regenerates an amount of HP equal to 30% of damage dealt.	2
Mind Assault	Reduces enemy MP by an amount equal to 30% of damage dealt.	1
Gain Magic	Regenerates an amount of Ashley's MP equal to 30% of damage dealt.	2
Raging Ache	Inflicts an amount of damage equal to 10% of the damage foe has sustained.	1
Mind Ache	Reduces foe's MP by an amount equal to 20% of the MP Ashley has used.	1
Temper	Inflicts an additional 40% of damage on enemy and repairs a small amount of weapon DP.	2
Crimson Pain	Inflicts an additional 100% of damage on foe and deals 30% of base damage to Ashley.	2

Name	Information	Risk Cost
Instill	Inflicts an additional damage equal to 10% of damage dealt and adds that amount to weapon PP.	1
Phantom Pain	Inflicts additional damage equal to the total accumulated Phantom Points in Ashley's weapon.	3
Paralysis Pulse	Adds Paralysis to attack.	3
Numbing Claw	Adds Numbness to attack.	3
Chilling Impact	Adds Silence to attack.	3
Snake Venom	Adds Poison to attack.	3

Defense Abilities

Name	Information	Risk Cost
Ward	Prevents Paralysis and Numbness.	1
Siphon Soul	Adds 50% of the MP used in enemy's magical attack to Ashley's MP. Effective vs. magical attack.	6
Reflect Magic	Reflects 40% of damage; does not reduce damage received. Effective vs. magical attacks.	2
Reflect Damage	Reflects 40% of damage; does not reduce damage received. Effective vs. non-magical attacks.	2
Absorb Magic	Reduces damage received by 20%. Effective vs. magical attacks.	4
Absorb Damage	Reduces damage received by 20%. Effective vs. non-magical attacks	4
Impact Guard	Reduces physical damage by 50%.	4
Wind Break	Reduces Air-affinity damage by 50%.	4
Fireproof	Reduces Fire-affinity damage by 50%.	4
Terra Ward	Reduces Earth-affinity damage by 50%.	4
Aqua Ward	Reduces Water-affinity damage by 50%.	4
Shadow Guard	Reduces Light-affinity damage by 50%.	4
Demonscale	Reduces Dark-affinity damage by 50%.	4
Phantom Shield	Uses the accumulated Phantom Points in Ashley's shield to counter an equal amount of damage	6



Other Helpful Tactics

The following are some helpful tactics to keep in mind:

- You don't need to face an enemy to attack its Hit Locations. For example, a good tactic is to run away from an enemy, and then quickly open the Battle Sphere. Target an area on the enemy and execute, and Ashley will automatically turn and attack. However, your chances to hit are probably slightly lower if you're running away.
- Hitting an enemy from behind slightly raises the chances to hit and the amount of minimum damage you'll inflict.
- The body and the head are the most easily defended parts of the body. However, if you attack the arms and legs a few times, your chance to hit the vital central area increases, because the enemy becomes less capable of blocking with weakened limbs.
- The part of the body with the highest HP is the most vulnerable. Yet in most cases, it is also the first place that the opponent will defend. Thus, it will have the lowest chance to hit. Target other areas first, and then sneak-attack their vulnerable spot.
- Creatures that use special attacks or deathblows often require lots of space to execute these attacks upon you. If you get in tight quarters when fighting, they won't be able to use their special attacks.
- You can have a weapon that has a great affinity against the class of enemy you face, and you STILL won't cause serious damage! These enemies will always need to be softened up with Degenerate spells. If they are somehow immune to magic, then boost your weapon with the Prostasia spell.
- Defense Abilities are sometimes a better weapon against an enemy than any weapon you possess. If this is the case, sheathe your weapon and fight in Normal Mode with Defense Abilities. By doing so, you are at least 40% as powerful as your opponent, rather than 3%. Because Defense Abilities usually cost a lot of RISK to use, staying in Normal Mode will increase the success rate of your abilities, and helps Ashley stay calm and focused.
- The longer you stay in Battle Mode, the more Phantom Points you lose on your weapon. Only take your weapon out when you intend to use it.

Raising Skill Levels

The following are some effective ways of raising Skill Levels:

- To attack more effectively, you must raise Ashley's abilities such as Strength, Intelligence, and Agility, as well as his HP and MP.
- There are many items found in Leá Monde called Elixirs that will raise an ability when taken. Many times, you will receive these items after defeating Bosses.
- Remember that armor and shields that are equipped on Ashley at the time will prevent these items from having full effect. Remove shields and armor from him prior to taking these potions, so as to achieve the best bonus.
- Also, you will have the chance to raise one random statistic by spinning the wheel of fate after each Boss fight.
- Make sure you equip the best armor and accessories available. Remember that it's better to wear nothing at all on your feet, for example, if the only shoes you have bear a negative Class or Affinity versus the type of enemy you are facing.
- Work at raising the affinities on your weapons, which is detailed next.



ITEMS

The key to winning the battle lies in the proper management of the items you find in Léa Monde. The equipment you have determines how well you do in battles, and how long you can last. The way to improve your character is to find new items, and also to improve upon the items you already have.

Damage Points (DP)

The more Damage Points you have, the more resilient is your item. Damage Points are reduced through frequent usage, representing wear and tear. When your Damage Points reach zero, the item basically becomes ineffective.

There are two ways to increase DP on items: by repairing all the items you are carrying in a Workshop, or through the use of Chain Abilities that raise DP as they strike enemies. The latter is often the better to use, because the repair of a weapon lowers Phantom Points by an equal number. For example, if a sword is 50 DP shy of maximum and you repair it, the PP will be lowered by 50 points. However, if you have no PP on a weapon, it will be repaired anyhow. PP are not required to repair a weapon.

Phantom Points (PP)

The more Phantom Points you have, the more "Dark power" your weapon has absorbed from the enemies it has slain. You can only damage some titans and enemies by a weapon when PP is at maximum. Zero PP does not render a weapon ineffective.

PP increases on a weapon as you use it to kill more enemies. There are Chain and Defense Abilities that help to raise PP more quickly.

PP decreases over time the longer Ashley remains in Battle Mode. Thus, it is extremely important to keep your weapons sheathed as much as possible, even during the long Boss fights. PP also decreases when a weapon is repaired. However many points your weapons is shy of maximum in DP, when you repair the weapon, your PP will be lowered by that amount.

NOTE

A weapon is in prime combat condition when both Damage Points and Phantom Points are at maximum.

Class

Items such as weapons, shields, and armor each have several pages of statistics that determine how the item will perform in combat.

The first page of statistics for an item pertains to specific enemy Class, such as Human, Beast, Undead, Phantom, Dragon, or Evil. The Class of the item is a measure of how good the piece is versus the different Classes. Thus, an item with a Human Class of 30 is better to use against Humans than an item with a Human Class of 10.

Weapon Class rises as you attack enemies; Armor and Shield Class rises as the enemy pummels you with blows. Thus, in both cases, a higher Class on any item means that the piece will help you fight enemies.

Affinities

The second page of statistics concerns the various types of Affinities that the item is capable of using in an attack, such as Physical, Air, Fire, Earth, Water, Light or Dark. Many attacks that enemies perform are Affinity-based, such as Fire Breath or Dark Chant. In this case, if you have a high Fire or Dark Affinity on an item, then it will be particularly good to use in battle.

There are also some monsters that are "made of" or are "particular to" one Affinity. You will encounter Fire Elementals, Air Elementals, Dark Elementals, etc. In these instances, you will want to use a weapon that has a strong Affinity of the *opposite* of the creature.

A Physical attack is one of sheer brute force, and has no opposite. Fire, Earth, Air or Water Affinities indicate that the weapon attacks with magical or elemental properties, being stronger against creatures of the *opposite* Affinity. Fire is good against Water enemies, Earth is good against Air enemies, Light is good against Dark enemies, and vice versa for all. The higher the opposite Affinity, the stronger.

You can raise Affinities by using the weapon against the opposite Affinity of an enemy. For example, by using a weapon against a Fire Elemental, the Water Affinity on the weapon will rise.

However, with shields and armor, they must be strong in the same Affinity to block an attack. For example, when a Dragon uses Flame Breath against you, your shield and armor will only be helpful if they each bear a high Fire Affinity. The more you are pummeled with Fire-based attacks, the more your Fire Affinity will rise.

BALANCING CLASS AND AFFINITIES

As you use items, Class and Affinities will grow from repeated encounters with similar enemies. However, as you raise one Class or Affinity, others will fall.

The Classes are arranged on the item status page in a specific order. The stronger Classes are at the top, and the weaker ones at the bottom. The exception is that Evil is stronger than Human. As you repeatedly use a weapon or armor against a certain Class, that Class will rise while the Class directly under it will fall. For example, if you continually attack Humans with a weapon, your Beast Class will drop. If you attack Evil often, your Human Class will drop.

The same holds true with Affinities. As you attack Fire-based creatures with a weapon, your Water Affinity will rise (Fire rises against Water; Light rises against Dark, Dark against Light; Air against Earth, Earth against Air). This is the balance of the universe in *Vagrant Story*.

This balancing of Class and Affinities on an item brings about the need to specialize equipment for use against specific Classes or Affinities of monsters.

Specialize one weapon for one Class or Affinity. This method provides the player with the greatest advantage in *Vagrant Story*. You have eight inventory spaces to carry weapons, yet in any given area you will only encounter two or three Classes of enemies. Therefore, you only need to carry two or three weapons, each with a high Class ranking against one enemy type. For example, using the walkthrough in this guide, you can determine before entering the Catacombs area that you will mostly encounter Beasts, Undead, and on one occasion, Dragons. So take one weapon to use against each Class you will face.

The same holds true for Affinity. When entering the Abandoned Mines, you can see by the Monster List at the beginning of the section that you will encounter Beasts, Humans, Dragons, and a Fire-based creature. Three require Class-strong weapons, while the last needs a Water-Affinity weapon. You still have plenty of spaces to carry weapons to use against all these creatures in your inventory.

In the heat of combat, don't forget your Class and Affinities specialization. You will often encounter multiple enemy Class and Affinity types in the same room. Use your Beast weapon against the Beast. Steer clear of the Humans until you have slain the Beast and gained Class points. Then quickly equip your Human-slaying weapon, and go after the other enemies.

When one Class becomes incredibly high, usage against *any* other Class might bring down the high statistic, unless it is the Class directly below on the ranking. So, if you have a weapon that has a perfect Class of 99 against Humans, usage against a Beast can't bring down the Human Class.



On the other hand, usage against Humans will continue to lower the Beast Class. Repeated usage against Undead could possibly drop the Human Class, even though the two Classes are somewhat far apart in ranking. This is because the weapon is unbalanced; it is now dedicated entirely to the destruction of Humans and some Beasts.

It is possible to carry eight weapons at the same time, each with a perfect score against one Class or Affinity. So you can't cover *all* Classes and Affinities at the same time, but you can cover most.

Titles

As you progress further into the game, you'll notice that the items you pick up are not just "armor" or "weapon," but are also called "Brave," "Knightly," "Warrior's" or "Champion's." This kind of title indicates that the item has already been used frequently, and has gained prestige. The item will add greater bonuses than the same item with a lesser title.

Blade Types

The third page of statistics for an item pertains to Blades. Each and every weapon of any type has a Blade. The Blade determines how the instrument will land against the foe, either by slicing them with an edge, piercing them with a point, or by bludgeoning them with a blunt end.

For Armor and Shields, it's easy: the three numbers indicate how well the item will protect you against the different Blade types. If one of the three numbers is higher, then the item is best when the enemy tries to hit you with that type of blade. If the number is zero, then the item is of no help at all. You need to achieve a balance of defenses against all types of blades by equipping different pieces of armor all over the body, each strong against a different Blade type.

For weapons, the Blade numbers indicate the sharpness or quality of the Blade, in conjunction with the Grip. Only one number pertains: This is the one number that is highlighted. The other two darkened numbers show what added potential the Grip would apply to another Blade type. For example, if you have an Edged Sword, and its Edged number is 6 but the Piercing number is 10, this indicates that the Grip would be better suited to a Piercing blade. You should disassemble the weapon and recombine it with a better Grip the next time you're in a Workshop.

When recombining Grips and Blades, the weapon's attack strength or attack intelligence may drop, but your chances to land a hit on your foes with the weapon will be better. The difference will be slight at first; the big differences really apply to Hagane and Damascus weapons.

The type of Blade indicates what kind of Armor it can damage. Most types of enemies can defend better against one type of weapon, dependant upon their Armor type. Thus, if your enemy is wearing Armor that is effective versus Piercing weapons, you need to use Edged or Blunt weapons to strike more effectively.

If you're repeatedly striking an enemy and missing, or only causing very little damage, switch to another type of Blade and you'll probably do much better.

You cannot improve Blades by use. You can only do so by recombining the Blade with a better Grip.

Constructing Weapons

To master *Vagrant Story*, learning to build weapons is essential. Many times, you will find a weapon with a bad Blade-Grip combination. For example, a Grip that is attached to a Piercing Blade would be better off assembled with an Edged Blade. How do you know? The Edged statistic on the Piercing weapon is higher than the Piercing statistic. This information is on the third page of statistics for a weapon. When you recombine the Piercing Blade with a grip that has a higher Piercing value, the weapon will have a higher chance to strike creatures that aren't protected against Piercing weapons.

Sometimes, recombining Blades and Grips will lower the Attack Strength bonus of the weapon from the previous combination. This can't be helped; you'll inflict slightly less damage, but you'll hit more often, even when RISK is higher. It's a trade-off.

You can attach Gems to some Grips. If you have a weapon with decent Class or Affinity but no slots for Gems, you can improve these rates greatly by recombining the weapon with a Gem-holding Grip. Then attach a Gem that will boost your Class or Affinity toward certain enemies.

For example, let's say you're having trouble killing a cluster of the Cardinal's Knights. The weapon you're trying to use only has a Class of 5 against Humans. By recombining the Blade of this weapon with a Grip that has a Gem slot, you can then attach the Haeralis and have a Class of 20 versus Humans. Now go skirmish with those Knights, and you'll have no problem!


WORKSHOPS

Scattered throughout Leá Monde are weapon shops where the best craftsmen in the land passed on their skills to eager young apprentices. Although Leá Monde is no longer the center of commerce it once was, these "Workshops" still stand, and you can make weapons in them.

As a member of the VKP, Ashley Riot has the skills to build weapons in these shops. It's just a matter of finding a Workshop with the proper equipment.

You can assemble and repair weapons in any Workshop. But at any time, Ashley has the abilities to disassemble weapons, rename them, or add Gems.

COMBINING BLADES

You can combine Blades, but only in Workshops where the equipment necessary to combine the materials is available. As soon as you enter the Workshop, a message will appear at the bottom of the screen indicating the materials you can combine. If you have the information screen option switched off, there is usually a sign hanging on a wall inside that you can read by pressing the  button.

Each Workshop is different, so it's important to remember what materials can be combined where. Backtracking may be required to combine certain materials, so try to do it when you're in the vicinity of the Workshop the first time.

Blades are best combined to create a single weapon with a strong Class and a strong Affinity. For example, combining a Blade with a high Dragon Class with a Blade that has a formidable Water Affinity creates a single weapon that can be used more effectively against Dragons. Likewise, combining a Blade with a high Phantom Class with a Water Affinity Blade is necessary to defeat a Fire Elemental.

NOTE

All stats may be lowered or increased slightly when Blades are combined, but you can easily raise the Class and Affinity again through use.

Break Arts

Break Arts are another way to use weapons to their full potential. These are powerful attacks where Ashley sacrifices a certain amount of HP to perform a powerful assault. These attacks are Blade-type specific, meaning that Sword Break Arts can only be learned and used on a one-handed Sword. Likewise, you can only learn and use Great Sword Break Arts on two-handed Great Swords.

Break Arts may be ineffective against certain titans and Bosses. Make sure that the HP sacrifice is worth it, especially if the damage possible is no greater than a normal attack.

ACQUIRING BREAK ARTS

Each enemy you kill or defeat gives you one point toward learning Break Arts. Points do not transfer between Blade types, meaning that points gained on a Sword do not apply to a Great Sword.

Break Arts are slow to learn. To acquire many Break Arts, you must defeat the game several times, replaying *Vagrant Story* for all it's worth.

Break Arts

Name	Weapon	Description	HP Cost
Rending Gale	Sword	Launches a sonic wave to shred the foe to pieces. Affinity: As weapon/Type: Piercing	25
Vile Scar	Sword	Forms a poisonous cloud to choke the enemy. Affinity: As weapon/Type: Edged	40
Cherry Ronde	Sword	Encases both blade and foe in an icy sheath. Affinity: Water/Type: Edged	55
Papillion Reel	Sword	Calls heavenly light down into the blade. Affinity: Light/Type: Edged	75
Sunder	Great Sword	Focused energies cut the life from foe. Affinity: As weapon/Type: Edged	25
Thunderwave	Great Sword	Paralyzes foe with a damaging strike. Affinity: Air/Type: Edged	40
Swallow Slash	Great Sword	A quick snap of the blade deals double damage. Affinity: As weapon/Type: Edged	55
Mistral Edge	Axe & Mace	Whips a stunning sheet of air at foe. Affinity: As weapon/Type: Blunt	25
Sirocco	Staff	Searing hot winds and wildfire engulf foe. Affinity: Fire/Type: Blunt	25
Riskbreak	Staff	Focused blow that deals damage and reduces RISK. Affinity: As weapon/Type: Piercing	40
Gravis Aether	Staff	Solidifies aether to crush foe. Affinity: Earth/Type: Blunt	55
Trinity Pulse	Staff	Crushes foe with a triad of shock waves. Affinity: As weapon/Type: Blunt	75
Brimstone Hail	Bow	Unleashes the fury of the Dark to damage foe. Affinity: Fire & Dark/Type: Piercing	25
Heaven's Scorn	Bow	The half becomes a conduit for heaven's light. Affinity: Air & Light/Type: Piercing	40
Death Wait	Bow	Fires a bolt of pure demonic energy. Affinity: Earth & Dark/Type: Piercing	55
Sanctus Flare	Bow	Channels the power of the dragons of light. Affinity: Water & Light/Type: Piercing	75
Bear Claw	Great Axe	Smashes foe with a luminescent downward strike. Affinity: As weapon/Type: Blunt	25
Accursed Umbra	Great Axe	Curses foe with a damaging strike. Affinity: As weapon/Type: Blunt	40

Blades

You can break down all the weapons in Leá Monde into parts: the Blade, the Grip, and any Gems that might be attached to it. A weapon is only the sum of these parts, no matter what it is named.

Lists of Blades, Grips and Gems are absolutely vital to winning *Vagrant Story*. Therefore, to list all of the complete weapons you find would be redundant. So many weapons are merely combinations of other weapons. What is important to study and have access to are the statistics for the individual pieces, and that's what you'll find here. Use this information to determine the strengths and weaknesses of the weapons you find, and to determine if the parts would be better off recombined. The Walkthrough provides several suggestions for recombining Blades, but in fact, the possibilities are endless.

The combination process of the game is specific enough that you can preview the weapon before you approve of the changes. You should recombine items very slowly, thinking about what you're doing as you go. There will be plenty of replays to become a seasoned weapon maker; you don't have to get it right the first time. If you don't like what you see, simply press the X button to back out of the menus; *especially* before melting Blades together.

Blade Materials

All weapons have different Class and Affinity bonuses and handicaps because of the different materials used. For this reason, weapons in *Vagrant Story* must be classified according to material *and* type. They must be broken down this way to be listed with efficiency.

Each weapon starts off with essentially the same Class and Affinity bonuses or handicaps, depending on the type of material from which the blade is made.

BRONZE WEAPONS

The most frequent and the most sturdy material. Bronze weapons have good attack power, but lack in Class and Affinities. The heavy weight of bronze weapons reduces Agility.

Bronze Weapon Classes & Affinities

Class	Affinity
Human	-1
Beast	-1
Undead	-2
Phantom	-1
Dragon	-1
Evil	-5
Physical	8
Air	5
Fire	5
Earth	-3
Water	-3
Light	2
Dark	2

IRON WEAPONS

Stronger material, less heavy. Good to use against the living, but less effective against the Undead.

Iron Weapon Classes & Affinities

Class	Affinity
Human	1
Beast	1
Undead	-2
Phantom	1
Dragon	1
Evil	0
Physical	10
Air	0
Fire	4
Earth	4
Water	0
Light	1
Dark	1

SILVER WEAPONS

Highly valuable material with mystic qualities. Extremely useful against the Undead and the spectral; poor versus the living.

Silver Weapon Classes & Affinities

Class	Affinity
Human	0
Beast	0
Undead	20
Phantom	15
Dragon	0
Evil	5
Physical	5
Air	5
Fire	5
Earth	5
Water	5
Light	20
Dark	-5

HAGANE WEAPONS

Hagane is another word for steel. Strong and durable, these are the weapons you want to acquire. With a more balanced Blade, Hagane weapons have high value in combat and are good against the living and the dead.

Hagane Weapon Classes & Affinities

Class	Affinity
Human	5
Beast	5
Undead	1
Phantom	0
Dragon	5
Evil	5
Physical	14
Air	-3
Fire	-3
Earth	5
Water	5
Light	5
Dark	5



DAMASCUS WEAPONS

Rare and difficult to find, the ancient and mysterious material known as Damascus was forged only in Leá Monde. It is the strongest and deadliest material in the game. You can only find most Damascus weapons when playing from a Clear Game, usually by attacking fierce new monsters that appear on your second trip through. Damascus is especially strong against Evil creatures.



Damascus Weapon Classes & Affinities

Class	Affinity
Human	10
Beast	10
Undead	-2
Phantom	0
Dragon	10
Evil	10
Physical	20
Air	5
Fire	5
Earth	5
Water	5
Light	-10
Dark	10

DAGGERS

Daggers are small, hand-held knives good for short-range fighting. They are lightning quick, but don't carry the same threat as swords and axes. Daggers are Edged or Piercing weapons only.

Most daggers you find are made of better materials, which give them more solidity than the more powerful swords made of lesser quality metals. Daggers will also be the first items you find to have magical or elemental Affinity properties.

Daggers

Name	Type	Matter	DP	PP	Range	Risk	Atk/STR	Atk/INT	AGL
Battle Knife	Edged	Iron	133	100	1	1	8	1	-2
Cinquedea	Piercing	Iron	123	75	1	1	18	1	-3
Dirk	Edged	Hagane	134	90	1	1	10	2	-2
Kudi	Edged	Hagane	130	80	1	1	18	2	-3
Kukuri	Edged	Hagane	130	80	1	1	18	2	-3
Baselard	Edged	Hagane	120	55	2	1	28	2	-2
Scramasax	Piercing	Silver	106	95	1	1	9	1	-1
Baselard	Edged	Silver	90	55	2	1	25	1	-2
Kudi	Edged	Silver	100	80	1	1	15	1	-1
Kris	Piercing	Damascus	136	70	1	1	24	3	-2

SWORDS

These are one-handed, Edged or Piercing weapons that are good in most types of combat. They are also easy to equip with a shield. Swords provide a good middle-ground in fighting. They're neither too heavy nor too light, with a decent range to fight any human-sized or smaller foe.

Swords (One-Handed)

Name	Type	Matter	DP	PP	Range	Risk	Atk/STR	Atk/INT	AGL
Armsman	Edged	Bronze	126	136	3	1	9	1	-3
Blade	Piercing	Bronze	124	132	3	1	11	1	-3
Execution	Edged	Bronze	116	116	3	2	19	1	-5
Blade	Piercing	Iron	139	132	3	1	13	1	-3
Blade	Edged	Iron	135	124	3	1	17	1	-4
Blade	Edged	Silver	108	120	3	1	18	1	-3
Execution	Edged	Silver	106	116	3	2	20	1	-4
Armsman	Edged	Hagane	134	136	3	1	13	2	-2
Great Sword	Edged	Hagane	142	128	3	1	17	2	-3
Blade	Edged	Hagane	140	124	3	1	19	2	-3
Blade	Edged	Hagane	138	120	3	1	21	2	-3
Execution	Edged	Hagane	136	116	3	2	23	2	-4
Blade	Edged	Hagane	132	108	3	2	27	2	-4
Blade	Edged	Hagane	135	113	3	2	29	2	-5

GREAT SWORDS

Great Swords are large and intimidating Edged weapons. They lack the precision or grace of their smaller counterparts, but their massive weight carries more cutting strength. Their range is also greatly improved.

Great Swords (Two-Handed)

Name	Type	Matter	DP	PP	Range	Risk	Atk/STR	Atk/INT	AGL
Great Sword	Edged	Bronze	133	120	4	1	12	1	-4
Blade	Edged	Iron	143	92	4	2	26	1	-6
Blade	Edged	Iron	142	85	4	2	29	1	-6
Blade	Edged	Hagane	151	106	4	1	22	2	-4
Blade	Edged	Hagane	145	104	4	2	31	2	-5
Great Sword	Edged	Hagane	146	78	4	2	33	2	-5
Executioner	Edged	Damascus	159	99	4	1	27	3	-4

AXES & MACES

Axes are one-handed Edged weapons, good for chopping limbs and hacking bone. Their range may be just slightly better, but their attack power suffers due to the shorter Blade width.

Maces are one-handed Blunt instruments, good for smacking around your foes. Without sharpness they don't wound as easily. However, they smash through armor and shields and are more difficult to defend against.

Axes & Maces (One-Handed)

Name	Type	Matter	DP	PP	Range	Risk	Atk/STR	Atk/INT	AGL
Hand Axe	Edged	Bronze	114	130	3	1	8	1	-3
Francisca	Edged	Iron	126	118	3	1	14	1	-4
Tabar	Edged	Silver	97	100	3	2	22	1	-4
Chamkaq	Edged	Hagane	128	106	3	1	22	2	-4
Tabar	Edged	Hagane	127	100	3	2	25	2	-4
Bullova	Edged	Hagane	126	94	3	2	28	2	-5
Goblin Club	Blunt	Iron	118	128	3	1	10	1	-3
Spiked Mace	Blunt	Iron	114	110	3	1	17	1	-4
Goblin Club	Blunt	Iron	118	128	3	1	10	1	-3
Goblin Club	Blunt	Hagane	123	128	3	1	13	4	-4
Morning Star	Blunt	Hagane	117	104	3	1	22	2	-4
War Hammer	Blunt	Hagane	116	98	3	2	25	2	-4
Bec de Corbin	Blunt	Hagane	114	92	3	2	28	2	-5
Bec de Corbin	Blunt	Damascus	124	92	3	2	30	3	-5

GREAT AXES

Great Axes are larger than normal, two-handed Edged weapons. Their range and attack power are unrivaled on the whole, but their large size and weight make them difficult and slow to swing.

Great Axes (Two-Handed)

Name	Type	Matter	DP	PP	Range	Risk	Atk/STR	Atk/INT	AGL
Guisarme	Edged	Bronze	115	110	4	1	13	1	-4
Balbriggan	Edged	Bronze	110	83	4	2	27	1	-6
Sabre Halbred	Edged	Iron	127	92	4	2	28	7	-5
Balbriggan	Edged	Iron	125	83	4	2	29	1	-6
Double Blade	Edged	Silver	98	74	4	3	33	1	-5
Guisarme	Edged	Hagane	119	107	4	1	17	2	-3
Large Crescent	Edged	Hagane	134	101	4	1	21	2	-4
Balbriggan	Edged	Hagane	130	83	4	2	31	2	-5
Double Blade	Edged	Hagane	128	74	4	3	36	2	-5
Halberd	Edged	Hagane	130	80	4	3	41	2	-6

HEAVY MACES

Heavy Maces are gigantic mallets or clubs with heavy hitting power and great sturdiness. On the down side, they are ungraceful and really difficult to wield.

Heavy Maces (Two-Handed)

Name	Type	Matter	DP	PP	Range	Risk	Atk/STR	Atk/INT	AGL
Langdebeve	Blunt	Bronze	191	124	4	1	12	1	-4
Sabre Mace	Blunt	Hagane	202	116	4	1	20	2	-4
Footman's Mace	Blunt	Hagane	193	108	4	2	25	2	-4
Wjolinir	Blunt	Hagane	176	92	4	2	33	2	-5
Griever	Blunt	Hagane	168	84	4	3	38	2	-6

STAVES

While the staff is hardly the most deadly combat weapon, you can swing and spin it like the wind. Speed and accuracy are ensured.

Staves (One-Handed)

Name	Type	Matter	DP	PP	Range	Risk	Atk/STR	Atk/INT	AGL
Summoner Baton	Blunt	Iron	93	160	2	1	7	16	-4
Wizard Staff	Blunt	Silver	73	190	2	1	4	6	-2
Summoner Baton	Blunt	Silver	68	160	2	1	6	16	-3
Bishop's Crossier	Blunt	Silver	63	130	3	1	8	26	-4
Wizard Staff	Blunt	Hagane	103	190	2	1	7	7	-2
Clergy Rod	Blunt	Hagane	100	175	2	1	8	12	-2
Shamanic Staff	Blunt	Hagane	97	167	3	1	10	22	-3

CROSSBOWS

These are two-handed Piercing or Blunt weapons that fire bolts. Their range and strength are fantastic, but they are of weaker construction and wear down in DP more quickly.

Crossbows (Two-Handed)

Name	Type	Matter	DP	PP	Range	Risk	Atk/STR	Atk/INT	AGL
Gastroph Bow	Piercing	Bronze	66	150	9	2	11	1	-4
Target Bow	Blunt	Iron	77	130	9	2	17	1	-5
Windlass	Piercing	Iron	75	120	10	3	19	1	-5
Cranequin	Blunt	Iron	73	110	10	3	21	1	-5
Target Bow	Blunt	Hagane	82	130	9	2	19	2	-4

POLEARMS

Long, two-handed Piercing weapons, spears are great for poking tall or large enemies. They are effective at stabbing between Dragon scales and swatting Bats out of the air.

Polearms (Two-Handed)

Name	Type	Matter	DP	PP	Range	Risk	Atk/STR	Atk/INT	AGL
Spear	Piercing	Bronze	136	115	5	1	10	1	-4
Glaive	Edged	Bronze	134	109	5	1	12	1	-4
Spear	Piercing	Iron	151	115	5	1	12	1	-4
Corcesca	Piercing	Hagane	143	106	6	1	20	2	-4
Voulge	Edged	Hagane	141	70	5	3	32	2	-5
Pole Axe	Blunt	Hagane	138	61	6	3	34	2	-6
Voulge	Edged	Damascus	150	67	5	3	34	3	-5

Grips

Each weapon must have something to hold it by. The Grip attached to a Blade affects Ashley's performance with the weapon. You can determine the best Blade-Grip combo by accessing the third page of a weapon's statistics, where Blunt, Edged and Piercing statistics are shown. If a Grip attached to an Edged weapon has a higher Piercing rating, then the grip would more effectively optimize the performance of a Piercing Blade.

Watch for new types of Blades and Grips on weapons you find in chests, especially those that enable you to attach Gems to a weapon.

In the following table under the Type column, the sort of weapon the Grip can be used on is abbreviated.

Grip Type Key

Abbreviation	What It Means
DSG	Daggers/Swords/Great Swords
AMS	Axes/Maces/Staves
C	Crossbows
P	Polearms

Grips

Name	Type	Blunt	Edged	Piercing	Atk/STR	Atk/INT	AGL	Gem Slots
Short Hilt	DSG	0	4	1	1	0	-1	0
Swept Hilt	DSG	0	2	4	1	1	-1	0
Cross Guard	DSG	8	6	2	2	1	-1	1
Counter Guard	DSG	0	8	7	3	2	-2	1
Knuckle Guard	DSG	0	5	9	2	2	-2	2
Side Ring	DSG	10	12	10	3	3	-2	2
Power Palm	DSG	0	15	12	4	3	-3	3
Wooden Grip	AMS	5	1	0	1	0	-2	0
Czekan Type	AMS	8	4	0	2	1	-2	0
Sand Face	AMS	3	6	0	1	2	-2	1
Sarissa Grip	AMS	6	9	0	2	2	-3	1
Gendarme	AMS	13	5	0	3	2	-3	2
Runkasyle	AMS	17	7	0	4	3	-3	2
Grimoire Grip	AMS	21	9	0	1	8	-4	2
Bhuj Type	AMS	8	19	0	5	1	-4	3
Simple Bolt	C	1	0	10	1	0	-1	0
Steel Bolt	C	3	0	13	2	0	-1	1
Falarica Bolt	C	3	0	20	4	1	-1	1
Javelin Bolt	C	17	0	2	3	1	-1	1
Wooden Pole	P	11	0	1	1	0	-3	0
Winged Pole	P	2	6	16	3	2	-4	0
Spiculum Pole	P	2	12	4	2	1	-3	1
Framea Pole	P	16	4	10	4	3	-4	2

Shields

You can only equip shields on Ashley's left arm. Thus, you can only use them with one-handed weapons.

Shields gain Affinity points as you are attacked. As points increase, so does Ashley's chance to use the shield to block a certain type of attack, or an attack by a certain type of enemy.

You can equip some shields with Gems to boost their Affinities and protectiveness.

There are five types of shields: Wood, Bronze, Iron, Hagane, and Damascus. A shield made from any of these materials will start with the same Affinity bonuses and penalties. Each shield is different in regards to Damage Points, Phantom Points, Blade Affinities, and Ability Bonuses.

Thus, for each shield, consult the table for the material it is made of, as well as the table listing the shields by name.

Wood Shields

Class	Affinity
Human	0
Beast	0
Undead	0
Phantom	0
Dragon	0
Evil	0
Physical	4
Air	-6
Fire	8
Earth	8
Water	-6
Light	-4
Dark	-4

Bronze Shields

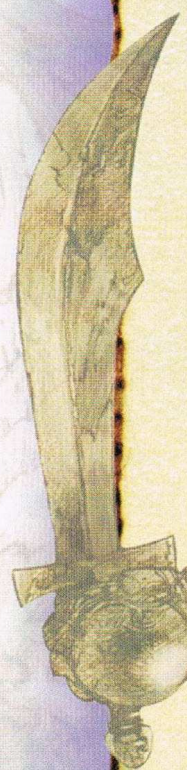
Class	Affinity
Human	-1
Beast	-1
Undead	-2
Phantom	-1
Dragon	-1
Evil	-5
Physical	8
Air	-5
Fire	-5
Earth	3
Water	3
Light	-2
Dark	-2

Iron Shields

Class	Affinity
Human	1
Beast	1
Undead	-2
Phantom	1
Dragon	1
Evil	0
Physical	10
Air	0
Fire	-4
Earth	-4
Water	0
Light	-1
Dark	-1

Silver Shields

Class	Affinity
Human	0
Beast	0
Undead	20
Phantom	15
Dragon	0
Evil	5
Physical	5
Air	-5
Fire	-5
Earth	-5
Water	-5
Light	-5
Dark	20



Hagane Shields

Class	Affinity
Human	5
Beast	5
Undead	1
Phantom	0
Dragon	5
Evil	5
Physical	14
Air	3
Fire	3
Earth	-5
Water	-5
Light	-5
Dark	-5

Damascus Shields

Class	Affinity
Human	10
Beast	10
Undead	-2
Phantom	0
Dragon	10
Evil	10
Physical	20
Air	-5
Fire	-5
Earth	-5
Water	-5
Light	20
Dark	-20

Name	Type	DP	PP	Blunt	Edged	Piercing	Def/STR	Def/INT	AGL	Gem slots
Buckler	Wood	54	200	10	0	0	6	9	-1	0
Pelta Shield	Wood	55	193	0	10	0	6	10	-1	1
Targe	Wood	56	186	0	0	10	7	10	-1	1
Targe	Bronze	71	186	0	0	10	8	5	-3	1
Quad Shield	Bronze	72	179	0	0	15	11	12	0	1
Circle Shield	Bronze	73	172	15	0	0	10	8	-3	1
Tower Shield	Bronze	74	165	0	0	20	16	15	-1	1
Pelta Shield	Iron	85	193	0	10	0	9	5	-3	1
Spiked Shield	Iron	91	158	12	0	0	16	12	-4	1
Tower Shield	Iron	89	165	0	0	20	18	15	-1	1
Round Shield	Silver	67	151	18	0	0	17	14	-3	2
Circle Shield	Hagane	93	172	15	0	0	15	15	1	1
Quad Shield	Hagane	92	179	0	0	15	15	15	13	1
Spiked Shield	Hagane	91	168	6	0	8	18	13	-3	1
Round Shield	Hagane	99	137	20	0	0	20	15	-2	2
Casserole Shield	Hagane	99	137	20	0	0	21	16	-3	2
Kite Shield	Hagane	98	144	0	20	0	25	23	3	2
Hoplite Shield	Hagane	103	109	25	10	0	27	26	4	3
Knight Shield	Hagane	102	116	0	25	0	24	20	-3	2
Circle Shield	Damascus	103	172	15	0	0	16	10	-2	1

Gems

Gems are truly the prizes of the game. Attaching Gems to shields and weapons boosts their Affinities toward certain types of enemies or attacks. A Gem on a weapon helps to attack better and a Gem on a shield increases the chances of evading attacks. You can only equip some gems on a weapon, while you can only attach some to a shield. Some can be equipped on either.

Gems also add bonuses to your strength, intelligence, and agility. Never leave a Gem unattached if possible. What can be the use in letting such a beneficial item sit stagnant?

Gems

Name	H	B	U	P	D	E	Phy	Air	Fire	Ear	Wtr	Lit	Drk	Str	Int	Agl
Braveheart	3	3	3	3	3	3	3	3	3	3	3	3	3	2	0	5
Increases the success rate of non-magical attacks by 20%. Must be equipped on a weapon.																
Locus	0	0	15	-3	-3	0	0	0	0	0	0	0	0	2	4	3
Jacinthe containing St. locus's Prayer. Slightly increases power against undead.																
Haeralis	15	-3	-3	0	0	0	0	0	0	0	0	0	0	2	4	3
Clear Sapphire with the power of Haeralis the Brave. Slightly increases power against Humans.																
Dragonite	-3	0	0	0	15	-3	0	0	0	0	0	0	0	2	4	3
Jasperine containing a dragon's power. Slightly increases power against Dragons.																
Salamander Ruby	0	0	0	0	0	0	0	0	15	0	-5	0	0	2	4	3
Ruby imbued with the power of the Salamanders. Slightly increases Fire Affinity.																
White Queen	3	3	3	3	3	3	3	3	3	3	3	3	0	0	1	
Increases the chance to evade "Numbness" by 20%. It must be equipped on a shield.																
Undine Jasper	0	0	0	0	0	0	0	0	-5	0	15	0	0	2	4	3
Jasper imbued with the power of the Undines. Slightly increases Water Affinity.																
Monabreaker	3	3	3	3	3	3	3	3	3	3	3	3	3	0	3	5
Increases the chance to evade magical attacks by 20%. It must be equipped on a shield.																
Orion	0	15	-3	-3	0	0	0	0	0	0	0	0	0	2	4	3
Black coral holding the hair of Orion the Beast. Slightly increases power against Beasts.																
Trinity	0	0	0	15	-3	-3	0	0	0	0	0	0	0	2	4	3
Jade contains the Nordic holy spirits. Slightly increases power against Phantoms.																
Morlock Jet	0	0	0	0	0	0	0	0	0	0	0	-5	15	2	4	3
Jet Stone sealed with Morlock's magical power. Slightly increases Dark Affinity.																
Glyphid Topaz	0	0	0	0	0	0	0	15	0	-5	0	0	0	2	4	3
Topaz imbued with the power of the Sylphs. Slightly increases Air Affinity.																
Gnome Emerald	0	0	0	0	0	0	0	-5	0	15	0	0	0	2	4	3
Emerald imbued with the power of the Gnomes. Slightly increases Earth Affinity.																
Talos Redspar	0	0	0	0	0	0	15	-3	-3	-3	-3	-3	-3	2	4	3
Redspar imbued with the dark powers of Talos. Slightly increases the power of direct attacks.																
Angel Pearl	0	0	0	0	0	0	0	0	0	0	0	15	-5	2	4	3
Pearl imbued with the power of the angels. Slightly increases Light Affinity.																
Demonia	-3	-3	0	0	0	15	0	0	0	0	0	0	0	2	4	3
Blood opal containing the blood of devils. Slightly increases power against Evil enemies.																
Nightkiller	3	3	3	3	3	3	3	3	3	3	3	3	3	2	0	5
Increases the chance to evade non-magical attacks by 20%. Must be equipped on a shield.																
Hellraiser	3	3	3	3	3	3	3	3	3	3	3	3	3	2	0	5
Increases the success rate of magic by 20%. It must be equipped on a shield.																
Titan Malachite	0	0	0	0	0	0	30	-7	-7	-7	-7	-7	-7	1	6	3
Malachite with a titan's soul bound inside. Increases the power of direct attacks.																
Jinni Amber	0	0	0	0	0	0	-5	30	-5	-10	-5	-5	-5	1	6	3
Amber imbued with the power of the Jinni. Increases Water Affinity.																



Name	H	B	U	P	D	E	Phy	Air	Fire	Ear	Wtr	Lit	Drk	Str	Int	Agl
Ifreet Carnelian	0	0	0	0	0	0	-5	-5	30	-5	-10	-5	-5	1	6	3
Carnelian imbued with the power of the Ifrits. Increases Fire Affinity.																
Dao Moonstone	0	0	0	0	0	0	-5	-10	-5	30	-5	-5	-5	1	6	3
Moonstone imbued with the power of the Daos. Increases Earth Affinity.																
Marid Aquamarine	0	0	0	0	0	0	-5	-5	-10	-5	30	-5	-5	1	6	3
Aquamarine imbued with the power of the Marids. Increases Water Affinity.																
Brainshield	3	3	3	3	3	3	3	3	3	3	3	3	3	0	0	1
Increases the chance to evade "INT-Down" by 20%. It must be equipped on a shield.																
Death Queen	3	3	3	3	3	3	3	3	3	3	3	3	3	0	0	1
Increases the chance to evade "Poison" by 20%. It must be equipped on a shield.																
White Queen	3	3	3	3	3	3	3	3	3	3	3	3	3	0	0	1
Increases the chance to evade "Numbness" by 20%. It must be equipped on a shield.																
Speedster	3	3	3	3	3	3	3	3	3	3	3	3	3	0	0	1
Increases the chance to evade "AGL-Down" by 20%. It must be equipped on a shield.																
Dark Queen	3	3	3	3	3	3	3	3	3	3	3	3	3	0	0	1
Increases the chance to evade "Paralysis" by 20%. It must be equipped on a shield.																
Silent Queen	3	3	3	3	3	3	3	3	3	3	3	3	3	0	0	1
Increases the chance to evade "Silent" by 20%. It must be equipped on a shield.																
Polaris	0	0	0	0	0	0	20	20	-10	20	-10	-10	-10	-3	12	0
An artificial malachite made by the ancient Kildeans, named after a legendary knight.																
Powerfist	3	3	3	3	3	3	3	3	3	3	3	3	3	0	0	1
Increases chance to evade "STR-down" by 20%. It must be equipped on a shield.																
Orlandu	30	-6	-6	-3	-3	-3	0	0	0	0	0	0	0	1	6	3
Actinolite containing a fragment of Orlandu's skeleton. Increases power against Humans.																
Ogmios	-3	30	-6	-6	-3	-3	0	0	0	0	0	0	0	1	6	3
Amethyst containing Ogmios the Guardian's soul. Increases power against Beasts.																
Balvus	-3	-3	30	-6	-6	-3	0	0	0	0	0	0	0	1	6	3
Chiastrite containing the ashes of Balvus. Increases power against Undead.																
Beowulf	-3	-3	-3	30	-6	-6	0	0	0	0	0	0	0	1	6	3
Armandine holding Beowulf the Great's hair. Increases power against Phantoms.																

Armor

Armor protects you from the various attacks you will be submitted to in *Vagrant Story*. As a certain class of enemy continually attacks you, your Affinity versus that type of monster will rise on your armor. Thus, your armor will improve as you are attacked more continually. Your Affinity against the type of attack the enemy uses will also rise categorically.

Your armor protects against the effects of the various trap panels in the game. Stepping on a trap panel will not help to raise an Affinity. So don't think you can continually walk over the same trap again and again to raise an Affinity. The same thing applies to stepping on beneficial traps. Heal Panels and Cure Panels will have less effect when you are wearing armor.

Armor also prevents the full effects of restorative magic and items. You should only use Elixirs to boost stats after removing all of your armor.

At some point in the game, you should determine to stick with certain pieces of armor, so that you can raise their Affinities against enemies. By doing so, the tougher Bosses won't be able to damage you as much. The decision to stick with a certain armor piece can be a difficult one, since new pieces of armor come along that have great Affinities against one class or type of attack.

Successful use of Defense Abilities greatly increases the rate at which your armor gains Affinity Points.

Armor is made of different types of materials: Leather, Bronze, Iron, Hagane, and Damascus. The material that the armor is made of determines its original Affinity bonuses and penalties. However, each armor piece is unique in regards to Damage Points, Phantom Points, Blade Affinities, and ability bonuses.

Thus, for each armor piece, consult the table for the material it is made of, as well as the table listing the armor by name.

Pieces of armor that come with a title, such as "Brave," "Knightly," "Warrior's," "Champion's," etc. all have unique statistics that set them apart from other pieces made of the same material. Since the possible variations are quite endless, it would be extremely difficult to catalog them all.

