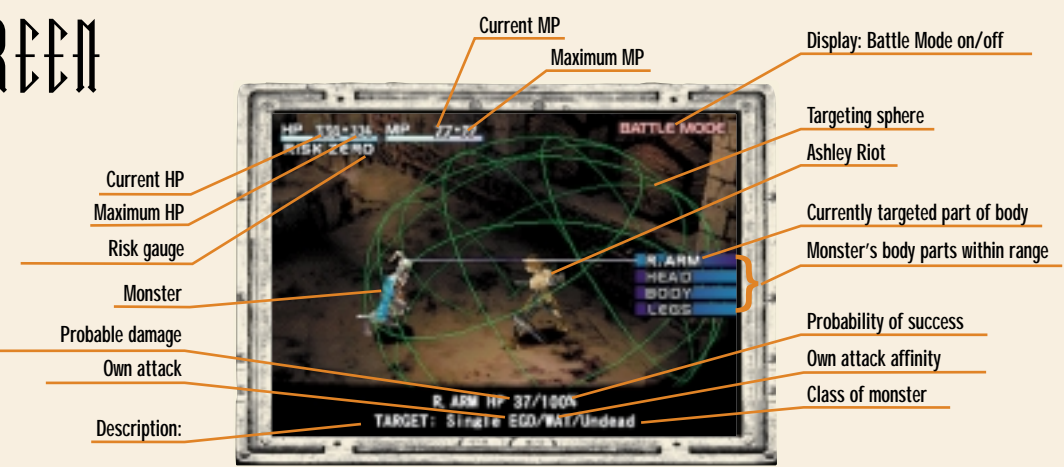


HOW TO PLAY

In addition to complementary explanations vis-à-vis the printed manual and in game Quick Manual, there is a character sheet from page 1 on. Write down the Battle Abilities, spells and Break Arts you learn and have all information at your fingertips when Ashley is in a tough spot . . .

THE SCREEN



THE TARGETING SPHERE

THE GREEN TARGETING SPHERE

The green targeting sphere that is displayed in Battle Mode (with your weapon drawn) when you press the button is a range grid. It visualises how far your weapon or chosen spell reaches. There are three basic types of green target sphere:

1) Hemispherical: The regular target sphere is displayed during most of your battle actions.

2) Vertical pillar: This is displayed for all Enchanter spells.

3) Horizontal pillar: Target sphere that is only displayed for the 'Analyze' and 'Unlock' spells.

When you choose a Warlock spell with a long range, such as 'Avalanche', a red grid is displayed after the green one, allowing you to determine the area affected by your magic. All creatures or their body parts within this red grid are hit by this spell when you cast it.

THE RED TARGETING SPHERE

1) Once you have chosen a spell, the regular target sphere is displayed. You can move the green surface up and down to determine the attack height of your spell.

2) After confirming your choice of attack height by pressing the button, the red target sphere is displayed. This target sphere can be moved around the plane of the chosen height.

3) When you touch the body part of an opponent and press the button again, the usual information (success probability, expected damage etc.) is displayed at the bottom of the screen. If you wish to cancel one or more steps of your choice, simply press the button as often as necessary. Once you are happy with your set of choices, unleash the power of your magic by pressing the button. Tip: When the red target sphere is opened, you can alter its height by keeping the button pressed.

Menu screen: Open by pressing the button in Battle Mode or Normal Mode.



- Magic: Cast a spell or teleport to a far-away room.
- Break Arts: List of additional attack skills.
- Battle Abilities: Chain and Defence Abilities.
- Items: You can manage your inventory here.
- Status: Take a closer look at your condition.
- Map: Comprises all maps of areas you have explored.
- Data: Load or save your game.
- Options: Customise the game according to your individual preferences and change the respective parameter.
- Score: See the honorary titles you have already earned and the monsters you have defeated so far.
- Quick Manual: This short in-game manual explains the basics of Vagrant Story.



Rather than clicking your way to the sub-menu options, you can press the button and hold it down to directly access the most important options (abbreviated commands) with just one more touch of a button.

THE STRENGTH OF YOUR EQUIPMENT: DP AND PP

Weapons, shields and armour generally have two statistics that merit closer attention: DP (Damage Points) and PP (Phantom Points). The DP figure reflects the wear and tear of your equipment: At 0 DP, weapons only cause half their usual damage, while

shields and pieces of armour in a similar condition only offer half their potential protection. PP offer mysterious support: At full PP your weapon, shield or armour is twice as effective! DP and PP mostly change during battle.



CHANGES IN DP AND PP

Action	DP		PP	
	Weapon	Shield *1, armour	Weapon	Shield *1
You deal damage to an opponent with your weapon	decrease	-	increase	-
You repair your equipment in a workshop	Increase	Increase	Decrease	Decrease
You receive damage through an attack or a trap	Decrease *2	Decrease	Increase *2	Increase
You spend a long time in Battle Mode	-	-	Decrease	Decrease
You use the Chain Ability 'Temper'	Increase	-	-	-
You use the Chain Ability 'Instill'	-	-	Increase	-
You use the Chain Ability 'Phantom Pain'	-	-	Decrease	-
You use the Defence Ability 'Phantom Shield'	-	-	-	Decrease

*1 DP and PP of your shield will only change in Battle Mode (with an exception: when you repair your equipment in a workshop)
*2 DP and PP of the weapon only change when you step on traps.

AIMING YOUR ATTACKS: BODY PARTS AND DAMAGE

When a part of Ashley's body receives damage, its condition changes. There are five categories to indicate the current state of one of Ashley's body parts. Each body part can reach a maximum of 200 HP.

STATUS	CURRENT HP OF BODY PART	DESCRIPTION
Excellent	100%	Healthy and in mint condition.
Good	99% - 75%	In good condition.
Average	75% - 25%	Normal but requires treatment.
Bad	below 24%	Badly damaged; urgently requires treatment.
Dying	less than 2 HP	Critically injured and close to death.

When single body parts are in the 'Dying' condition, this will have side effects. They are listed below. Ashley's overall HP as well as his body parts can be healed by using specific items, using certain Battle Abilities, casting 'Heal' or stepping on the appropriate traps. Of course, the same methods also work for your opponents. If you want to prevent your foe from using magic, you should rob its head of all HP.



EFFECTS OF THE STATUS 'DYING'

PART OF BODY	EFFECT OF 'DYING' CONDITION	DESCRIPTION OF THE EFFECT
Head	Silence	Spells can no longer be used (except for spells cast by using grimoires).
R. Arm	Attack power 50%	Regular as well as Break Arts attacks have only half their usual power, dealing less damage.
L. Arm	Parry 50%	The evasion rate is reduced by half.
Body	Risk 200%	Risk is doubled and also rises when the target sphere is opened.
Legs	Move 50%	Speed of movement is reduced by half.

CHARACTERS

Although Ashley is the only character you can't control in the game, he still has a lot of personality. He's a bit of a loner, but he's also a bit of a hero. He's the one who saves the world, and he's the one who saves you. He's the one who saves the world, and he's the one who saves you. He's the one who saves the world, and he's the one who saves you.



ASHLEY RIOT