Leather Armor

Class	Affinity
Human	0
Beast	0
Undead	0
Phantom	0
Dragon	0
Evil	0
Physical	2
Air	5
Fire	5
Earth	-1
Water	-1
Light	-5
Dark	-5

Wood Armor

Class	Affinity
Human	0
Beast	0
Undead	0
Phantom	0
Dragon	0
Evil	0
Physical	4
Air	-6
Fire	8
Earth	8
Water	-6
Light	-4
Dark	-4

Bronze Armor

Class	Affinity
Human	-1
Beast	-1
Undead	-2
Phantom	-1
Dragon	-1
Evil	-5
Physical	8
Air	-5
Fire	-5
Earth	3
Water	3
Light	-2
Dark	-2

Iron Armor

Class	Affinity
Human	1
Beast	1
Undead	-2
Phantom	1
Dragon	1
Evil	0
Physical	10
Air	0
Fire	-4
Earth	-4
Water	0
Light	-1
Dark	-1



Silver Armor

Class	Affinity
Human	0
Beast	0
Undead	20
Phantom	15
Dragon	0
Evil	5
Physical	5
Air	-5
Fire	-5
Earth	-5
Water	-5
Light	-5
Dark	20

Hagane Armor

Class	Affinity
Human	5
Beast	5
Undead	1
Phantom	0
Dragon	5
Evil	5
Physical	14
Air	3
Fire	3
Earth	-5
Water	-5
Light	-5
Dark	-5

Damascus Armor

Class	Affinity
Human	10
Beast	10
Undead	-2
Phantom	0
Dragon	10
Evil	10
Physical	20
Air	-5
Fire	-5
Earth	-5
Water	-5
Light	20
Dark	-20



Armor

Name	Type	DP	Blunt	Edged	Piercing	Def/STR	Def/INT	AGL
Bandana	Leather Helms	38	0	0	0	1	8	0
Bear Mask	Leather Helms	39	2	0	0	2	9	0
Bone Helm	Leather Helms	41	0	2	0	2	8	-1
Jerkin	Leather Breast Armor	55	1	1	0	5	10	0
Cuirass	Leather Breast Armor	61	3	0	0	7	13	0
Bandage	Leather Gloves	34	1	0	0	1	13	0
Leather Glove	Leather Gloves	35	3	0	0	2	9	0
Reinforced Glove	Leather Gloves	37	5	0	3	2	9	0
Sandals	Leather Leggings	41	0	0	0	1	12	0
Long Boots	Leather Leggings	46	2	2	2	2	10	0
Spangenhelm	Bronze Helms	73	1	1	1	5	6	-3
Chain Coif	Bronze Helms	72	2	3	0	5	6	-3
Banded Mail	Bronze Breast Armor	93	0	0	3	10	9	-3
Ring Mail	Bronze Breast Armor	95	0	3	5	9	13	-3

Name	Type	DP	Blunt	Edged	Piercing	Def/STR	Def/INT	AGL
Ring Sleeves	Bronze Gloves	70	0	3	0	6	6	-3
Bronze Knuckles	Bronze Gloves	68	0	1	5	5	6	-2
Ring Leggings	Bronze Leggings	83	4	3	0	7	7	-3
Chain Sleeve	Bronze Gloves	71	0	4	0	6	7	-3
Gallet	Iron Helms	90	1	3	3	9	7	-3
Casquet	Iron Helms	89	2	2	2	8	6	-3
Spangenhelm	Iron Helms	80	1	1	1	7	6	-3
Barbut	Iron Helms	91	5	0	5	10	8	-3
Basinet	Iron Helms	92	7	3	5	11	9	-3
Breastplate	Iron Breast Armor	114	8	0	8	15	13	-4
Ring Mail	Iron Breast Armor	110	0	3	5	11	13	-3
Banded Mail	Iron Breast Armor	108	0	0	3	12	9	-3
Chain Mail	Iron Breast Armor	112	5	5	0	13	13	-3
Breastplate	Iron Breast Armor	114	8	0	8	15	13	-4
Segmentata	Iron Breast Armor	116	10	8	5	17	14	-3
Scale Armor	Iron Breast Armor	118	0	5	10	19	16	-3
Brigandine	Iron Breast Armor	120	5	10	0	21	19	-4
Chain Leggings	Iron Leggings	101	5	4	0	10	8	-3
Huskampf	Iron Leggings	103	5	0	8	11	9	-3
Missaglia	Iron Leggings	111	12	12	12	14	12	-5
Iron Knuckles	Iron Gloves	83	0	1	5	7	6	-2
Chain Sleeve	Iron Gloves	86	0	4	0	8	7	-3
Armbrace	Iron Gloves	89	0	5	10	10	8	-3
Tit Glove	Iron Gloves	94	12	12	12	12	10	-5
Barbut	Silver Helm	66	5	0	5	9	8	-2
Armet	Silver Helm	68	4	6	4	11	10	-3
Plate Glove	Silver Glove	66	5	6	7	10	9	-2
Burgonet	Hagane Helms	100	7	7	7	16	13	-3
Stone Helm	Hagane Helms	91	0	2	0	8	5	-2
Chain Coif	Hagane Helms	92	2	3	0	9	7	-2
Spangenhelm	Hagane Helms	93	1	1	1	9	7	-2
Gallet	Hagane Helms	95	1	3	3	11	8	-2
Basinet	Hagane Helms	97	7	3	5	13	10	-2
Armet	Hagane Helms	98	4	6	4	14	11	-3
Close Helm	Hagane Helms	92	5	2	4	15	12	-3
Burgonet	Hagane Helms	100	7	7	7	16	13	-3
Breastplate	Hagane Breast Armor	119	8	0	8	17	14	-3
Scale Armor	Hagane Breast Armor	123	0	5	10	21	17	-2
Brigandine	Hagane Breast Armor	113	4	5	9	23	20	-3
Ring Leggings	Hagane Leggings	103	4	3	0	11	8	-2
Huskampf	Hagane Leggings	108	5	0	8	13	10	-2
Limbeau	Hagane Leggings	103	4	2	4	15	12	-3
Huted Leggings	Hagane Leggings	111	5	7	8	18	14	-3
Chain Sleeve	Hagane Glove	91	0	4	0	10	8	-2
Armbrace	Hagane Glove	94	0	5	10	12	9	-2
Plate Glove	Hagane Glove	96	5	6	7	13	10	-2
Rondache	Hagane Glove	97	8	6	0	14	11	-2
Gauntlet	Hagane Glove	93	7	4	4	11	8	-2

Accessories

Accessories include necklaces, rings, and other pieces of jewelry that can be worn in addition to Ashley's armor. These items are Affinity specific, providing protection against certain types of magical attacks. Most accessories boost the wearer's intelligence, thus enabling the person to cast spells with a higher success rate.

Accessories

Name	H	B	U	P	D	E	PHY	AIR	FIRE	EAR	WTR	LIT	DRK	BLN	EDG	PRC	STR	INT	AGL
Rood Necklace	0	0	5	-5	-5	5	5	0	0	0	0	5	-5	0	0	0	0	1	0
Necklace with the rood of the locus Priesthood. Once owned by Tia.																			
Salamander Ring	0	0	0	0	0	0	0	0	15	0	-10	0	0	10	0	5	3	3	0
Ring imbued with the essence of a salamander fire spirit.																			
Sylphid Ring	0	0	0	0	0	0	0	15	0	-10	0	0	0	5	15	10	3	3	0
Ring imbued with the essence of a sylph air spirit.																			
Swan Song	0	15	-5	-5	0	0	0	0	0	0	0	0	0	5	15	10	3	3	0
Brooch a poverty-stricken craftsman made for his wife. Lauded for its quality after his death.																			
Agales Chain	-5	-5	0	0	0	15	0	0	0	0	0	0	0	0	10	0	3	3	0
Necklace forged to torment Agales, the duke of the Underworld, by the great sage Solomon.																			
Titan's Ring	15	-5	-5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Ring worn by the titans of legend, large enough to be used as a bracelet by mortals.																			
Gnome Bracelet	0	0	0	0	0	0	0	-10	0	15	0	0	0	0	5	15	3	3	0
Bracelet imbued with an earth spirit.																			
Pushpaka	0	30	-12	-12	0	0	0	0	0	0	0	0	0	10	0	5	5	5	1
Earring made in legendary times to communicate with the Pegasi drawing the chariot "Pushpaka."																			
Undine Bracelet	0	0	0	0	0	0	0	0	-10	0	15	0	0	5	10	5	3	3	0
Arm bracelet imbued with the essence of an undine water spirit.																			
Lionhead	0	0	0	0	0	0	15	0	0	0	0	0	0	0	10	15	3	3	0
Necklace with a lion's head motif.																			
Aqlisia's Balm	0	0	0	0	0	0	0	0	0	0	0	15	-10	0	10	15	3	3	0
Balm used by the great warrior queen Aglisia as told in the Tale of the 12 Courts.																			
Ghost Hound	0	0	0	15	-5	-5	0	0	0	0	0	0	0	0	5	15	3	3	0
Armlet imbued with the vain ambition of those whose names the storytellers do not sing.																			
Rune Earrings	0	0	0	10	-10	10	0	10	10	10	10	10	10	0	0	-10	0	3	1
Silver earrings engraved with ancient Kildean lettering.																			
Edgar's Earrings	0	0	15	-5	-5	0	0	0	0	0	0	0	0	10	0	5	3	3	0
Earring possessed by a demon-wight won by the great necromancer Edgar.																			
Diadra's Earring	0	0	0	0	0	0	0	0	0	0	0	-25	30	5	15	5	5	5	1
Earring favored by the famed beauty Diadra, who was fated to bring sadness and ruin.																			

Elixirs, Potions, Roots, and Bulbs

These are items that benefit Ashley when used or taken. They are kept in the final section of his inventory. You can quickly access this inventory during battle by using the L2 Shortcut Menu.

Roots are the weakest forms of any curative items, followed by stronger Bulbs, even stronger Tonics, and finally Potions, which will restore Ashley completely in some way. The stronger they are, the harder they are to acquire. So use everything wisely, and save the strongest items for the end of the game.

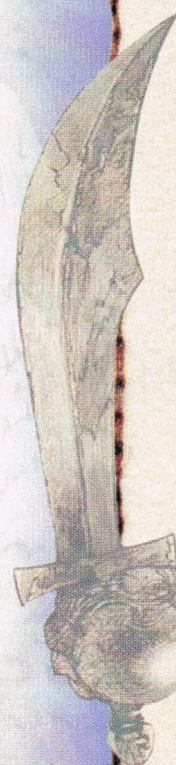
Elixirs are a type of potion that permanently raises one of Ashley's abilities. They all have fancy names so use their description to determine which stats an Elixir will raise.

Other items have very specific uses, to cure status abnormalities that Ashley may experience, due to the attacks of enemies or traps.

All restorative items and Elixirs are hampered in their usage by Ashley's armor. To experience the full effect of any of these items, remove Ashley's armor before using them. These items also work more effectively when RISK is high.

Elixirs, Potions, Roots, and Bulbs

Name	Description and Use
Cure Root	Roots of an herb that restores strength. Restores 50 HP.
Cure Bulb	Bulbs of an herb that restores strength. Restores 100 HP.
Cure Tonic	Extract of an herb that restores strength. Restores 150 HP.
Cure Potion	Potion made from an herb that restores strength. Restores all HP.
Mana Root	Roots of an herb that restores mental acuity. Recharges MP by 25 Points.
Mana Bulb	Bulbs of an herb that restores mental acuity. Recharges MP by 50 Points.
Mana Tonic	Extract of an herb that restores mental acuity. Recharges MP by 100 Points.
Mana Potion	Herbal potion that restores mental acuity. Recharges all MP.
Vera Root	Roots of an herb that restores concentration, lowers RISK by 25 points.
Vera Bulb	Bulbs of an herb that restores concentration, lowers RISK by 50 points.
Vera Tonic	Extract of an herb that restores concentration, lowers RISK by 75 points.
Vera Potion	Potion made from an herb that restores concentration. Clears RISK.
Acolyte's Nostrum	Nostrum used by the acolytes in Leá Monde. Restores 100 HP and MP.
Saint's Nostrum	The nostrum that a high priest received from the heavens. Restores all HP and MP.
Alchemist's Reagent	An experimental potion made by Valnain's alchemists. Restores 25 HP; lowers RISK by 25 points.
Sorcerer's Reagent	Reagent made by sorcerers in ancient times. Restores 50 HP, lowers RISK by 50 points.
Yggdrasil's Tears	Extract of Yggdrasil known to heal status abnormalities. Cures "Paralysis."
Faerie Chortle	Made by the Faerie King as a remedy for use in battle against serpents. Cures "Poison."
Spirit Orison	Pellets made from flower petals and dried yak livers. Cures "Numbness."
Angelic Paeon	A talisman bearing the icon of St. Iocus. Cures "Curse."
Panacea	Potion made with odd bits of herbs. Cures "Paralysis," "Poison," and "Numbness."
Snowfly Draught	Potion made of dried snowfly wings. Cancels magical effects cast on target.
Faerie Wing	Powder that faeries use to accelerate movement and improve jumps temporarily.
Eye of Argon	Temporarily enables you to see traps set in the room.
Elixir of Queens	Elixir given to soldiers by Leá Monde's monks in ancient times. Adds a few points of HP.
Elixir of Kings	Elixir used by the first king of Valendia. Adds a few points of STR.
Elixir of Mages	Elixir the mages of Leá Monde once used. Adds a few points of MP.
Elixir of Sages	Elixir given to St. Iocus by the Seven Wisemen of Ologo. Adds a few points of INT.
Elixir of Dragoons	Elixir used by the dragoons. Adds a few points of AGL.
Valens	A Leá Monde red wine with a delicate, yet robust flavor. (STR up)
Prudens	The most elegant red wine, with a gentle flavor and bouquet. (INT up)
Volare	A Leá Monde white wine known for its honey-like fragrance. (AGL up)
Virtus	A sparkling wine made from a blend of three grapes. (MP up)
Audentia	A Leá Monde quality sweet wine allowed to age to perfection. (HP up)



GRIMOIRES

The way to acquire and use magic spells is through Grimoires (pronounced "grim-wars"). These are magical tomes you will find in Leá Monde. Each book contains one new spell.

First, you must learn the spell by using the Grimoire as an item. Open your Item Menu through the Main Menu or the L2 Quick Menu. Select the new Grimoire, and then use it if you can. You can learn Shaman spells immediately, because the target of the spell is Ashley. You can only learn Warlock, Enchanter, and some Sorcerer spells when there are enemies or certain objects in the area, because you must have a target to cast the spell upon. Once you use a Grimoire, the spell is yours to cast at your desire.

To cast spells in combat, use the shortcut buttons on the Quick Menu (L2). Enemies will always freeze while you are casting a spell.

The Titans possess most Grimoires, and you must defeat them to get their books. In most cases, the Titan bears the one Grimoire containing a spell that would be to their greatest detriment. When fighting humans who use spells, most likely they are reading it from a Grimoire. You will probably receive the Grimoire after defeating them.

Warlock Spells

Generally classified as attack magic, Warlock Spells enable you to cause severe damage to enemies who are susceptible to the Affinity of the spell. For example, Spirit Surge is a Light-Affinity spell. Creatures who have a strong Affinity against Light won't take much damage from the spell.

Warlock Spells are powerful, but they cost a lot of MP. You should reserve the usage of Warlock Spells for Boss battles, if Affinities allow, or for overwhelming numbers of tough enemies.

All MP costs represent Level 1 usage. To raise the level of several of these spells, use another Grimoire of the exact same spell. MP usage is greater, of course.

Warlock Spells

Grimoire	Description	MP Cost
Incendie	Grimoire containing the spell "Fireball." Pummels enemies with balls of fire. Fire Affinity: Conjuration: SingleTarget.	25 MP
Glace (Random)	Grimoire containing the spell "Aqua Blast." Engulfs enemies with freezing air blast. Water Affinity: Conjuration: Single Target.	25 MP
Lux	Grimoire containing the spell "Spirit Surge." Summons a spirit of light to attack enemies. Light Affinity: Conjuration: Single Target.	28 MP
Patir	Grimoire containing the spell "Dark Chant." Afflicts enemies with crippling pain. Dark Affinity: Conjuration: Single Target.	28 MP
Exsorcer	Grimoire containing the spell "Exorcism." Exorcise undead foes. Light Affinity: Evocation: Multiple Targets.	22 MP
Banish (Random)	Grimoire containing the spell "Banish." Forbidden spell of instant death. Dark Affinity: Evocation: Multiple Targets.	25 MP

Warlock Spells

Grimoire	Description	MP Cost
Démoir	Grimoire containing the spell "Explosion." A highly focused, devastating blast. Physical Attack: Evocation: Multiple Targets.	36 MP
Foudre	Grimoire containing the spell "Thunderburst." Calls down a great bolt from the heavens. Air Affinity: Evocation: Multiple Targets.	36 MP
Flamme	Grimoire containing the spell "Flame Sphere." Wreaths target in flames. Fire Affinity: Evocation: Multiple Targets.	36 MP
Gaea	Grimoire containing the spell "Gaea Strike." Creates crushing gravity warp around target. Earth Affinity: Evocation: Multiple Targets.	36 MP
Avalanche	Grimoire containing the spell "Avalanche." Super-freezes air around target. Water Affinity: Evocation: Multiple Targets.	36 MP
Radius	Grimoire containing the spell "Radial Surge." Pierces enemies with focused rays of light. Light Affinity: Evocation: Multiple Targets.	38 MP
Méteore	Grimoire containing the spell "Meteor." Rains meteors down on the target. Dark Affinity: Evocation: Multiple Targets.	38 MP
Egout	Grimoire containing the spell "Drain Heart." Steals HP from enemies. Dark Affinity: Evocation: Single Target.	12 MP
Démance	Grimoire containing the spell "Drain Mind." Steals MP from enemies. Dark Affinity: Evocation: Single Target.	2 MP



Shaman Spells

These spells invoke healing, cure status abnormalities, and rejuvenate the character.

Shaman Spells cost little MP, but you'll use them more often. All healing and status magic in *Vagrant Story* is more effective when you aren't wearing any armor. Armor and Shield bonuses help to prevent the effects of *all* types of magic on Ashley, even spells cast upon himself.

Shaman Spells

Grimoire	Description	MP Cost
Guerir	Grimoire containing the spell "Heal." Recovers HP.	5 MP
Mollesse	Grimoire containing the spell "Restoration." Cures "Paralysis." Light Affinity: Evocation: Single Target.	3 MP
Antidote	Grimoire containing the spell "Antidote." Cures "Poison."	3 MP
Benir	Grimoire containing the spell "Blessing." Cures "Curse." Light Affinity: Evocation: SingleTarget.	17 MP
Purifier	Grimoire containing the spell "Clearance." Cures all status abnormalities. Light Affinity: Evocation: Single Target.	15 MP
Vie	Grimoire containing the spell "Surging Balm." Recharges HP over a short period of time. Light Affinity: Evocation: Single Target.	20 MP



Sorcerer Spells

This class has the most spells, all of a utilitarian or status-inflicting nature. Ashley can use these spells to manipulate magical devices, such as magically locked item chests and cloudstones. He can also temporarily lower the strength of an enemy or raise his equipment's strength.

These spells require a medium amount of MP to cast. If you're using one of these spells to unlock a chest or stop a cloudstone, you really have no other choice than to spend the MP.

However, if used to debilitate an enemy or heal Ashley, then making the choice to cast them should be considered wisely. When fighting regular enemies, you will probably only need to cast the spell once. This should enable you to finish off an enemy quite easily after you have lowered its strength or raised Ashley's. On the other hand, if you are fighting a Titan, then the spell will probably wear off several times during the battle. Most of your MP will be required to continually cast the spell. Keep this in mind when using Sorcerer Spells.

Sorcerer Spells

Grimoire	Description	MP Cost
Intensite	Grimoire containing the spell "Herakles." Temporarily increases target's strength. Support Magic: Evocation: Single Target.	12 MP
Debile	Grimoire containing the spell "Degenerate." Temporarily lowers an enemy's strength.	7 MP
Etaler	Grimoire containing the spell "Enlighten." Temporarily increases target's intelligence. Support Magic: Evocation: Single Target.	12 MP
Muageux	Grimoire containing the spell "Psychodrain." Temporarily decreases target's intelligence. Support Magic: Evocation: Single Target.	7 MP
Agilite	Grimoire containing the spell "Invigorate." Temporarily increases target's agility. Support Magic: Evocation: Single Target.	12 MP
Tardif	Grimoire containing the spell "Leadbones." Temporarily decreases target's agility. Support Magic: Evocation: Single Target.	7 MP
Ameliorer	Grimoire containing the spell "Prostasia." Temporarily strengthens target's equipment.	15 MP
Deteriorer	Grimoire containing the spell "Tarnish." Temporarily weakens target's equipment. Support Magic: Evocation: Single Target.	7 MP
Muet	Grimoire containing the spell "Silence." Temporarily prevents target from casting spells. Support Magic: Evocation: Single Target.	7 MP
Annuler	Grimoire containing the spell "Magic Ward." Nullifies the next spell cast on target. Support Magic: Evocation: Single Target.	21 MP
Paralyse	Grimoire containing the spell "Stun Cloud." Casts "Paralysis" on target. Support Magic: Evocation: Single Target.	7 MP

Sorcerer Spells

Grimoire	Description	MP Cost
Venin	Grimoire containing the spell "Poison Mist." Casts "Poison" on target. Support Magic: Evocation: Single Target.	11 MP
Fleau	Grimoire containing the spell "Curse." Casts Curse on target. Support Magic: Evocation: Single Target	17 MP
Halte	Grimoire containing the spell "Fixate." Freezes the room's cloudstones from moving.	3 MP
Dissiper	Grimoire containing the spell "Dispel." Nullifies any spell currently affecting target. Support Magic: Evocation: Single Target.	10 MP
Clef	Grimoire containing the spell "Unlock." Opens treasure chests locked with magic.	3 MP
Visible	Grimoire containing the spell "Eureka." Reveals all traps in the room.	6 MP
Analyse	Grimoire containing the spell "Analysis." Analyzes an enemy's parameters and stats.	5 MP

Enchanter Spells

These spells call upon the elemental Affinities, such as air, fire, water, and earth, and temporarily imbue Ashley's weapon or armor with a high Affinity against magic of that element. They enable you to fight better against enemies solely made of one Affinity, or enemies who use magic of a certain Affinity type. Enchanter Spells work best when used in conjunction with Warlock and Sorcerer Spells.

You will find that two magic Affinity enchantments of opposing natures cannot be in effect at the same time. For example, to face the Fire Elemental in the Abandoned Mines, you can't cast Frost Fusion on your weapon and Pyro Guard on your armor. The Enchanter Spell cast most recently will cancel out the old one. Thus, you must decide whether to raise your armor or strengthen your weapon. In the case of the Fire Elemental, Pyro Guard must win out, because the monster attacks at lightening-fast speed with fire. You will die quickly if not protected.

However, you can have an Earth-Affinity boost at the same time as a Fire-Affinity boost. The two have no opposition in the elemental rulebook.

Enchanter Spells

Grimoire	Description	MP Cost
Sylphe	Grimoire containing the spell "Luft Fusion." Temporarily raises a weapon's Air Affinity.	10 MP
Salamandre	Grimoire containing the spell "Spark Fusion." Temporarily strengthens weapon's Fire Affinity. Fire Affinity: Evocation: Single Target.	10 MP
Gnome	Grimoire containing the spell "Soil Fusion." Temporarily raises weapon's Earth Affinity. Earth Affinity: Evocation: Single Target.	10 MP

Enchanter Spells

Grimoire	Description	MP Cost
Undine	Grimoire containing the spell "Frost Fusion." Temporarily strengthens weapon's Water Affinity. Water Affinity: Evocation: Single Target.	10 MP
Parebrise	Grimoire containing the spell "Aero Guard." Temporarily raises armor's Air Affinity. Air Affinity: Evocation: Single Target.	9 MP
Ignifuge	Grimoire containing the spell "Pyro Guard." Temporarily strengthens armor's Fire Affinity. Fire Affinity: Evocation: Single Target.	9 MP
Rempart	Grimoire containing the spell "Terra Guard." Temporarily raises armor's Earth Affinity. Earth Affinity: Evocation: Single Target.	9 MP
Blamer	Grimoire containing the spell "Aqua Guard." Temporarily strengthens armor's Water Affinity. Water Affinity: Evocation: Single Target.	9 MP

Teleportation

Late in the game, an enemy will grant Ashley the wisdom to use the Circles of Magic (the Save Points) to travel far around Leá Monde. You can teleport only from one Circle to another, and it costs MP to travel each time.

When you choose to teleport, stand on any Save Point, open the Main Menu, and select "Teleportation" from the Magic option. Distances that are within your limited range of MP use are highlighted and selectable. Distances that are too far to travel with your current max MP are not available. Only after continuous replays will you be able to raise your max MP enough to travel from the very end of Leá Monde all the way back to the beginning in the Wine Cellars.

Until then, you will have to teleport in jumps, allowing your MP to recharge each time. Be careful, though, because areas that were previously uninhabited may acquire deadly residents as you progress further into the game.

Teleportation is not available from the Shortcut Menu, only from the Magic option in the Main Menu (press the Triangle button).

PRELUDE

During the prelude scene, there are two brief battles that Ashley must survive. However, these encounters are entirely optional. You can press the Start button at any time before or after the battles to skip the prelude.

NOTE

Preamble Note

After you boot up the game, do not start it right away. There are a few more scenes that will unfold. The first depicts the terse meeting of the VKP, in which the situation and political climate of the game are discussed in detail. This is a great way to get acquainted with the characters and situation, and I strongly suggest you watch this scene first. The second scene resembles a movie trailer, complete with title cards!

Bardorba Manor

Monster List

Class	Species
Human	Müllenkamp Cultists
Dragon	Wyvern

1. Slay the watchdogs at the Manor gates.



2. Take down the mythical beast.



NOTE

The Situation

Members of the apocalypse cult Müllenkamp have invaded the Manor of Duke Aldous Byron Bardorba. The royal family and servants have been taken hostage. The cultists are demanding the release of their incarcerated cult brethren, and the resignation of Cardinal Batistum. As Valendia Knights of the Peace Agent Ashley Riot, you are ordered to infiltrate the Manor, free the hostages and neutralize the cult members. Unfortunately, Romeo Guildenstern and the Crimson Blades have arrived first, and are attacking the house with overwhelming military might.

CULTISTS AT THE GATE

Ashley hides outside the front gates of the Graylands Cathedral, where it is thought that Mullenkamp leaders have established a central base of operations during this coup. He overhears prominent cult member John Hardin give the order to kill the hostages and burn the Manor to the ground. Starting off on the wrong foot, Ashley knocks over a crate and gives away his presence.

You are then forced to fight two Mullenkamp Cultists.



These two guards provide your first taste of combat in *Vagrant Story*. They are both quite weak, since neither is equipped with decent armor. Target their unprotected arms and heads. Don't worry, they can't both attack at the same time. If you get into trouble, use the Quick Menu (L2), select the quick Items menu, and take a Cure Root from Ashley's inventory.

THE WYVERN D'TOK

Inside the Cathedral, Hardin and Cult Leader Sydney Losstarot are desperately searching for some possession of the Duke. Realizing that the Cardinal's Blades are overtaking the Manor with brutal speed, they must beat a hasty retreat. While Hardin collects the unconscious child Joshua Bardorba, Sydney and Ashley face off. The cult leader summons a giant Wyvern to keep the VKP agent busy, while the cultist escapes with the Duke's son!

D'TOK, THE WYVERN

HP:	150
Weak Vs.:	Physical/Edged
MP:	50



You can easily win this battle. The trick is to run *toward* the Wyvern, *not* away from it. If given enough distance, the beast will attack with its flame breath. If you are right under it, it can only attack with its maw. From directly underneath it, target the underside of the head

and neck, where its scales are the thinnest. With only two or three hits in these areas, the Wyvern will die. After all, it was already badly wounded from its crash through the cathedral dome. Sydney merely wished to escape, not to destroy you... Yet.



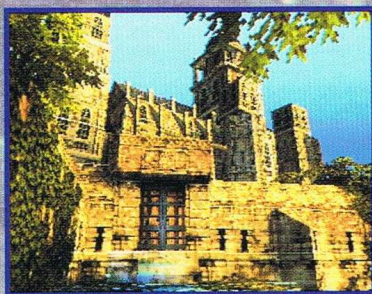
LEÁ MONDE

Leá Monde is an ancient city, of splendid construction, which stood as the prominent place of commerce and trade in Valendia for over 2,000 years. At its peak, Leá Monde was a thriving community of more than 5,000 citizens.

During all the years of civil war in Valendia, Leá Monde stood as the impenetrable fortress. Unconquerable, the mighty walls of the city withheld against overwhelming military might. To this day, no fort in the land is as strong as the city of Leá Monde was, or as beautiful.

Legends say that the city was constructed under the authority of the Kildean high priestess Müllenkamp. Her immense power is the rumored source of the city's unconquerable strength. The forces of magic tempered Leá Monde's walls.

The Grand Cathedral standing in the town center is a symbol of Leá Monde's indomitable spirit. This architectural masterpiece was the place where the devout locus Priesthood was created and proliferated.



Twenty-five years ago, a terrible earthquake destroyed the splendor and grace of the ancient acropolis. The citizens and priests of Leá Monde were killed in the catastrophe.

As time passed in the land of Valendia, many have sought entrance to the ruins of the ancient city. Robbers came seeking to plunder the crypts and the noble treasure vaults, and agents have journeyed inward to map its labyrinthine chambers and streets. None have returned.

In the last quarter century, a malignance has festered among the ruins of the ancient city. The power that once held the town together as an unconquerable fortress has now turned sour and corrupt. Fiends haunt the chambers and streets of Leá Monde, creatures of evil and violence who seek the souls of mortal men. All who die within the walls of Leá Monde are turned into evil creatures, full of bloodlust and dreams of chaos. The city itself is alive with a diabolical will.

All access to Leá Monde has been cut off. The earthquake ripped open a great crevasse all around the city. A landing by sea is impossible, since the cataclysm thrust coral reefs up to the surface of the water, creating whirlpools too treacherous for boats. The only way into the ruins is through the Wine Cellars, an area of the locus Priesthood's Catacombs that was sectioned off and remodeled, just before the disaster of twenty-five years ago.



What is the ultimate source of the Dark powers of Leá Monde? And how has young Sydney been able to tap those powers and utilize them, where so many others have failed?



The truth lies within the city of evil...

Exploration

Before we begin a detailed account of how to accomplish Ashley Riot's mission with ultimate success, a few notes on exploring and navigating the ruins are in order.

CAMERA ANGLE AND MOVEMENT

Ashley generally moves in the direction you push on the D-pad or Left analog stick. Thus, when you change the camera angle, you also must change where you are directing him to go. If you continue pushing the same direction and change the camera angle, Ashley will run off-course.

Each room of Leá Monde demands that you change the camera angle. Oftentimes, you will want to change it several times in the *same room*.

*Most Advantageous
Angles: Directly behind...*



...out to the side...



*...or at a diagonal behind
him to the left or right.*



The idea is that you must always angle the camera to get a better view, especially when you're trying to see Ashley's enemies in a room full of tall furniture.

The game will not pause while you are changing camera angles in Normal Mode. Thus, enemies might sneak up while you're swiveling the view for a better angle. The best way to pause the action is to draw your weapon and raise the Battle Sphere. Then everything on-screen will freeze while you achieve a better view of the action.

Always keep your forefingers positioned over the L1 and R1 buttons, and be prepared to change angles each time you enter a new area. Another advantage is that you can reach the Shortcut Menu button (L2) very easily in a surprise crisis just by sliding your left forefinger down.

Zooming and Free-Look



Many of the areas in Leá Monde are so large, it is difficult to see enemies running from across the room. Things that might be worth checking out end up being just off-camera, like Treasure Chests, Save Points, and cubes on the far side of the area. There are two ways to counter this disadvantage.

You can zoom out from the action by pressing the Select button. This should enable you to see most of the entire area, although details can become sketchy.



Also, use the Free-Look feature each time you enter a new room. Press the Start button or move the Right analog stick in any direction, and the camera angle switches to Ashley's point of view. This also serves as another way to pause the action. The status bars and the Simple Map disappear, and the enemies remain frozen while you take a look around. This creates a better chance for you to see what's in the room before getting into a lot of fights. It's better to figure out quickly if what's in the room is worth the hassle.

MAPS

You have access to two maps: the Simple Map and the Main Map. Each time Ashley enters a new area, the new room is automatically rendered on both maps. It is named on the Main Map.

Throughout the walkthrough contained in this guide, you will find that each area is described by how it is named on the Main Map.

The maps in this guide have numbers, corresponding to the descriptions of certain areas in the game. Only the areas with specific events, puzzles, or new enemies are numbered. Areas that are not numbered may still have enemies, but they will be something you have encountered before. You don't need to be told the same tactics more than once.

TRAPS

Leá Monde is full of traps. They've lain dormant for a quarter century, but now they have you to pick on. It should be noted, however, that some traps can be beneficial.

Your armor will protect you against all traps, whether they are good traps or bad traps. Thus, if you are trying to use a trap to heal or cure yourself, you should remove your armor and shield to absorb the full effect.

Refer to the table below if you are unsure whether or not you should step on a trap.

Types of Traps

Trap	Description
Gust	Air-Affinity damage.
Freeze	Water-Affinity damage.
Eruption	Fire-Affinity damage.
Poison	Poisons character; slowly drains HP.
Diablos	Dark-Affinity damage.
Holy	Light-Affinity damage.
Stun	Causes Paralysis.
Heal	Raises HP and lowers RISK.
Cure	Removes status abnormalities.

BOXES AND CRATES

All of the types of cubes and crates that you'll need to move in order to proceed are listed and described in the Quick Manual.

In this guide, you'll find step-by-step instructions with screenshots to tell you how to place the cubes in order to proceed. Simply refer to the maps contained herein, determine the number of the room you're in, and reference the walkthrough for a completely illustrated solution.



PUZZLES

The moving and stacking of cubes and crates is one kind of puzzle you'll face in Leá Monde. The other kind involves switches, levers, cloudstones, etc. You will find shot-by-shot solutions for these puzzles in the guide as well.

Usually, after you have solved the puzzle once, you won't to solve it again. But sometimes, if you have to backtrack across an area, you will find that cubes and levers have been reset.

In some random cases, you must complete the puzzle in a certain amount of time. This situation is called "Evolve or Die!"

Evolve or Die!

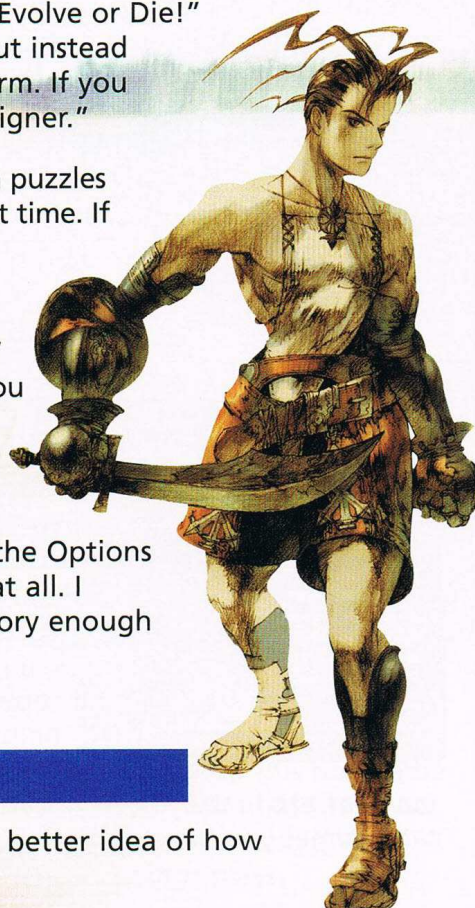
On occasion, you will enter a new room or area and the words "Evolve or Die!" will appear on-screen. This doesn't necessarily mean you'll die, but instead you're judged and given a ranking based on how well you perform. If you are slow at puzzles, you will continually get the rank "Game Designer."



These timed situations occur rarely on puzzles that you are encountering for the first time. If you have encountered the puzzle previously, an "Evolve or Die!" challenge may arise. In other words, you won't face many "Evolve or Die!" situations in your first game, unless you are backtracking through previous areas. You shouldn't have to worry

about this until you are replaying from a cleared-game save.

Of course, you can turn off the puzzle aspect of the game from the Options Menu. Then you won't have to face "Evolve or Die!" situations at all. I suggest that you turn them off until you have played Vagrant Story enough times to memorize the solutions to all the puzzles.



SCORING

Your progress in *Vagrant Story* is tallied in several ways. To get a better idea of how you're doing at any time, consult the Score Menu.

Titles

As you complete various Side Quests and attain certain items, titles will appear in this section. You can achieve some of these titles in your first game, and this guide will help you as much as possible. However, many of them won't be attainable until you have replayed the game several times. In order to complete a game without Battle Abilities or Spells, you need to achieve a nearly god-like status with Ashley. Listed to the right are not the actual titles, but the requirement needed to achieve each title:

Gazette



SCORE		MENU	
GAZETTE			
Games Completed		2	
Record Completion Time	R2	27:08	
Current Chest Count		92%	
Chest Count Highscore		100%	
Current Map Completion		92%	
Map Completion Highscore		94%	
Chain Ability Highscore		27	
Risk Breaker Rank		219	
Number of times the game was completed.			

The Gazette Screen breaks down your current game for you, and compares it to your previous games. This will show you statistics helpful in attaining titles, such as how

many of each race you have killed, and how many times you have used each weapon type.

Title Requirements

01. Clear the game.
02. Clear the game in 10 hours or less.
03. Collect all treasure boxes.
04. Complete all maps.
05. Defeat the **Damascus Golem** in the Forbidden Passage.
06. Defeat the **Damascus Crab** in the Snowfly Forest East.
07. Defeat the **Dark Dragon** in the Iron Maiden B2.
08. Defeat the **Zombie Dragon** in the Iron Maiden B2.
09. Defeat **Death** and **Ogre Zombie** in the Iron Maiden B2.
10. Defeat **Asura** at Area 17.
11. Get 1st rank in all Time Attack battles.
12. Over 30 Chain combos.
13. Get "Golden Key."
14. Get "Chest Key."
15. Learn all Break Arts.
16. Learn all Chain and Defense Abilities.
17. Clear the game without saving.
18. Clear the game without using magic.
19. Clear the game without using Chain or Defense Abilities.
20. Clear the game without using Break Arts.
21. Defeat 5,000 enemies from every different race.
22. Attack 5,000 times using every different weapon.
23. Attack 500 times using the Dagger.
24. Attack 500 times using the Sword.
25. Attack 500 times using the Long Sword.
26. Attack 500 times using the Axe/Mace.
27. Attack 500 times using the Heavy Axe.
28. Attack 500 times using the Staff.
29. Attack 500 times using the Heavy Mace.
30. Attack 500 times using the Spear.
31. Attack 500 times using the Crossbow.
32. Attack 500 times using Bare Hands.

Ranking

Each time you kill a Boss (called a "Titan"), you will receive *lots* of points and a "Riskbreaker Rank." The number of points accrue from game to game, so that you will eventually achieve the top level if you keep replaying.

Ranking points are awarded based on how well you perform in the fight. The way to get the most points is not to get hit, and to defeat your enemy in the least amount of time. You will obviously get better scores during your successive games, so with multiple replays you may be able to achieve the top rank. Do you wonder what the benefit of "Grand Master Breaker" could be? Perhaps Ashley does some really awesome street dancing.

Riskbreaker Rankings

Level	Riskbreaker Rank	Points
Lvl 16	Grand Master Breaker	100,000,000
Lvl 15	Grand Paladin	75,000,000
Lvl 14	Radiant Knight	60,000,000
Lvl 13	Raging Berserker	40,000,000
Lvl 12	Dragon Slayer	32,000,000
Lvl 11	Courageous Adventurer	24,000,000
Lvl 10	Master Gladiator	16,000,000
Lvl 9	Blade Master	12,000,000
Lvl 8	Mystic Wanderer	8,000,000
Lvl 7	Paladin	5,000,000
Lvl 6	Spectrebane	4,000,000
Lvl 5	Destroyer	3,000,000
Lvl 4	Berserker	2,000,000
Lvl 3	Daredevil	1,000,000
Lvl 2	Gladiator	500,000
Lvl 1	Normal Agent	Start

Map %

This percentage statistic indicates how much of Leá Monde you have explored. You receive no percentage for the Prelude battles. Some rooms are so large that they count for one or even two percentage points. Others are so small that you must visit several like it just to get another percentage.

Getting 100% in your first game is impossible, even if you put all your efforts into this one game and play it constantly. There are areas that are impassable unless you have the **Seal of the Rood**, and that is not gained until you've finished your first game. All we're saying is, finishing the first game at 85–90% is no sweat; you'll more than likely get a fuller map in your replays.

Record Time



While your record time to complete a full game is listed in the Gazette, this screen in the Score Menu indicates how well you performed in situations where your combat against certain enemies was timed. After surviving the Iron Maiden B1 level, you will receive Sigils to open doors in the Keep. These doorways teleport you to Time Attack battles with enemies you've already defeated. The first two will be the Minotaur (easy) and the Dragon (not much more difficult). To open all the doors, you must survive both levels of the Iron Maiden, the Physical (B1), and the Metaphysical (B2). To do that, you

must complete the game at least once beforehand. Your lowest record scores for killing these monsters will be listed here.





WALKTHROUGH

WALKTHROUGH

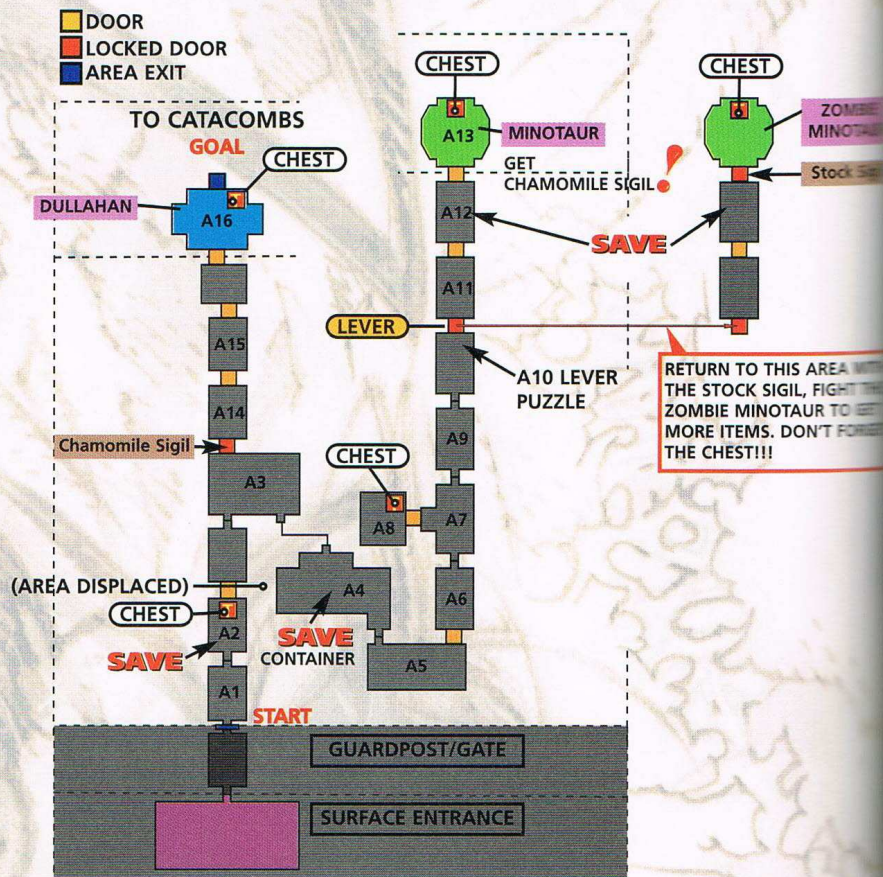
As stated previously, only the rooms of Leá Monde with special events are numbered on the maps. These are the only rooms described in the walkthrough, but this does not mean that all the other rooms are empty. You will probably encounter enemies in unnumbered rooms, but only things you have faced and defeated before.

At the start, almost every room is numbered and described. Don't get used to the luxury!

The Wine Cellars

Monster List

Class	Species
Human	Knights of the Cross
Beast	Bat
	Silver Wolf
	Minotaur (Titan)
Undead	Zombie Knight
	Zombie
	Zombie Fighter
	Ghoul
Evil	Dullahan (Titan)



1. Follow the path to the Minotaur.



2. Defeat Minotaur, recall Battle Abilities.



3. Return to the Smokebarrel Stair, use Chamomile Sigil.



4. Continue north to face Dullahan.



A1. ENTRANCE TO DARKNESS

Now you're inside the haunted halls of Leá Monde, where the Risk is always high. The first room is blessedly free of enemies, so this is a good time to examine all the player menus and get familiar with all the functions.

A2. WORKER'S BREAKROOM

The second chamber holds your first Save Point and Treasure Chest. It's a good idea to save your game now. Inside the Treasure Chest you'll find: Tovarisch (Bronze Axe), Buckler (Wooden Shield), Leather Glove, 5 Vera Bulbs, and 5 Cure Bulbs.

Preparation: Equip the Buckler and the Leather Glove. Always replace weak armor with stronger, ASAP! That way, you build Affinities and Class on the right equipment. The axe is good for swatting all those pesky Bats out of the air. Pick one weapon to use in the Wine Cellars, and build up its Beast Class until you reach the Boss.



A3. SMOKEBARREL STAIR

Two Knights of the Cross, Sackheim and Goodwin, examine a door locked by magic. After they leave, check the door to discover it is actually locked by a Chamomile Sigil. You must find this item to get out of the Wine Cellars.

To continue searching, head up the stairs to the south. Step into the small space beside the stone steps to soak up the benefits of a **Heal Panel Trap**. Remember that healing magic of any kind works better if you take off your armor and shield.



TIP The Map Can Be Very Helpful

If you check your Map Menu at this point, you'll see that the door in question has been marked as locked, and that Chamomile Sigil is required. Any time you enter a room with a locked door, the map will tell you what you need to unlock it, even if you don't examine the door.

A4. WINE GUILD HALL

Sackheim and Goodwin watch something called a cloudstone move back and forth between two embankments. These magical moving platforms will help you across many areas, look for them when you need to cross streams and such. The Knights will then attack Ashley.

This room also has a Save Point and a Container to store goods, but you don't have enough items to warrant using it now.



HUMANS—THE KNIGHTS

Remember which weapon you use against these two, because the Class points you gain here will come in handy with the next Humans you encounter. To defeat them easily, quickly jump on the cloudstone and glide across to the exit. The Knights will only be able to reach you by crossing the gap one at a time. You can nail them as they cross, before they even have a chance to leap to the ledge you're on. Target their heads, since they don't wear helmets. If both Sackheim and Goodwin get on the same embankment as you, simply jump off and ride the cloudstone again.

A5. WINE MAGNATE'S CHAMBERS

As Ashley shakes off a minor tremor, run to the stairs and head up.

Be careful of the Gust Trap in front of the doorway by the exit. To avoid damage, stick close to the walls.



A6. FINE VINTAGE VAULT

Two more knights attack in this area. One will leap over the embankment, so immediately draw your Human-slaying weapon. The other, carrying a crossbow, will wait to ambush you on the other side of the steep rock. Proceed north.

A7. CHAMBER OF FEAR

This area is suddenly reshaped by seismic activity. Ledges rise around the room. Climb onto the smaller ledge, and then leap across the gap to the west side. Kill the Wolf before jumping down; just wait for it to get right under you and within your Battle Sphere. Go into the door.



A8. RECKONING ROOM

This is your first **Locking Door Trap**. In this kind of trap, you are basically locked in with enemies, and must slay them all before you will be released. However, there's a benefit to this, because the enemies are more likely to drop useful items.

The "reckoning" here is two Silver Wolves and a Bat. The Bat will undoubtedly attack first if you wait by the door. One Wolf jumps on the table. You can run around the perched beast, striking. Keep the table between you and the second Wolf, who jumps on it after the first one is history. Now run around the table striking this one. Collect the spoils from the Treasure Chest (Seventh Heaven [Crossbow], Reinforced Glove [Leather Glove], 3 Vera Roots, 3 Cure Roots), return to the previous room, and continue north.



A9. A LABORER'S THIRST

This area contains your first cube puzzle, although it's not very difficult. Here's what you must do:

Puzzle 1

1. Climb the embankment.



2. Grab the top wood crate.



3. Walk off the north side of the embankment.



4. Place the crate beside or in front of the exit.



A10. THE RICH DROWN IN WINE

The exit door is locked. Check it, and Ashley will provide you with all the clues you need to solve this puzzle.

You need a boost up to the platform with the lever. Two crates are stacked on top of an indestructible cube. You can't take a crate from a stack if it rises above Ashley's height.

Puzzle 2 involves having to destroy one crate in order to pick up another.



Puzzle 2

1. Smash either wood crate with your weapon.



2. Carry the remaining crate across the room.



3. Set it under (or beside) the platform on the east wall, and climb up.



4. Stand by the lever and press X.



5. Pull lever, door opens.



6. You have three seconds to jump down and exit.



A11. ROOM OF ROTTEN GRAPES

After disposing of two Bats, examine the stack of three wooden crates in the middle of the room.

Puzzle 3

1. Destroy one of the wooden crates.



2. Set a crate beside the platform by the exit.



3. Climb up to the door.



A12. BLACKMARKET OF WINES

There's another Treasure Chest and Save Point in this room, and you can believe there's a darn good reason. Save your game before you continue! Inside the Treasure Chest you'll find 1 Cure Potion and 5 Cure Bulbs.

A13. THE GALLOWES

Welcome to your first of many Boss fights. In every Boss fight, you should use a weapon that has a *Neutral* Class ranking against the type of enemy you are trying to kill. *Absolutely avoid using a weapon that has a negative Class.* Because there are different weapons with which you may have built Class for Beasts, there are different tactics to reach the highest possible score.

The goal of every Boss fight is to not get hit—at all! This, and not using a negative Class weapon, are the best two pointers we can give to help you reach the high score and achieve a better rank. But if you still fight well, you will get a score that reflects how well you maneuvered, regardless.



MINOTAUR

Class:	Beast
HP:	175
Weak vs.	None
MP:	0
Strong vs.	Edged
Special Attacks:	Giga Rush (Physical)
Vulnerable Spot:	Head

platform, but *do not run past the Minotaur*; you are just inviting a good clubbing. Run around the side of the room, from front to back and back again, leading the Minotaur around and shooting it in the head.

When you're on the platforms, it can still raise its mace high enough to hit you, but less often. This tactic enables you to run to the back wall and ransack the Treasure Chest before the battle ends.

Tactic 1—Crossbow

Run back and forth on the high platforms, staying as far as possible from the Minotaur. As the beast approaches, run to the other end of the ledge and use the long range of the Severn Heaven to repeatedly nail it.

Make sure you target the head. When it approaches, run to the other end of the



Tactic 2—Edged Weapon

Use the same weapon you've been using on Beasts thus far. Jump down to the floor and stay to the Boss' left side, beside the arm that is holding the mace near the neck. You should still be able to strike the head from the side, and it will have trouble protecting itself from this angle. If you happen to fall out of range, damage the arm to reduce its propensity to strike back.

Items: Chamomile Sigil, Grimoire Guerir ("Heal"), Grimoire Debile ("Degenerate")



TIP

Increase Bonus Ability

After each Boss fight, a wheel of fortune will spin, and you must press the Circle button at the right time to get the ability bonus you want most. If you desire to increase your Hit Points every time you defeat a Boss, press the Circle button as soon as the button's icon appears. This time should net you more HP every time. However, it's important to boost other stats as well!

Since you probably took a beating on your first time through, use the Grimoire Guerir to learn the **Heal Spell**. Take note that the Magic Menu is added to the Main, and press L2 to see that Shaman Spells are now on the Shortcut Menu, attached to the Triangle button. If you haven't already, dig through the Treasure Chest in the back before you leave to receive a Pelta Shield (Wooden), 3 Vera Bulbs, and 15 Yggdrasil's Tears.



TOTAL RECALL

As you attempt to exit, Sydney appears. After the scene that follows, Ashley will recall his Battle Abilities.

You start with three Chain Abilities for fighting and three Defense Abilities. These are by far the best and most useful three you'll receive for some time. Assign all three of each type to the shortcut buttons Square, Triangle, and Circle.



RETURNING TO THE SMOKEBARREL STAIR

Now it's time to backtrack to the area with the locked door. You can now unlock it with the Chamomile Sigil. There are a few things you should use to your benefit along the way:

Backmarket: Don't be startled, but an attack dummy has appeared in the save room. Try out your new Chain Abilities on it; get used to the timing and the pattern Ashley follows when fighting with your favorite weapon. You'll receive a point toward new Battle Abilities with each hit, but you cannot learn a new Ability on an inanimate foe. After killing another enemy, you'll get a new one. You need to chain 20 attacks before your next Ability is offered, then 30 more, and so on. Also notice how fast Risk increases with Chain attacks. If Risk gets too high, you can't hit the dummy anymore. By the way, *SAVE YOUR GAME!*



Backtracking: All of the Beast-class enemies have replacements, and even a few more have popped up. Continue to gain Beast-Affinity points on the weapon you've been using thus far. Purposely go out of your way to kill enemies; it is only to your benefit in the end.

Easily Acquiring Abilities: It may take only one hit to kill a Bat, but try to spark a chain anyway. This is an easy way to score an extra point toward new Abilities!



Storing the Extras: When you return to the Wine Guild Hall, store the extra weapons and extra armor you've been carrying around. You don't have to use the Save Point to save your game progress if you use the Container. Either way, *I strongly suggest that you save your game again, because there isn't another Save Point for a dangerously long time.*

14. ROOM OF CHEAP RED WINE

Use the **Chamomile Sigil** to unlock the door at A3 and enter. A rather pale Knight of the Cross, named Mandel, dies before Ashley can do anything. Yet the poor wretch rises again, as a Zombie Knight. Now, he seems Riot-ously hungry!

When you finish off poor Mandel, you'll get his **Bronze Rapier**.



UNDEAD

All those who fall within the halls of Leá Monde are recycled in one fashion or another by the powers of the Dark. You'll fight the Undead for some time to come, so develop a good Class ranking for them on one weapon. All species of Undead are typically weak against Holy, and most are vulnerable in the head. However, Undead who are equipped with weapons and/or shields will block head shots, so target the body as well. Your Heal Spell will damage any Undead, so use it to its greatest effect when RISK is high.

15. ROOM OF CHEAP WHITE WINE

A Ghoul, a Zombie, and a Zombie Fighter will make passage here difficult. However, you'll collect cure items from each one you kill, so it's worth sticking around.

Concentrate first on the Fighter, because it's the quickest and will cause the most damage. You can sometimes kill the Zombie with one Heal Spell, and the Ghoul is slow to move. Proceed north.



A16. THE HERO'S WINEHALL

A couple of Silver Wolves won't be hard to knock out of the way to reach the last room of the Wine Cellars. But you might be sorry you were so hasty.

Dullahan limps out of a corner of the room and invokes a magical protection spell. Don't be fooled by its staggering nature; this Titan makes the Minotaur look like a kitty cat.

The major difficulty of this battle is that Dullahan is the first enemy of the Evil class. You can't possibly have built an Affinity toward it! You can make up for this by using the Grimoire Debile on the evil Titan, if you haven't already learned the Degenerate Spell.



DULLAHAN

Class:	Evil
HP:	200
Weak vs.	Holy, Piercing
MP:	100
Strong vs.	Dark, Blunt
Special Attacks:	Drain Heart (Magic)
Vulnerable Spot:	Abdomen

Tactic 1—Degenerate Spell + Reflect Damage

Using its huge sword, Dullahan has a frightening reach. Even a crossbow won't create a safe fighting distance. Even if you outrun Dullahan, the range of its Drain Heart spell seems limitless.

The tactic that works best is to use the

Degenerate Spell on the magical armor. You should then have a greater chance to strike the vulnerable abdomen with Break Arts. Use the Rapier

or Seventh Heaven as good Piercing weapons. Whenever it strikes you with the sword, defend with **Reflect Damage**. But if you have used the Degenerate Spell, it won't harm you much, and you'll hurt it back even less. Use the **Instill Chain Ability** in all your Boss fights. If you can cause 10 percent damage to a monster with 400 HP, that's 40 HP damage!



Tactic 2—Circle the Column

There's a tall, broken column on the east side of the room that you can use to tactical advantage. If Dullahan is running after you, lead the Boss around this column. The demonic armor can only cast Drain Heart in a straight line, so you'll negate its usage of this spell. If you sheathe your weapon, you should be able to run fast enough around the column to catch Dullahan from behind. Then you can whack it in the abdomen more easily, but it will turn and pursue you the other direction.

When Dullahan collapses, search the Treasure Chest in the back to receive Rusty Nail (Bronze Spear), Braveheart (Gem), and 3 Cure Bulbs. Then proceed into the next area, The Catacombs.

Items: Elixir of Queens, Elixir of Mages, Grimoire Lux ("Spirit Surge")



The Catacombs

Monster List

Species

Zombie

Mummy

Ghoul

Zombie Fighter

Zombie Knight

Skeleton

Skeleton Knight

Ghost

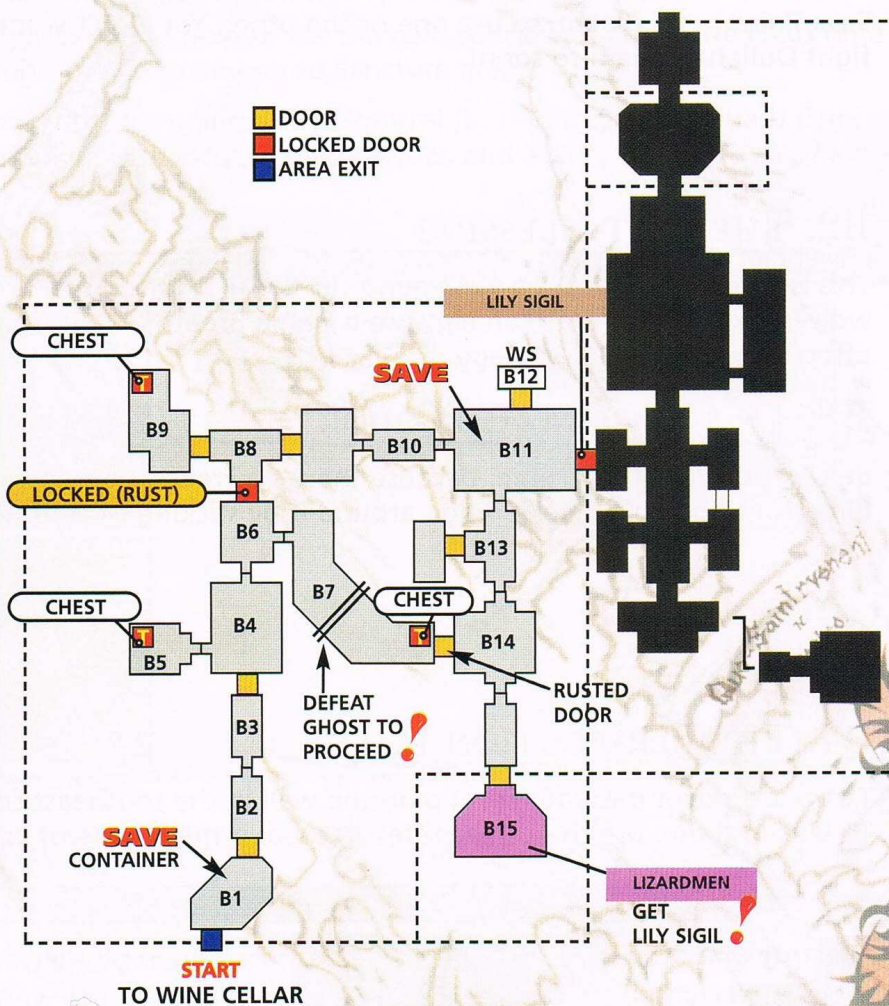
Lizardman

Bat

Silver Wolf

Hellhound

Slime



1. Find the hidden passage.



2. Defeat the Ghost to unlock the rusty door.



4. Head south from there to find the Lizardmen.



3. Use the first Workshop.



5. Return to the Withered Spring with the Lily Sigil. Unlock door to Sanctum.



B1. HALL OF SWORN REVENGE

Hop onto the rise along the western wall, where you'll find a **Heal Panel** and a **Cure Panel** in front of a sarcophagus. There's also a Container and Save Point in this room, so use one or the other. You don't want to have to fight Dullahan again so soon!



B2. THE LAST BLESSING

This is where you'll meet a Hellhound for the first time. They are only slightly stronger than the wolves, except that they can also use a Flame Breath attack. This is not a spell, so you can effectively use Reflect Damage.

B3. THE WEEPING CORRIDOR

Be careful exiting this room, because there's a **Freeze Trap** positioned directly in front of the exit. Edge around it by sticking close to the walls.



B4. THE PERSECUTION HALL

There is a secret passage high up on the wall in the southeast corner. Use Free-Look to pinpoint it. To get up there, use the three crates stacked in the southeast corner.

Puzzle 4

1. Destroy one of the wooden crates.



3. Climb on sarcophagus, lift crate onto embankment.



2. Carry one crate over to the west side of the room, and stack it on the sarcophagus by the embankment.



4. Climb on embankment, carry crate over to wall, and place it under the opening.



5. Stand on crate, jump up and grab bottom of opening.



35. THE RODENT-RIDDEN CHAMBER

There's a Treasure Chest high on one wall. To get up there, you must go down into the pit and lift the crates out. If you stack the crates, they will be higher than the edge of the embankment. Then you'll be able to pick up the top one.

In the chest, you'll find a gem that will be quite helpful for the next few areas. Equip the **locus** on a weapon to make like a breeze through the Catacombs and Sanctum areas.

When you've collected the handsome stash from here (Pink Squirrel [Iron Mace], Cross Guard Grip, Leather Cuirass, Long Boots [Leather Leggings], locus, 3 Mana Roots, and 3 Cure Bulbs), return to the previous room and continue north.

Puzzle 5

1. Figure out which direction is south. Then stack the southern crate on the western crate.



2. Climb onto the embankment, and grab the top crate.



3. Set the crate under the ledge, climb on and jump up.



36. SHRINE TO THE MARTYRS

Examine the door to the north. You'll discover that it is rusted and won't budge. Ashley mentions an earthquake; that wasn't too big of a clue, was it? Go through the doorway to the east.



37. THE LAMENTING MOTHER

The passage seems empty at first. Use Free-Look just inside the door to spot a Treasure Chest (Shandy Gaff [Bronze Great Sword], Knuckles [Bronze Gloves], and Elixir of Queens) on the other side of the room. At the midway point toward the chest, a brief scene introduces you to your first Phantom Class enemy, a Ghost. *You must defeat the ghost in order to proceed in the game.* You must also do it quickly, or the Ghost will disappear. If this occurs, you must leave the room and reenter. Otherwise, you'll get stuck here between two badly rusted doors. While fighting the Ghost, work your way over and search the Treasure Chest.

After defeating the Ghost, you should receive 3 **Cure Bulbs** and an **Elixir of Kings**. If you leave the room during the fight or if the Ghost disappears, you receive nothing.

Afterward, a brief tremor occurs. Return to the Shrine of the Martyrs, where a full-scale earthquake will take place. The floor in The Lamenting Mother caves in. But the good news is, the north door in the Shrine is now unlocked.



Phantoms are tricky to fight and defeat, but they are *definitely not strong*. Standing in one place helps reduce the stress of chasing them around an area. When they appear within your range, be swift to open your Battle Sphere. Target their spectral arms, and use a chain of damaging attacks.

B8. HALL OF DYING HOPE

There's a door on a high cliff to the west. To get up there, follow the instructions below.

Puzzle 6

1. Slide the push-crate to the base of the high ledge.



2. Stack the other crate on top of the push-crate.



3. Jump up to the ledge and grab on.



B9. BANDIT'S HIDEOUT

A Ghost will haunt you in this area, so wait by the entrance. The moment it appears on the top platform, attack it.

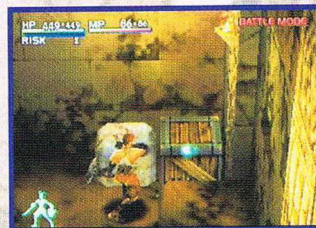
There's another high ledge in the northwest corner. A push-crate is stuck behind a rock cube. How do you use them to climb up?

When you figure it out, empty the Treasure Chest (Soul Kiss [Silver Dagger], Targe [Bronze Shield], Bronze Knuckles, Leather Bear Mask, Haeralis, 3 Spirit Orisons, and 3 Eye of Argons) and go back out through Hall of Dying Hope, continuing east.



Puzzle 7

1. Destroy the push-crate.



2. Roll the rock cube over to the base of the high ledge.



3. Jump up to the ledge and climb up.



4. Push the crate underneath the Treasure Chest.



5. Stand on the crate and examine the Treasure Chest.



10. THE BLOODY HALLWAY

Breach the high exit door, this area of Leá Monde requires you to complete a puzzle that defies your sense of perception.

Puzzle 8

1. Pick up wooden crate against wall, stack it on the other end.



2. Climb onto embankment, drop off other end.



3. Climb embankment, roll rock cube down onto other rock cube.



2. Step onto wooden crate, lift top crate onto embankment.



4. Position ground rock cube directly in front of exit.



6. Stack crate on top of stacked rock cubes.



7. Stand on crate, jump across to exit, grab ledge. Climb up and exit.



11. THE WITHERED SPRING

The door on the far eastern wall is locked with a **Lily Sigil**. Although the Save Point in the center is convenient enough, wait until you've checked out the room to the north.



12. WORKSHOP: "WORK OF ART"

You can combine the following materials: Wood, Leather, Bronze.

Welcome to your first Workshop! If you are still unclear about the making and improving of weapons, now is a great time to save your game and read the "Constructing Weapons" section in the "Items" chapter.

The following is a suggestion for beginners: If you have a favorite sword already, then disassemble it and recombine the blade with the Cross Guard. Now you can boost your sword's Class toward any type of enemy just by attaching a gem. You don't have to be in a Workshop to attach a gem; you can switch them out at any time while in the field. This reduces the number of weapons you have to carry, thus enabling you to gather new ones.

After ransacking all the Treasure Chests in the Catacombs, you should be overloaded with stuff. Store your extra goodies in the chest, which saves your game as well.



B13. REPENT, O YE SINNERS

As you leave the quaint Workshop and continue south to find the Lily Sigil, don't be confused by the following two rooms. In each, there's a door to the west and a door to the south. Continue south to proceed.

The western door in the first room leads to a **Locking Door Trap**. You only receive **3 Cure Bulbs** for killing all the enemies in the area called The Reaper's Victims.

B14. LAST STAB OF HOPE

This is a room with a deep drop-off. You must use the crates on the south wall to climb back up to the north door.

The rust has been shaken off the hinges on the door to the west. If you missed the items in The Lamenting Mother, now's the chance to get them. Continue south for now.

B15. THE BEAST'S DOMAIN

The floor of the final room is coated with a thick layer of slimy water. Two Lizardmen will drop from their perches on the ceiling and attack.

Attach the Braveheart gem to a weapon, so that you have some Dragon Class. Cast Degenerate to make this a quicker battle. Afterward, backtrack to The Withered Spring and use the **Lily Sigil** to exit the Catacombs.

You'll get the following items for killing each Lizardman. Lizardman #1: Iron Spear, Cuirass, and Lily Sigil. Lizardman #2: Bronze Glaive, Iron Knuckle, Grimoire Antidote ("Antidote"), Elixir of Queens.



LIZARDMEN

Lizardmen are swift and fierce warriors of the Dragon class. Although they're not nearly as intelligent as their larger counterparts, they have the same scaly natural armor covering their entire bodies.

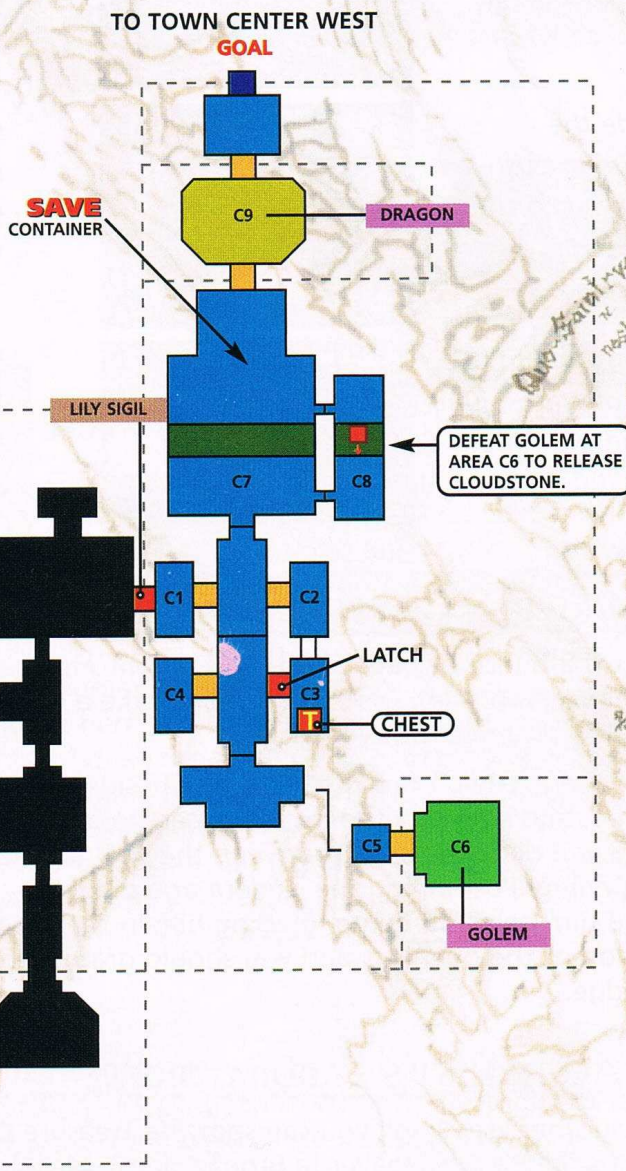
Cast Degenerate to tone them down a notch, and use a long-ranged Piercing weapon. These crazy critters make an excellent warm-up practice for the real Dragons you'll encounter, and provide a means to gain some Class points as a professional Dragon slayer.

Monster List

Species

Zombie
Mummy
Ghoul
Zombie Fighter
Zombie Knight
Skeleton
Skeleton Knight
Ghost
Lizardman
Dragon (Titan)
Bat
Silver Wolf
Hellhound
Slime
Poison Slime
(Titan)

DOOR
LOCKED DOOR
AREA EXIT



1. Jump to the high passage in the Priest's Confinement.



2. Seek to slay the Golem to the south.



3. Head north and cross the underground river.



4. Defeat a gigantic Dragon.



C1. THE PRISONER'S NICHE

The first room of the Sanctum looks as if someone was trying to keep something out. There are plenty of boxes around to use, but since they're all pressed up against the wall, *how* do you rearrange them?

When you finish, exit and run straight across the Corridor of the Clerics to the door opposite, set into the east wall.

Puzzle 9

1. Grab two crates from the far right, stack them on the crates to the left.



2. Destroy the push-crate on the far right.



3. Slide the remaining push-crate over to the other two.



4. Stand on the push-crate, pick up one crate and set it on the other.



5. Climb the tall stack of crates, jump up and grab the ledge.



6. Run over the room's divider, jump down the other side, and exit.



C2. PRIEST'S CONFINEMENT

Fight off a bunch of bats, and then hop onto the table right across from the entrance to discover a **Heal Panel Trap**. While you're up there, take a Free-Look to the south. You'll notice an opening to the next room high up on the wall.

To get there, climb onto the wardrobe beside the opening, and stand on the corner closest to it. Turn Ashley at a diagonal angle between the wall and the opening. Positioning the camera at a diagonal behind him helps. Jump up, guiding him in the direction of the opening, and you should grab onto the ledge.



C3. ALCHEMIST'S LABORATORY

With another Free-Look you can spot the Treasure Chest across the room. (It contains the Bosum Cleaver [a Bronze Heavy Mace], a Dragonite Gem, and the Grimoire Halte ["Fixate"].) The only problem is that there are lots of hard-to-see Undead enemies running loose amongst the tall furniture. Position your camera at diagonal angles to see better. Jump across the tops of the furniture pieces to the Treasure Chest. Ransack it, then drop to the ground, unlatch the door, and go out.



SLIMES

There are two types of Slimes you will encounter in the Sanctum, regular and Poison Slime. Both are tough creatures, but the Degenerate Spell makes killing them a synch.

THEOLOGY CLASSROOM

Go directly across the Academia Corridor and open the door. In here is a **Locking Door Trap**. The first you encounter inside attacks with Water-based Affinity. Use Fire to kill it more quickly. You receive 2 **Vera Roots** for killing the Ghost, and 2 **Cure Bulbs** for busting the Skeleton.

HALLOWED HOPE

Head south through the Shrine of the Martyrs, into the passage in the southeast corner. Here, you'll tangle with another Poison Slime and a Bat. Heal up and regenerate all your HP and MP before entering the double



THE HALL OF SACRILEGE

A giant stone creature is magically assembled from the rubble in the room.



GOLEM	
Alignment:	Evil
HP:	300
Weapon:	Hagane Weapon
DEF:	0
Element:	Light, Blunt
Special Attacks:	Granite Punch (Physical)
Vulnerable Spot:	Body

Tactic 1—Degenerate Spell + Hiding

Golem is essentially a creature of pure physical power. When you use the Degenerate Spell on it, you not only take away most of its threat, but you also slightly reduce its seeming invulnerability. Golem is not a smart creature by any means. If you sheathe your weapon momentarily, you can

go behind it, where it loses track of you. From back here you can strike the arms and legs with Break Arts, and inflict more damage than you would from the front. You will still have a really hard time hitting the body, however, even from behind. Whenever you attack Golem from the front, you reveal your position, and you can expect it to whip around and strike you. You can use Reflect Damage, but if you have used the Degenerate Spell, it won't harm you much, and you'll hurt it even less.



Tactic 2—Reflect Damage

The other approach requires that you avoid casting Degenerate on the Golem. Keep your weapon sheathed, since no melee attack hurts it very much anyhow. Stay in front of it, moving back and forth. Whenever it strikes you, use Reflect Damage to strike back. Since its regular attacks cause 40-50HP damage at full strength, and its special attack does 90-100HP, you can see that the battle will be over more quickly. Use Cure Bulbs to keep up your HP, especially after each special attack. The Heal Spell won't be very effective since you're not accumulating RISK. To encourage more special attacks and end the battle even more quickly, stay on the low embankments near the entrance.



The destruction of the Golem releases a cloudstone on the other side of the Sanctum. Leave the room and head north.

Receive 2 Cure Bulbs, Elixir of Dragoons, Grimoire Ameliorer ("Prostasia")

C7. ADVENT GROUND

The exit from the Sanctum leads across a fast running river. To get across the river, you have to go east into the next area.



TIP

The Path of the Dragon

The next Boss is pretty awesome. Kill plenty of Lizardmen from here to the end, and equip Dragonite on a polearm. To gain even more Dragon Class points, search previous areas for a time, and then return when the Lizardmen have replacements.

C8. PASSAGE OF THE REFUGEES

The crates you can use to leap to the high ledge are all stacked against the wrong wall! To get up there, you must be crafty.

Use the cloudstone to cross the river. A Lizardman patiently waits on the other side. You can get the advantage by using the Grimoire Halte to stop the cloudstone just within spear range of the creature as it stands on the ledge. Assault the Lizardman from midair. Once he's down, go into the next chamber and use the **Save Point** or the **Container**.



Puzzle 10

1. Destroy the push-crate on top of the one stackable crate.



2. Stack the crate on top of the push-crate across from the lowest part of opposite ledge.



3. Leap across and grab the ledge.



C9. THE CLEANSING CHANTRY

Now you get to see what Sydney has summoned to feast upon you: a giant, full-grown, fire-breathing Dragon!



DRAGON

Class:	Dragon
HP	350
Weak vs.	None
MP	0
Strong vs.	Fire, Blunt
Special Attacks:	Tail Attack, Fire Breath (Physical)
Vulnerable Spot:	Tail, Head

This Titan is remarkably intelligent, and nullifies most spells used against it. While its weak spot is the tail, the enormous length of the creature puts this body part out of the range of most weapons. The scaly hide of the monster reduces the effectiveness of most weapons, for a time.

Tactic 1—Dragonite, Prostasia + Reflect Damage

Equip a long-range weapon that bears the Dragonite gem. Hopefully you boosted this weapon some through chain attacks used on all the Lizardmen in the previous areas. Because Degenerate will miss every time, use the Grimoire Amelioreur to cast **Prostasia** on young Ashley. As soon as the fight starts, get directly under the Dragon's head. If you hang back, you will give it enough room to use its Fire Breath attack. You definitely don't want that, since this causes 20-30HP damage to each part of your body. Your first couple of attacks will be extremely weak. The Dragon needs to be damaged by about 50HP before you can start using any weapon effectively. To achieve this damage, use Reflect Damage each time it performs its Tail Attack on you. This should reflect 30-50HP quite easily. Then attack from under the head and neck with a magically-boosted weapon. You'll do more damage as the Dragon gets weaker.

Items: 3 Cure Bulbs, Elixir of Sages, Grimoire Analyse ("Analyze")



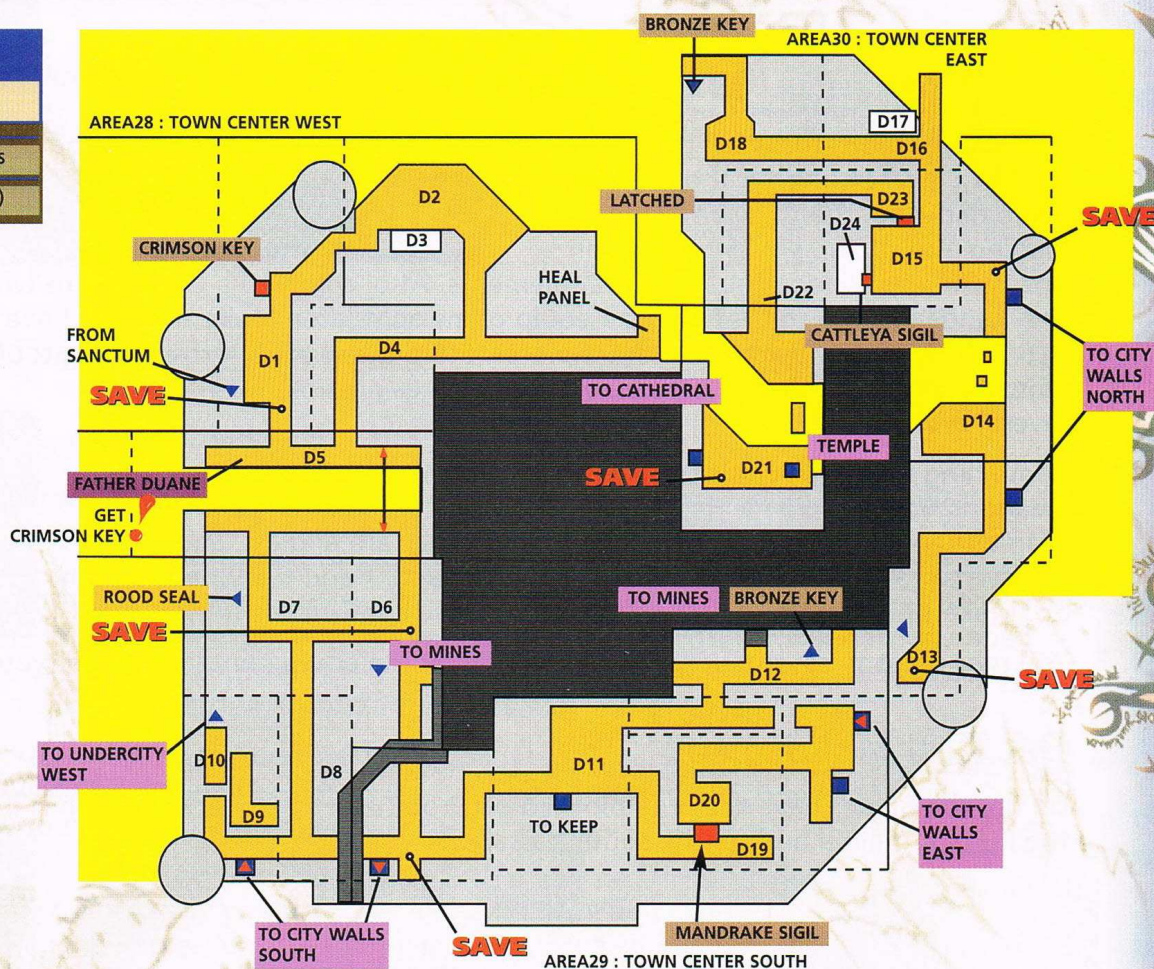
Town Center West I

Monster List

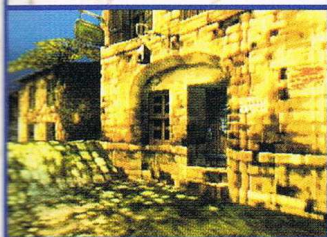
Species

Knights of the Cross
Father Duane (Boss)

DOOR
LOCKED DOOR
AREA EXIT



1. Find the next Workshop.



2. Confront Father Duane.



3. Use the Crimson Key to enter the Abandoned Mines B1.



D1. RUE VERMILLION

Head north from the Dragon's chamber through the multiple stairs. Try not to go blind as Ashley finally steps back out into the light of day. Just north of your starting position in Town Center West is a door locked by the Crimson Key.

Use the **Save Point**, unless you want to see the Dragon again soon. Head northeast over a couple of hills.



D2. THE RENE COASTROAD

Run past the door to the Workshop, all the way to the far eastern end of this area. Walk around the ledge and you'll find the **Heal Trap Panel** hidden here.



D3. WORKSHOP "MAGIC HAMMER"

Some suggestions for work to do here: Equip the Haeralis on a weapon that already has some Human Class ranking. As the previous scene depicted, the Crimson Blades are mulling about, and you should be on

guard for any politically-based entanglements. Also, combine a Cross Guard with a piercing one-handed sword so that you can equip gems on it later. Make sure you have equipped your strongest armor, and store the extra pieces. Store every other extra item except for your Undead Class weapon. This should prepare you as much as possible for the next several areas.

Combining blades begins here. By combining the blades of some of your weapons, you can create Hagane weapons that will be more powerful than either Bronze or Iron alone. The possibilities are endless, and somewhat random, so disassemble all your weapons and see what you can do. Make sure you like what you see before you confirm the new blade!

You may want to save your game before combining equipment just in case you make a mistake.

TIP

The following materials may be combined here: Bronze and Iron.



D4. RUE MAL FALLDE

Uh oh, the Blades have the area blocked off. You have to go back through the Rue Vermillion and try the south passage.



D5. TIRCOLAS FLOW

After you overhear the true motives of the Cardinal's Knights, Father Duane and his henchmen try to teach you some piety. With a weapon of Human Class 15 or better, you can easily be the schoolmaster today.

After the battle, you get the **Crimson Key**. Return to the Rue Vermillion and use it on the locked door.



FATHER DUANE

Class:	Human
HP:	265
Weak vs.:	Fire, Edged
SP:	150
Strong vs.:	Light, Blunt
Special Attacks:	Casts Explosion L1, Poison Cloud (Magic)
Vulnerable Spot:	Legs

weapon with the Haeralis attached, bravo. A good long chain attack on each enemy will quickly end the battle. Otherwise, use the items you receive from each opponent against the other two. The tactics are divided into three parts, each representing one enemy.

Tactic 1—Sarjik (Sword Knight)—Haeralis + Chain Attacks

First, target the Knight who attacks with a sword. Use an Edged weapon equipped with the Haeralis Gem, and you should be able to slay this man within 10 attacks. String them together in a single chain, if possible. Sarjik has about 100 HP. When you defeat him, you'll get some items.

Items: Iron Rapier, 3 Mana Roots, 1 Cure Bulb

Tactic 2—Bejart (Axe Knight)—Piercing Weapon + Prostrasia, Degenerate

If you failed to prepare effectively for this three-fold battle, equip the Iron Rapier for use against the axe-wielding Knight. Otherwise, continue to use the weapon with the Haeralis attached. This Knight is a lot stronger than the previous, so use Degenerate and Prostrasia to gain the advantage on him. Avoid Chain Attacks, since even a minimum of RISK seriously impedes you against this skillful Knight. Bejart has around 100 HP. You'll get even more items when the axe Knight goes down.

Items: Guisarme (Bronze Axe), 3 Cure Roots

Tactic 3—Duane—Haeralis + Reflect Magic

If you failed to prepare effectively, equip the Guisarme for use against Duane. After Bejart used it on you a couple of times, it should have some Human Class ranking. Attach the Reflect Magic Defense Ability, if you have it, on a shortcut button you'll remember. Duane mainly attacks with spells, so bounce part of the damage back to him each time. When he casts Explosion L1, you'll do him quite a bit of harm. Otherwise, perform full-out Chain Attacks with the Haeralis-equipped weapon or Guisarme. Target his unprotected legs. You can raise Ashley's RISK so that Heal works most effectively, but don't get carried away to the point that you can't land blows.

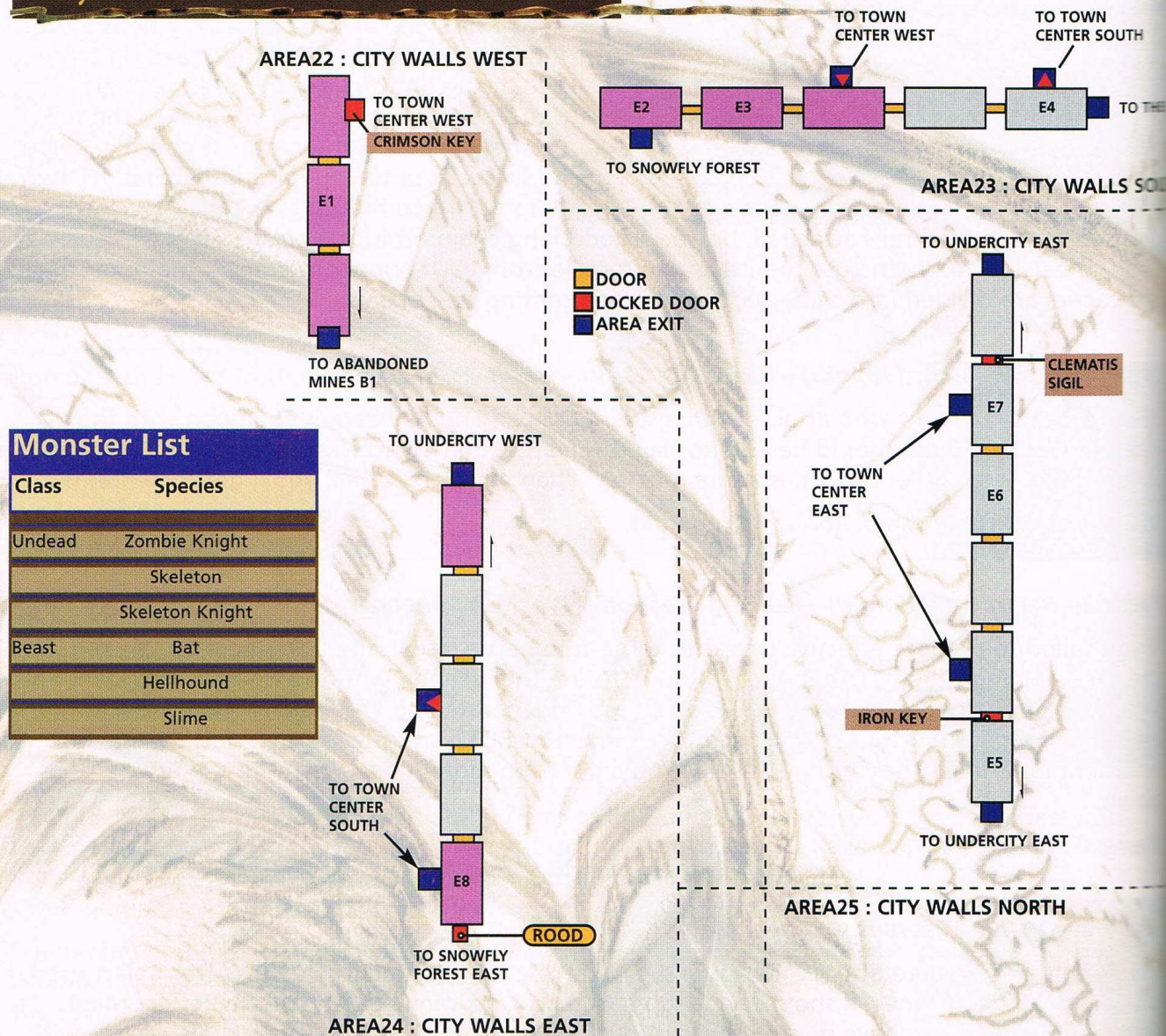
Duane's Magnolia Frau is one of the best weapons you'll ever find to use against the Undead; it's strong and fast as lightning. Equip it and start learning how to use Battle Abilities with it. Staves enable you to learn some extremely beneficial Break Arts such as "Riskbreak" and affinity-based Break Arts.

After the battle, return to the workshop and combine the Iron and Bronze Rapiers to make a Hagane Rapier. This weapon will make the next section much easier. You receive the Crimson Key from Duane. Return to the Rue Vermillion and use it on the locked door.

Items: Magnolia Frau (Silver Staff), Wizard Robe (Leather Armor), Crimson Key, Grimoire Demolir ("Explosion Lv.1"), Grimoire Clef ("Unlock")



City Walls West



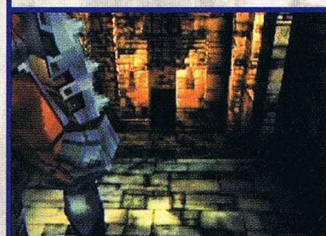
Monster List

Class	Species
Undead	Zombie Knight
	Skeleton
	Skeleton Knight
Beast	Bat
	Hellhound
	Slime

1. Survive being locked in with the Undead.



2. Proceed south into the Mines.

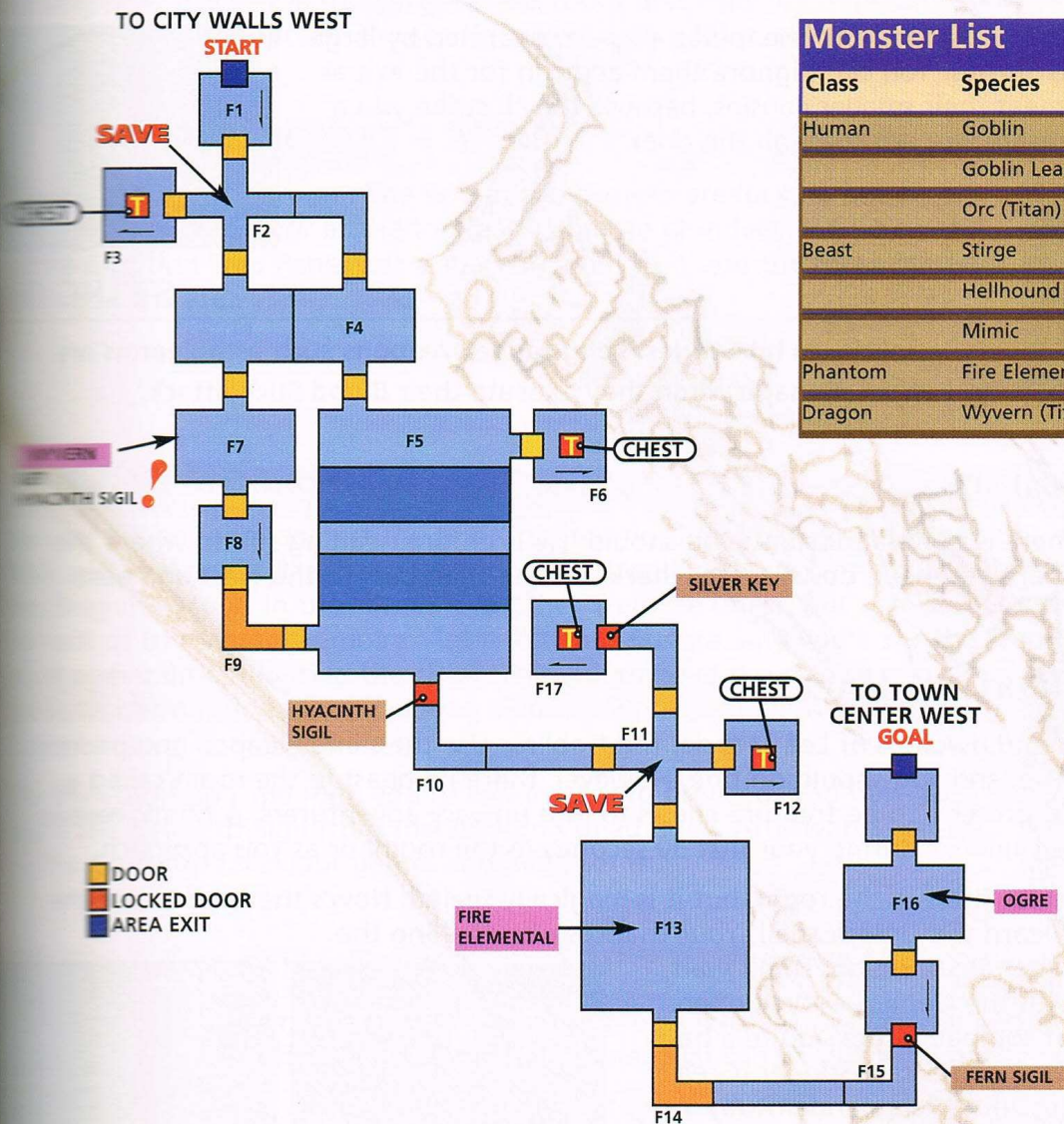


E1. THE GABLED HALL

By now, these Locked Door Traps shouldn't cause you panic, and you should be squared away enough on one weapon with enough Undead Class to take out these two cretins with 1-2 blows. You might get the **Bronze Ring Mail** from the Zombie Knight.



The Abandoned Mines B1



Monster List

Class	Species
Human	Goblin
	Goblin Leader
	Orc (Titan)
Beast	Stirge
	Hellhound
	Mimic
Phantom	Fire Elemental (Titan)
Dragon	Wyvern (Titan)

1. Fight Goblins for their loot.



2. Hack off the Wyvern's tail.



3. Use the Hyacinth Sigil to descend into the Mines.



4. Gather Fire-Affinity materials.



5. Defeat the Fire Elemental.



6. Use Fern Sigil to find the Ogre.



F1. DREAMER'S ENTRANCE

As you're descending the slopes into the mines, you are swarmed by large vampire bats called Stirges. You can't ignore them and run for the exit as you do when you meet their smaller cousins, because they'll strike you a half-dozen times before you are through the door.



STIRGES

You must have a very low RISK to hit Stirges. Long range weapons such as polearms are more effective. Try to Reflect Damage when they execute their Blood Suck attack.

F2. THE CROSSING

The **Save Point** in here is quite important; you should use it before heading south, where the Wyvern resides. Before you head down there, check out the chambers to the west and east.

F3. MINERS' RESTING HALL

Meet the underground dwellers of Leá Monde, the Goblins. Use the same weapon you packed against Father Duane, and you should do fine. However, there's a beast in the room called a Mimic. These things pretend to be treasure chests to lure unwary adventurers. A Mimic reveals itself if you don't examine it during your first 30 seconds in the room, or as you approach.

There's a real Treasure Chest in the room, but it is magically sealed. Now's the time to use the Grimoire Clef, and learn the **Unlock** spell. Your chances of unsealing the chest are greater when RISK is high. Don't wait until your battle with the Goblins is over, open the chest in the heat of combat. There's quite a haul to plunder! (The chest contains a Stinger [Great Axe], a Quad Shield, and a Salamander Ruby attached to the shield, a Ring Mail, Ring Leggings, a White Queen, a Grimoire Visible ["Eureka"], and 5 Cure Bulbs.)



GOBLINS

These quick and feisty little creatures are best met with Chain Abilities that inflict Poison, Numbness, and Paralysis. This slows them down enough for you to really hack away at them. If a Goblin Leader is present, it will cast spells to heal the other Goblins, and it will use status-inflicting and debilitating spells on you. Be ready with items to cure Paralysis and Numbness, and use Prostaia if your strength is lowered. Sometimes it's best to target the Goblin Leader first. Use Chain Abilities, and you can really build some Human Class points throughout the Mines.

MIMIC

While not incredibly intelligent, Mimics can use a powerful electric attack and cause Numbness. They're nearly impossible to damage from a standing position. You must lead them over whatever embankments are in the room. When the Mimic jumps off the embankment to follow you, target its underside in midair. Use Chain Abilities to inflict Poison Status, and then climb to a high spot. Mimics are quite blind, and they'll lose sight of you easily. Then you can just wait for Poisoning to kill them.

54. THE END OF THE LINE

Locked Door Trap—Kill the Stirge in this room first, and you'll get an **Eye of Argon**. From the two Goblins, you might receive **Bronze Knuckles**, a **Vera Root**, or other minor armor pieces.

55. THE EARTHQUAKE'S MARK

Three doors exit this room. The two at the bottom are locked, one by a Hyacinth Sigil. The door at the top leads to more plunders, but be careful of the **Eruption Trap Panel** just a space in front of it and the three Stirges lurking in the area.



56. COAL MINE STORAGE

Do well in this room against the two Goblins and their Leader, and you might get a **Hagane Goblin Club** and an **Angelic Paean**. The weapon fares well in the upcoming Wyvern battle, if you attach the Dragonite to it. In the corner is another Treasure Chest, but a **Poison Cloud Trap Panel** is right in front of it! Use the Grimoire Visible to learn Eureka, and you'll see the **Trap Clear Panel** on the small embankment behind the chest. This will remove the trap so you can grab the items inside: a Bronze Ring Sleeve, a Bronze Chain Coif, an Indine Jasper, and a Fern Sigil.

The **Fern Sigil** isn't the item you're looking for to proceed. You have to pluck the Hyacinth Sigil from the Wyvern's dead body. Afterwards, return to The Crossing, save your game, and head south.



57. THE BATTLE'S BEGINNING

Take the title of this area seriously, because your Boss battles from here on become long and strenuous, for you confront monster after monster that can hardly be damaged by regular weapons.

The room before this area is filled with Goblins, so clear them out before you equip yourself with weapons and armor to fight the Wyvern. You need armor and a shield with good Fire Affinity and Dragon Class, and a weapon with a decent Dragon Class ranking. There are two ways to approach the Wyvern; attach the Dragonite to an edged polearm such as the Bronze Glaive, or move the Salamander Ruby to a wooden shield and equip the Dragonite on a one-handed weapon.



WYVERN

Class:	Dragon
HP	300
Weak vs.	Edged, Air
SP	0
Strong vs.	Dark, Blunt
Special Attacks:	Fire Breath (Fire)
Vulnerable Spot:	Tail

Whatever you try, this battle is going to take a long time. This Wyvern is at full strength and speed, as opposed to the one you faced in the Prelude. It is an extremely defensive monster. It has swift reflexes, and dodges most attacks by ducking within its impenetrable wings. You must stay really close to the Wyvern, or else it will use Fire Breath on you repeatedly and quickly. While it is slower to react and weaker

versus edged weapons, the key to this battle is strength and intelligence. Ashley will not have a sufficient score in either of these until a replay game.

Tactic 1—Dragonite, Long-Range Weapon

Although you can cast spells such as Degenerate on the Wyvern, avoid doing so. It will know that you have lowered its abilities, and its reflexes will become swifter. All of your percent chances to hit will be lowered. The same thing happens if you cast Prostratia on yourself; the Wyvern knows and also reacts more swiftly. Break Arts have a very low chance to hit.

Start off by running back and forth under its front, stabbing the head and neck occasionally with a two-handed weapon that has been fitted with the Dragonite. If you get close enough, you can stick a long spear right under the Wyvern and strike its weak spot, the tail. Reflect some of the damage you take from its bite attack. Sheathe your weapon and try to run around to its tail. This is the easiest spot to hit, even though the amount of damage you'll inflict is rather low. To prevent you from doing this again, the Wyvern will back against a wall. Stay close to it; if it backs away enough it will use Fire Breath. To get its back away from the wall, run to one side of it and try to stay there. The Wyvern will turn to face you, and then it will back toward another wall. Always run around it on the open side, and keep hitting its tail. Because of the length of this battle, you're sure to be wiping the sweat from your brow.



Items: Hyacinth Sigil, 1 Cure Tonic, Grimoire Ignifuge ("Pyro Guard")

F8. WHAT LIES AHEAD?

The Goblin Leader is much more resilient than others previously encountered. The battle with him may take some time, as the Goblin Leader casts Degenerate on you and Heals itself repeatedly. Use the **Heal Panel Trap** midway down the slope to stay fresh and lower RISK.

Because of the Trap located here, you should return to this room often and battle the Goblins as they regenerate. You can raise your Human Class on a weapon to a good score, which would help immensely against an upcoming Boss enemy.



F9. THE FRUITS OF FRIENDSHIP

Ride the cloudstone across the chasm. But don't walk off, because it stops just short of the other side. Jump to the opposite bank and use one of the crates to climb the steep ledge. The puzzle solution is below.

This passage leads you back into the bottom section of The Earthquake's Mark. Stand on the rock cube to slay the Stirges as they attack from high above, then push the rock cube under the ledge, and climb up to the door. Use the Hyacinth Sigil, and enter the next section of the mines.



Puzzle 11

1. Climb the embankment behind the push-crates. Destroy one of them.



2. Push the top crate off the rock cube. Step down.



3. Slide the push-crate over to the steep ledge, jump up.



F10. THE PASSION OF LOVERS

After you get word that a door has opened somewhere, you have 14 seconds to run through this area and the next (The Hall of Hope) before the door shuts again. There's a Hellhound in your way, so you should equip your Beast weapon and cast Pyro Guard to protect yourself from a lot of Fire Breath as you try to run past it.



F11. THE DARK TUNNEL

It's challenging to use the **Save Point** in here while three Goblins are running amok.

Absolutely avoid going south until you have visited the eastern chamber. There are precious items that you'll need before facing the creature dwelling to the south.



Thinning the Numbers

A tip about the Mines from here on: as you get tired of fighting three increasingly strong Goblins in area after area, there is one way to get by. Leave the area and return, and you'll find that one of the Goblins has lost interest and disappeared. Don't think you can do this three times to get rid of all of them, it only works once on each area until you clear it.

F12. RUST IN PEACE

Don't worry too much about the cantankerous Goblins and Mimic in here. Just grab the equipment from the Treasure Chest and get out! The Treasure Chest contains a Bronze Chain Sleeve, a Salamander Ring, a Manabreaker, the Elixir of Sages, and the Grimoire Undine ("Frost Fusion").

F13. THE SMELTRY

The ball of flame shooting across the sky is not a fireworks display in your honor. It is a mind-boggling enemy that will challenge every gaming skill you've acquired in your entire life!

Preparation: Before stepping into the battle, equip yourself with the proper flame-retardant materials. Equip every piece of armor you have that has a decent Fire Affinity or is made of Hagane. Take the Salamander Ruby off the Quad Shield and attach it to a strong wood shield so that it has an even higher Fire Affinity. A shield is absolutely required, so plan to use a one-handed weapon. The Magnolia Frau (Silver Wizard Staff) is the best possible weapon. Attach the Undine Jasper to this, and you should be ready to go. And the last but most important thing, equip the Salamander Ring.



Now you're ready to see who can go the distance.

FIRE ELEMENTAL

Class:	Phantom
HP	250
Weak vs.	Water, Piercing
MP	100
Strong vs.	Fire, Edged
Special Attacks:	Casts Fire Spells (Magic, Fire-Affinity)
Vulnerable Spot:	None

Tactic 1—Frost Fusion, Single Attacks + Fire Protection

The moment you enter the room, get into Battle Mode and cast Frost Fusion on yourself. Then step into the center, where the Fire Elemental will appear.

The creature attacks fast and frequently, and you must have all the protection you can against it.

fire attacks. However, you can't have Pyro Guard and Frost Fusion in effect at the same time. Plus using Frost Fusion is just more effective for defeating this Boss.

At the start of the fight, rush up to the Fire Elemental and quickly cast Degenerate on it. Then immediately begin your assault and focus your attacks on its arms. With the proper preparation, you'll inflict damage to the tune of 30-50 HP per attack. If you can string together a couple of chain attacks, you'll put out this fire with little trouble.

When the fire creature fizzles out, return to the previous chamber and SAVE your game! There is not another Save Point between here and the next Boss, and you won't want to go through this again!



Items: Grimoire Flamme ("Flame Sphere Lv.1"), Elixir of Queens, Mana Tonic.

TIP

Silver Key Note

The area north of the last Save Point has a door that is locked by the Silver Key. You'll spot several areas which are not described in the walkthrough as they occur, because they are all locked with this elusive item. When you do finally get the key, all locations that it can open are described.

F14. CLASH OF HYAENAS

Does this room seem a bit familiar? Getting across the chasm this time will be a little trickier.

Puzzle 12

1. Stack the two crates on the edge.



3. Leap across to cloudstone, then on to the other side.



2. Climb on top and angle the camera directly behind to aim jump.



4. Destroy three of the four crates.



5. Push the last crate under the high ledge. Step on it and jump up.



F15. LIVE LONG AND PROSPER

Take a few minutes to recharge MP and RISK after taking out the Goblin and the two Goblin leaders in the previous room. Then use the Fern Sigil to unlock the exit door.

F16. TRAITOR'S PARTING

Before you know what's happening, something really big, weird, and fast comes right at you. Hope you recharged your MP...



OGRE

Class:	Beast
HP:	450
Weak vs.:	Affinity, Edged
MP:	0
Strong vs.:	Physical, Blunt
Special Attacks:	Critical Hit
Vulnerable Spot:	Head

Tactic 1—Frost Fusion + Degenerate

While the Ogre is not an elemental creature, it seems beneficial to cast Frost Fusion on your weapon. Any affinity helps when it comes to creatures of purely physical natures.

Cast Degenerate, mainly to prevent it from killing you with two successful blows. Try to Reflect Damage as much as possible, but also

use Impact Guard to keep from sucking down all your Cure items.

Chain Abilities are once again ineffective, so forget trying to use Numbness or Paralysis to slow it down. The important thing is to keep slashing at the head and right arm. Slash once, then retreat. When it charges after you, run away and then quickly target it.

Items: 3 Cure Bulbs, Elixir of Kings, Grimoire Rempart ("Terra Guard")

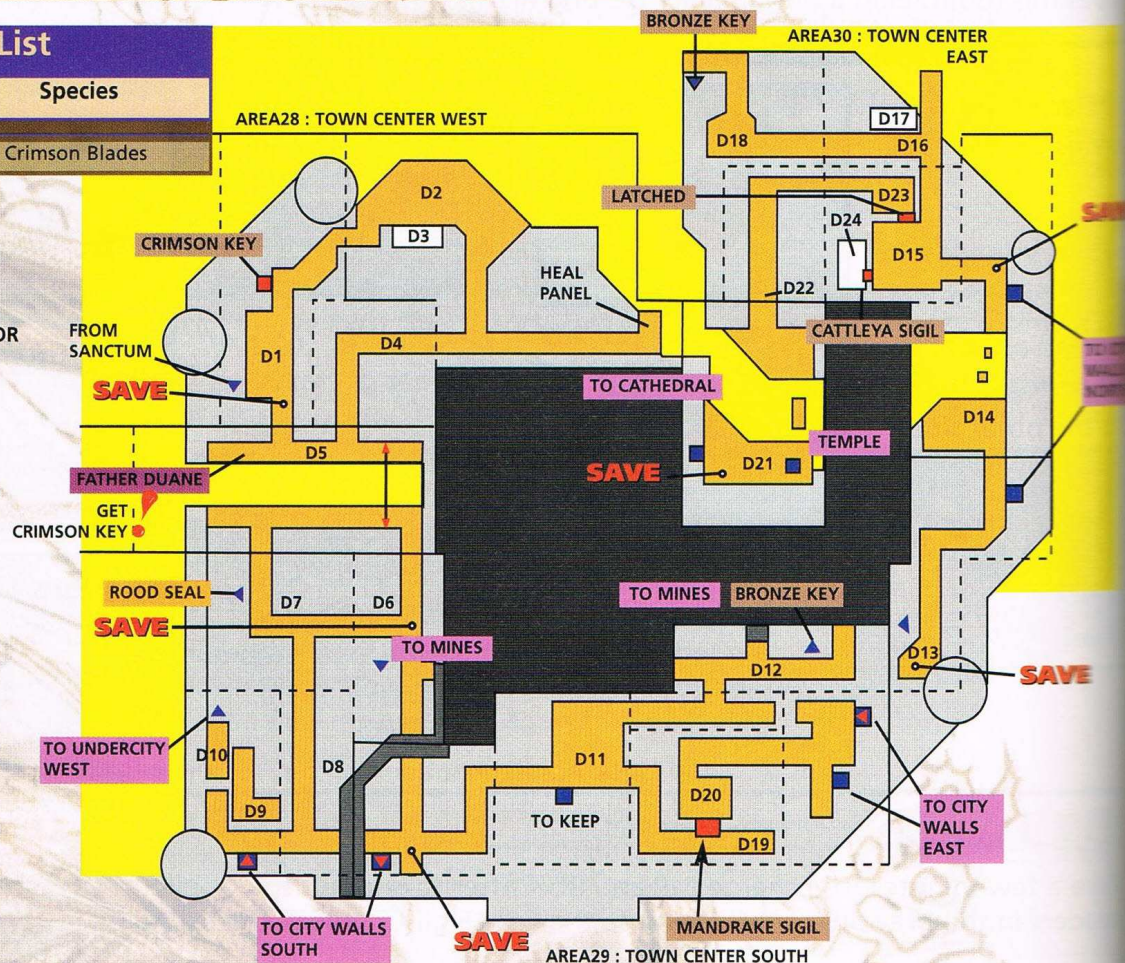


Town Center West (Part II)

Monster List

Class	Species
Human	Crimson Blades

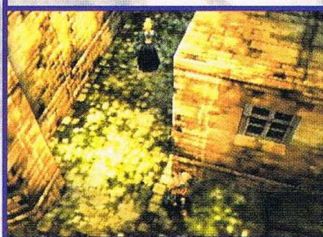
- DOOR
- LOCKED DOOR
- AREA EXIT



1. Cross the river to the Workshop



2. Head southeast, follow Sydney.



3. Climb embankment, run through dilapidated house.



4. Drop down behind sealed gate, enter Undercity West.



D6. RUE BOUQUET

Ah, finally out of those smelly mines! Use the **Save Point**, and then decide what you'd like to do. You're back in the area where you encountered the Crimson Blades previously, and they are now stationed all over the place. However, a cloudstone is active in the Tircolas Flow, so you can cross the river and reach the Workshop. You're probably quite loaded down with goods from your stint in the mines, so this is a good idea. You just have to tangle with some very nasty Christian militiamen every step of the way.

Preparation: Time to get you ready for what lies ahead. The trial by fire part of the game is behind, now that you're mastering affinity-based spells. But your future encounters will be hard lessons to learn without the proper equipment. Take a weapon with a really fantastic Undead Class. Be sure to keep a shield equipped with the Undine Jasper, and a weapon fitted with the Salamander Ruby. Also, Haeralis should be helping you to significantly build a weapon versus the sleazy knights loitering about. You also need a long-range weapon like a polearm or great sword and the Dragonite. You should take as many gems with you as you can, so that they can be switched out quickly to give you the advantage every time.



THE ORDER OF THE CRIMSON BLADES

The elite Crimson Blades are ten times tougher than the Knights of the Cross encountered previously. Each squad has one member who dabbles in sorcery and will cast Prostrasia, Herakles, and Heal spells on his buddies. This particular soldier is also equipped with some very fine armor, so you must cast Degenerate on him (or later, Tarnish). Use Paralysis and Silence to keep him from making these battles even longer. If your RISK gets too high to keep fighting, Paralyze them all, then run to the other end of the area and sheathe your weapon. The Blades will join you in a stare-down, and won't attack again until some moments after the status abnormality wears off. By fighting through the whole area just once, you should easily raise a weapon's Human Class by 30 points!

D7. GLACIALDRA KIRK RUINS

Take note of the stairs, where the gate is clamped by the **Seal of the Flood**. While nothing can be done now, you'll return here in your next game and access a whole new area!



D8. RUE SANT D'ALSA

Ashley follows the mysterious Sydney to the next area, where an encounter with Guildenstern gets ugly. You'll find you're on the wrong side of a door that just won't open. The other door in this area is latched from the other side, so backtrack to the Rue Sant D'alsa.

Slay the Crimson Blades, then use the mound that rises against the building to jump up and grab onto a high ledge. Clamber up and go inside.



D9. DINAS WALK

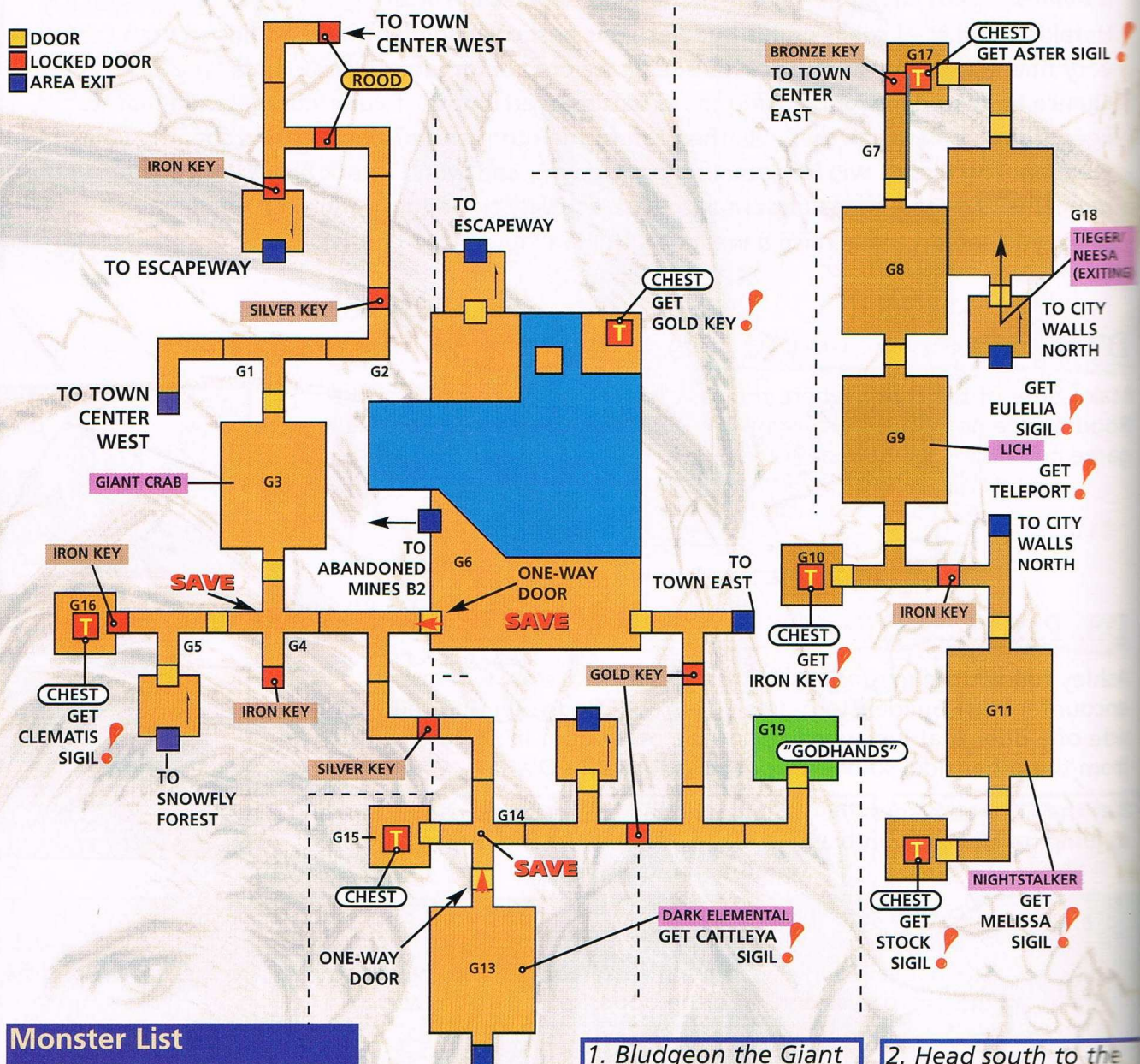
The floor inside has caved in. Avoid jumping directly across the center. First go to either side close to the wall, then leap over and grab the opposite edge. Whew!

D10. VILLEPORT WAY

Now you've slipped past the door. Before dropping down, you can use Degenerate on the Crimson Blade with the big axe. Just wait until he gets right under you, and he should fall within your spell range. Go through the north gate and down the stairs.



Undercity West I



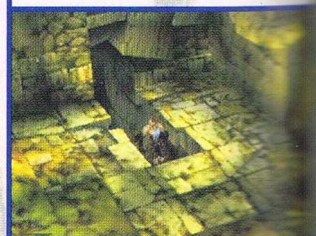
Monster List

Class	Species
Beast	Giant Crab (Titan)
Undead	Zombie Knight
	Skeleton Knight
	Zombie Mage
	Ghost

1. Bludgeon the Giant Crab.



2. Head south to the Snowfly Forest.



G1. WAY OF THE MOTHER LODGE

While the first area is strangely empty, you can hear the moaning of the damned not far off. Equip a zombie-beating weapon before entering the second area. Here, you'll meet a new Undead species called the Ghost. These are tough creatures, and you must cast Degenerate upon them to get decent hit ratios. They can also be damaged by casting Heal, so do that in an emergency. They are especially weak in the head location.



G2. SEWER OF RAVENOUS RATS

Another Undead class pops up—the Zombie Mage. These creatures cast debilitating attack spells, but they are usually quite weak in the legs. The other door in this room is locked with the Silver Key. If only you could lay your hands on it...

G3. UNDERDARK FISHMARKET

Suffering from a serious case of red-eye, a Giant Crab has been waiting in this abandoned exchange for twenty-five years. It's been growing all that time, feeding upon the Dark.



GIANT CRAB

Class:	Beast
HP	450
Weak vs.	Fire, Piercing
MP	0
Strong vs.	Air, Blunt
Special Attacks:	Tidal Rush (Physical), Aqua Bubble (Water)
Vulnerable Spot:	Mouth

Tactic 1—Salamander Ruby, Undine Jasper + Aqua Ward

Equip yourself with the Undine Jasper on a shield, and the Salamander Ruby on a one-handed weapon. Cast Degenerate to bring this monstrosity



down a bit, then inflict Poison with brief Chain Attacks to the claws. Lower RISK to zero, and then use Break Arts against the mouth. Rending Gale or Vile Scar are particularly effective. Using a staff, perform the Sirocco Break Art to inflict fire-based damage, which the Giant Crab hates.

Keep your HP high, because the Giant Crab's Tidal Rush attack causes 90-120 HP of damage. You should try to reflect part of this back, which is one of the best ways to damage this heavily armored creature. Use Impact Guard to keep from eating up all your MP casting Heal and Prostaia. With some Fire Affinity on a weapon with a decent Beast Class, along with water protection on a shield, you should be able to handle the melee.

The attack you have to worry about from it is the Aqua Bubble. This slow excretion does an amazing 30-50 HP to each hit location. Only a quick defense response with Aqua Ward saves you from dying in one attack.



Items: 3 Cure Bulbs, Elixir of Queens, Grimoire Sylphe ("Luft Fusion")

G4. THE SUNLESS WAY

You'll be aching for a **Save Point** after the last battle, and here it is! The south door is locked with a new barrier, the Iron Key. This is another item you must find much later in the game, and then return here. You can head east, but it is a dead end. The short way is to the west, but you can gain some awesome Undead Class on a weapon by exploring.

G5. REMEMBERING DAYS OF YORE

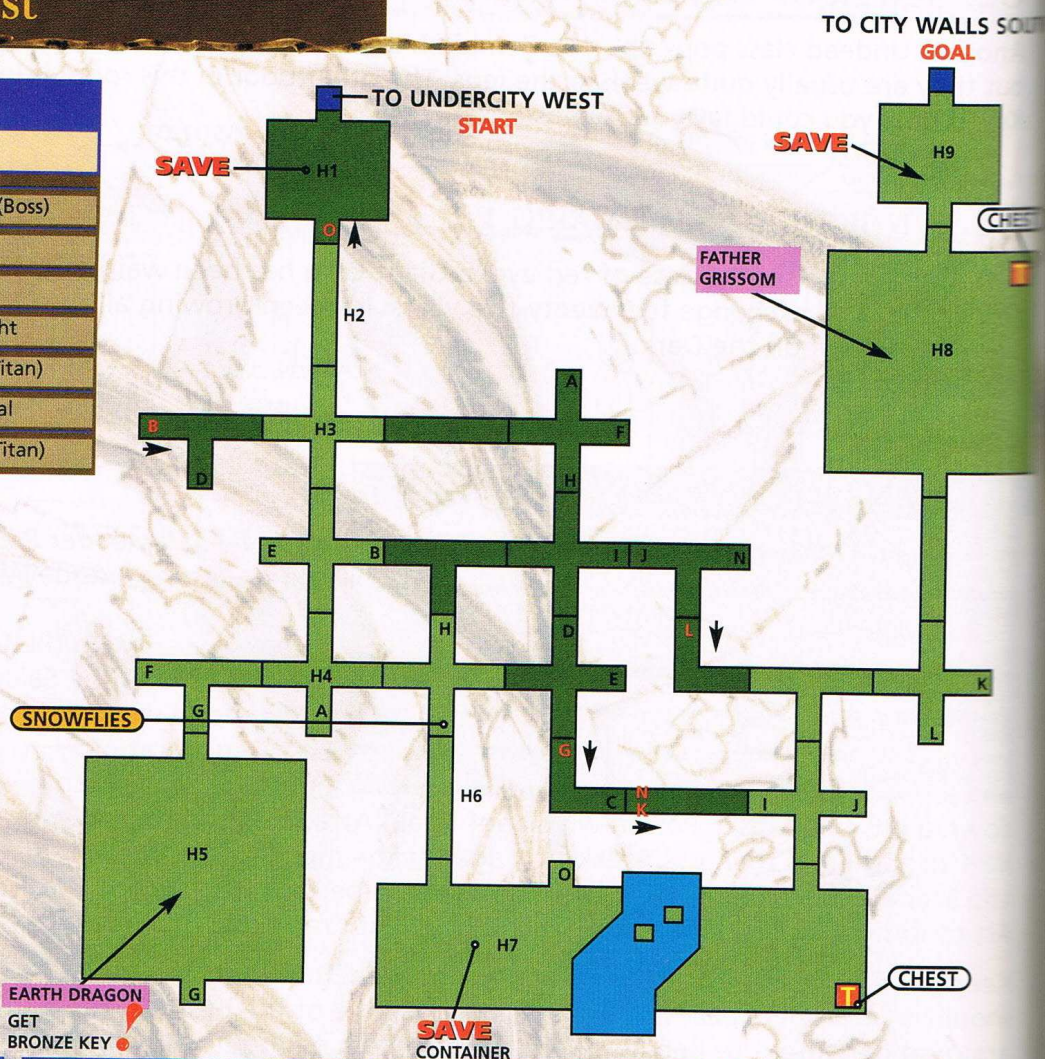
The western door is also locked by the Iron Key, so curve south and head outta here.

Snowfly Forest

Monster List

Class	Species
Human	Father Grissom (Boss)
Beast	Basilisk
	Ichthious
Undead	Zombie Knight
Dragon	Earth Dragon (Titan)
Evil	Fire Elemental
	Dark Crusader (Titan)

■ DOOR
■ LOCKED DOOR
■ AREA EXIT



1. Head south through the forest maze.



2. Fuse affinity to conquer the Land Dragon.



3. Continue east to the Forest River.



4. Head north to battle sinner and holy man.



H1. THE FAERIE CIRCLE

After a rather long talk with the enigmatic Jan Rosencrantz, take the opportunity to save your progress at the **Save Point**. Going into the Snowfly Forest is just as dangerous as the rival VKP agent makes it sound.

H2. THE HUNT BEGINS

The Snowfly Forest is a kind of magical maze. If you deviate from a straight course, you start going in circles, or warp to some area of the forest from where it's nearly impossible to get back. Avoid setbacks by heading straight south. If you get lost or disoriented, you can go to any mossy tree and press the X button (the trees all have moss on the south side) and then you are prompted to determine whether to face south.

On the other hand, getting the highest possible map percentage requires you to visit every area of the Snowfly Forest. You probably shouldn't worry about that until a replay game.



H3. WHICH WAY HOME

Scampering through the underbrush are small but lethal lizards called Basilisks. You'll find these in most areas of the forest, along with other creatures.



BASILISKS

Combat in the woods is hard enough with trees and brush obscuring your view. Rotate the camera to the opposite side of whichever exit you are nearest. Basilisks are difficult to hit. Cast Luft Fusion (Grimoire Sylphe) to slash them away with ease. Be quick about it, or they'll use Acid Breath on you, an ultra-damaging attack that inflicts 30-50 HP per body part!

H4. TRACES OF THE BEAST

The next irritating little creature you encounter in the woodland is the Ichthious, a little flying creature with an incredibly hard sharp beak.

In this area, you need to stop heading south, and turn to the west. There's more Ichthious creatures in the next area (Fluttering Hope). You need to wait for your RISK to drop before heading south again.



ICHTHIOUS

Because they hover so high in the air, the only way you're going to strike Ichthious is with a long polearm. Their hard beak still makes them tough to pierce, so cast Degenerate as soon as they come into range. More annoying than deadly, the Ichthious's special attack is called Spiral Shell, and is easily deflectable. These monsters sometimes drop Faerie Wings, a very good item indeed, which can sometimes help you surpass puzzles that require you to jump high or long distances.

H5. RETURN TO THE LAND

A giant green Dragon uncurls on the far side of this clearing, but you're not going to know what type it is until you get a little closer.



EARTH DRAGON

Class:	Dragon
HP	500
Weak vs.	Air, Edged
MP	0
Strong vs.	Physical, Earth
Special Attacks:	Acid Breath (Earth), Tail Attack (Physical)
Vulnerable Spot:	Head, Neck

Tactic 1—Infiltration; Terra Guard + Terra Ward. Attack; Luft Fusion

Your first big obstacle is to get across the clearing before the Dragon can nail you with its Acid Breath attack. Without protection, one hit of this will kill you, no matter how lucky you've been at gaining HP. First, cast

Terra Guard on yourself. Equip a good shield, and keep it out as you run. Avoid running directly at the Earth Dragon. Curve out to the side, and then inward. If you do get attacked with the breath, deflecting the damage with Terra Ward is your only hope. Position yourself directly under the Dragon's neck, and stay there.



Casting Luft Fusion on your weapon instantly cancels Terra Guard, but that should be okay if you stay directly under the monster's head. Angle the camera out to the side to see better. Using a long-range weapon with the Dragonite attached, target the head and neck with Break Arts and single attacks. Once again, Chain Abilities have no effect, since you can't land any blows but the first. The dragon will still bite you and perform its Tail Attack, but these can easily be deflected and bounced back once you learn their movement pattern. Following all these tips, you should cause 20-30 HP damage with each strike to the head. Since you've gained affinity-based magic, all your battles with mythic Titans are a bit less stressful.

Items: Bronze Key, Grimoire Parebrise ("Aero Guard"), Vera Potion

H6. WHERE SOFT RAINS FELL

When you've squashed the behemoth, you'll find that either exit takes you back to the Fluttering Hope area. From there, head east. The changing of the winds means that you can access the area below The Yellow Wood, so head south from there. (A swarm of snow flies blocked it before.)

FIRE ELEMENTALS IN THE FOREST

Floating rather impatiently around this area is one of your old buddies, a Fire Elemental. Now you can cream one of these things with style, since they are a much toned-down version of the first one. Equip a shield with the Salamander Ruby, use the Fireproof Defense Ability, and Cast Frost Fusion on a weapon with a good Phantom classing. (The Magnolia Frau staff starts with a Phantom Class of 15). Chain Attacks are still somewhat useless, so target-swing repeatedly. You might get a Cure Bulb from each one you slay.

H7. FOREST RIVER

A much-needed **Container** and **Save Point** sit nearby. The men Grissom dispatched to find you are right across the river, but they've taken a turn for the worse. The Dark works quickly!

There's an exit beside the river, where Ashley will stop and wonder if this is the path to the city. *It is not!* This exit warps you all the way back to the beginning of the Snowfly Forest, so don't fall for it.

Getting across the river takes some clever camera angling, and the Zombie Knights might complicate it by leaping on the logs and getting in your way. First, place the camera out to the side and jump to the first log. Then face the next log and set the camera at a diagonal behind you. Getting to the shore from there is a snap, but the Undead duo will probably get in your way first. There's a Treasure Chest behind them with some must-have items: a Knuckle Guard, a Hagane Circle Shield, Djinn Amber—attached to the shield, Iron Chain Mail, Sylphid Ring, Nightkiller, 3 Acolyte's Nostrum, and Grimoire Agilite ("Invigorate").

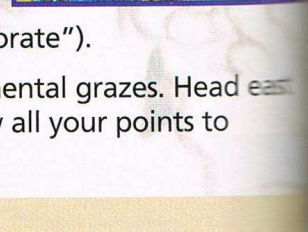
Run north to the area called Running with the Wolves, where another Fire Elemental grazes. Head east from there to the next area, then head north. Stop in The Secret Path and allow all your points to regenerate to full before proceeding.

H8. HEWN FROM NATURE

What the heck is going on? The once pious Father Grissom embraces the pure evil of the Dark, and the man you came here to capture is suddenly your ally! Be cautious—Grissom has summoned quite a dilly to take you on.

Slay Father Grissom first, since his Thunderbolt spell is quite detrimental. Sydney will then help you destroy the Dark Crusader. If you go after the Dark Crusader first, the demon will be easier but Sydney won't fight Grissom with you. He will only cast Heal and Prostaia Spells (mostly on himself).

After the battle, do not forget to climb the northeast cliff and search the Treasure Chest up there. You might even get away with checking it during the battle. It contains a Corpse Reviver (Iron Sword), a Bronze Circle Shield, a Sylphid Topaz (attached to Circle Shield), Demonica, 3 Vera Tonics, and 3 Cure Bulbs.



ATHER GRISSOM

Class:	Human
HP:	250
Weak vs.:	Earth
MP:	100
Strong vs.:	Physical, Air
Special Attacks:	Casts Magic Ward, Thunderburst L1 and Prostasia.
Vulnerable Spot:	Legs

to protect yourself properly. With all the aforementioned preparation, he won't be able to cause much damage at all. You can negate the rest with Aero Ward. Thunderbolt is an area attack, so get very close to Grissom and stay close. He won't cast it if he's going to hurt himself. Now you can cast Prostasia (if Sydney is only casting it on himself). Or, you can cast Invigorate while Aero Guard remains effective, to protect yourself and improve your percentage chances to hit. Target Grissom's legs, and try to use Chain Attacks such as Dulling Impact and Paralysis Pulse to render him more malleable. Forget casting spells on him; he has a Magic Ward protecting him at all times. After you kill him, you can learn **Magic Ward** too.

Items: Shillelagh (Hagane Staff), Sylphid Topaz (attached to Shillelagh), Swan Song, Grimoire Annuler ("Magic Ward"), Grimoire Gnome ("Soil Fusion").



ARK CRUSADER

Class:	Evil
HP:	300
Weak vs.:	Light, Edged
MP:	100
Strong vs.:	Dark
Special Attacks:	Casts Drain Heart, Drain Mind, Prostasia and Degenerate
Vulnerable Spot:	Abdomen

area. The Dark Crusader will chase you, and maybe strike a few times. Reflect Damage, and keep casting Magic Ward to avoid everything else. While the demon is focused on you, Sydney will run up and strike it for 20-25 HP damage! That must be quite a sword he's got. The cult leader will only attack the demon if Degenerate has been cast on it, and that's up to you. Sydney will wipe out the creature for you, if you keep this up. But you will miss having the Dark Crusader entered into the Encyclopaedia. Give him a few blows yourself every now and then to try to claim the kill.

Items: Angel Wing (Hagane Sword), Demonica (attached to Angel Wing), Grimoire Deteriorer ("Tarnish"), Elixir of Queens

Tactic 2—Magic Ward + Degenerate, or Prostasia

As mentioned earlier, the demon armor becomes a bit harder to tangle with if you kill Grissom first, but Sydney will lend a hand. The Dark Crusader is a lot like Dullahan, just slightly more powerful. Cast Magic Ward on yourself, Degenerate on the enemy, then put your weapon away and run around the edges of the



NOTE

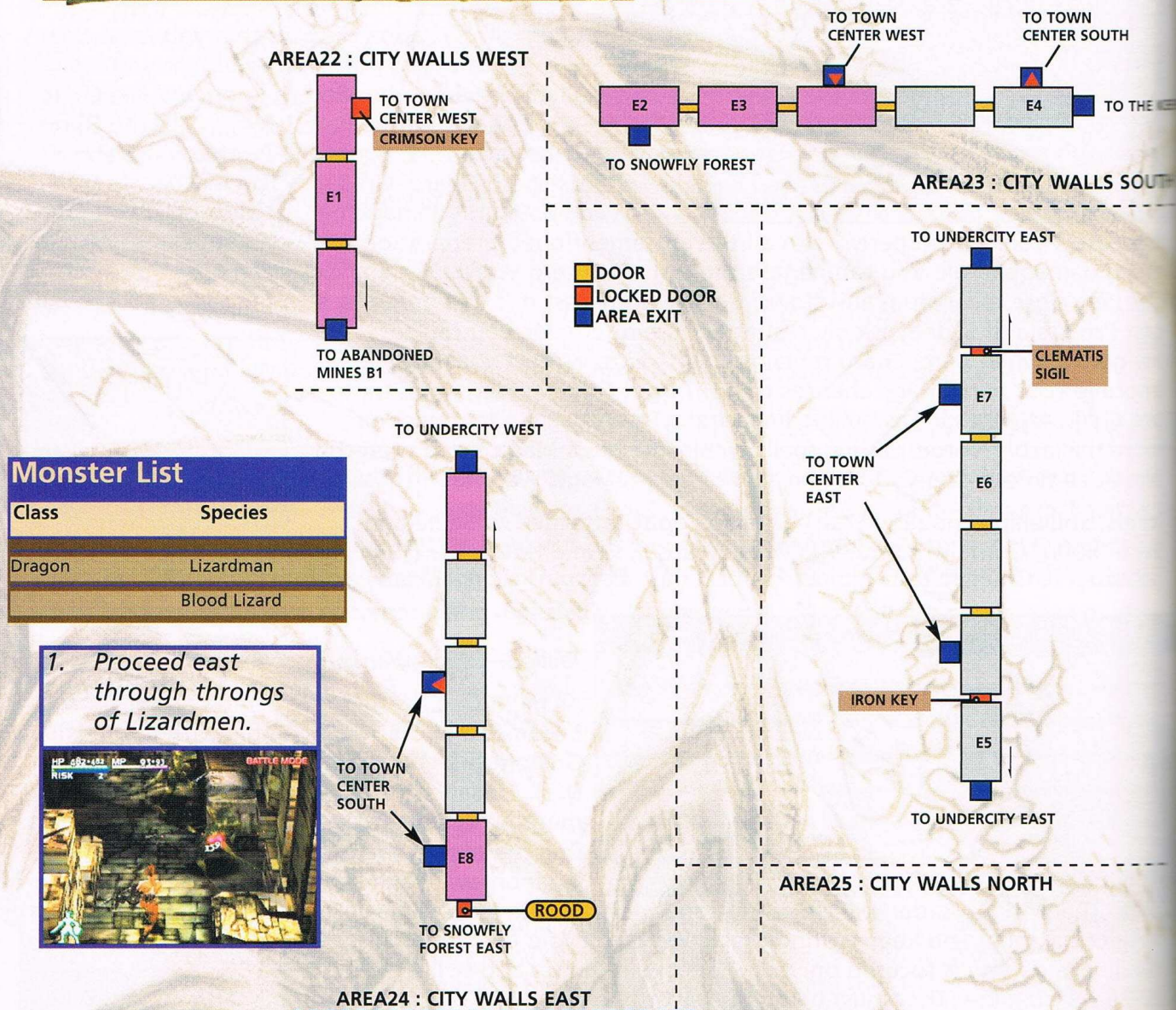
If you insist on defeating the Dark Crusader first, casting Tarnish (Grimoire Deteriorer) is quite effective at weakening Grissom.

H9. THE WOOD GATE

After Sydney shows Ashley some very disturbing images, you'll find a Save Point in the clearing to the north. Then equip a weapon that's good against Dragons, and enter the City Walls South area.



City Walls South



E2. THE WEEPING BOY

Lizardmen leap all over the room, but one of them stands out. The Blood Lizard has better equipment than the others, so cast Tarnish to take it out more effectively. Blood Lizards can yield some very good Hagane and Damascus equipment, so make sure you kill these creatures and collect their items.

E3. SWORDS FOR THE LAND

The Locking Door Trap allows you 30 seconds to clear the room. Use Degenerate and Tarnish spells right away, and this should be fairly simple. If you run out of time, you must start over at the entrance with three new enemies and a 20 HP deduction.



E4. THE BOY'S TRAINING ROOM

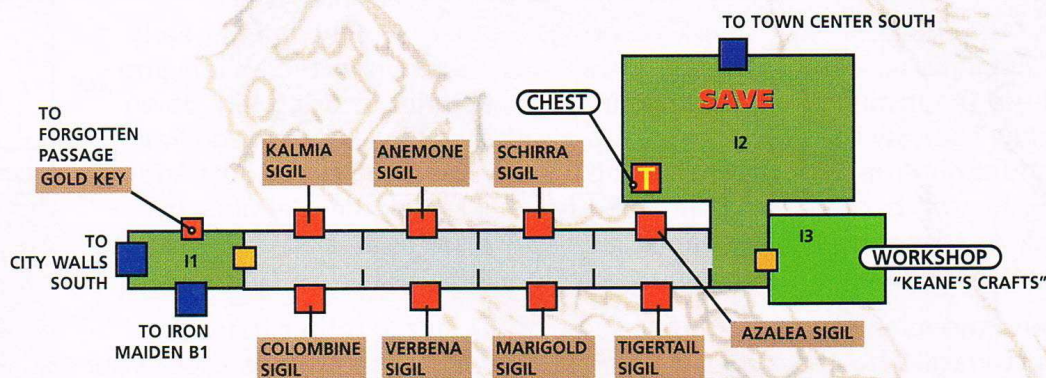
The north door is latched from the outside, so remember it for later and continue into the next area, the Keep.

The Keep

Monster List

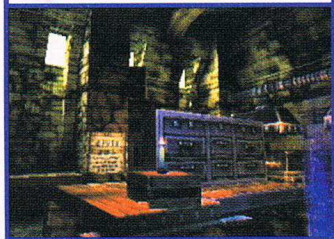
Class	Species
Human	Rosencrantz (Boss)

- DOOR
- LOCKED DOOR
- AREA EXIT



1. Contend with
rival agents.

2. Work hard in the
Workshop.



11. THE SOLDIER'S BEDDING

The north door is locked by the Gold Key. You can only access that area in a replay. The south door leads to the Iron Maiden. Don't worry about that area until later; you need the Tearose Sigil from the Abandoned Mines B2 to gain full access.

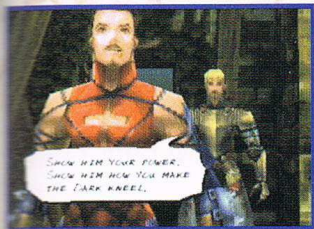
Proceed east through the next four rooms of the Keep. I'm sure you're curious about the glyphs on the floor in front of the north and south doors in each area, but each is locked by a Sigil that you won't find until you have picked up some keys to unlock the rest of the Iron Maiden. Just so you know, these doors lead to the Time Attack Battles, discussed before the walkthrough started.



12. THE WARRIOR'S REST

After Guildenstern and his cohorts stride away, you'll be standing beside the door to "Keane's Crafts." Don't go inside just yet, unless you've stored your best Human Class weapon and you need it.

The Treasure Chest in this area is locked by the Chest Key. Don't worry, you'll get the key later and have to backtrack here as well. Use the **Save Point** in the center of the area, then go to the north door.



Rosencrantz and Guildenstern catch Ashley, and the renegade agent is ordered to kill you. But you're not about to let that happen, are you?

JAN ROSENCRANTZ

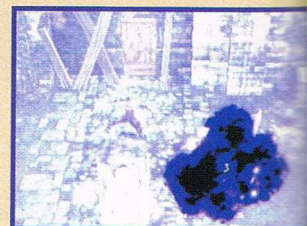
Class:	Human
HP	300
Weak vs.	Earth
MP	100
Strong vs.	Physical, Air
Special Attacks:	Uses Rending Gale and Vile Scar Sword Break Arts.
Vulnerable Spot:	Left Arm

and use the Instill and Phantom Pain Chain Abilities to bring him down quickly. Then switch Phantom Pain to another ability, like Crimson Pain. Don't let him run too far away, or he'll use a bunch of Cure Roots and bring himself back up to full health. The only real defense against his Break Arts is to use Reflect Damage and Impact Guard, and cast Antidote or use Faerie Chortles to cure poisoning.

When Rosencrantz is depleted, he calls off the battle rather than die. Unfortunately, he negotiates by telling you a lot of bad things about your past. Some of what he says confirm what Sydney spoke of.

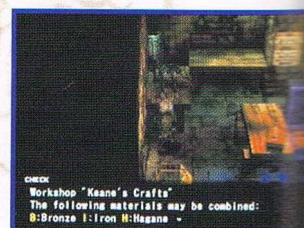
Tactic 1—Soil Fusion + Degenerate

Taking on another fully-trained Riskbreaker in battle is an intimidating proposition. Boost an edged weapon with the Haeralis and cast Soil Fusion. Attack Rosencrantz's nearly unprotected left arm



I3. WORKSHOP “KEANE’S CRAFTS”

From here on out, you'll need to switch to weapons of cold steel. Transfer as much of your class and affinities from your old Bronze and Iron weapons to your new Hagane weapons by combining blades. You should probably keep your Undead weapon separate, since walking corpses pop up in increasing strength as the game progresses. Also, try combining pieces of Bronze and Iron armor—you just may come up with a Hagane piece!



NOTE

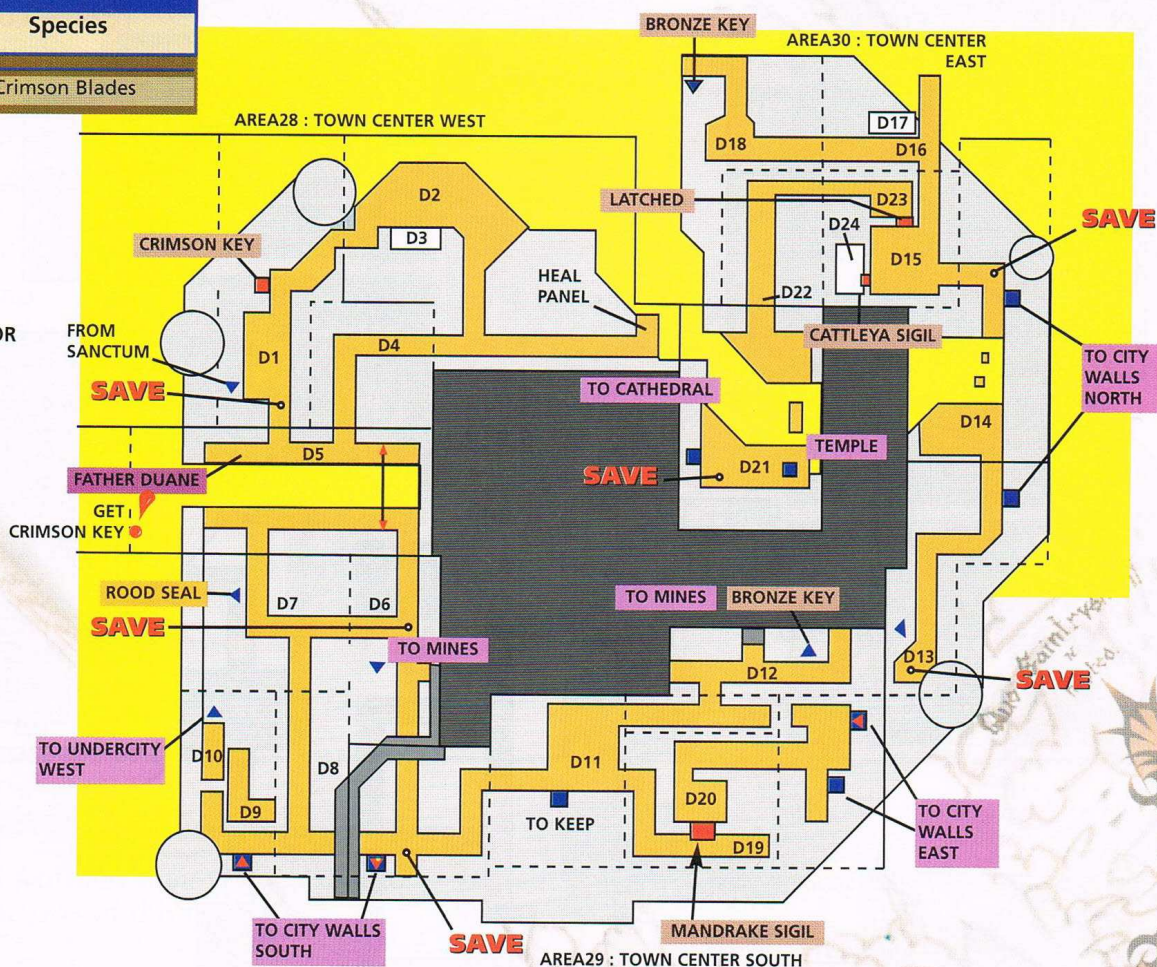
The following materials may be combined here: Bronze, Iron, Hagane.

Town Center South

Monster List

Class	Species
Human	Crimson Blades

- DOOR
- LOCKED DOOR
- AREA EXIT



1. Fight your way north across the rooftops.



2. Use the Bronze Key to enter the Abandoned Mines B2.



D11. FORCAS RISE

Don't let the Blades give you a lot of trouble in this wide open area. Just run to the northeast, where you'll spot a stone staircase rising to a rooftop. Jump from rooftop to rooftop, and exit to the east.



D12. RUE MORGUE

Head through the Rue Faltes, where there's another gate you can't pass. Don't worry about that for now; take the tunnel to the Rue Morgue. After you deal with more Blades there, use the Bronze Key to enter the Abandoned Mines B2.

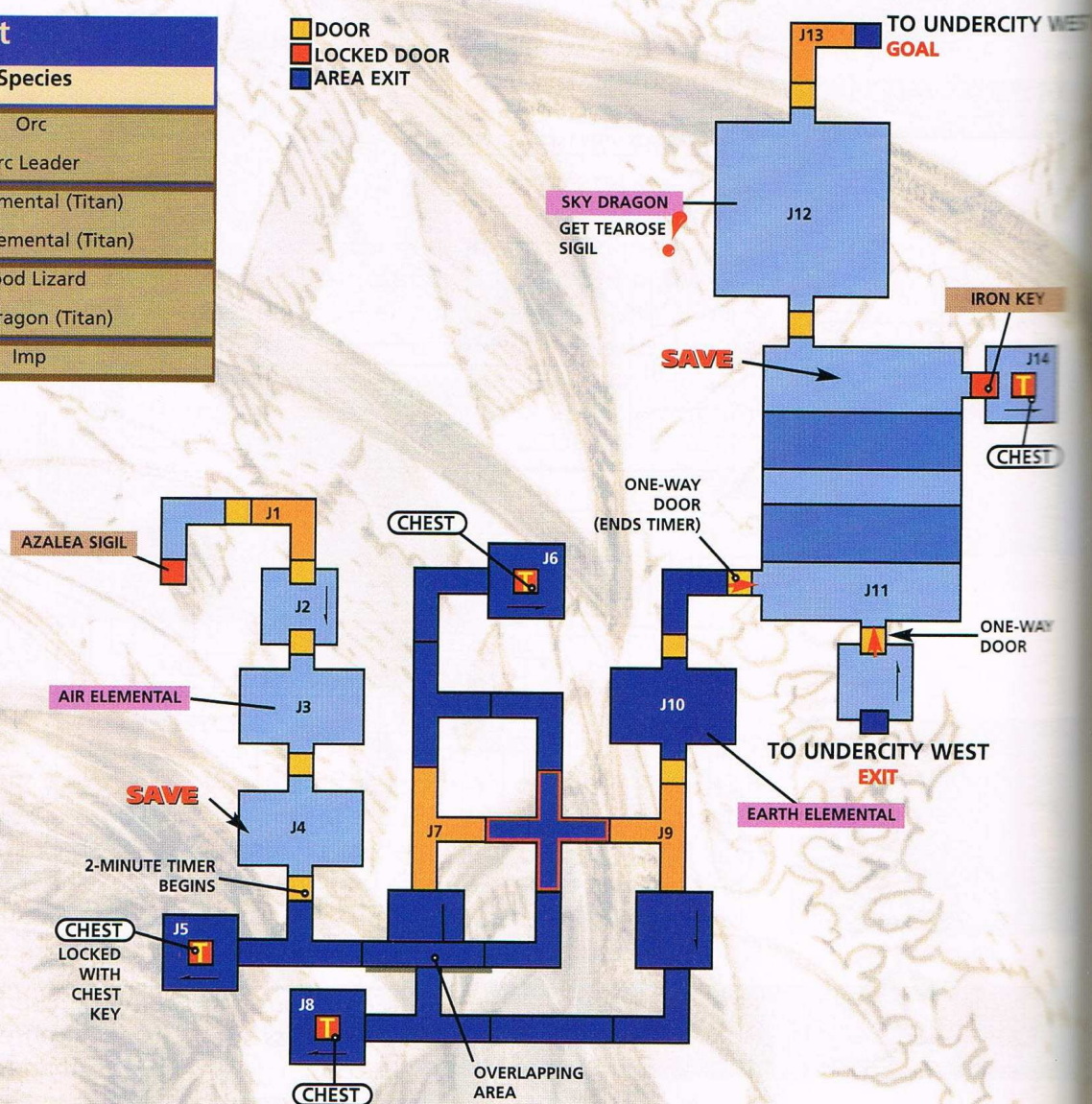


Abandoned Mines B2

Monster List

Class	Species
Human	Orc
	Orc Leader
Phantom	Air Elemental (Titan)
	Earth Elemental (Titan)
Dragon	Blood Lizard
	Sky Dragon (Titan)
Evil	Imp

- DOOR
- LOCKED DOOR
- AREA EXIT



1. Head south through the mines.



2. Prepare for windy weather.



3. Get through the Mine tunnels in two minutes.



4. Squelch some volcanic activity.



5. Ward off death from above.



NOTE

You must take a polearm with you into this area, or be ready to pick up any that are available within (such as the Affinity spear). Otherwise, you might have to reset your game to the last save and start over. That would be a real pain.

1. REVELATION SHAFT

The cube puzzle here is somewhat self-explanatory, but here goes:

Puzzle 13

1. Slide the push-crate off the cliff, jump down onto it.



2. Take the top crate off the stack, move to edge and set directly across from cloudstone.



3. From the stack, destroy one of the crates.



4. Set another crate on top.



5. Jump up to the cloudstone, then jump the chasm.



2. GAMBLER'S PASSAGE

Snorting and scuffling their way up the slope to greet you are the demi-human inhabitants of this mine; Orcs.



ORCS

Orcs and their Leaders are a tougher breed of Human. Although not as swift as their Goblin cousins, they carry heavier weapons, wear better armor, and cast some spells. Normal Orcs use Sorcerer Spells to bring you down to their level, and Leaders cast Warlock Spells of various affinities. They are weak against Earth, so cast Soil Fusion, and then use Magic Ward to raise your chances of success.

3. THE MINER'S END

Another affinity battle is about to take place, but this time the odds are more evenly stacked in your favor.

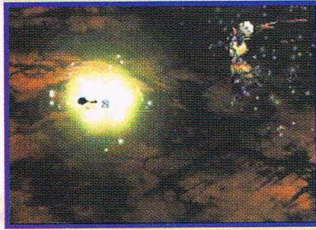
Before joining the Air Elemental in combat, make sure you've equipped every piece of Hagane you've got, and that you are using a one-handed weapon with a large Phantom Class ranking plus a steel shield equipped with a Djinn Amber. Equip Chain Abilities Instill, Phantom Pain, and Temper; Defense Abilities Windbreak, Absorb Magic or Siphon Soul.



AIR ELEMENTAL

Class:	Phantom
HP	250
Weak vs.	Earth
MP	150
Strong vs.	Physical, Air
Special Attacks:	Casts Lightning Bolt and Thunderburst (Magic)
Vulnerable Spot:	None

the Elemental. With more steel armor and a good shield equipped with a Djinn Amber, you're in good shape to make this a short fight.



If you can, use the Magnolia Frau you took from Duane. There's a Break Art you can learn with this, called Gravis Aether, and it ends this battle in two or three hits. Otherwise, be content to strike for 20 HP damage at a time. Use Magic Ward to protect yourself from its spells, and be quick with the Windbreak Defense Ability if not.

The key is to get *really close* to the Air Elemental so it won't use Thunderburst.

Items: Grimoire Foudre ("Thunderburst"), Mana Bulb

Tactic 1—Soil Fusion + Degenerate

We're going to play this one a little differently from the Bosses of the past, using affinity for attack instead of defense. Properly equipped with Hagane and prepared with the right abilities, cast Soil Fusion on Ashley and cast Degenerate on

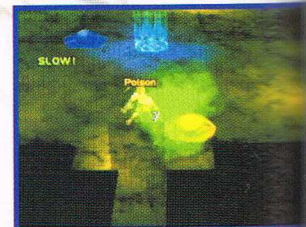


J4. TREATY ROOM

Three Slimes of various types are sliding around a **Save Point**. *It is extremely important that you save your game now, because you're about to enter a very tricky area.*

Abandoned Mines B2 from here on is a timed gamut of horrors. When you exit the Treaty Room, the door locks and you have **two minutes** to get through the entire Mine. Every room is full of Orcs, Imps, and other monsters. Nearly every room has traps, so it's a good idea to cast Eureka each time you enter an area. And almost every area is extremely dark, making the use of Chain and Defense Abilities more difficult. Whenever you run out of time, you'll be teleported back to the Save Point in the Treaty Room. It is nearly impossible to explore the whole Mine and get all the goodies in one two-minute trip, so plan to take at least three forays into the Mines.

Rather than explain every area, only areas of interest will be described.



FROM THE TREATY ROOM

The room to the southwest from the timing start point (Hidden Resources, Area J5) has a chest, but it is locked with the Chest Key. Save that area for later. (When you come back to open it, it contains the Eviscerator (Silver Dagger —Knightly weapon), Tower Shield (Iron), Gnome Emerald (attached to Tower Shield), Breastplate (Iron Armor), Fusskampf (Hagane Leggings), Trinity, 3 Saint's Nostrum, and Grimoire Mollesse (Restoration).

Your first trek should entail heading east from the first area, curving north. At the Crossing of Blood crossroads area, head north. Go west, then north, then east to the Acolyte's Burial Vault (Area J6), where you'll find the following goodies in a Treasure Chest: Affinity (Hagane Polearm), Circle Shield (Hagane), Brainshield Gem (Attached to Circle Shield), Gauntlet (Hagane), Hellraiser, Grimoire Vie (Surging Balm). When you've collected the items, head south.

If you don't run out of time, proceed south to the Fallen Bricklayer (Area J7). It is impossible to go any direction but south in this room, unless you are dropping down from above. It is also impossible to get back up to the high ledge. From this chasm, head south to a T-intersection, then head west into Suicidal Desires (Area J8), where there's a Treasure Chest containing Dog's Nose (Hagane Heavy Mace), Target's Bow (Iron Crossbow), Barbut (Silver Helm), Gnome Bracelet, Elixir of Queens, 3 Vera Bulbs.



Collect the items there and be wary of a half-dozen traps scattered around the room. There's a **Trap Clear Panel** on the north rise.

Jump across the chasm from north to south only.

From the third Treasure Chest, backtrack east and then follow the path north. You have to cross another chasm (Area J9). The cloudstone travels in two patterns, first going only half-way, and then all the way across. Just wait for it to come to your ledge and you'll cross easily. The next room has a new horror for you to deal with.

Wait patiently for the cloudstone; it's too far to jump.



J10. TOMB OF THE REBORN

The clock is still ticking and you have to fight a very tough Boss. The Earth Elemental makes for a big target and an easy kill.



EARTH ELEMENTAL

Class:	Phantom
HP	280
Weak vs.	Air
MP	150
Strong vs.	Physical, Earth
Special Attacks:	Casts Vulcan Lance and Gaea Strike (Magic)
Vulnerable Spot:	Body



Tactic 1—Luft Fusion + Degenerate

Use attack affinities and rely on Defense Abilities to protect. With the clock ticking, this big bloke must be put down fast. Equip a weapon with a Phantom class of at least 25, and attach the Sylphid Topaz. Wear as much steel as possible and accessorize with the Gnome Bracelet. Cast Luft Fusion followed by Magic Ward, and cast Degenerate on your foe. Sock it to the body with Instill, Heavy Shot and Phantom Pain (once). Then switch Phantom Pain to Crimson Pain, and go at it some more. Use Break Arts if available. The Staff Break Art Riskbreak seems to work great. The Terra Guard Defense Ability should keep your damage down to 15-20 HP, if properly protected.

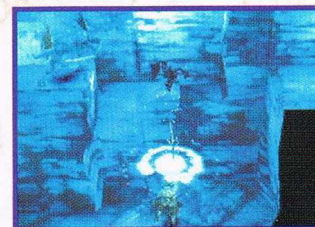
Items: Grimoire Gaea (Gaea Strike)

J11. BANDIT'S HOLLOW

After the Earth Elemental, run north and curve east through the door. It's a one-way passage, so you can't go back. The other door at the bottom of the steep cliffs is also a one-way door, leading to another part of Undercity West. Keep that in mind for a replay game so that you never have to go through the torment of the Abandoned Mines B2 ever again!

A Blood Lizard and two Imps will attack you from above. Every time you try to climb up, an Imp will attack and knock you back down. So clear the room before climbing up.

Near the top, you'll see that a crate blocks your ascent. Stand a bit away and poke it out of there with a polearm. (You may have collected the Affinity spear in the previous area, which will do the trick.) Climb up and use the **Save Point**. The door nearby is locked with the Iron Key, which you're going to find very soon. Use the northwest door to exit.



J12. DINING IN DARKNESS

Just when you thought things couldn't get any worse, the Sky Dragon rears its ugly head.

When you defeat it, you'll get the **Tearose Sigil**, which can be used at the Iron Maiden. Looks like you'll be backtracking to The Keep area before long. For now, continue north to Undercity West.



SKY DRAGON

Class:	Dragon
HP	560
Weak vs.	Earth
MP	100
Strong vs.	Blunt, Air
Special Attacks:	Wind Breath, Tail Attack (Physical).
Vulnerable Spot:	Head, Neck

Tactic 1—Soil Fusion

Use Aero Guard Defense Ability to get into the room. As with previous large dragons, get under the head and stay there. It bites you on occasion and sometimes turns and swats you with its tail. Under the head, cast Soil Fusion and use a Hagane weapon equipped with

Dragonite. A Gnome Emerald attached wouldn't hurt either. Target the head and neck. It's not a bad idea to try your new Gaea Strike spell on it. See how powerful Ashley becomes with the right spells and equipment?

Items: Tearose Sigil, Grimoire Demance ("Drain Mind"), Elixir of Queens



J13. SUBTELLURIAN HORRORS

First, a little puzzle before we exit the Mines forever.

Puzzle 14

1. Jump to the cloudstone.



3. Leap off and grab cubes.



2. Ride until it's moving toward the two-cube stack on the far right.

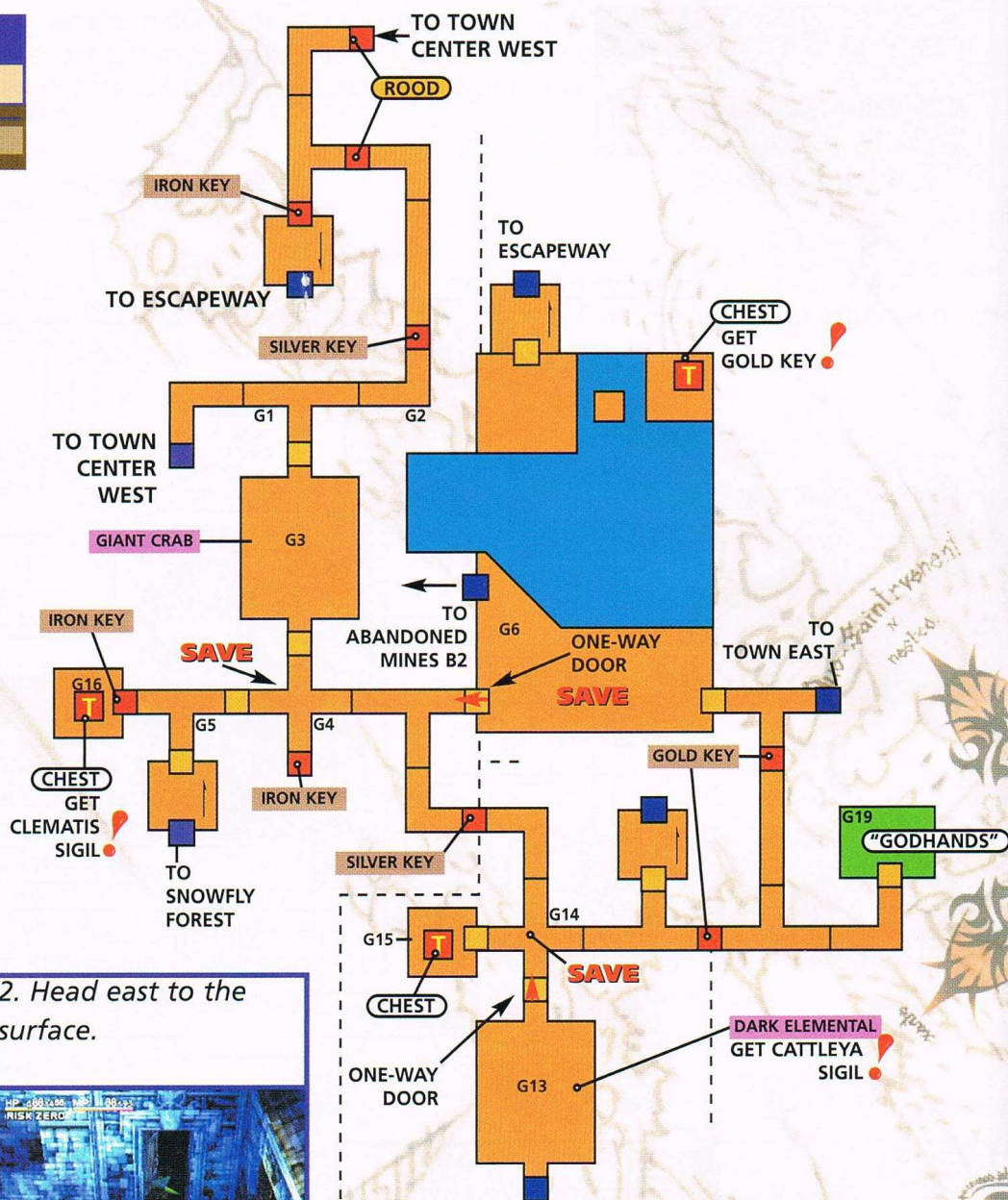


4. Climb over and exit.



Monster List	
Species	
Dullahan	

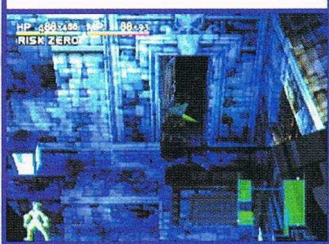
DOOR
LOCKED DOOR
AREA EXIT



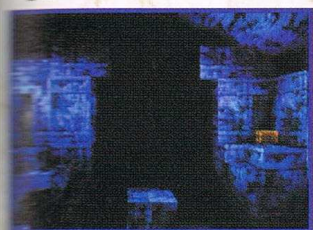
Defeat Dullahan and



2. Head east to the surface.



G6. THE CRUMBLING MARKET



A Dullahan tries to prevent you from ascending the steps. Now that you have Hagane weapons and better spells, this former Titan isn't anything for you to worry about. Cast Tarnish on the armored suit to weaken its defenses, then target the Abdomen. Use Magic Ward and Drain Mind to nullify its Drain Heart attack.



Across the river is a door and a Treasure Chest you can't reach. Sorry, but you'll have to save that for a replay.

The west door leads back to the area visited previously, and the east leads through another area to Town Center East.

D14. KESCH BRIDGE

Where exactly is the bridge? You need to jump over the river using the square posts! The Crimson Blades milling about may make the jump a bit difficult. On the other side is another door to City Walls North and yet another **Save Point**. Head west from the magic circle through the arches.



D15. RUE CRIMNADE

Looks like the shop Neesa and Samantha found is now locked by a Cattleya Sigil. The other door is latched from inside. Take the other path north.

D16. RUE FISSERANO

Zoom out the camera to see enemies dropping from a ledge. You must then climb this ledge to continue. At the far end of the lower area is another workshop.



D17. WORKSHOP "METAL WORKS"

Use the **Container** and **Save Point**. Always drop off everything you aren't using. In the field, you may even have to discard or disassemble items just to take on new stuff. Since you probably don't have any Damascus items, this Workshop might be of little use to you at first. But this place can help you make Damascus weapons very strong against Undead and Phantom enemies.

NOTE

The following materials may be combined: Silver and Damascus.

D18. SHASRAS HILL PARK

What should be a beautiful and serene area is patrolled by your hated enemies, the Crimson Blades. Fight your way over to the northwest, where you'll find an exit to a new area, Undercity East. Use the Bronze Key to unlock the gate.





Class	Species
Beast	Harpy
Evil	Quicksilver
	Lich
	Nightstalker

A composite image where the head of a dark-colored dog is superimposed onto the face of a woman. The dog's snout, eyes, and ears are visible, while the woman's facial features are integrated into the dog's head shape. The background is a textured, light-colored surface.

A screenshot from the video game Final Fantasy VII. In the foreground, Cloud is seen from the back, looking towards Barret. Barret is standing further back, facing Cloud. They are in a dark, industrial environment with large pipes and structures. The lighting is dim, with some blue and yellow highlights.

MP 88/100 MP 78/97

RISK I

Mojito

Titan's Ring

Grimoire Noxus

Iron Key

GADGETSBAG

WEAPON 5/8

BLADE 8/6

GRIP 6/6

SHIELD 1/8

ARMOR 11/16

GEM 38/40

ITEM 34/64

GET ALL

END

Name: Weapon

Bronze Sword (Edged/One-Handed)

G7. HALL TO A NEW WORLD

QUICKSILVERS

These possessed little puppets love to run up and cast debilitating spells on you. Cast Magic Ward as soon as you enter an area with them. Use Degenerate, then cast Spirit Surge to thin out their numbers. A Hagane weapon with a class of 30 against Evil will do just fine.

G8. PLACE OF FREE WORDS

This Locking Door Trap introduces you to your first Harpy. Kill it to be released from the room. You'll get some important items from it.



HARPIES

These are bizarre creatures who aren't very threatening unless provoked. Their weak spot is the abdomen, but it's difficult to hit. They will cast Curse and other magic to annoy you, so cast Magic Ward as soon as you enter their area. Cast Degenerate and Prostrasia to get a better shot.

1st Harpy Items: Grimoire Intensite (Herakles), 5 Angelic Paeans, 1 Cure Tonic

G9. BAZAAR OF THE BIZARRE

In ancient times, the mages of Leá Monde made pacts with the Dark, for immortality and the right to cast powerful magic. You're about to meet the lowest order of those evil wizards.

After this battle, the Lich spirit speaks to Ashley, granting him the knowledge to Teleport between magic circles (the Save Points). From here on, you may warp to various points in Leá Monde, provided you have enough MP. But the battle to attain the Teleportation power is tricky indeed.



LICH

Class:	Evil
HP	150
Weak vs.	Light
MP	150
Strong vs.	All but Light
Special Attacks:	Casts various Warlock Spells (Magic)
Vulnerable Spot:	Arms

Tactic 1—Magic Ward

Cast Magic Ward as soon as you can. The Lich can destroy you with any number of second level Warlock Spells, so it's impossible to be ready for all affinities. Since Magic Ward is costly in MP, it's not a bad idea to use the Siphon Soul Defense Ability once or twice, or to cast Drain Mind. Otherwise, use Spirit Surge or Light affinity Break Arts to attack.



Use a Hagane weapon with an Evil class of at least 30, and target the limbs.

The crazy Lich will disappear and pop up on the other side of the room, casting spells at you from all over the place! It is absolutely essential to keep Magic Ward cast at all times.

Stand in the center of the area with a weapon sheathed, and cast Magic Ward. When the Lich appears on the side of the screen (indicated by arrows) run toward it. The evil mage will cast a spell on you as you approach, which disables the Magic Ward. Now perform a chain attack on its limbs. Do Instill, Heavy Shot, and Phantom Pain to start, then switch the last to another ability and keep going. If the Lich disappears, run to the center, sheathe your weapon to lower RISK, and cast Magic Ward again. Wait until it reappears, then draw your weapon again and repeat the process.



Items: Summoner Baton (Iron Staff), Agales Chain, Eulelia Sigil, Mana Tonic, Elixir of Mages, (Teleport Ability learned)

G10. WEAPONS NOT ALLOWED

From the Lich battle, run south. The next area has a door locked by the Iron Key. You can remedy that in this room. Once you've dealt with the Lich and the Quicksilvers, check the Treasure Chest in the back. At last, the Iron Key! A whole bunch of areas just became available. In addition to the Iron Key, the Treasure Chest contains: Mojito (Bronze Sword), Titan's Ring, and Grimoire Nuageux (Psychodrain).

First, leave this area and head east across the t-intersection. Unlock the door with the Iron Key and proceed.

G11. GEMSWORD BLACKMARKET

Heading south, you'll come across a suit of armor with quite a demonic disposition. The Nightstalker is the more savage and more powerful version of its brothers, the Crusaders and Dullahans. Fortunately, it has the same weaknesses. Too bad there hasn't been a Save Point recently!

NIGHTSTALKER

Class:	Evil
HP	380
Weak vs.	Light
MP	100
Strong vs.	Blunt
Special Attacks:	Casts Sorcerer Spells (Magic)
Vulnerable Spot:	Abdomen

Tactic 1—Tarnish + Prostasia & Herakles

Use a Hagane weapon with a strong Evil class, and cast magic in this order: Herakles, Prostasia, and Magic Ward. When the Nightstalker runs up,



cast Tarnish on it. After all, what is a magical suit of armor, except a bunch of souped-up equipment! After that, target the abdomen, and Chain Attacks are now possible.

Items: Melissa Sigil, Grimoire Eclairer (Enlighten), Angelic Paean

G12. SALE OF THE SWORD

From the Nightstalker, head south, avoiding a **Gust Trap Panel** on the way. In the final chamber you must battle a Quicksilver/Lich trio, and then you can ransack the last Treasure Chest.

This chest contains the Stock Sigil, as well as a Framea Pole, Pushpaka, and the Grimoire Tardif (Leadbones). When you place the cursor on it in the Items Menu, the information says it unlocks a door in the Wine Cellars. Hmm, did you miss something? Sure enough, if you look on the Wine Cellar map, you see a Stock Sigil locking the room where the Minotaur used to dwell. However, don't be too quick to teleport back there. It's better if you wait until you have the Chest Key, which will be in your possession shortly.

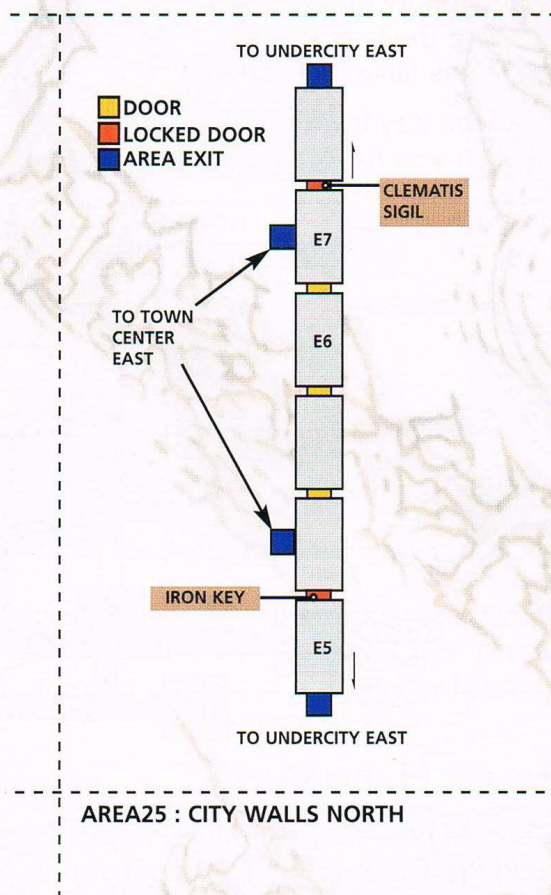
Head north, back through all the passages after the Iron Key door. In the A Knight Sells His Sword area, go through the north door, back up to the City Walls North area.

City Walls North

Monster List

Class	Species
Phantom	Dark Elemental
Dragon	Blood Lizard

1. Head north through a gamut of Lizards and Dark Elementals.



E5. TRACES OF INVASION PAST

The door on the north end of the stairs is unlockable with the Iron Key. But standing between you and the door is a Dark Elemental. It's tough, but you should be able to defeat it now.

DARK ELEMENTAL

These creatures of pure Darkness are weak against the light, so pummel them with Spirit Surge spells. They cast Dark Chant and sometimes Meteor, so defend with the Demonscale Defense Ability. It helps to have a shield equipped with a Manabreaker. Cast Degenerate to bring them down somewhat, and cast Prostaia and Herakles to finish the job with your Phantom Class weapon.

E6. DESTRUCTION AND REBIRTH

After several rooms full of Blood Lizards, this Locking Door Trap dictates that you must kill another Dark Elemental in 20 seconds. Follow the tactics above, and you should do fine. If time runs out, you'll find yourself in the previous room.

E7. FROM BOY TO HERO

The three Blood Lizards make it difficult to reach one of the other doors in this room. The west door goes back to the Kesch Bridge of Town Center East. The north door is locked by Clematis Sigil, and you'll have to backtrack through a few areas we've skipped to get it.

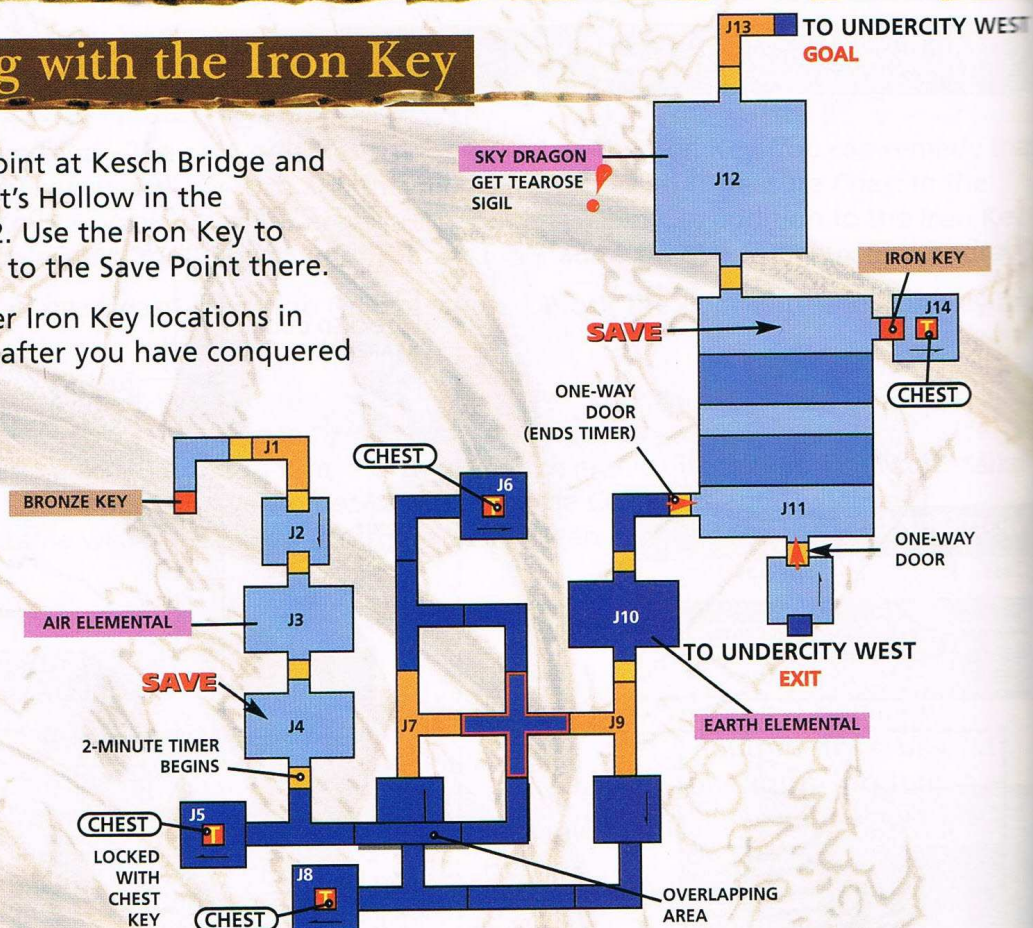


Backtracking with the Iron Key

Return to the Save Point at Kesch Bridge and teleport to the Bandit's Hollow in the Abandoned Mines B2. Use the Iron Key to unlock the door next to the Save Point there.

Save visiting the other Iron Key locations in Undercity West until after you have conquered the Iron Maiden B1.

■ DOOR
■ LOCKED DOOR
■ AREA EXIT



J14. DELUSIONS OF HAPPINESS

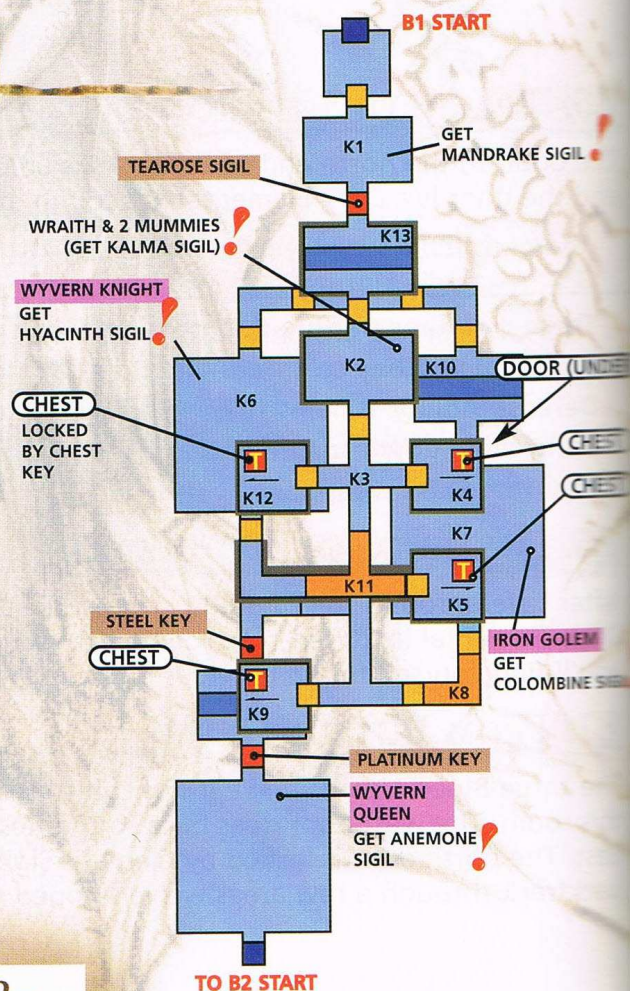
There's a Treasure Chest in here that contains: Pirate's Mate (Hagane Great Axe), Kris (Damascus Dagger), Heater Shield (Iron), Swan Song, 3 Vera Potions, Grimoire Salamandre ("Spark Fusion").

Iron Maiden B1

Monster List

Class	Species
Undead	Mummy
	Skeleton
	Zombie Knight
	Dark Skeleton
Phantom	Wraith
Dragon	Wyvern Knight (Unofficial Titan)
Evil	Gargoyle
	Shadow
	Iron Golem (Titan)

■ DOOR
■ LOCKED DOOR
■ AREA EXIT



1. Get the Mandrake Sigil from the Wraith.



2. Descend into the Maiden.



3. Collect great items from Chests.



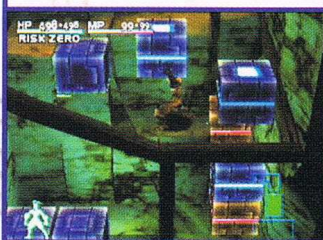
4. Defeat the Wyvern Knight.



5. Stone the Iron Golem.



6. Backtrack, solving puzzles along the way.



The Iron Maiden is something of an optional area, but we strongly recommend that you explore the Iron Maiden B1 level before taking on the last half of the epic adventure. You'll find items here and gain prowess against certain monster classes, so it is greatly to your benefit to visit here in your first *Vagrant Story* game.

K1. THE CAULDRON

At the bottom of a long stone staircase is a room with a Wraith and two Gargoyles. A Locking Door Trap dictates that you must kill them all to escape. You'll get some very important items in the bargain: A Mandrake Sigil, the Grimoire Exsorcer (Exorcism), a Mana Bulb, 3 Spirit Orisons, and 3 Vera Bulbs.



Unlock the south door with the Tearose Sigil.

WRAITHS

Wraiths are obviously more intelligent and deadlier versions of Ghosts. When fighting them, it's wise to equip the Sylphid Ring and attach the Demonica to an edged weapon. Attack power is more important than Phantom class, so use a powerful edged weapon and slash at the arms.

GARGOYLES

When dealing with these flying creatures, cast Soil Fusion (Grimoire Gnome) on your weapon to help bring them down. Be ready with the Ward Defense Ability to prevent constant Numbness from attacks.

K2. STARVATION

You'll drop off several steep ledges on your way down the Iron Maiden, including the one in the previous area, Wooden Horse. They are numbered last, and will be explained as you are on your way out. (If you have the mettle to survive, that is!)

This area catches you in an important Locking Door Trap. Two Mummies and a Wraith rise up against you. The Mummies are nothing to worry about by now, so be sure to attack the Wraith as soon as it pops into range. You'll get some important items from each. The first Mummy has a Chamkaq (a Hagane Axe) and 3 Vera Bulbs. The second Mummy has a Shamsir (Hagane Sword) and 3 Vera Bulbs. The Wraith has a Kalmia Sigil, and a Grimoire Venin (Poison Mist).



K3. THE BREAST RIPPER

At this crossroads, head east before continuing south. Avoid entering the west chamber, because the Treasure Chest there is locked with the Chest Key. Stop worrying; we'll find you that key in a minute!!!

K4. THE WHEEL

The monster you need to worry about is the colorful spectre in the back called a Shadow, so ignore the Skeleton, Zombie, or whatever else there is until you defeat this thing first! Then collect your loot from the Treasure Chest: a Bull Shot (Hagane Heavy Mace), Baselard (Hagane Dagger), Djinn Amber, and a Valens.

The Bull Shot item may not be so exciting, but it has the best grip available for an axe, mace or staff; the Bhuj Type. With three gems slots, you can attach this on a weapon you've already been using and add gems to create a perfect armament!



SHADOW

Cast Prostasia followed by Magic Ward as soon as you enter the room with one of these. Shadows cast first and second level Warlock Spells of various types, so it's hard to block with Defense Abilities. Get close to them so that they stop using area-attack spells, and cast Degenerate on them. With a weapon of Evil Class 30 or so, you should be alright.

K5. THE JUDAS CRADLE

When you reach the area with the bottomless pit known as The Pear, jump down on the east side first, and enter this room. Kill the monsters and ransack the Treasure Chest (use the Unlock spell to open it. The Treasure Chest contains a Sonora (Hagane Great Sword), Bullova (Hagane Axe), Ifreet Carnelian, and a Prudens.

Use the cloudstone to cross The Pear to the west. Unfortunately, the cloudstone stops less than half-way! Ride it out as far as you can to the middle of the chasm, then cast Fixate. Now you should be able to leap across and grab the ledge. Or you can use a Faerie Wing to make the jump much easier. The Pear has yet another puzzle for you when you want to leave the Iron Maiden, but I think you've noticed that already.



K6. SPANISH TICKLER

This Locking Door Trap pits you against your first *Unofficial Titan*, a Wyvern Knight. The usage of this term refers to the fact that it is a Boss-type enemy and you usually get some items for defeating it, but you are not awarded Riskbreaker points nor bonuses to your stats.



WYVERN KNIGHT (UNOFFICIAL TITAN)

This is pretty much the same as the previous Wyvern only grown tougher. Your main tactic is still to try to run around it and slash the tail, or to use a long polearm to achieve the same attack from the front. To increase your chances to hit, cast Enlighten on Ashley and Psychodrain on the dragon. Use Break Arts on the tail to make things move along faster.

Once the Wyvern is dead, it leaves you with a Chest Key and the Elixir of Queens.

K7. BURIAL

From the Spanish Tickler area, proceed through several corridors and down another steep set of ledges. When you enter this room, you encounter a much larger version of the Golem.

IRON GOLEM

Class:	Evil
HP	350
Weak vs.	None
MP	0
Strong vs.	Blunt
Special Attacks:	Granite Punch (Physical)
Vulnerable Spot:	Chest

Tactic 1—Herakles, Prostaia, Degenerate

Your tactic for this monster is pretty much the same as for the first Golem, except this time you can cast Herakles as well, and a Hagane weapon works much more effectively than the lesser weapons you had to pick from to fight the Golem.



The chest area may still be hard to hit, so try Break Arts at RISK ZERO. Otherwise, cast Degenerate on it and target the arms. The Iron Golem loses sight of you if you run behind it.

Items: Colombine Sigil, Elixir of Dragons

K8. BURNING

Cast Eureka as soon as you enter so you don't accidentally hit the **Holy Light** or **Terra Thrust Traps**. There's what appears to be a rather complex puzzle to jump a gorge here, but it's a trick! Check it out:

Puzzle 15

1. Push top crate off stack.



2. Push crate over to ledge, in line with cloudstone.



3. When cloudstone is in the down position, cast Fixate.



4. Leap from top of crate to cloudstone, then leap across Terra Thrust Trap.



K9. THE DUCKING STOOL

After the puzzle, head all the way west into this area and look inside the Treasure Chest for a Red Viking (Hagane Sword), Pole Axe (Hagane Polearm), Marid Aquamarine, and a Virtus. The Red Viking item has the best grip for a one or two-handed sword; the Power Palm. Use this to boost the attack power of your favorite blade, and attach three gems!

That's all there is for your first game. If you continue north and then west, you find a door locked with the Steel Key. That is another item you won't find until a replay game!

Now you can turn around and begin working your way out of the Iron Maiden.

K10. BOOTIKENS

Now you begin the tough challenge of trying to get out of the Iron Maiden.

The puzzle here is the first time you will have to deal with **Magnet Cubes**. Be sure you understand their concept before you start using them; stacking the same colors causes the top cube to float one full cube length in the air above the bottom cube; stacking different colors causes the cubes to fuse together permanently.

If you mess up on any of the puzzles from here on, leave the room and re-enter to start over.

Puzzle 16

1. Stand on lowest blue magnet cube (cube 2), and take magnet cube 1 off mid-rise embankment.



3. Step back onto the mid-rise, take magnet cube 4 and set it on magnet cube 2.



5. Take magnet cube 4 and stack it on magnet cube 1.



2. Set magnet cube 1 on magnet cube 3. It floats.



4. Step on magnet cube 4, take magnet cube 1 and set it back on mid-rise under rock cube.



6. Climb up to higher level, take floating magnet cube and stack it under highest ledge.



7. Jump up to highest ledge, climb up to exit.



K11. THE PEAR

The following is the really tricky puzzle. It comes in two parts; first you have to get back across the gorge, then you have to get up to the high ledge somehow.

Puzzle 17

1. Destroy all but the crate closest to the doorway.



2. Push the crate in front of the doorway.



3. Hop over the crate and push it to the edge.



4. Stand on crate. When cloudstone is at mid-point over chasm, cast Fixate.



5. Jump to cloudstone, ride to other side.



Puzzle 18

1. Push the two one-count counter cubes out of the way, so that they dissolve.



2. Push the three-count cube toward the edge, twice.



3. Stand Ashley on counter cube, angle camera to line up with wooden plank extension of top edge.



4. Jump to plank, grab on. (May take several attempts.)



K12. THE BRANKS

Remember to stop by this room west of The Breast Ripper crossing, and use your new Chest Key to open the Treasure Chest. The Balalaika has another Bhuj Type grip, and the Dao Moonstone can be used to increase Earth Affinity. The Treasure Chest contains a Balalaika (Hagane Great Axe), Bec de Corbin (Hagane Axe), Dao Moonstone, and a Volare.



K13. WOODEN HORSE

Just one more puzzle to go, and you're outta here! This one is simple compared to the last few.

Puzzle 19

1. Roll bottom rock cube 1 over to other bottom rock cube 2.



3. Stand on rock cube 3, pick up crate.



2. Stand on rock cube 1, roll upper rock cube 3 under crate.



4. Set crate on mid-level ledge, climb up beside it.



5. Set crate under high ledge, stand on it and jump up to exit.



TIME ATTACK BATTLES

You can now use the Kalmia and Colombine Sigils to access the Time Attack Battles in the Keep. For your first game, two are available, the Minotaur and the Dragon. The rest of the Sigils needed to open the other doors in The Keep will be yours when you've finished a game, and when Ashley has grown enough to be able to take on the horrors of the Iron Maiden B2 and B3 levels.



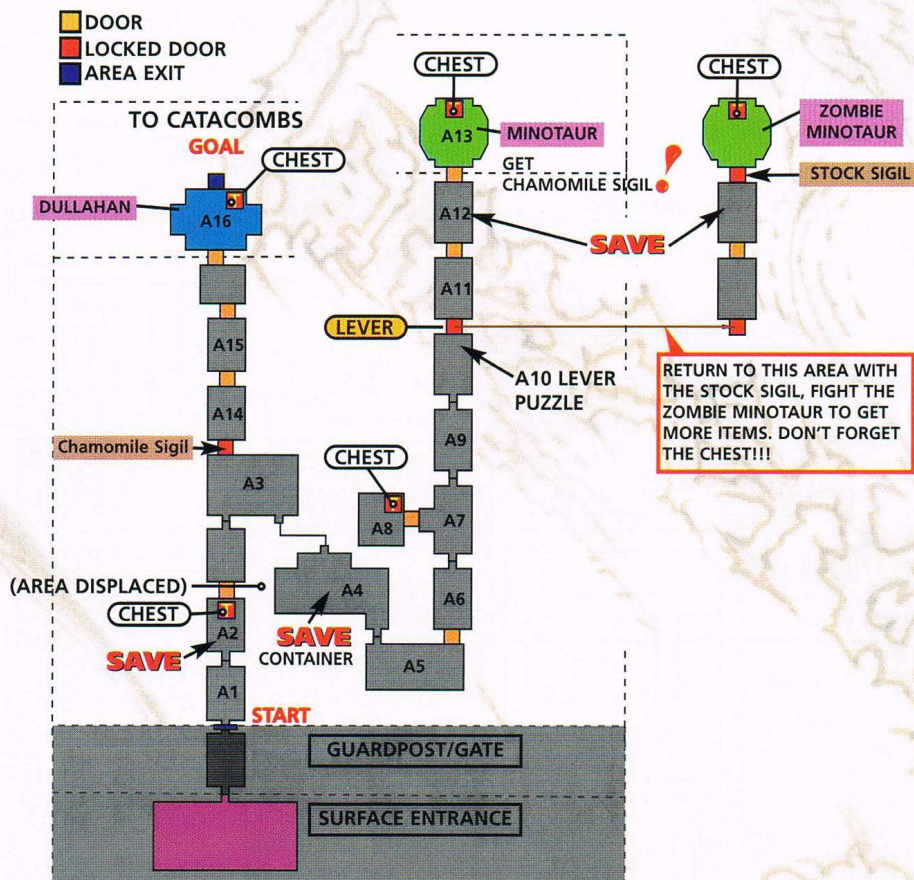
USING THE CHEST KEY

Your first stop with the Chest Key should be the Treasure Chest in The Warrior's Rest area of the Keep (where you fought Rosencrantz.) It contains the Sweet Sorrow (Iron Axe), Tower Shield (Iron), Death Queen (attached to Tower Shield), Sallet (Hagane Helm), and 3 Sorcerer's Reagents. Teleport back to The Treaty Room of the Abandoned Mines B2, head south and west to the Hidden Resources room and plunder the goods there. (The Hidden Resources Chest items were listed previously in the walkthrough.)



The Minotaur Zombie

WALKTHROUGH



After you've dropped off some weapons at a shop, teleport back to the Blackmarket in the Wine Cellar. Open the door to The Gallows with the Stock Sigil.

Inside you'll find that the Minotaur you slew at the beginning of the game has been recycled by the Dark, and you can kill it again for some good items. Specially worth the trip is the Rune Earrings accessory, which has the highest stats in the game. In the Treasure Chest you'll find a Circle Shield (Damascus), Titan Malachite (Attached to Circle Shield), 3 Cure Potions, and a Vera Potion. The Titan Malachite boosts the attack strength of most weapons by as much as 5 points!



MINOTAUR ZOMBIE (UNOFFICIAL TITAN)

The monster still uses Giga Rush, and seems to have an even longer range than before. But it is no longer a Beast; it has switched classes to Undead. Your Exorcism spell has no effect, but Heal spells damage it to a small extent. Explosion is worth using, but you really just have to go at it with a weapon that has a strong Undead Class.

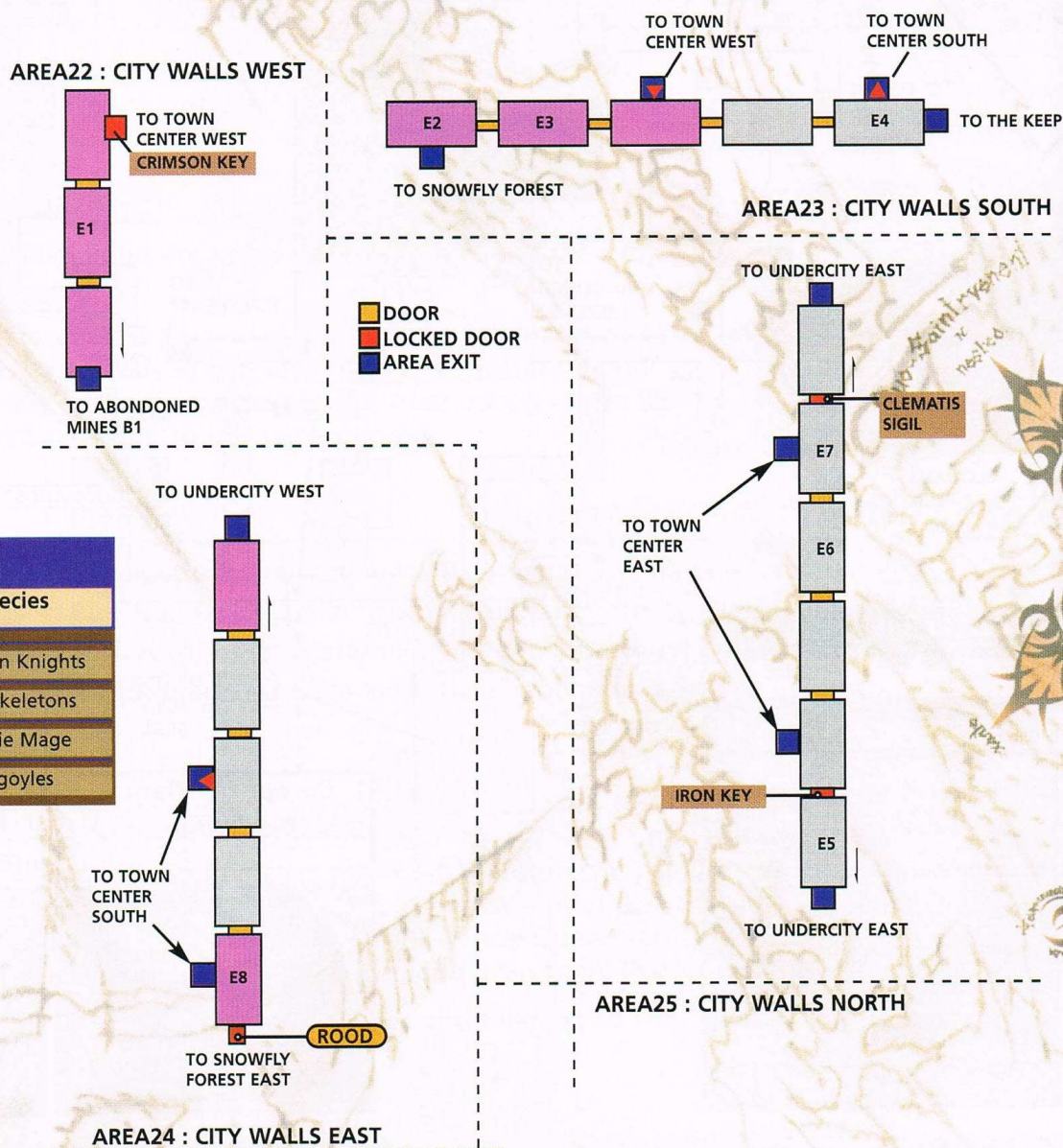
Items: Rune Earrings, 3 Cure Bulbs, Elixir of Queens

120. THE HOUSE KHAZABAS

There's a Treasure Chest in the lower corner, locked by magic. It contains the Grimoire Muet (Silence) and 10 Eyes of Argon. Climb the stairs and continue through the upper exit. There's two easy chasms to jump in the next area. In the Rue Volnac, the two guarded doors each lead to City Walls East. Only one is latched from the inside.



City Walls East



Monster List

Class	Species
Undead	Skeleton Knights
	Dark Skeletons
	Zombie Mage
Beast	Gargoyles

E8. TRAIN AND GROW STRONG

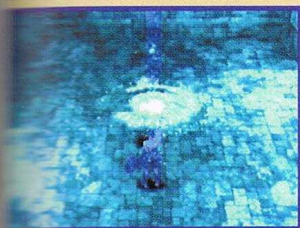
The door to the south is locked by the Seal of the Rood, so you won't be visiting there until your second game. See the **Clear Game** chapter later in the guide for more details.

Continue north in the City Walls, meeting Undead and Gargoyles, until you enter another new area of Undercity West.



DARK ELEMENTAL

Class	Phantom
HP	250
Weak vs.	Light
SP	100
Strong vs.	All but Light
Special Attacks:	Casts Curse, Dark Chant, Meteor (Magic)
Vulnerable Spot:	Body



When it casts a spell at you, defend with Demonscale Defense Ability and cast Magic Ward again. Attack with your weapon and Spirit Surge, and use Light Affinity-based Break Arts to send it back from whence it came.

Items: Cattleya Sigil, Grimoire Meteore (Meteor)

Tactic 1—Herakles, Prostasia, Magic Ward + Degenerate

Once again, take a moment to equip a weapon strong with Phantom Class, and preferably a shield. Cast Herakles, Prostasia and then Magic Ward. Run within range of the Dark Elemental and cast Degenerate.



G14. SINNER'S CORNER

Gathered around a **Save Point** are some Dark Skeletons and their new friend, the Dark Eye.

North from this intersection is a path leading back to the first area of Undercity West, but you still need the Silver Key. East leads to a door locked with the Gold Key, and a shortcut to the Abandoned Mines B2. Head west from the Save Point to get some goodies.



DARK EYE

These Phantom Class creatures are very weak in constitution, having less than 100 HP in most cases. But they cast extremely powerful Dark Affinity magic, sometimes at level 2 or greater. Target these creatures first when entering their area. They will sometimes drop rare Grimoires, such as Incendie (Fireball) or Patir (Dark Chant).

G15. THE CHILDREN'S HIDEOUT

The Gargoyle/Dark Eye combination makes this room an interesting challenge. Collect the items from the Treasure Chest: a Sweet Death (Silver Sword—Knightly), Spiked Mace (Hagane Mace), Steel Bolt (Grip for Crossbows), Spiked Shield (Iron), White Queen (attached to Spiked Shield), Sallet (Hagane Helm), Undine Bracelet, Speedster, and a Grimoire Dissiper (Dispel).

After this, you'll want to return to Sinner's Corner and teleport to The Sunless Way, just west of here.

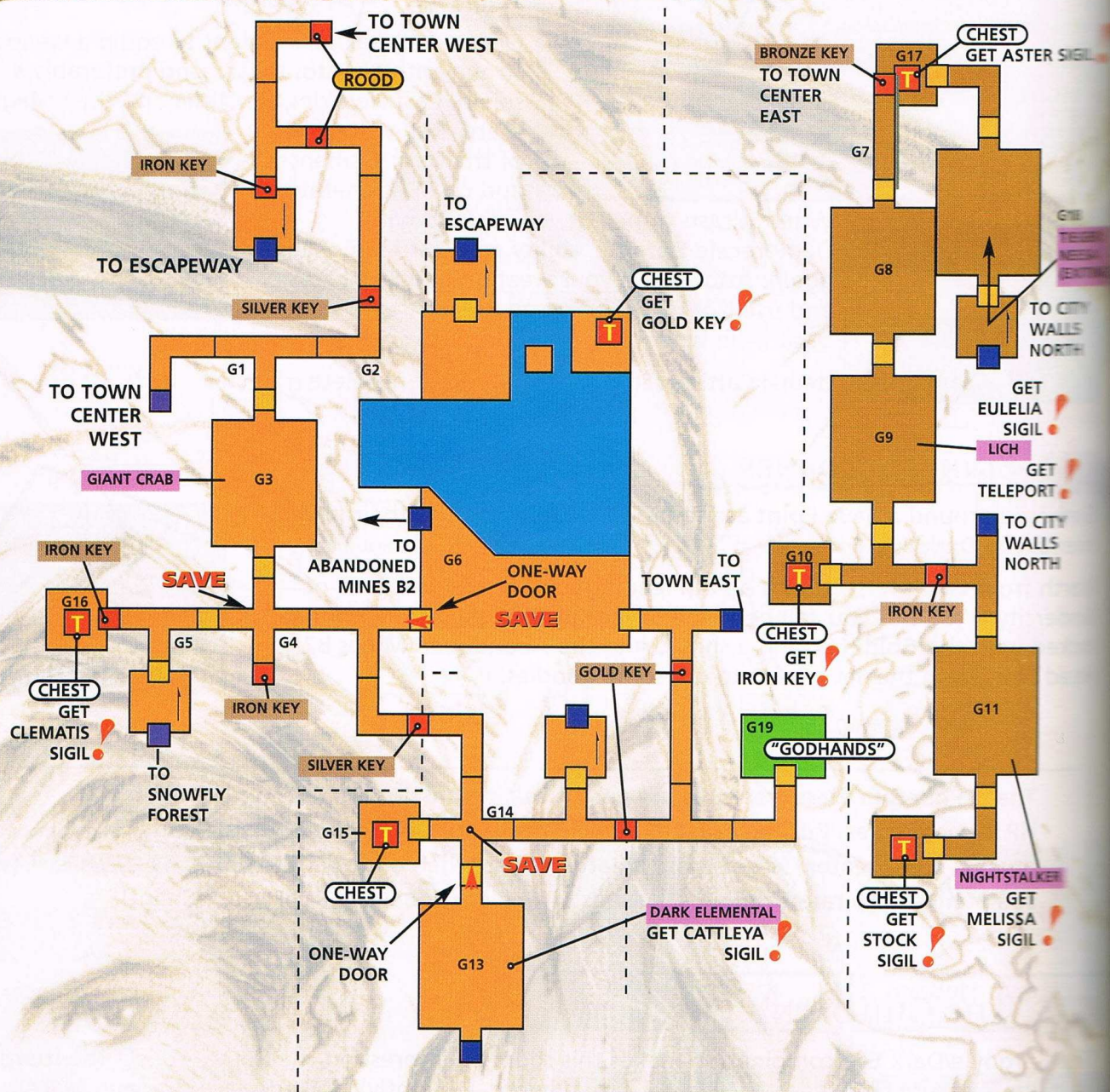
G16. LARDER FOR A LEAN WINTER

Close to the exit to the Snowfly Forest, use the Iron Key to open this room. Take the Clematis Sigil from the Treasure Chest along with the Balin's Revenge (Hagane Axe), Vambrace (Hagane Glove), Elixir of Sages, and 5 Alchemist's Reagents, and return to the Sunless Way.

Teleport back to the Kesch Bridge. You need to dump items, so use the Cattleya Sigil to open the Junction Point Workshop to the west. Walk a few steps south of the Save Point, and enter the northeastern most door on the Kesch Bridge. Once inside, use the Clematis Sigil on the northernmost door of the City Walls North area.



Undercity East II



Monster List

Class	Species
Human	Sir Tieger (Boss)
	Commander Neesa (Boss)
Beast	Harpy
Evil	Quicksilver
	Lich

1. Get the Aster Sigil from north treasure room.



2. Spar with Tieger and Neesa on the way back.



17. CATSPA W BLACKMARKET

It seems like a fairly easy area, doesn't it? Run all the way through until you reach the final room. Here you'll find a Treasure Chest with the last Sigil you need for the Limestone Quarry area. You're ready to enter the final stages of the game. For the record, the Treasure Chest contains a Round Shield (Hagane), Dark Queen (attached to Round Shield), Grimoire Paralysis ("Stun Cloud"), and the Master Sigil.

18. THE GREENGROCER'S STAIR

On your way out, Tieger and Neesa block your path. These two have obviously been itching to get you into the ring. They chase you into the previous area, so show them what you've got.



TIEGER AND NEESA

Class:	Human
HP:	400
Risk vs.:	None
MP:	0
Strong vs.:	Blunt
Special Attacks:	Use various Great Axe and Heavy Mace Break Arts
	(Physical and Affinity)
Vulnerable Spot:	Neesa's arms

Tactic 1—Herakles, Prostasia + Paralysis

The tactic for dealing with this powerful duo must be uniform. Whichever foe you face, the other has no hesitancy about attacking you from behind. When you've caused 400+ HP damage anywhere between the two of them, they will fly.

Get out from the middle. Run around Tieger if possible, since



he moves the slowest. If you can put the big lummoxx between you and Neesa, she just may hit him with a Break Art!

To take on Tieger, Paralyze him. You can't cast Stun Cloud on him, but you can attack with Chain Attacks. Once you do, wail away on the poor guy. He sometimes takes an Yggdrasil's Tear, but by then you'll have ruined his Christmas.

Target Neesa's arms. With a decent Human Class weapon, you should be able to inflict 70-80 HP damage to the duo right there. And must I suggest Break Arts yet again?

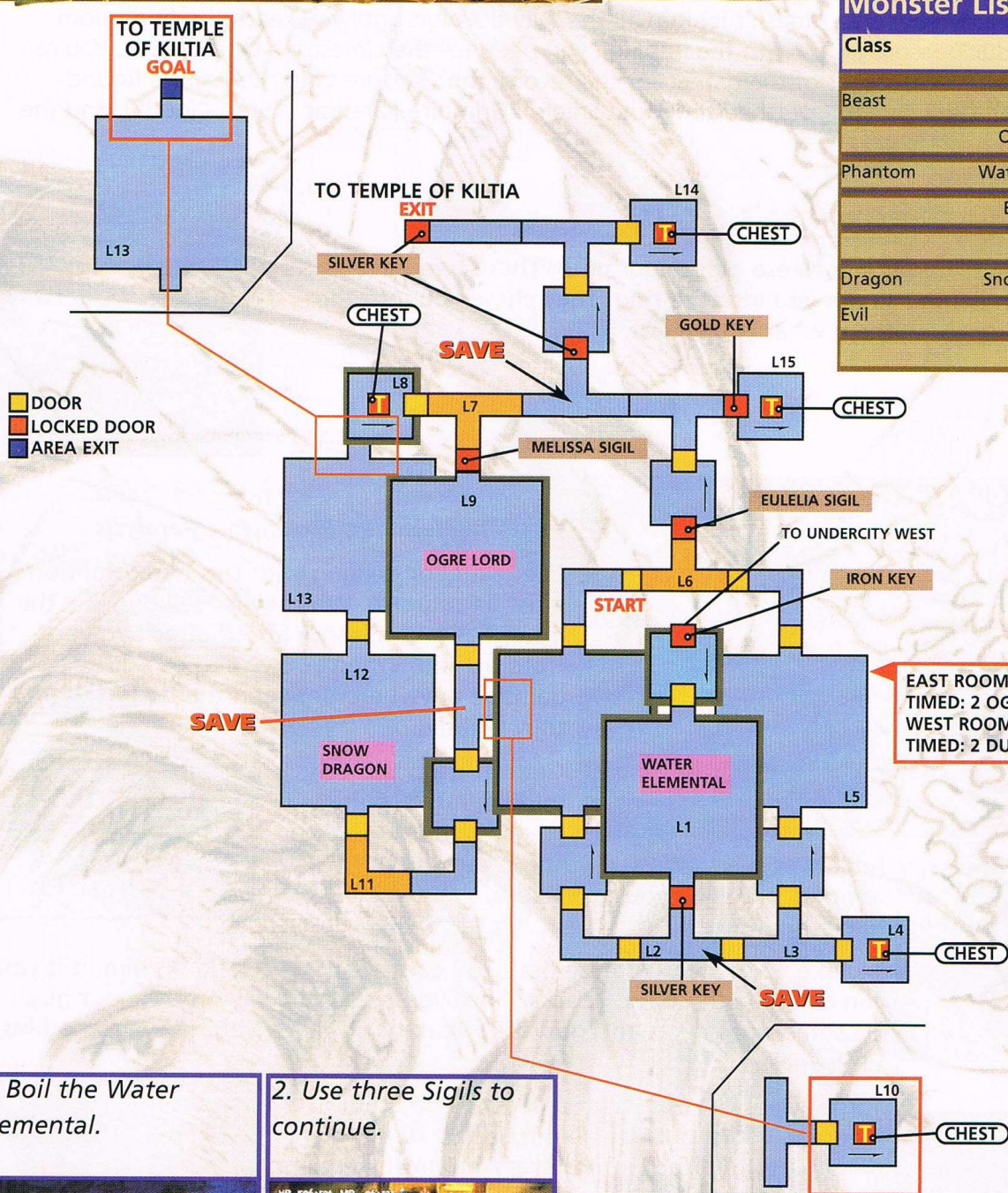
When the battle is called to a draw (hardly), return to The Greengrocer's Stair to see the remainder of the previous scene.



Although we all know that this is probably not the last you'll see of the dynamic duo, you've shown them what it means to be a Riskbreaker. Teleport back to the Sunless Way in Undercity West, and use the Iron Key on the door to the south. Step into the Limestone Quarry, and get ready for the endgame.



Limestone Quarry



1. Boil the Water Elemental.



2. Use three Sigils to continue.



3. Show the Ogre Lord who's boss.



4. Put the Snow Dragon out to pasture.



1. DREAM OF THE HOLY LAND

As the scenes indicate, the game is finally warming up to the grand finale. We're not going to ruin it, but get ready for a *really good one*.

Descend into the depths of the last mine, the Quarry. In the second room, you are challenged by the last type of elemental. When you've shoved this minor roadblock aside, use the Aster Sigil on the south door.



WATER ELEMENTAL

Class	Phantom
HP	220
Weak vs.	Fire
SP	120
Strong vs.	Water, Physical
Special Attacks:	Casts Aqua Blast, Avalanche (Magic)
Vulnerable Spot:	Body

Tactic 1—Spark Fusion, Magic Ward + Degenerate

You know the drill; this is just like dealing with all the other elementals, only now you're dealing with a water being. Cast Spark Fusion followed



by Magic Ward, then get in range and cast Degenerate on it. Use the Aqua Guard Defense Ability to block its attacks, and it's also best to equip a shield. Cast Flame Sphere to give the thing a little taste of pain.

Items: Grimoire Avalanche (Avalanche), Elixir of Sages, Acolyte's Nostrum.

2. THE ORE ROAD

Use the Save Point, then consider the split in the path. Either way you go, you will reach your destination. Getting the maximum map percentage is dependant upon exploring both ways, but you really shouldn't worry about that until a replay. For the record, heading east is better than west.

3. THE AIR STIRS

Two Gremlins take wing and attack. In spite of their name, these creatures can be more deadly than annoying. Continue through the east door when you can get through here.



GREMLINS

The first thing Gremlins love to do is cast Silence on you, because magic is your greatest weapon against them. Cast Magic Ward each time you enter a room where they reside. Then cast Silence on *them* first. Frost Fusion raises your weapon's ability to handle them.

4. BONDS OF FRIENDSHIP

Another **Locking Door Trap** pits you against a one-time Titan turned regular enemy, an Air Elemental. You should be able to wipe the floor with it by now, and then reap the rich plunder of its Treasure Chest: a Matador (Hagane Great Sword), Cranequin (Iron Crossbow), Side Ring, Argandine (Hagane Breast Armor – Warrior's), Rondanche (Hagane Glove), Lionhead, 5 Snowfly Draught, and a Grimoire Benir (Blessing).



L5. SCREAMS OF THE WOUNDED

This large area is something of a mirror opposite of the area to the west. When you enter from the south, you deal with two Dullahans, but when you enter from the north, you have to slug it out with two Ogres in twenty seconds or less.



L6. THE DREAMER'S CLIMB

There's not much of a trick to getting to the top of the gorge, but under the red magnet cube, you will stumble across a Heal Trap Panel. If you lose HP in misfired jumps, use this to reclaim it before you leave.

At the top of the high ledge, use the Eulelia Sigil to continue north.

Puzzle 20

1. Pick up southern blue magnet cube, stack on blue magnet cube closest to high ledge.



2. Jump and climb cube stack, jump over to high ledge.



L7. THE LABORER'S BONFIRE

There's a Save Point in the previous area, and it's strongly recommended that you use it.

You must cross the chasm first, then return from the treasure room to the west and configure the cubes a different way to get to the top. The first puzzle solution is for crossing to the treasure room, the second for reaching the south exit. The door out requires the Melissa Sigil.

Puzzle 21

1. Stack the 2 blue magnetic cubes on the edge, closest to the islet. Stand on them.



2. Angle the camera to line up Ashley with the islet, and jump across the chasm.



3. Stand at the opposite corner of the islet. Use long-range weapons to destroy all but one crate.



4. Climb stack, jump to west bank.



Puzzle 22

1. Destroy one crate from the stack on the islet.



2. Jump onto stack, jump from there to wood scaffold.



9. STONE AND SULFUROUS FIRE

The Earth Elemental bars your access to the Treasure Chest. Looks like you'll eventually be meeting all four affinities personified if you want the good stuff. The Treasure Chest holds a Balbriggan (Bronze Great Axe), Power Palm, Kite Shield (Hagane—Warrior's), Silent Queen (attached to Kite Shield), Talos Feldspar, 3 Acolyte's Nostrums, White Lady (Hagane Axe and Mace), and a Grimoire Regout (Drain Heart).

9. TORTURE WITHOUT END

It seems like an Ogre Lord has been waiting quite a while. Don't be deceived by the power of its underlings, whom you've encountered previously. The Ogre Lord can cast spells and make your life pretty miserable for a short time.



OGRE LORD

Class:	Beast
HP:	500
Weak vs.:	None
SP:	60
Strong vs.:	Affinity
Special Attacks:	Casts Sorcerer Spells (Magic)
Vulnerable Spot:	Head



Tactic 1—Herakles, Prosthesis, Magic Ward

Just like the Ogres, the Lord is keen on Chain Attacks, so forget using them. As soon as the battle starts, cast Herakles and Prosthesis so that you can match blows with him. Cast Magic Ward to fight his spell casting abilities. Chase him around the room,



and let him chase you. Cast Degenerate and Tarnish the first chance you get. Target-fire is the way to go. Don't raise RISK too much, or you'll be bouncing blows off its armor.

Items: Schiavona (Iron Great Sword), Braveheart (attached to Schiavona), Morlock Jet (attached to Schiavona), Agales Chain, Elixir of Queens, 3 Mana Tonics, Cure Potion

10. EXCAVATED HOLLOW

Situated east from the Save Point in Way Down (as a special area on the map), this room presents you with another Water Elemental to defeat before the Treasure Chest contents are yours. They include an Angel Face (Hagane Great Axe), Casserole Shield (Hagane—Warrior's), Missaglia (Iron Leggings), Elixir of Queens, Grimoire Flamme (Flame Sphere).

The Casserole Shield, with two gem slots, is perhaps one of the best defensive items of your first game. The additional Grimoire Flamme enables you to level up your Flame Sphere spell.

L11. DUST SHALL EAT THE DAYS

Don't let this chasm-jumping puzzle be a drain on your HP. The trick is to jump from a *moving* cloudstone.

Puzzle 23

1. Step onto the cloudstone.



2. As it is rising to either side, jump at the top of its movement. Or, you can use Fixate to stop the cloudstone, making the jump much easier.



3. Grab one of the crate stacks, climb over and exit.



L12. HALL OF THE WAGE-PAYING

Are you ready to gamble? Then get ready to take on a dragon of the affinity, against which you have little defense.



SNOW DRAGON

Class:	Dragon
HP	600
Weak vs.	Fire
MP	0
Strong vs.	Water, Blunt
Special Attacks:	Frost Breath (Affinity), Tail Attack (Physical).
Vulnerable Spot:	Head, Neck

Tactic 1—Spark Fusion

Equip a good shield with an Undine Jasper or Marid Aquamarine attached, and attach the Ifreet Carnelian to your weapon along with a Dragonite. Run into the room with weapon and shield drawn, expecting it to use Frost Breath. Be quick with the Aqua

Guard Defense Ability, or be dead. Once positioned under its maw, cast Spark Fusion to raise the amount of damage you can do. Also, cast Psychodrain to raise your chances to hit, and maybe cast Enlighten on Ashley. Another good idea to use is the second Grimoire Flamme to raise the level of your Flame Sphere—just make sure you're a few feet away.

Items: Grimoire Barrer (Aqua Guard), Panacea, Elixir of Queens



13. TUNNEL OF THE HEARTLESS

Start this puzzle by pushing the frictionless cubes into a stack, then use the counter cubes to get the crate moving over to the niche across from the exit platform. It's simpler to do it than to describe it.

Puzzle 24

1. Push bottom frictionless cube to the embankment.



2. Push the counter cube on the edge off into the small niche below crate.



3. Push top counter cube onto ground below.



4. Stand on lower counter cube, push crate back onto edge.



5. Stand on frictionless cubes, push crate in.



6. Push top frictionless cube off embankment onto bottom frictionless cube.



7. Push counter cube stacked on crate onto other counter cube.



8. Push crate onto counter cube in niche.



9. Push crate across edge, line up with frictionless cube stack.



10. Continue pushing crate toward exit, then into niche.



11. Jump over to exit platform at a run.

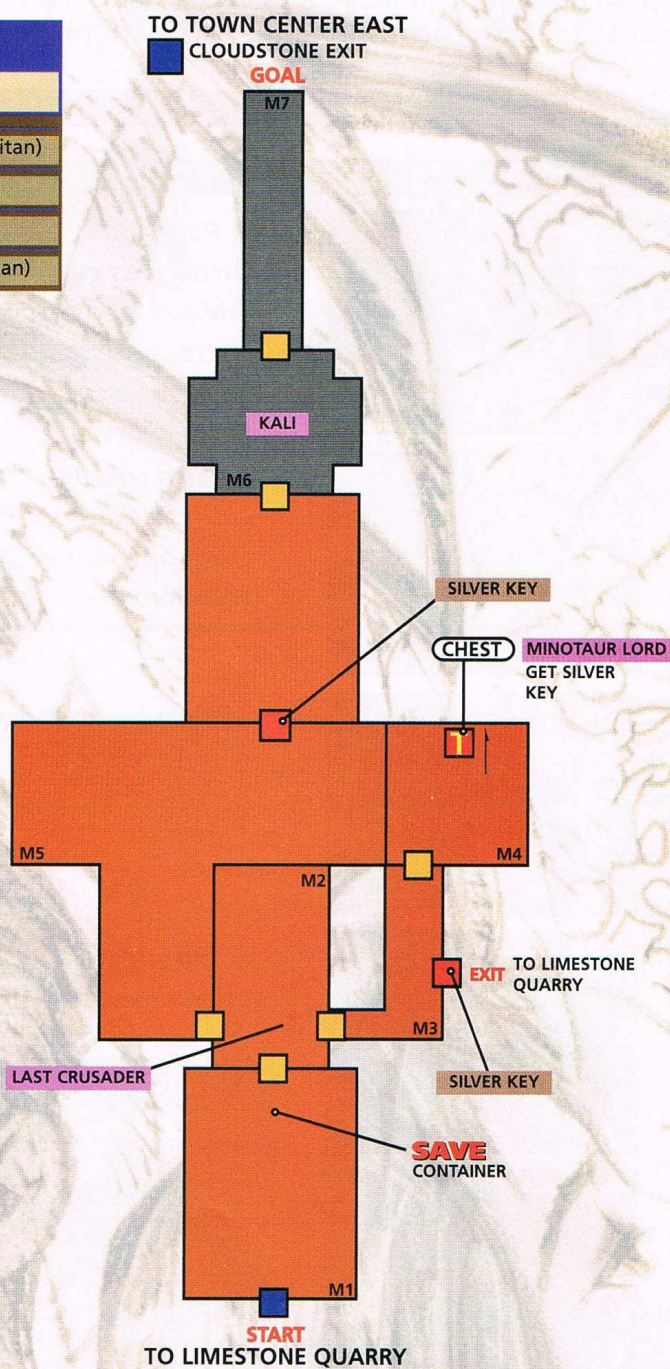


Temple of Kiltia

Monster List

Class	Species
Beast	Minotaur Lord (Unofficial Titan)
Phantom	Water Elemental
Evil	Nightstalker
	Last Crusader (Unofficial Titan)

DOOR
 LOCKED DOOR
 AREA EXIT



1. Retire the Last Crusader.



2. Use the crates to reach the double-doors.



3. Slay the Minotaur Lord for the Silver Key.



1. THE DARK COAST

To get across the chasm, jump and climb across the ledges on the west side of the room. If you miss the high first ledge and land in the niche below, you'll hit a Trap Clear Panel, removing the Heal Trap Panel on the other side.

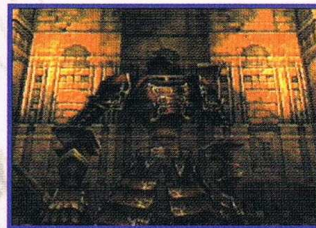
Use the Container and Save Point. There are some trials in the Temple that will have you doubting your career choice of game master.



2. HALL OF PRAYER

The Locking Door Trap here is the one time only in the whole game that you will have to defeat a Last Crusader. The name means everything: this is the top of the walking-suit-of-armor heap.

When you've rendered it suitable for the scrapyard, exit through the eastern door first. Note that any time you enter this room again, you will meet a deadly team-up of a Water Elemental and a Nightstalker.



LAST CRUSADER (UNOFFICIAL TITAN)

Cast Prostaia, Herakles and Magic Ward to bring yourself to its level. Boost the Evil Class on one weapon as much as possible, and keep it that way for the rest of the game. Cast Tarnish on the demonic armor to allow for Chain Attacks to the abdomen region. The Last Crusader has 400 HP, and enough MP to cast Sorcerer Spells to negate the ones you've cast on it.

Last Crusader Items: Agria's Balm, Grimoire Purifier (Clearance), 3 Alchemist's Reagents.



M3. THOSE WHO DRINK THE DARK

Climb the broken column and leap across the chasm. Around the corner, you'll find a door locked with the Silver Key and a real stumper of a puzzle.

Puzzle 25

1. Push highest crate (#1) onto lower edge.



3. Of the 2 crates stuck in the niche, destroy crate furthest in.



5. Continue pushing crate 3 past other crate in area (#4).



7. Push crate 4 to east wall too, keeping a space away from crate 3.



9. Push remaining floor crate (#5) to east wall.



11. Stand in door alcove, push crate 4 west once.



13. Repeat last 3 steps with crate 3, until it's behind crate 4.



2. Of the 2 crates stacked on floor, push top (#2) into hole behind it.



4. Push emancipated crate (#3) into wide south area.



6. Circle to west side of crate 3, push it to east wall.



8. Destroy crate 2 (in niche on floor).



10. Push crate 4 over crate 5 and onto floor.



12. Push crate 4 north, one space past crate 1.



14. Push crate 1 onto crate 3.



15. Push crate 1
onto crate 4.



16. Push crate 1
back onto edge.



17. Push crate 1
off edge to base
of high platform.



18. Jump to
platform and exit.



4. THE CHAPEL OF MESCHAUNCE

The Locking Door Trap pits you against yet another species kingpin, the Minotaur Lord. But when you've figured out how to best it, you can search the Treasure Chest in the back to find the holy grail of the game, the Silver Key! It also contains a Frost Maiden (Hagane Heavy Mace), a Ghost Hound, 2 Cure Potion, and 2 Mana Potions. Once you've gotten it, now is the best time to return to some previous areas and use it. Start with the door in the previous area, which takes you back through the Limestone Quarry.



MINOTAUR LORD (UNOFFICIAL TITAN)

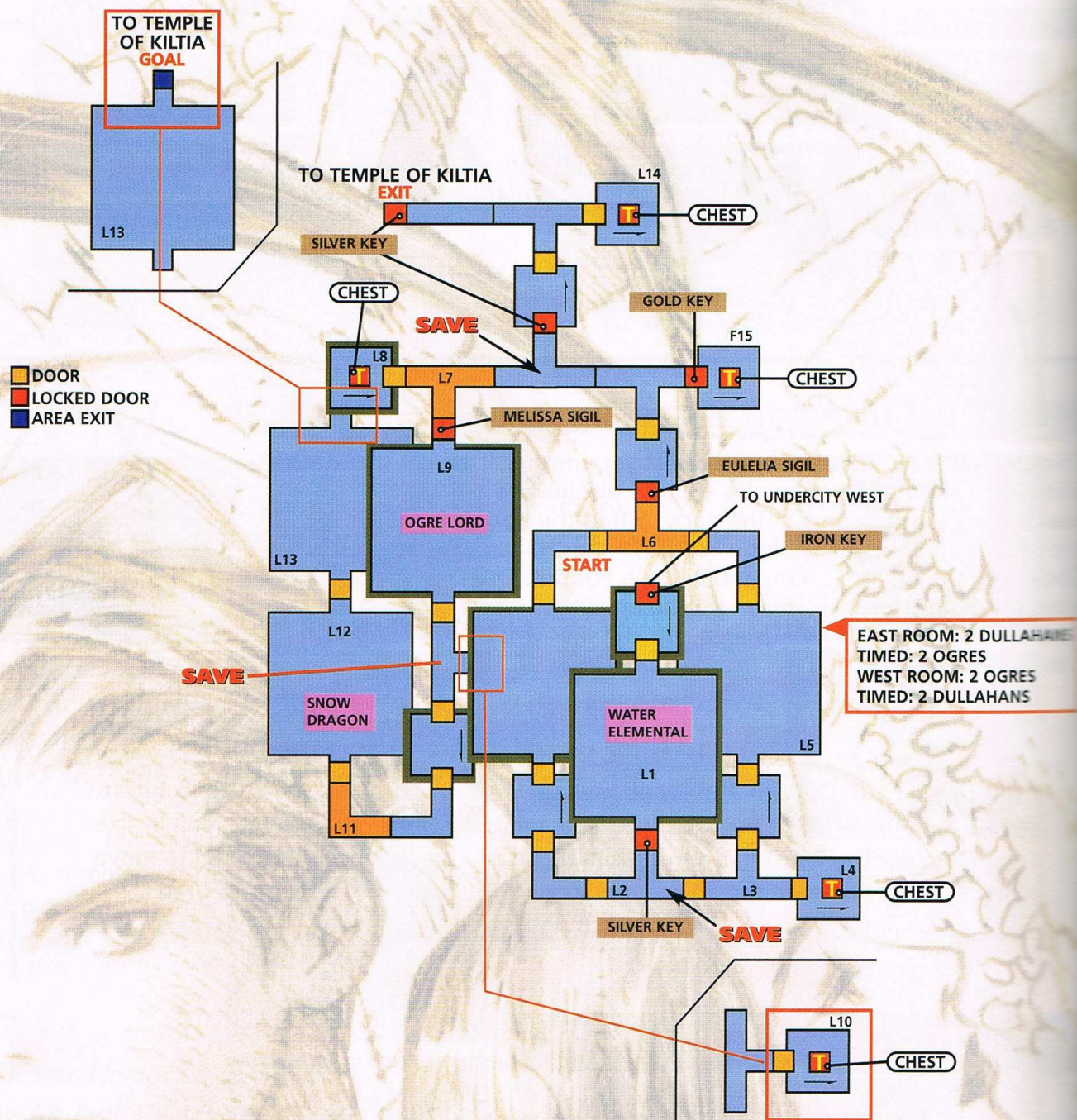
You can only use Tarnish and Leadbones spells on the Minotaur Lord. We suggest you use both, and that you cast Prostaia and Herakles to match its incredible size and stamina. The Beast has around 500 HP, so use Break Arts on the head to move things along. That's all the advice to give on this battle; it's really just a brawl.

Minotaur Lord Items: Titan's Ring, Elixir of Queens, 3 Alchemist's Reagents

Using the Silver Key

First, head back to the door in Those Who Drink the Dark and open it. This leads to a shortcut into a new part of the Limestone Quarry. Continue east until you reach a treasure room.

L14. DROWNED IN FLEETING JOY (LIMESTONE QUARRY)

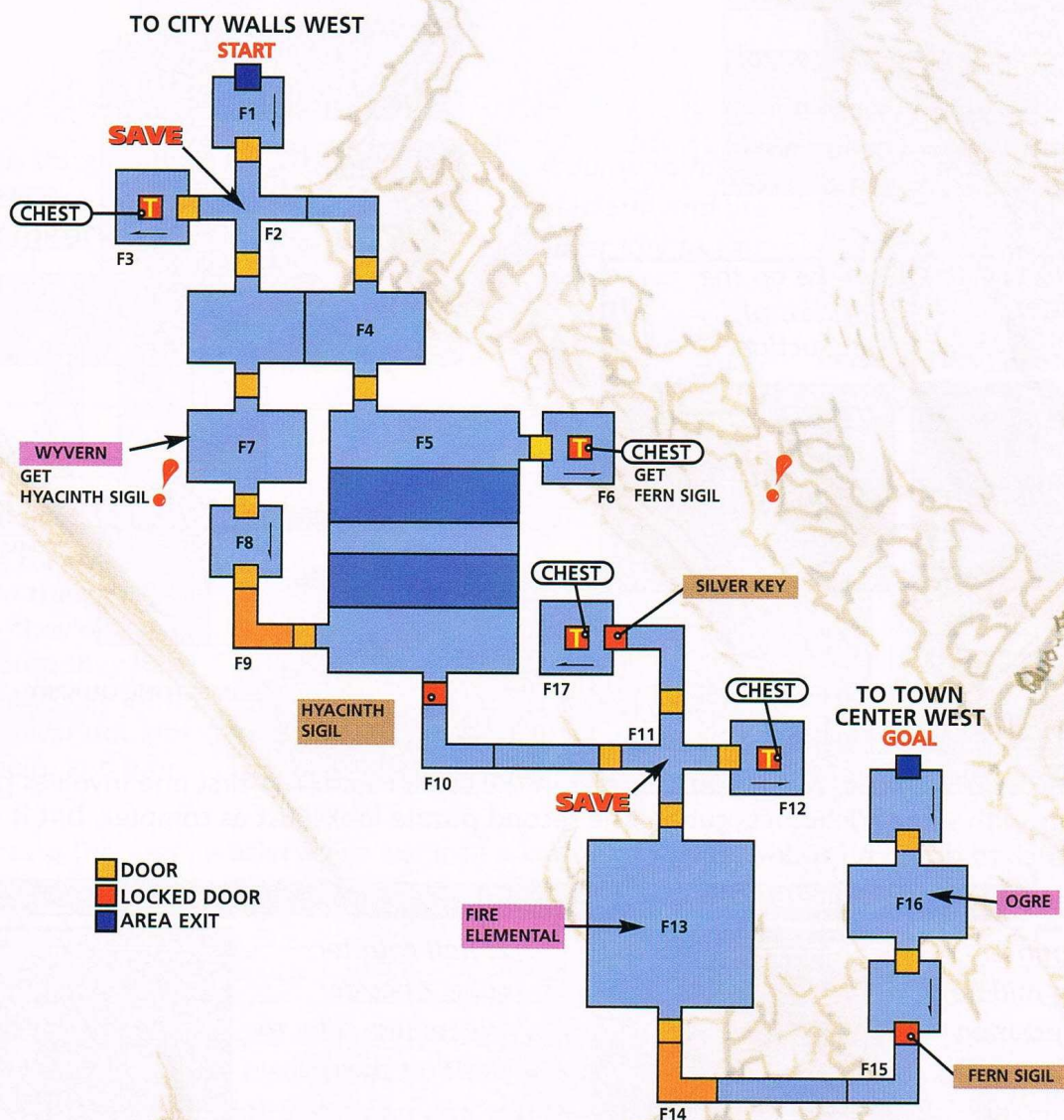


There's a Dark Elemental to contend with in this Locking Door Trap, then the Treasure Chest is yours to open. It holds a Falcraia Bolt (Grip for Crossbow), Plate Glove (Hagane Glove), Elixir of Mages, and 5 Mana Potions.

Afterwards, head south and use the Silver Key to open the door to The Auction Block. Teleport from the Save Point back to The Dark Tunnel in the Abandoned Mines B1 level.



F15. MINING REGRETS (ABANDONED MINES B1)



From The Dark Tunnel, head north through Everwant Passage to the door locked by the Silver Key. Be careful of the Death Vapor Trap on the way. A Treasure Chest there contains White Cargo (Damascus Polearm—Warrior's), a Polaris, and 3 Mana Potions.

WHAT ELSE?

That's all there is until a replay game, when you need the Silver Key to find the Steel Key and the Gold Key. Then all the kingdom of Leá Monde will be yours! More information about using the Silver Key is presented in the next chapter, **Clear Game**. Return to The Dark Coast in the Temple of Kiltia, and head north to take on that Nightstalker and Water Elemental, then go west.

Temple of Kiltia II

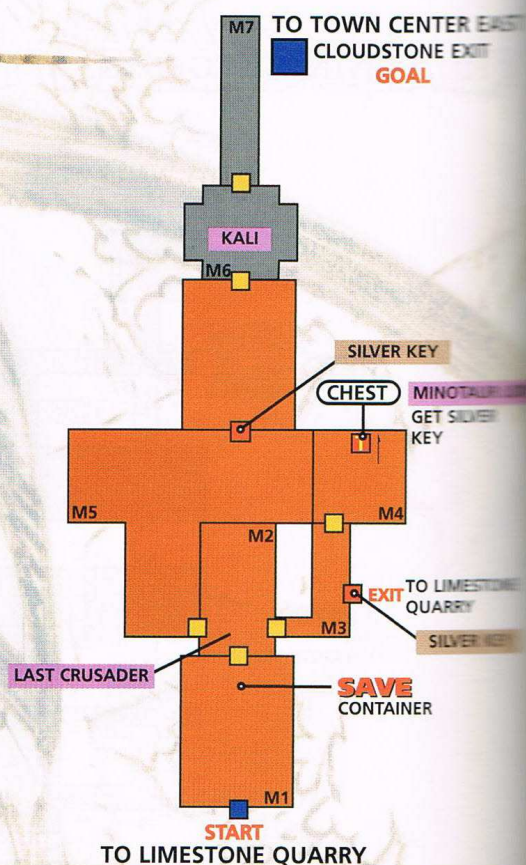
Monster List

Class	Species
Human	Kali (Unofficial Titan)
Phantom	Water Elemental
Evil	Nightstalker

1. Solve two terribly clever puzzles.



2. Take on the Goddess of Destruction.



M5. THE RESENTFUL ONES

Not one, but two truly challenging puzzles rest in the same room. The first one involves playing bumper-cars with some frictionless cubes. The second puzzle looks just as complex, but it has a rather sly trick to doing it quickly.

Puzzle 26

1. Roll counter cube 1 in middle of floor to position shown.



3. Slide frictionless cube to counter cube 2.



5. Slide frictionless cube across room, beside crate stack.



2. Roll counter cube 2 beside frictionless cube to position shown.



4. Slide frictionless cube to counter cube 1.



6. Push top crate onto frictionless cube.



7. Use cube/crate stack to jump to high ledge.



Puzzle 27

1. Roll counter cube in front of stacked crates.



2. Push top crate onto counter cube.



3. Stand on stack, angle camera to line up diagonal jump.



4. Jump to high platform and use Silver Key to exit.



M6. CHAMBER OF REASON

Watch out for the Gremlins in the previous chamber—they're harder to hit because they have such heights to fly in. It's best to use Warlock Fire Affinity spells, and aim high.



Upon entering this area, a brief scene begins—a statue of Kali is brought to life by the Dark. Guess who's left to deal with this thing? And you get no items in return!

KALI (UNOFFICIAL TITAN)

Just like any other temperamental goddess of destruction who's newly arrived in town, Kali seems a bit disoriented at first. Take advantage and run across the room to her, then go to your Shortcut Menu and cast the following spells: Prostrasia, Herakles, Magic Ward on Ashley; Leadbones on Kali. Add two Haeralis to a long-range weapon, along with a Titan Malachite or Talos Feldspar. Although you can't do much damage to any part in particular, there's still good chances to strike. Your key to victory is Chain Attacks; start with Instill, Heavy Shot and Phantom Pain, then switch the last to some other. Keep chaining, even if your first strike misses. Instill will draw out 10 percent of her total Hit Points each time it's successful, and that's the key. Otherwise, keep Magic Ward cast at all times!

M7. EXIT TO CITY CENTER

Finally, your ticket to the Grand Cathedral at the center of Leá Monde, the heart of the city and the source of all the magical power within. Ride the cloudstone up, and prepare for the toughest battles and the most challenging puzzles yet!



D21. PLATEIA LUMITAR

While it is wise to use the Save Point before entering the Cathedral, there are some areas of Town Center East that you haven't explored yet, and some crucial items to get still. Plus, if you haven't been to the Junction Point Workshop yet, we'll cover that presently.



NOTE

The items in the Treasure Chests in this section are crucial to solving some of the puzzles inside the Cathedral, most especially the Faerie Wings. Pick them up even if you don't plan to use them!

Skip across the river to the north, using the standing platform. Go inside the open doorway.

D22. GHARMES WALK



Press and hold R2 to walk carefully through this potholed room, or else you'll plunge into a chasm. The first thing you'll notice in this crumbling room is an attack dummy of a Gremlin. You can destroy this dummy if you cause enough damage, and receive a **Cure Potion** and **Mana Potion**. Jump diagonally

across to the Treasure Chest, if you get bored with that. The chest requires the Chest Key to be opened, and contains a Klondike (Silver Sword - Knightly), Round Shield (Silver—Knightly), Angel Pearl, and a Sorcerer's Reagent.



D23. THE HOUSE GILGITTE

You may recognize this as the place where Hardin and Merlose once spoke. Jump down and enter the Treasure Chest, and be sure to do it *before* moving any cubes. It contains a Ribsplitter (Hagane Dagger), Dragonhead, 5 Faerie Wings, and the Audentia.

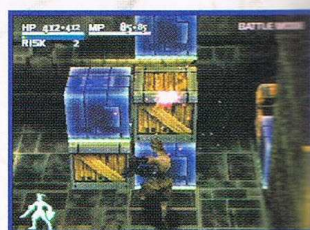
The bottom door is unlatchable from the inside, and you can quickly go out to the Workshop across the street (even though the Crimson Blades stationed outside might object). But when you want to return to the Cathedral entrance, you must solve an easy puzzle to get back on top of the high ledge. (Or, if you want, you can teleport back to the Cathedral entrance.)

Puzzle 28

1. Climb atop cupboard 1, push frictionless cube 1 off.



2. Jump down, destroy top wood crate.



3. Step on frictionless cube 2, push frictionless cube 3 off stack.



4. Push frictionless cube 3 against wall.



5. Destroy 2nd crate.



6. Push frictionless cube 2 against frictionless cube 1.



7. Push frictionless cube 2 against wall.



8. Stand on frictionless cube 2, push frictionless cube 4 off top of cupboard 2. (Stacks on cube 3.)



9. Climb onto cupboard 2, run and jump to high ledge.



D24. WORKSHOP JUNCTION POINT

Use the Cattleya Sigil to open this shop and store your extras. There is one Container in the Cathedral, if you're worried about being able to drop items later.



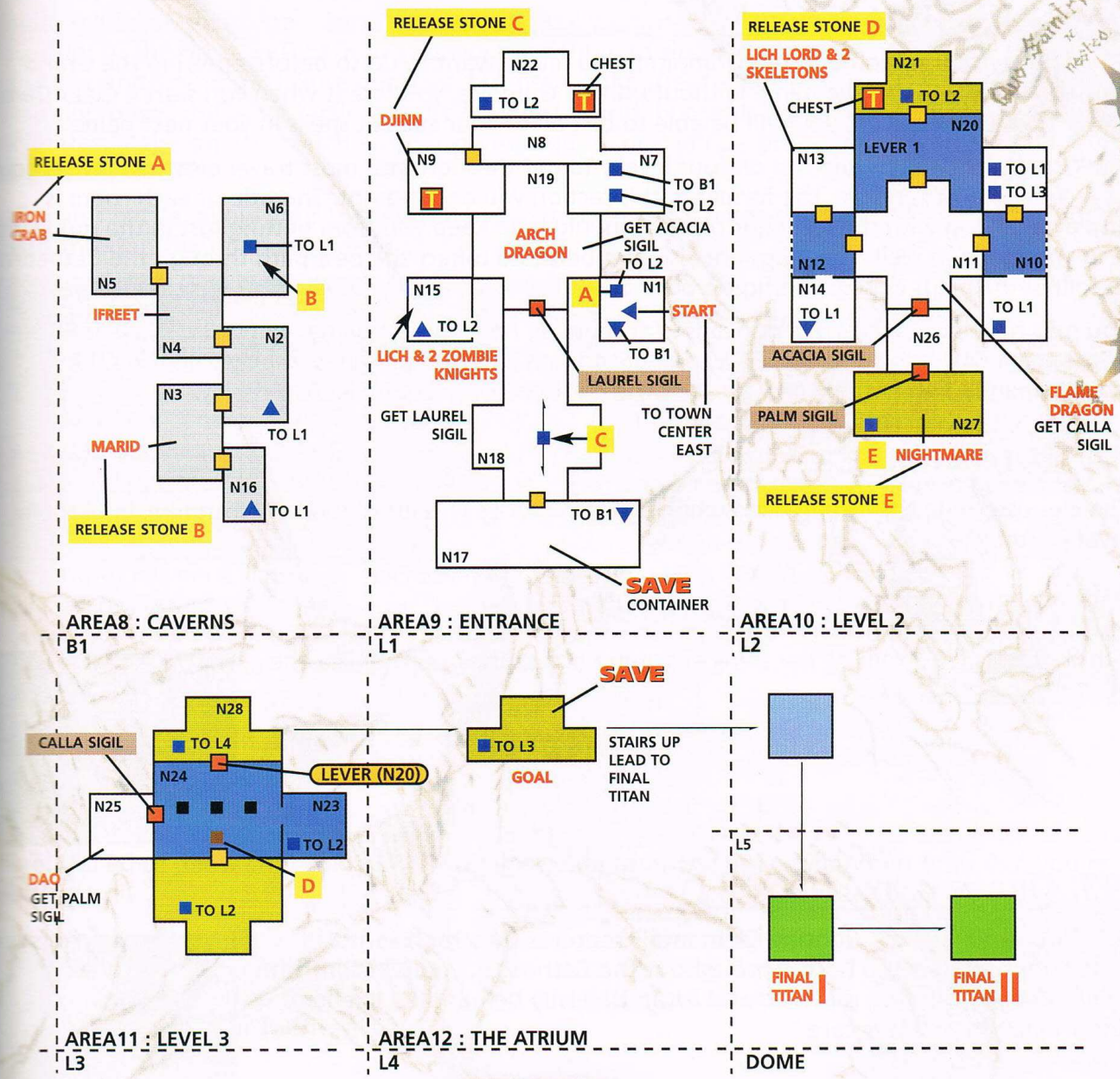
NOTE

The following materials may be combined here: Wood, Leather, Bronze, Iron, Hagane.

In the Clear Game chapter later in the guide, we'll discover a final Workshop where all materials can be combined!

The Great Cathedral

- DOOR
- LOCKED DOOR
- AREA EXIT



Monster List

Class	Species
Beast	Iron Crab (Titan)
Undead	Zombie Knight
	Dark Skeleton
Phantom	Marid (Titan)
	Ifreet (Titan)
	Djinn (Titan)
	Dao (Titan)
	Nightmare (Titan)
Dragon	Flame Dragon
	Arch Dragon
Evil	Lich
	Lich Lord

1. Fight the five affinity daevas to continue through the Cathedral.



2. Solve complex puzzles to get the best equipment.



3. Prepare yourself carefully for the final showdown.



NOTES ON THE CATHEDRAL

If you have not used some of the Grimoires, you might want to do so before entering the Grand Cathedral. If you finish the game without using a Grimoire, you lose it when you start a Clear Game. Other than that, though, you will be able to cast all of your current spells in your next game.

The Grand Cathedral is laid out on four levels. To get through, you must travel between levels, going back and forth. Therefore, the format in this section will be different. The title of each room is displayed, along with the level it is on. This should help keep you from getting lost in the guide, and lead you along as well. The maps are also numbered to reflect the best path through the Cathedral, so follow the maps closely and figure out how to get from level to level using the cloudstones.

You may have skipped certain portions of this guide; on your first game, you will only clear 80-90% of the map. This is to be expected. Vagrant Story has one of the highest replay values on the videogame market. Entirely new areas of the game become available on a replay.

N1. INTO HOLY BATTLE(L1)

The cloudstone in this room, even when activated, does you little good. Descend into the lower level via the stairs.

N2. STRUGGLE FOR THE SOUL(B1)

Turn left at the bottom of the steps and jump across the gorge. Enter the door on the other side.



N3. ORDER AND CHAOS(B1)

All along, you've been fighting Elemental creatures who represent the four affinities, plus the Dark. Throughout the Cathedral, you will confront *their masters*. The first is Marid, and it can basically be handled like its lesser kin, with greater care.



MARID

Class:	Phantom
HP	400
Weak vs.	Fire
MP	150
Strong vs.	All but Fire
Special Attacks:	Casts Aqua Blast, Avalanche Lv.3
Vulnerable Spot:	Body

Tactic 1—Spark Fusion + Degenerate, Flame Sphere

Equip a good shield with an Undine Jasper or Marid Aquamarine. The ideal weapon will have Ifreet Carnelian, Titan Malachite and a Trinity attached. Cast Magic Ward or Aqua Guard to get across the room, using Aqua Ward Defense Ability to lower the rest of the damage. Marid

will try to cast Avalanche before you reach it. When in range, cast Degenerate and Spark Fusion. Target the body with Break Arts, the Staff Break Art Sirocco being the best. Keep RISK below 20 to ensure maximum hit potential. Cast Flame Sphere if you want, but the distance you have to stay to avoid the blast puts you at risk for another Avalanche attack. You'll have better luck if you managed to attain the Fireball spell.

Items: Elixir of Queens, Grimoire Avalanche (Avalanche), Cloudstone in "The Victor's Laurels(B1)" released



N4. TRUTH AND LIES(B1)

Backtrack through Struggle for the Soul, jump the channel again, and use the door in the northwest corner. You wouldn't think to find the masters of water and fire in such close quarters, but here is the Ifreet. You can basically follow the same tactic you used against Marid, but with Water Affinities. Make sure to switch all your gems around, or you're a prime target.

After this battle, allow your HP and MP to regenerate *completely*, then head through the northwest door.



IFREET

Class:	Phantom
HP	400
Weak vs.	Water
MP	120
Strong vs.	All but Water
Special Attacks:	Casts Fireball, Flame Sphere Lv.3 (Magic)
Vulnerable Spot:	Body

Tactic 1—Frost Fusion + Degenerate

Equip a good shield with an Ifreet Carnelian. The ideal weapon will be one-handed and have the Marid Aquamarine, Titan Malachite, and Trinity attached. Cast Pyro Guard or Magic Ward to get across the long stretch as safely as possible. Ifreet will try to cast Flame Sphere on

you. If that happens, cancel as much damage as possible with Fireproof Defense Ability. Cast Degenerate on Ifreet when in range, then cast Frost Fusion and target the body with Break Arts. Keep RISK below 20 to ensure maximum hit potential. Cast Avalanche Lv.2 or 3 from a safe distance, or Aqua Blast at close range.



Items: Elixir of Queens, Grimoire Flamme (Flame Sphere)

N5. SANITY AND MADNESS(B1)

If you failed to allow your MP and HP to regenerate after the last battle, then sorry, but you're about to die.

The Iron Crab leaps onto this small platform, and you'll be locked in until you deal with it. It is really an optional Boss of sorts, since the cloudstone in the entrance goes up to an area that's too difficult to get across without using all your Faerie Wings.



IRON CRAB

Class:	Beast
HP	300
Weak vs.	Fire
MP	0
Strong vs.	All but Fire
Special Attacks:	Tidal Rush (Physical), Aqua Bubble (Water Affinity)
Vulnerable Spot:	Mouth

on the Beast, and even Poison if you like. Flame Sphere is too risky, and can't possibly be a high enough level to damage all parts of its wide body. Fireball will be useful, if you've been lucky enough to attain it. Try to use Reflect Damage whenever it does the Tidal Rush attack, and Heal up afterwards. Cast Spark Fusion and do Break Arts on the Mouth. Sirocco Break Art for the Staff works wonders.

Items: Valens, Elixir of Kings, cloudstone in Into Holy Battle(L1) released.

Tactic 1—Spark Fusion + Degenerate

Move your Ifreet Carnelian and Titan Malachite to a weapon with better Beast Class and attach the Orion to help. Put the Marid Aquamarine back on your shield, and be ready with Aqua Ward Defense Ability. In such close quarters, you probably won't have to deal with the Aqua Bubble attack too much, but it doesn't hurt to be safe. Cast Degenerate



N6. THE VICTOR'S LAURELS(B1)

Directly across from the Iron Crab's chamber is a room with a view, and a cloudstone that will take you back up to Level 1.



N7. CRACKED PLEASURES(L1)

Avoid the temptation to take the other cloudstone up to Level 3 for now. Go through the doorway to the west.

N8. HIERATIC RECOLLECTIONS(L1)

As you move through this short corridor, you realize it looks like you're running up the side of a building! Are you wondering what could be in the next room, to warrant the symbolism?



N9. THE FLAYED CONFESSIONAL(L1)

In this simple chamber, the Djinn is waiting to avenge his fallen Elemental brethren.

When you've buried this creep in six feet of soil, head back to Cracked Pleasures(L1) and ride the cloudstone up to Level 2.

There is a small puzzle to reach the Treasure Chest in this room. The solution and chest contents follow the strategy.



DJINN

Class:	Phantom
HP	400
Weak vs.	Earth
MP	120
Strong vs.	All but Earth
Special Attacks:	Casts Lightning Bolt, Thunderburst Lv.3 (Magic).
Vulnerable Spot:	Body

Cast Magic Ward just to be safe. Have Aero Ward ready to diminish any attacks you're not prepared for. Run to Djinn and cast Degenerate. Then cast Soil Fusion and target the body with Break Arts. Keep RISK below 20 to insure maximum hit potential. Cast Gaea Strike Lv.2 or 3 from a safe distance, or Vulcan Lance at close range, if you're so lucky to have it.

Items: Elixir of Queens, Grimoire Foudre (Thunderburst), cloudstone in The Poisoned Chapel(L1) released.

Tactic 1—Soil Fusion + Degenerate

Now it's time to switch gears. Equip your favorite shield with a Djinn Amber. The ideal weapon will be one-handed and have the Dao Moonstone, Titan Malachite, and Trinity attached. You probably don't have to worry about preemptive strikes in this small area, but cast Aero Guard or

**Puzzle 29**

1. Destroy back crate.



2. Push forward crate over Treasure Chest.



3. Stand on crate, open Chest.



Once you solve the puzzle, you get to open the Treasure Chest, which holds a Fluted Glove (Hagane), 3 Vera Potions, and a Saint's Nostrum.

N10. ABASEMENT FROM ABOVE(L2)

After the Djinn, take the cloudstone in Cracked Pleasures (L1) up to Level 2 and enter the door to the south. In this area, you must jump the chasm at a diagonal to reach the western door. It's not terribly hard; just angle your camera to line up Ashley with the target ledge. The picture indicates the best position and camera angle. You should be at full HP and MP before you open the west door.

**N11. THE HALL OF BROKEN VOWS(L2)**

This creature bears a lot of similarities to the first Dragon you encountered in Leá Monde, except that this one specializes in Flame Breath attacks, and backs away from you to use them. Stick close to it, and with the proper spell casting and equipment you should be fine.

The south door of this room is locked by the Acacia Sigil. That'll take a while to get, so head through the west door.



FLAME DRAGON

Class:	Dragon
HP	450
Weak vs.	Water, Holy
MP	0
Strong vs.	Physical, Blunt
Special Attacks:	Flame Breath (Fire), Tail Attack (Physical)
Vulnerable Spot:	Head, Neck

head to avoid as many flame attacks as possible. Cast Pyro Guard to get across the floor to it, and use Fireproof Defense Ability to reduce the remaining damage you take. Under the head, switch gears and cast Frost Fusion, then use Psychodrain to increase your hit possibilities. Target the head and neck with as many Break Arts as will work. When it performs Tail Attacks, try to Reflect Damage sometimes, and use Impact Guard if your HP runs low. With Frost Fusion and the weapons specifications met, you should be doing 40-50 HP damage per initial strike. By this point in your *Vagrant* career, this battle shouldn't take you long.

Items: Calla Sigil, Sorcerer's Reagent

Tactic 1—Frost Fusion + Psychodrain

Once again, you must switch back to equipment with fire and water properties. Use a shield with a Dragonite and an Ifreet Carnelian attached. Try to use a Hagane, one-handed weapon with three gems attached: a Dragonite, a Titan Malachite, and a Marid Aquamarine. As with all dragons, you want to position Ashley under its



N12. HE SCREAMS FOR MERCY(L2)

Jump across this fallen room to the north first, which should be a pretty straightforward leap.



N13. MAELSTROM OF MALICE(L2)

An aptly named room, this Locking Door Trap pits you against a Lich Lord and two Skeltons. The Undead are of no account. When you kill the Lich Lord (and you should know by now to target stronger enemies first), you will get some items and a cloudstone will move. You still have to kill the Skeletons to get out of here, though.

Lich Lord Items: Elixir of Queens, Elixir of Mages, Grimoire Radius, cloudstone in The Heretic's Story(L3) released.



N14. THE ACOLYTE'S WEAKNESS(L2)

Jump south through He Screams For Mercy to reach this area. Climb the large steps and crate next to the east door. While standing on the crate, pull yourself up onto the wall. Jump down and follow the ledge around while jumping over the gaps, then walk over to the southern door.

It's easier to bring along some Faerie Wings and jump straight across. But the challenge lies before you. In this room you'll find some stairs down to Level 1. You may want to cast Magic Ward before you head down there.

N15. MONKS LEAP(L1)

By killing the Lich in this area, you get some necessary items:

Lich Items: Ghost Hound, Laurel Sigil, Elixir of Queens, and the Grimoire Demolir (Explosion).



N16. AN OPENING OF SOULS(B1)

Backtrack all the way you've come. Return to the chamber where you faced Marid, and exit through the southeast door. Take the steps up to Level 1.



N17. SIN AND PUNISHMENT(L1)

Be careful of traps as you cross this area. Follow the blue glow all the way across to a blessed Save Point and Container. Get rid of all your junk, keeping only your strongest armor equipped and your weapons with the highest Class and Affinities. Return to the middle of the chamber and head north.



N18. THE POISONED CHAPEL(L1)

Cross the chasm using the cloudstone, and use the Laurel Sigil to unlock the door.



N19. A LIGHT IN THE DARK(L1)

It's uncertain how best to prepare you for the Arch Dragon, a creature that is the perfect mix of Evil and Dragon. But you must destroy this creature if the Cathedral is to be conquered.



ARCH DRAGON

Class:	Dragon
HP	550
Weak vs.	Dark
MP	200
Strong vs.	All but Dark
Special Attacks:	Divine Breath (Light), Tail Attack (Physical)
Vulnerable Spot:	Head, Neck

Tactic 1—Prostasia, Herakles + Psychodrain

The only defense you have against this creature's Divine Breath attack is the Shadow Guard Defense Ability. Equip the Dragonhead accessory for more protection, little as it may be. You will definitely get hit by the attack, but with



good protection it siphons more MP than HP. Take an Acolyte's Nostrum to recover from the attack quickly.

The ideal weapon is one-handed, with the following gems attached: Dragonite, Titan Malachite, and Morlock Jet. You should equip a shield with an Angel Pearl and another Dragonite. Due to the lack of Light-Affinity creatures in the game previously, this battle could be very tense.

Cast Dark Chant on the Arch Dragon, if you've been so lucky to find this spell, or cast Meteor from a distance. But it is ideal to stay under the creature's head and slug away at the head and neck. Cast Prostasia, Herakles, and Psychodrain; this combination loosens the dragon up for you a bit. Attack with any dark-based Break Arts you may have, although they are usually very costly in HP.

Items: Acacia Sigil, Acolyte's Nostrum

N20. LIGHT AND DARK WAGE WAR(L2)

Return to the second level and head north in The Hall of Broken Vows. Use the ledges on the west side of the room to jump over to the platform with the lever. Pull the lever, and you'll release a door in The Heretic's Story(L3). That room is now prime to cross, but you still need to investigate some more areas to have the proper equipment to face the final Boss. Hop over to the center platform and enter the north door.



N21. AN ARROW INTO DARKNESS(L2)

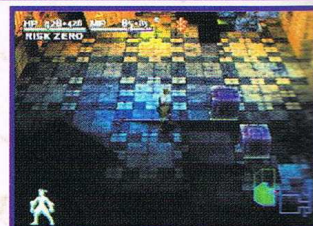
Before riding the cloudstone nearby down to Level 1 to solve a really big puzzle, solve the small puzzle here to get the items from the Treasure Chest.

Puzzle 30

1. Push cube 1 into pit.



2. Push cube 1 toward chest.



3. Push cube 2 into pit.



4. Push cube 2 across pit into niche.



5. Push cube 2 toward chest.



6. Push cube 2 to cube 1.



7. Push cube 2 closer to chest.



8. Push cube 2 under chest.



9. Stand on cube and open chest.



When you solve the puzzle you can open the Treasure Chest, which contains Fluted Leggings (Hagane—Warrior's), Fluted Glove (Hagane), 5 Eye of Argon, and a Cure Potion.

22. WHERE DARKNESS SPREADS(L1)

Slide the cloudstone down from the previous area and hop off. Down here you'll find a puzzle that is not quite the last, but is definitely the biggest.

In order to reach the Treasure Chest, you have to build a wall of cubes leading up to it. Make your walls out of the frictionless cubes, and top them off with the push crates.

Puzzle 31

1. Hop into pit, push top crate off stack.



2. Push crate close to door in line with furthest 2 frictionless cubes.



3. Slide cube 1 toward chest, slides into pit.



4. Push crate closest to pit on top of frictionless cube stack you've made in pit.



5. Slide cube 3 to crate, then into pit.



6. Slide cube 4 to crate, then into pit.



7. Destroy outside crate.



2. Push second crate off bottom crate, directly under chest and frictionless cube stack. Climb out.



4. Slide cube 1 to crate.



6. Repeat with cube 2.



8. Push remaining crate just forward of cube 4 by the door.



10. Push crate over twice, then into line with cube 4 (as shown).



12. Push last crate into pit, over top of previous crate.



14. Push inside crate under chest.



15. Stand on crate, open chest.



After solving the puzzle, you can open the Treasure Chest, which contains an Oval Shield (Hagane—Warrior's), Burgonet (Hagane—Helm), 5 Mana Bulbs, and an Elixir of Queens.

N23. THE WINE-LECHER'S FALL(L3)

When finished with the preceding puzzle, ride back up to An Arrow into Darkness(L2), work your way north back up to Free From Base Desires(L2), and ride the cloudstone in the southeastern corner up to Level 3. Use the ledges in this area to leap around to the doorway.



N24. THE HERETICS' STORY(L3)

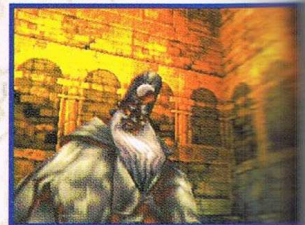
The trick to crossing the three cloudstones is to hop between the first two slower moving ones, and then cast Fixate at just the right configuration to jump across. You really have to eyeball it and try a few times. Use the Calla Sigil on the west door.



N25. HOPES OF THE IDEALIST(L3)

Perhaps you thought your battles with the elements were done? Think again, as the disgusting god Dao soars into the balcony.

When you destroy this thing, you have access to the final area of the game. Return to Level 2 to use the Palm Sigil before all hope for the land is lost.



DAO

Class:	Phantom
HP	400
Weak vs.	Air
MP	120
Strong vs.	All but Air
Special Attacks:	Casts Vulcan Lance, Gaea Strike Lv.3 (Magic)
Vulnerable Spot:	Body



cupboards in the back so it can float up onto them and rain volcanic chaos from above. If you see it floating up onto a cupboard, *run away*. Try to lure it out into the center of the room, even though it's hard. Cast Luft Fusion to do the most damage possible with your weapon, and try Lightning Bolt or Thunderburst Lv.2 or 3, just for kicks. When Dao dies, it flies around the room like a deflating balloon before flying out of the Cathedral. Too funny!

Tactic 1—Luft Fusion + Degenerate

Remember how to mix your elements; use earth gems on your shield and air gems on your weapon. The Djinn Amber is best to fight with. Cast Magic Ward to get close to Dao, then cast Degenerate on it when in range. Dao likes to lure you to the



Items: Palm Sigil, Elixir of Queens, Grimoire Gaea (Gaea Strike)

N26. THE MELODICS OF MADNESS(L2)

Return to Level 2 and open the south door in the Hall of Broken Vows. The final puzzle of the game may require you to have a Faerie Wing at your disposal, which will make the jump easier. If not, you may have to teleport back to the Snowfly Forest and kill a few dozen Ichthious to find one.

Puzzle 32

1. Slide lower frictionless cube under top frictionless cube.



3. Push crate onto forward frictionless cube.



5. Face the high ledge (set camera angle to view from behind your character), and stand on the left half of the crate. Aim for the ledge to the left of the cubes on the wall.



2. Slide top frictionless cube onto and over bottom frictionless cube.



4. Push crate toward high ledge.



6. Use Palm Sigil on door to exit.



N27. WHAT AILS YOU, KILLS YOU(L3)

The final elemental lord takes a bow and invites you to dance. This being must be destroyed to reach the top of the cathedral, where everyone else is.

NIGHTMARE

Class:	Phantom
HP	400
Weak vs.	Light
MP	120
Strong vs.	All but Light
Special Attacks:	Casts Curse, Dark Chant, Meteor Lv.3 (Magic)
Vulnerable Spot:	Body



Tactic 1—Prostasia, Herakles, Magic Ward + Degenerate

Your one true defense against the Nightmare's attacks is to keep Magic Ward cast at all times. If caught off-guard, have Demonscale Defense Ability ready to lower damage.



Prepare a weapon that is strong versus Phantoms with a Trinity, Angel Pearl, and a Titan Malachite. Attach a Morlock Jet to your shield. Cast Prostasia, Herakles, and Magic Ward, then run to the Nightmare and cast Degenerate. Spirit Surge works great. Use a Mana Bulb to get back up to full magic power. You need more MP to keep your Magic Ward functioning, until you've outlasted the demon.

Items: Grimoire Meteore (Meteor), Elixir of Dragoons, Final cloudstone released

N28. DESPAIR OF THE FALLEN(L3)

Ride the cloudstone up from the Nightmare encounter to Level 3. Head north through the upper part of The Heretic's Story, which is quite simple. In Where the Soul Rots, take the last cloudstone up to Level 4.



N29. THE ATRIUM(L4)

Before you go up the steps on the side of the circular room, *absolutely* save your game at the Save Point. Once you go up those stairs, you will be taken straight to the Final Titan.



Prepare yourself wisely before heading up there. Use the following checklist to be sure you're ready.

FINAL TITAN CHECKLIST

- The ideal weapon is a two-handed Hagane piece fitted with a grip that holds at least three gems: a Titan Malachite and two Demonias. You may think it wiser to substitute one of the Demonias with the Angel Pearl, but it actually won't make much difference. Your weapon of choice should end up with a total Evil Class of 40 or better.
- Although it is imperative to prepare a two-handed weapon, you can still prepare a shield for use. Being able to actually use it is a matter of excellent timing and some luck. Your best bet is to use a Damascus Shield, and attach a Nightkiller and one or two Demonias.
- You absolutely must have the Demonscale Defense Ability. Without it, all is lost.
- Equip the best armor. Most of the Hagane pieces collected in the Grand Cathedral will be sufficient. Accessorize with the Rune Earrings or the Agales Chain.
- Either backtrack and use all your Grimoires or remember to use them in the coming battle, no matter how ineffective. Your Grimoires will not transfer over to your next game; only the spells you have learned.
- You must have a lot of Mana items. Hopefully you haven't used them all up on lesser enemies.

FINAL TITAN

To use the actual name of the Boss in these encounters, or to include too many screenshots, would give away the entire plot of the game. We certainly don't want to spoil it for you, since *Vagrant Story* has one of the best plots ever contained in a videogame. But the tactics here are rock solid. You just have to apply them to what you see on-screen.

The final enemy takes on two forms; the first is humanoid and the next is a demonic form beyond description.

FINAL TITAN I

Class:	Evil
HP	500
Weak vs.	Light
MP	200
Strong vs.	All but Light
Special Attacks:	Casts Sorcerer Spells (Magic), Last Ascension (Special)
Vulnerable Spot:	Arms

Tactic 1—Herakles, Prostasia, Magic Ward

All of your spells are useless against the enemy. You can only upgrade and protect yourself. Cast the above three spells immediately, then run after your foe. It will cast Stun Cloud, Poison Mist, and several other status-changing spells on you. Use the appropriate items to recover from these changes, and save your MP to cast Magic

Ward repeatedly. The enemy will also bash you with its weapon.

Stay close to it. If it gets on the opposite side of the Cathedral dome from you, it will perform its Last Ascension attack. Nothing but Demonscale Defense Ability can protect you from this. It's not a full-strength attack, so it probably won't kill you on the first successful strike. Run after it and Chain Attack the arms. Use Instill, Heavy Shot and Crimson Pain; save Phantom Pain for the Final Titan's second form.

Don't be fooled by the ease with which you felled this Titan—it will be back for more in a more devastating form.

FINAL TITAN II

Class:	Evil
HP	750
Weak vs.	None
MP	50
Strong vs.	All
Special Attacks:	Casts Rare Spells Acid Flow, Judgement, Apocalypse, Various Lv.6 Warlock Spells (Magic), Bloody Sin (Special)
Vulnerable Spot:	Head

Take a Saint's Nostrum to get back up to speed, then quickly cast Magic Ward.

Remain at the center of the circle until your enemy settles somewhere on the outside of the ring. This settling will be indicated when the enemy starts to flash red and by an arrow pointing to the enemy, since it is partially off-screen in either zoom.

When the enemy has reached a settling spot, draw your weapon and run across the circle to it. Half-way there, it will cast a spell of incredible power upon you, negating your Magic Ward. Continue running toward it and open your Battle Sphere at the very edge of the circle. Your heart will drop to see that your percentage chances of hitting any point are low, and no damage is possible. None of your spells will work on the creature.

The only thing you can do is attack anyhow. Use Instill, Temper, and Phantom Pain to start, then change the last to either Crimson Pain or Heavy Shot. Phantom Pain will unload all your PP into the creature, and Instill will suck out 10% of it's total HP every time it is successful. This one Chain Ability is your hope for success. Target the head, which has the highest chance to hit, or the arms if the head is out of range.

When your Chain Attack ends, sheathe your weapon and run back to the center of the circle. The center is generally out of its spell range, no matter where it positions. Cast Magic Ward again immediately, and then wait for your MP to regenerate and your RISK to drop to zero. *It is absolutely imperative that you begin each attack with RISK ZERO.* Even if the enemy settles off-screen again, wait until you've dropped and recharged.

When you're back to maximum efficiency, and the enemy has settled at the side of the screen again, draw your weapon and repeat the entire process.



When you have caused 250 HP damage against your foe, it may perform Bloody Sin. This is the most fearsome attack in the entire game. Energy seems to well up from all over the place. And then the view changes to straight down. At that exact moment, you have the split-second opportunity to hit the Menu button. You should then equip the pre-prepared shield and get ready to trigger your Demonscale Defense Ability.

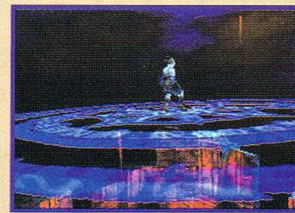
The exact moment to use it couldn't be more obvious. The camera zooms in on Ashley's face, and the exclamation mark appears beside him. Hit the button right there, or prepare to start all over. The Bloody Sin does a whopping 50-80 HP damage per body part, and will kill Ashley in one blow if damage is not halved by Demonscale.

If you survive that, all you have to do is cast Magic Ward again and equip your two-handed weapon again. Begin the process of striking with Instill all over, and hope that you can outlast your opponent. This tactic has been tested several times, and with enough skill you will certainly win.

Tactic 1—Magic Ward + Instill

Ashley finds himself on a spinning Rood Circle, high over what's left of the Grand Cathedral's high tower. The enemy rises from the flames below, bent on killing the seasoned Riskbreaker before moving on to take over the world.

You're probably a bit depleted from your last fight;



Is the ending scene of the game as spectacular as the beginning? You be the judge. As for this Author, I hope to hear the news that *Vagrant Story II* is coming in the near future!

NOTE

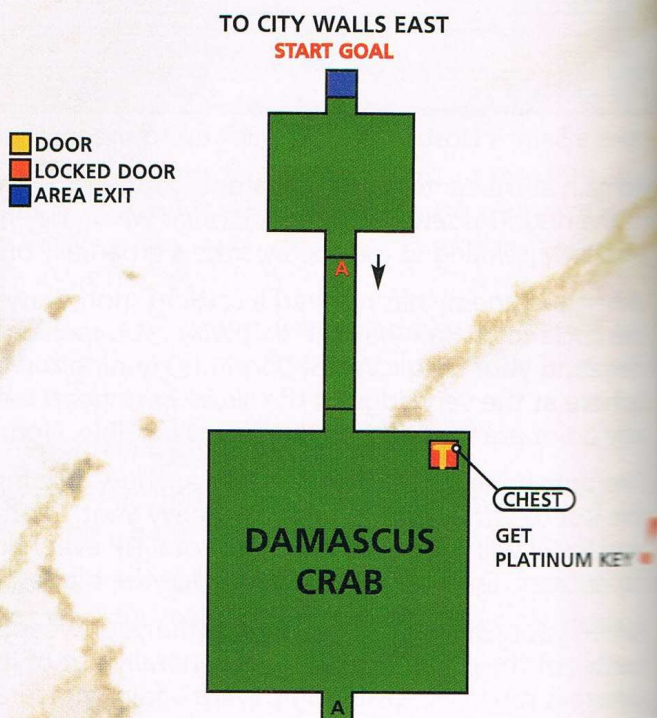
Wait until the credits have rolled—don't touch anything! Especially don't turn the game off or have a local blackout! After the credits, you can save your game and play *Vagrant Story* again with all your developed armor and weapons. New areas are also available! Please check the following chapter, Clear Game, for all the vital information.

CLEAR GAME

After conquering Leá Monde, the adventure is hardly over. Ashley now has the ability to open doors with the **Seal of the Rood**, enabling access to new areas, new items, and new Bosses.

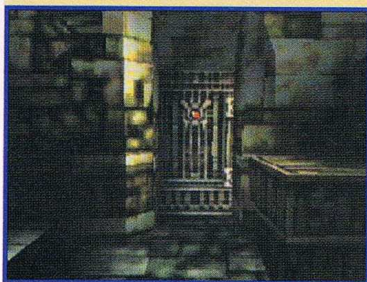
Snowfly Forest East

Our bonus areas walkthrough begins in the City Walls East Area. The door at the very south end bears the Seal of the Rood, and you can now open it. This leads to the Snowfly Forest East Area, and it's the first area of your second game that you will have full access to. Continue south through two areas until you meet the new Titan. There's also a Treasure Chest (Knight Shield [Hagane], Djinn Amber, and 3 Acolyte's Nostrums) in the large area, don't miss it on the high ledge.



DAMASCUS CRAB

Class:	Beast
HP	400
Weak vs.	Fire
MP	0
Strong vs.	Water
Special Attacks:	Tidal Rush (Physical), Aqua Bubble (Water).
Vulnerable Spot:	Mouth

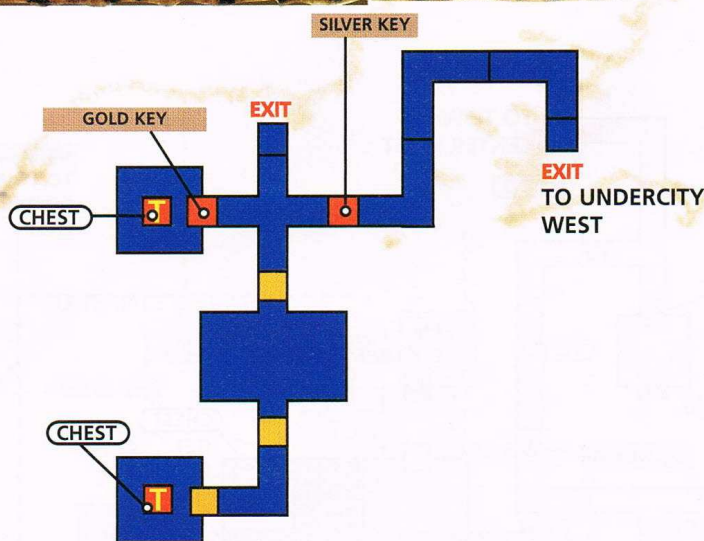


Tactic 1—Spark Fusion + Degenerate

This crabby fellow is only a little bit tougher and stronger than its siblings. Use the same tactics you've used on other crabs; attach water gems to a shield, equip a weapon with fire gems, cast Spark Fusion, and have at it!

Items: Platinum Key, 3 Cure Tonics

Escapeway



The next area isn't available until you have retrieved the Iron and Silver Keys again. With both of these items, return to the Undercity West, The Sunless Way. Proceed north to Sewer of Ravenous Rats, and continue north until you reach a door locked by the Seal of the Rood. Open it, and then head south until you reach a door locked by the Iron Key. Open the door to enter the Escapeway.

The first passage of the Escapeway is a crossroads: to the east is a door locked by the Silver Key, and to the west is a door that requires the Gold Key. First, head south to a room with a Treasure Chest (Bellini [Silver Great Axe], 5 Vera Bulbs, and Elixir of Mages). On the way, you'll fight Marid and Ifreet again, so bring the right gear. Collect the items from the chest and return to the crossroads.

Now return to the crossroads, and use the Silver Key to travel west. You'll encounter practically all the various Elementals on your way. The path curves south, and eventually you end up in The Crumbling Market area of Undercity West, where you can now access the Treasure Chest (Agales Chain, Elixir of Queens, Valens, and Gold Key)!

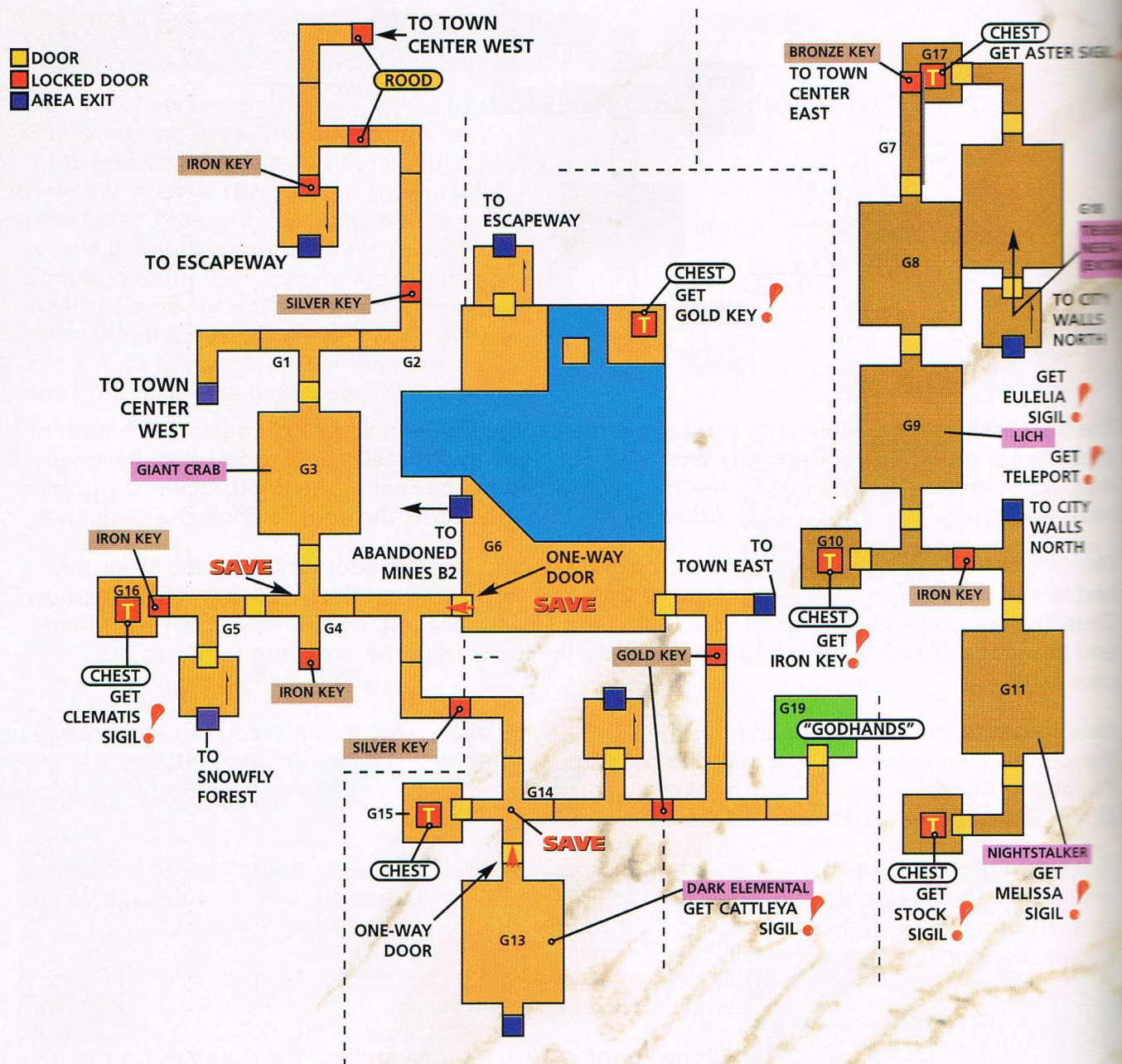
First, cast Eureka to see all the traps around the box. There is no way to clear them, so try this without anything less than full HP. It's best to jump onto the chest itself, then step down in front of it. The Trap will only work once, and then you can jump out of there.



Now you must backtrack through the Escapeway, and all the enemies have regenerated!

Return to the crossroads area and use the Gold Key on the opposite door. This small, dark room is protected by a Fire Elemental, but there's yet another Treasure Chest (White Rose [Damascus Mace—Warrior's], Grimoire Radius ["Radical Surge"], and Grimoire Meteore ["Meteor"] to claim.

G19. Workshop "Godhands"



To access the best Workshop, you need the Gold Key. Return to the Corner of Prayers area in Undercity West. Use the Gold Key on the door and head east.

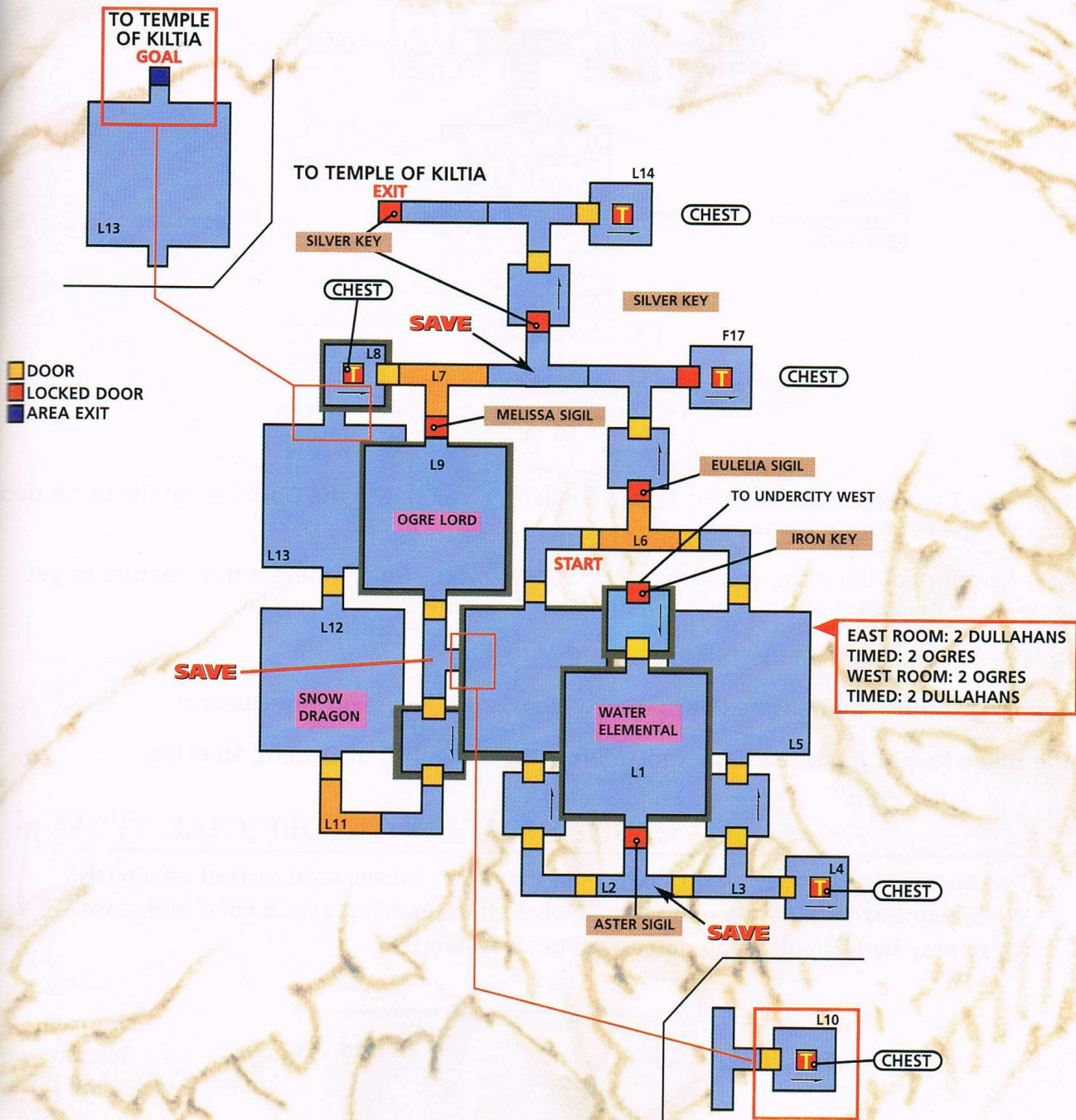
In the second chamber, you'll encounter the worst kind of Evil mage: Death! There are two of them in this passage. Until you're on your fourth or fifth game, I suggest you run for the shop's door.



In the Workshop "Godhands," you can combine absolutely any two materials. Getting here with all of the Deaths around is a bit risky though; just keep Magic Ward active as you run through and you should be alright.



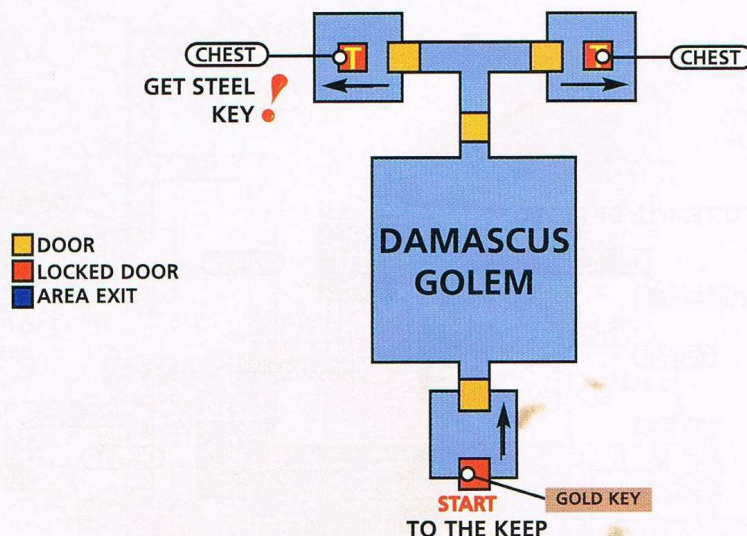
L15. Companions in Arms



Want to empty the best Treasure Chest in the game? Return to The Auction Block in the Limestone Quarry, head through the Timely Dew Of Sleep passage, and unlock the nearby door with the Gold Key.

Here's what you'll find: Death Sentence (Damascus Great Sword—Knightly), Balvus (attached to Death Sentence), Beowulf (attached to Death Sentence), Casserole Shield (Damascus), Orlando (attached to Casserole Shield), Ogmios (attached to Casserole Shield), Close Helm (Damascus—Knightly), Plate Mail (Damascus - Knightly), Edgar's Earrings, Grimoire Fleau ("Curse").

Forgotten Pathway



Return to The Keep and head west to The Soldier's Bedding. Use the Gold Key on the north door to enter the Forgotten Pathway.

At the bottom of the steps, you'll encounter the Damascus Golem. Defeat this creature to get some more items and one must-have item in the Treasure Chests beyond it.

Here's what you'll find in the Treasure Chests:

Awaiting Retribution Treasure Chest: Diadra's Earring, Ogmius, Elixir of Queens

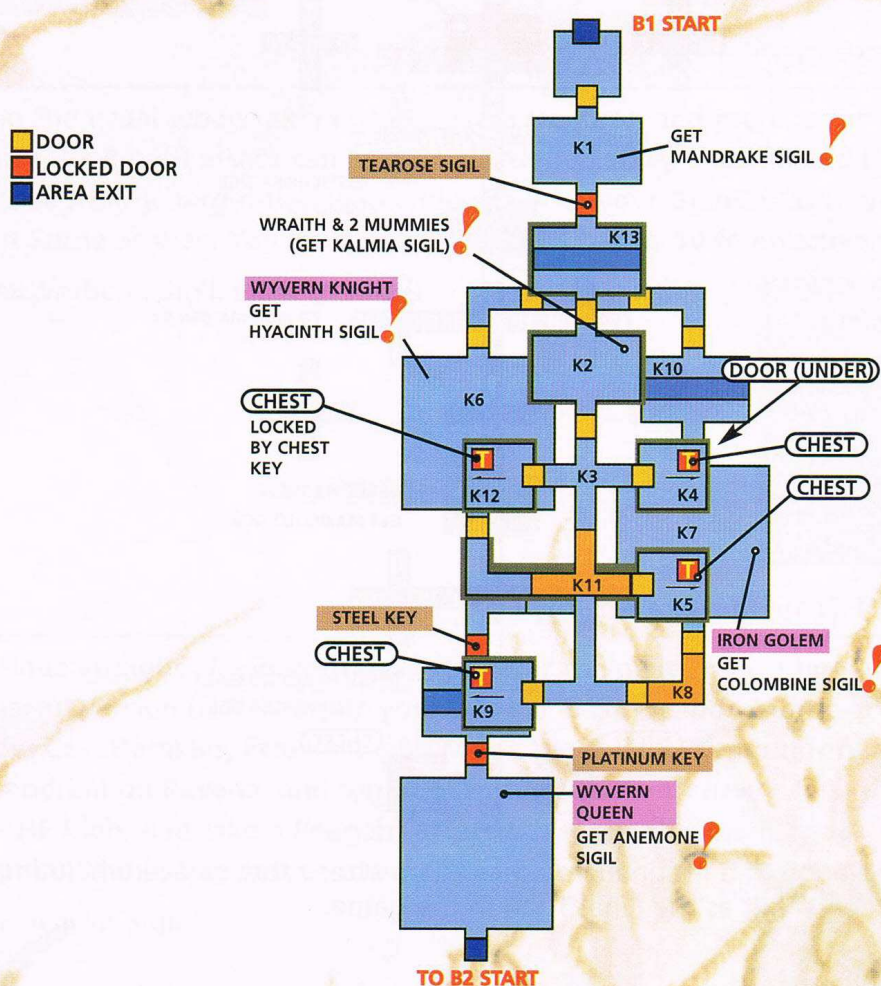
The Fallen Knight Treasure Chest: Kadesh Ring, Orlandu, Elixir of Queens, Steel Key

DAMASCUS GOLEM (UNOFFICIAL TITAN)

This enemy is absolutely no different than the other Golems encountered previously. When you cast Degenerate on it, it gets weak, thus enabling you to kill it with ease. It's so easy by this point, you don't even get any items!



The Real Iron Maiden



Now that you have all the aforementioned keys and items, you should be ready to take on the B2 and B3 levels of the Iron Maiden.

Return to the passage called Hanging in Iron Maiden B1. Use the Steel Key to open the door. Jump down the cliffs, and take note of the "unsolvable" puzzle along the way.

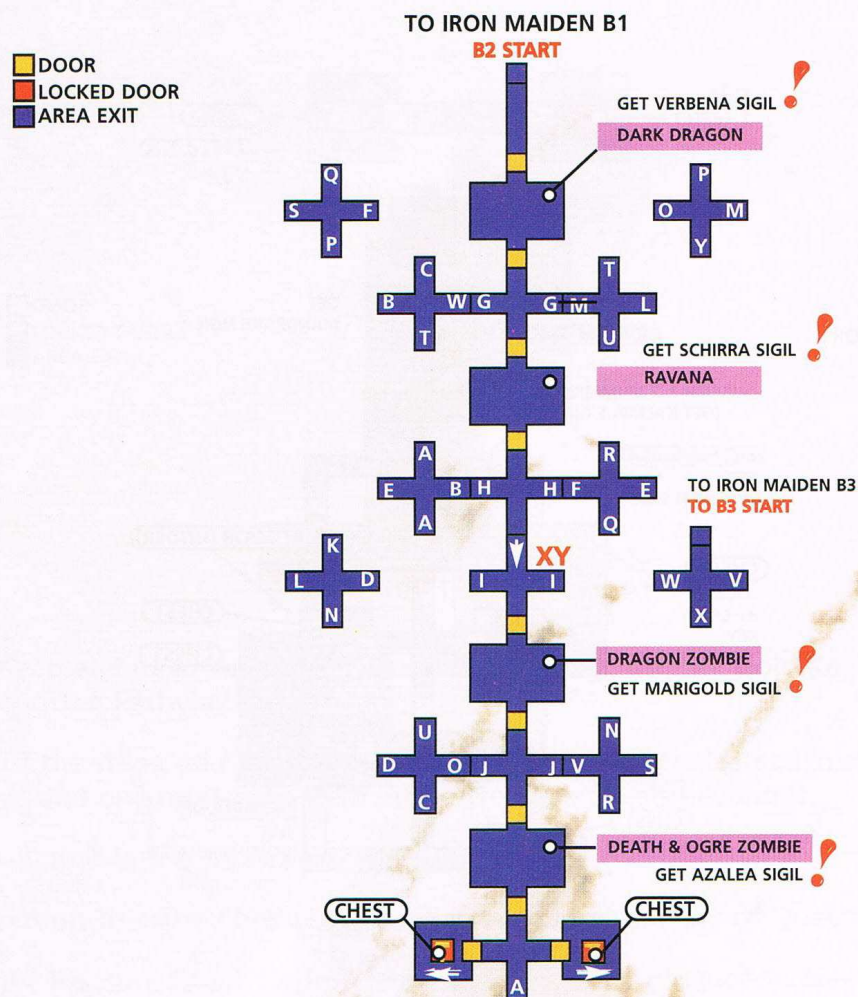
At the bottom of the slope is the final room of Iron Maiden B1, and a new Titan to conquer.

WYVERN QUEEN (UNOFFICIAL TITAN)

Here's an easy trick to defeat this monster. With RISK ZERO and full MP, cast Spirit Surge three or four times on its legs. With a decent second-game intelligence, you have a 70% chance of causing over 280 HP of damage!!!
Items: Anemone Sigil, Elixir of Sages



Iron Maiden B2



Now prepare for the challenge of a lifetime. You face room after room of overwhelming Bosses all fairly close to being as difficult as the Final Titan in the game.

Iron Maiden B2 Checklist:

- Equip all your new Damascus Equipment. Rearrange the new Class gems you have on your different weapons, so that you have a weapon with an Evil Class of 60+, a weapon with an Undead Class of 60+, and a two-handed weapon with a Human Class of 70+. No less is required.
- All weapons should be at full DP and PP, or as much as possible.
- Allow all your MP and HP to regenerate before entering. As you progress, let them both regenerate before you enter every new room.
- Make sure you have plenty of Nostrums and Reagents.
- The B2 level is full of warp doors, which can be quite disorienting. As you're leaving the Wyvern Queen's chamber, rotate the camera behind you and leave it there, no matter what. That way, you always know that south is straight ahead and east and west are left and right, respectively.
- If you've met the above requirements or come close, you're ready to head through the Maiden.

The first corridor introduces you to the Shriekers. These demonic little dolls are the cousins of Quicksilvers, but much more lethal. Keep Magic Ward cast at all times to avoid their magic. Your RISK must remain at zero to hit them at all.



The second chamber opens to reveal the Dark Dragon. Except for the fact that Light Affinity can be used to attack, it doesn't seem all that different from other large dragons.

DARK DRAGON (UNOFFICIAL TITAN)

Equip the usual when taking on any scaly creature, and prepare for Tail and Breath attacks. Its Breath attack can be partially deflected by a shield and Demonscale Defense Ability. Target the head and neck with your Dragon Class weapon, and cast Spirit Surge as well. You must keep your RISK below 10 to effectively keep striking.

Items: Verbena Sigil, Elixir of Kings



RAVENA (UNOFFICIAL TITAN)

Continue straight ahead until you encounter the next Titan, a larger and more powerful version of Kali. Equip your Human Class weapon before engaging in this battle. Cast Herakles, Prostasia, and Magic Ward, and then run forward. Cast Psychodrain on Ravena, and target her four limbs with Break Arts. Use items to keep your HP high, and take a Reagent after each successful chain attack. Do not use Phantom Pain in this battle—save it!

Item: Schirra Sigil



DRAGON ZOMBIE (UNOFFICIAL TITAN)

This creature is *not* another Dragon, it is an Undead. Although it's incredibly slow and not very dangerous when using the right protection, your chances of hitting it are very slim. Reduce RISK to zero for each Chain Attack, and cast Heal spells on it to bring it down. It only has about 260 HP, so use your Break Arts on it.

Item: Marigold Sigil



DEATH AND OGRE ZOMBIE (UNOFFICIAL TITANS)

This is one nasty duo. It should be quite easy to take down the Ogre Zombie first. Just continue to cast Magic Ward during the whole fight. It has around 700 HP and Chain Attacks are useless on it.

Death is another matter. No spells work, and chances of hitting it with a normal attack are difficult. It's best to wait until it casts a spell, which will destroy your Magic Ward. Then cast Prostrasia, Herakles and Magic Ward again, and target Death with Break Arts and Chain Abilities like Instill.

Items (Ogre Zombie): Azalea Sigil

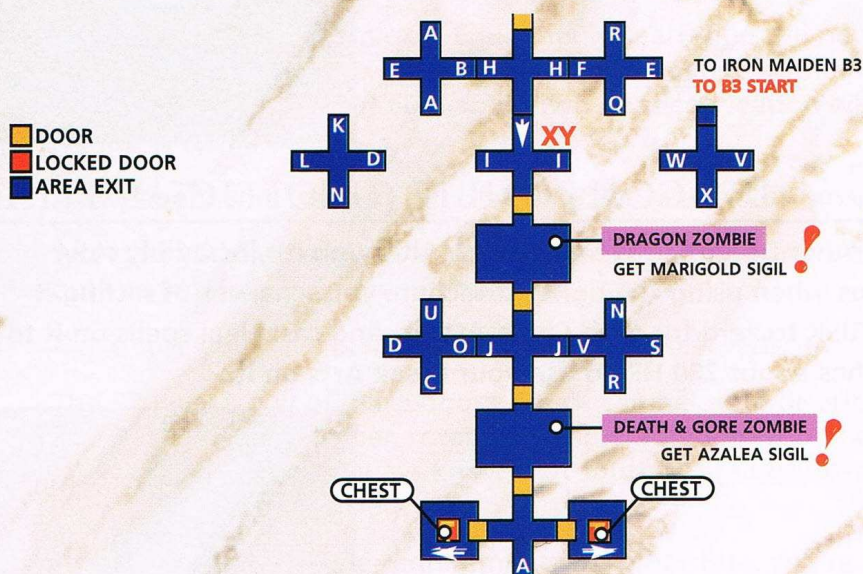


Below the Death and Ogre Zombie battle, there are Treasure Chests in the rooms to the east and west. There are traps directly in front of each chest, so don't approach either without a good amount of HP. Some of these items may be stronger than even your new Damascus items, so switch between armors appropriately. You'll find a Hoplite Shield (Hagane)—Knightly and 3 Cure Potions in the west chamber. In the east chamber, you'll find a Hoplite Helm (Hagane)—Warrior's and 3 Mana Potions.

From the treasure rooms, continue directly south. You must proceed through a series of warp rooms, most filled with some nasty enemies. A complete map percentage means you must visit all areas of this level, so follow the warp point letters on the map to get around.

To go straight from the crossroad between treasure rooms to the Iron Maiden B3 level, you need to pass through four areas. Go straight through two areas, and then take right turns at the next two crossroads. When you see a door while an Ogre and Ogre Lord are attacking, you know you're in the right place. Kill them both, and then allow yourself time to fully recuperate before opening the door!

Iron Maiden B3



ASURA

Class:	Human
HP	1000
Weak vs.	None
MP	300
Strong vs.	All
Special Attacks:	Casts Sorcerer and Shaman Spells (Magic), Judgement, Ravena (Special).
Vulnerable Spot:	None



At the door, cast Prostrasia and Herakles on yourself followed by Magic Ward. Run up to Asura and perform Chain Attacks using Instill, Heavy Shot and Phantom Pain. After unloading your Phantom Points on her, switch to another Chain Attack, such as Temper or Raging Ache.

In spite of low chances to hit and zeros for damage, Instill *will* continue to bring her down. You must continue to use Chain Attacks, and hope that you defeat her before she decides to perform Judgement or Ravena. If that happens, it's all over.

Items: Tigertail Sigil, Cure Potion

Tactic 1—Magic Ward + Instill

Get ready to tackle the Iron Maiden herself, Asura!

Your only real chance against this goddess is to have a weapon of Human Class 70 or higher. Damascus seems to work well, and it is highly recommended that a long-range, two-handed weapon be used.

Proceed into the next area, where you'll find additional Treasure Chests to the east and west. Be prepared to take on a Lich Lord in each.

You'll find Hoplite Leggings (Hagane), a Hoplite Glove (Hagane), Elixir of Kings, and Elixir of Queens in the west one. In the east one, you'll find Hoplite Armor, a Hoplite Glove, Elixir of Kings, and Elixir of Queens.

With the Sigils you've gained, you can now compete for record times in all of the time attack battles.

Time Attack Battles

Sigil	Battle Access
Anemone	Earth Dragon
Verbena	Snow Dragon
Schirra	Damascus Golem
Marigold	Damascus Crab
Azalea	Death and Ogre Zombie
Tigertail	Asura

MONSTER ENCYCLOPAEDIA

You can keep track of all the monsters you've encountered during your adventures in *Vagrant Story* by referring to the Encyclopaedia in the Score Menu. Characters such as the Knights of the Cross and Müllenkamp Cultists do not appear in the Encyclopaedia.

Class and Species

Each monster is a species, and each species belongs to a class. The classes are Undead, Phantom, Human, Dragon, Beast, and Evil. It's important to distinguish the class of each monster you fight so as to determine your weapon's ability to damage them.

The breakdown of the abbreviations is as follows:

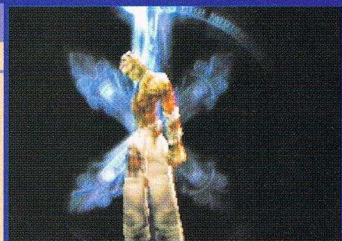
Abbrev.	What It Means
HP	Hit Points
MP	Magic Points
STR	Strength
INT	Intelligence
AGL	Agility

No.001 ZOMBIE

Class: Undead

HP	MP	STR	INT	AGL
120	5	106	64	78

Once the inhabitants of Leá Monde, Zombies emerge from the Dark to attack the living.

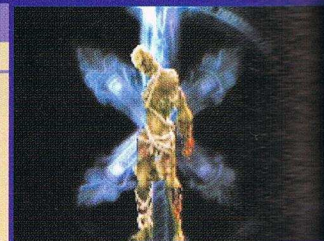


No.002 MUMMY

Class: Undead

HP	MP	STR	INT	AGL
95	4	127	78	102

Ancient Kildean corpses infused with the power of the Dark.



No.003 GHOUL

Class: Undead

HP	MP	STR	INT	AGL
78	8	111	68	75

Ghouls lurk in the Catacombs, longing for human flesh. Attacking their heads proves effective.



No.004 GHAST

Class: Undead

HP	MP	STR	INT	AGL
125	0	129	85	110

The living dead, given power by demons of the Underworld.



No.005 ZOMBIE FIGHTER

Class: Undead

HP	MP	STR	INT	AGL
135	15	118	62	85

Corpses of Leá Monde's soldiers, brought back to life through the Dark's taint.

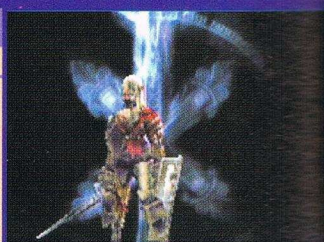


No.006 ZOMBIE KNIGHT

Class: Undead

HP	MP	STR	INT	AGL
141	28	108	84	85

Zombies of the Knights of the Cross, still in possession of potent martial skills.



No.007 ZOMBIE MAGE

Class: Undead

HP	MP	STR	INT	AGL
135	80	125	124	105

Zombies of Leá Monde's mages that employ powerful offensive magic.



No.008 SKELETON

Class: Undead

HP	MP	STR	INT	AGL
116	15	108	72	94

Skeletal remains of zombie corpses. They lurk in darkness to attack the living.



No.009 DARK SKELETON

Class: Undead

MP	STR	INT	AGL
25	125	135	110

Skeletons the Dark has bestowed with more power and better defense abilities.



No.010 SKELETON KNIGHT

Class: Undead

HP	MP	STR	INT	AGL
160	32	122	92	109

The bleached skeletons of former Kingsguard Knights. Still possess great skill with blades.



No.011 GHOST

Class: Phantom

MP	STR	INT	AGL
130	92	111	101

Souls of the deceased that attack any living thing in sight.



No.012 WRAITH

Class: Phantom

HP	MP	STR	INT	AGL
120	140	130	125	105

Ghosts of the Underworld capable of casting potent magic.



No.013 GOBLIN

Class: Human

MP	STR	INT	AGL
26	105	118	109

Rocky demihumans that form bands to attack their prey.



No.014 GOBLIN LEADER

Class: Human

HP	MP	STR	INT	AGL
260	58	109	124	115

Goblins endowed with the ability to use magic. They make their abode in the Undercity.



No.015 ORC

Class: Human

MP	STR	INT	AGL
20	115	128	110

Orcine demihumans with the ability to use magic spells and any weapon they can find.



No.016 ORC LEADER

Class: Human

HP	MP	STR	INT	AGL
280	110	122	134	116

Commanders of the Orcs. Like their Goblin kin, they attack in packs with weapons and magic.



No.017 LIZARDMAN

Class: Dragon

MP	STR	INT	AGL
26	115	110	112

A species of demihuman known for their agility and strength.



No.018 BLOOD LIZARD

Class: Dragon

HP	MP	STR	INT	AGL
250	0	135	108	120

A subspecies of Lizardmen with superior protections against fire and heat.



No.019 LICH

Class: Evil

HP	MP	STR	INT	AGL
120	105	130	135	120

Evil mages that have gained powerful magic and eternal life through demonic pacts.



No.020 LICH LORD

Class: Evil

HP	MP	STR	INT	AGL
N/A	N/A	N/A	N/A	N/A

Liches with even greater magical knowledge that are said to practice ancient Kildean sorcery.



No.021 DEATH

Class: Evil

HP	MP	STR	INT	AGL
N/A	N/A	N/A	N/A	N/A

The reaper of the Underworld, tasked with claiming the souls of the possessed.



No.022 GARGOYLE

Class: Evil

HP	MP	STR	INT	AGL
120	0	125	45	121

Sculptures of mythical creatures that have come to life.



No.023 IMP

Class: Evil

HP	MP	STR	INT	AGL
150	70	131	128	125

Messengers of the Underworld that swoop down to attack with weapons and magic.

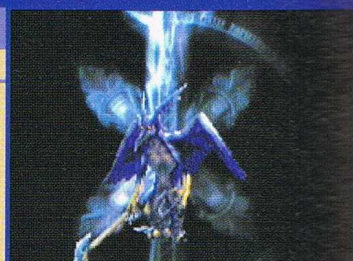


No.024 GREMLIN

Class: Evil

HP	MP	STR	INT	AGL
190	90	138	134	119

Extremely violent demons that use varied weaponry and cast magic.



No.025 MIMIC

Class: Beast

HP	MP	STR	INT	AGL
120	0	123	95	105

Large insects that mimic chests of treasure to lure unwary treasure hunters.

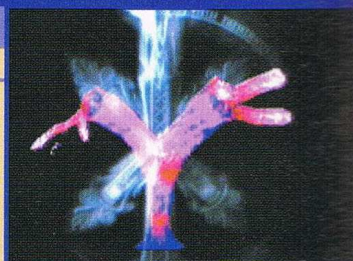


No.026 SHADOW

Class: Evil

HP	MP	STR	INT	AGL
165	260	125	140	110

Shadows bereft of bodies, commanded by the Dark.



No.027 SILVER WOLF

Class: Beast

HP	MP	STR	INT	AGL
75	0	90	72	84

Wolves that have been twisted into ferocious man-hunters by the Dark's influence.



No.028 HELLHOUND

Class: Beast

HP	MP	STR	INT	AGL
110	0	105	72	94

These hounds once guarded the gates of the Underworld.

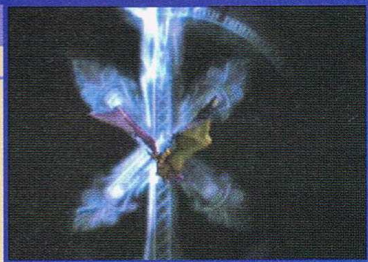


No.029 BAT

Class: Beast

HP	MP	STR	INT	AGL
40	0	97	65	90

Large, agile bats that swoop down to strike from the air.

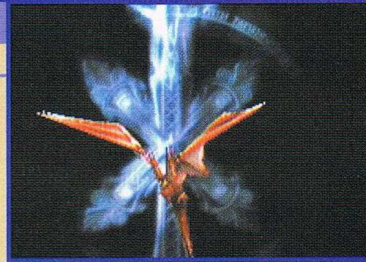


No.030 STIRGE

Class: Beast

HP	MP	STR	INT	AGL
90	0	115	45	118

Giant vampire bats rumored to drain a victim's life in a single blow.

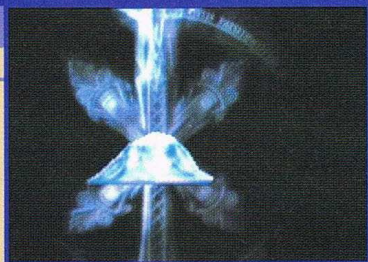


No.031 SLIME

Class: Beast

HP	MP	STR	INT	AGL
50	0	128	62	82

These normally slothful and large amoeba-like creatures can leap to assault their prey.

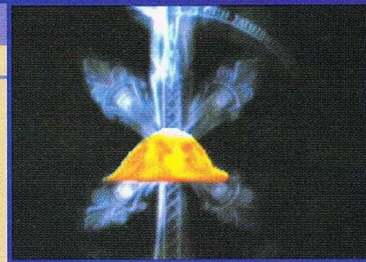


No.032 POISON SLIME

Class: Beast

HP	MP	STR	INT	AGL
112	0	134	82	106

Slime with the ability to spew poisonous spores.

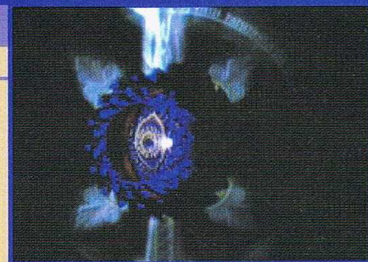


No.033 DARK EYE

Class: Phantom

HP	MP	STR	INT	AGL
35	85	118	135	150

Often called "The Devil's Eye," these monsters are well versed in magic.

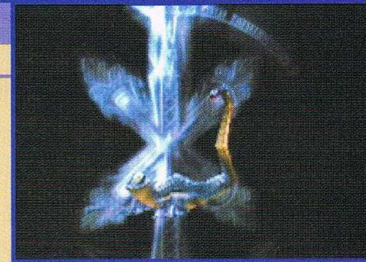


No.034 BASILISK

Class: Beast

HP	MP	STR	INT	AGL
120	0	125	105	105

Powerful jaws give these small, agile reptiles a savage attack.

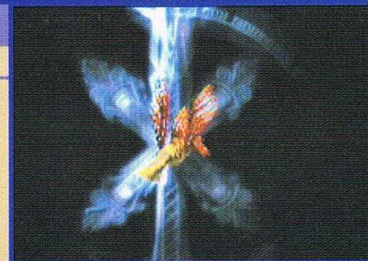


No.035 ICHTHIOUS

Class: Beast

HP	MP	STR	INT	AGL
35	0	118	107	110

Fish-like forest spirits with armored heads. Their magic gives them an extra edge in battle.



No.036 HARPY

Class: Beast

HP	MP	STR	INT	AGL
210	160	128	132	155

Birds of the Underworld feared for their unmerciful spell of death.



No.037 QUICKSILVER

Class: Evil

HP	MP	STR	INT	AGL
120	70	115	115	122

Dolls possessed by the souls of children that lost their lives to war or illness.



No.038 SHRIEKER

Class: Evil

HP	MP	STR	INT	AGL
120	70	115	115	122

The shrieks of these dolls possessed by evil spirits kill all within earshot.



No.039 MINOTAUR

Class: Beast

HP	MP	STR	INT	AGL
392	5	92	85	115

Half-beast, half-human monster well known for its expert use of a viciously heavy mace.



No.040 MINOTAUR LORD

Class: Beast

HP	MP	STR	INT	AGL
540	0	110	130	104

Minotaurs with tattoos of magic protection enscribed on their bodies.



No.041 MINOTAUR ZOMBIE

Class: Undead

HP	MP	STR	INT	AGL
680	0	125	136	112

Minotaur zombies. They feel no pain, and will fight till their final death.



No.042 DULLAHAN

Class: Evil

HP	MP	STR	INT	AGL
190	25	112	105	98

Knightly armor possessed by the Dark and capable of magical and physical attacks.



No.043 DARK CRUSADER

Class: Evil

HP	MP	STR	INT	AGL
380	80	121	134	105

An armor relic of the holy wars. Its only weakness is the gap below its chest plate.

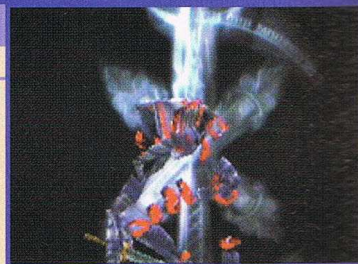


No.044 NIGHTSTALKER

Class: Evil

HP	MP	STR	INT	AGL
260	110	128	138	115

Spirits of fallen soldiers, unaffected by Chain Abilities.



No.045 LAST CRUSADER

Class: Evil

HP	MP	STR	INT	AGL
480	240	134	142	118

Possessed crimson armor, once the special garment of the Holy Knights.



No.046 GOLEM

Class: Evil

HP	MP	STR	INT	AGL
240	15	125	118	92

Creatures molded from granite, Golems deliver tremendous physical attacks.



No.047 IRON GOLEM

Class: Evil

HP	MP	STR	INT	AGL
420	0	148	142	102

Golems crafted from steel. Their strong bodies are impervious to physical attacks.



No.048 DAMASCUS GOLEM

Class: Evil

HP	MP	STR	INT	AGL
240	15	125	118	92

Golem made of the rare alloy damascus. Highly resistant to both magical and physical attacks.



No.049 OGRE

Class: Beast

HP	MP	STR	INT	AGL
540	35	136	138	105

Demons that fought humans in mythical times. Extremely agile and strong.



No.050 OGRE LORD

Class: Beast

HP	MP	STR	INT	AGL
565	110	138	142	114

Highly intelligent ogres with arcane spell knowledge.



No.051 OGRE ZOMBIE

Class: Undead

HP	MP	STR	INT	AGL
540	35	136	138	105

Dead ogres restored to life by necromancy.



No.052 GIANT CRAB

Class: Beast

HP	MP	STR	INT	AGL
420	0	131	136	105

Giant crabs whose acidic breath can melt even the strongest armor.



No.053 IRON CRAB

Class: Beast

HP	MP	STR	INT	AGL
420	0	131	136	105

Crabs with shells of iron. They employ their massive weight as a lethal weapon.



No.054 DAMASCUS CRAB

Class: Beast

HP	MP	STR	INT	AGL
420	0	131	136	105

Crabs with shells as hard as damascus. Weapons made from their shells are rare and valued.

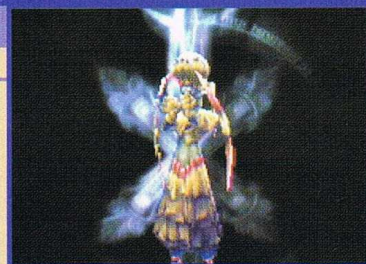


No.055 AIR ELEMENTAL

Class: Phantom

HP	MP	STR	INT	AGL
380	160	138	126	116

Lesser wind spirits. Use Earth Affinity spells against them.



No.056 DJINN

Class: Phantom

HP	MP	STR	INT	AGL
N/A	N/A	N/A	N/A	N/A

Wind spirit. These violent, angry spirits serve no mortal master.

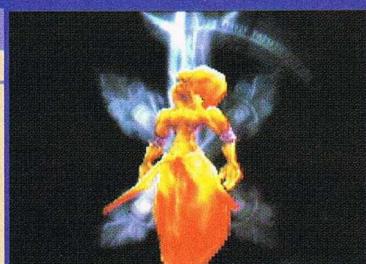


No.057 FIRE ELEMENTAL

Class: Phantom

HP	MP	STR	INT	AGL
320	140	133	115	110

Lesser fire spirits. Vicious opponents with fiery magic at their disposal.



No.058 IFREET

Class: Phantom

HP	MP	STR	INT	AGL
N/A	N/A	N/A	N/A	N/A

Fire spirit. Arrogant spirits who enjoy burning humans with their spells.



No.059 EARTH ELEMENTAL

Class: Phantom

HP	MP	STR	INT	AGL
380	160	138	126	116

Low-level earth spirits. Originally benevolent spirits, magic has twisted them into evil.



No.060 DAO

Class: Phantom

HP	MP	STR	INT	AGL
N/A	N/A	N/A	N/A	N/A

Earth spirits. Evil spirits that cast destructive spells to fulfill their yearning for human life.



No.061 WATER ELEMENTAL

Class: Phantom

HP	MP	STR	INT	AGL
400	170	142	130	120

Lesser water spirits. Do not approach them without first preparing a suitable defense.



No.062 MARID

Class: Phantom

HP	MP	STR	INT	AGL
400	170	142	130	120

Water spirits. Sunk Leá Monde into the waters 25 years ago with the aid of Dao, the earth spirit.



No.063 DARK ELEMENTAL

Class: Phantom

HP	MP	STR	INT	AGL
380	160	138	126	116

Lesser spirits of darkness. More powerful than other elemental spirits in Leá Monde.



No.064 NIGHTMARE

Class: Phantom

HP	MP	STR	INT	AGL
N/A	N/A	N/A	N/A	N/A

Darkness spirits. They are filled with an insatiable craving to see the living suffer.



No.065 WYVERN

Class: Dragon

HP	MP	STR	INT	AGL
85	0	85	55	74

Lesser Wyrms with deadly breath attacks.



No.066 WYVERN KNIGHT

Class: Dragon

HP	MP	STR	INT	AGL
525	0	139	145	99

A ferocious subspecies of dragon. They rarely appear above ground.



No.067 WYVERN QUEEN

Class: Dragon

HP	MP	STR	INT	AGL
N/A	N/A	N/A	N/A	N/A

Queen of dragons. Her rule is total and her spawn would readily give their lives for her.



No.068 DRAGON

Class: Dragon

HP	MP	STR	INT	AGL
480	0	118	132	95

This legendary creature possesses a genius-level intellect, and casts unparalleled spells.



No.069 SKY DRAGON

Class: Dragon

MP	STR	INT	AGL
0	148	142	113

Large dragons inhabiting clouds, they are also known as Thunder Dragons.



No.070 FLAME DRAGON

Class: Dragon

HP	MP	STR	INT	AGL
N/A	N/A	N/A	N/A	N/A

Large dragons that draw energy from magma.



No.071 EARTH DRAGON

Class: Dragon

MP	STR	INT	AGL
0	145	138	110

Also known as Land Dragons, their tough hides are nearly impossible to pierce.



No.072 SNOW DRAGON

Class: Dragon

HP	MP	STR	INT	AGL
720	0	152	145	116

Because of their freezing breath attack, these dragons are often called the "Wyrms of Ice."



No.073 ARCH DRAGON

Class: Dragon

MP	STR	INT	AGL
N/A	N/A	N/A	N/A

The most intelligent of all dragons, but at the same time, one of the most evil.



No.074 DARK DRAGON

Class: Dragon

HP	MP	STR	INT	AGL
N/A	N/A	N/A	N/A	N/A

Dragons of the Underworld that feast on human flesh and souls.



No.075 DRAGON ZOMBIE

Class: Undead

MP	STR	INT	AGL
15	113	62	85

Powerful zombies that crave souls tainted by the Dark.



No.076 KALI

Class: Human

HP	MP	STR	INT	AGL
500	500	142	140	120

Statue of the goddess of destruction that the Dark instilled with unholy life.



No.077 RAVANA

Class: Human

MP	STR	INT	AGL
N/A	N/A	N/A	N/A

A mechanical statue of a deity engineered in the era of Willenkamp.



No.078 ASURA

Class: Human

HP	MP	STR	INT	AGL
N/A	N/A	N/A	N/A	N/A

A deity that lay imprisoned in the depths of Leá Monde for centuries.



VAGRANT STORY™

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Standing in your path is an army of the Cardinal's Knights, led by a determined zealot.

Müllenkamp Cult leader Sydney Losstarot has summoned hundreds of mythic titans to make matters worse.

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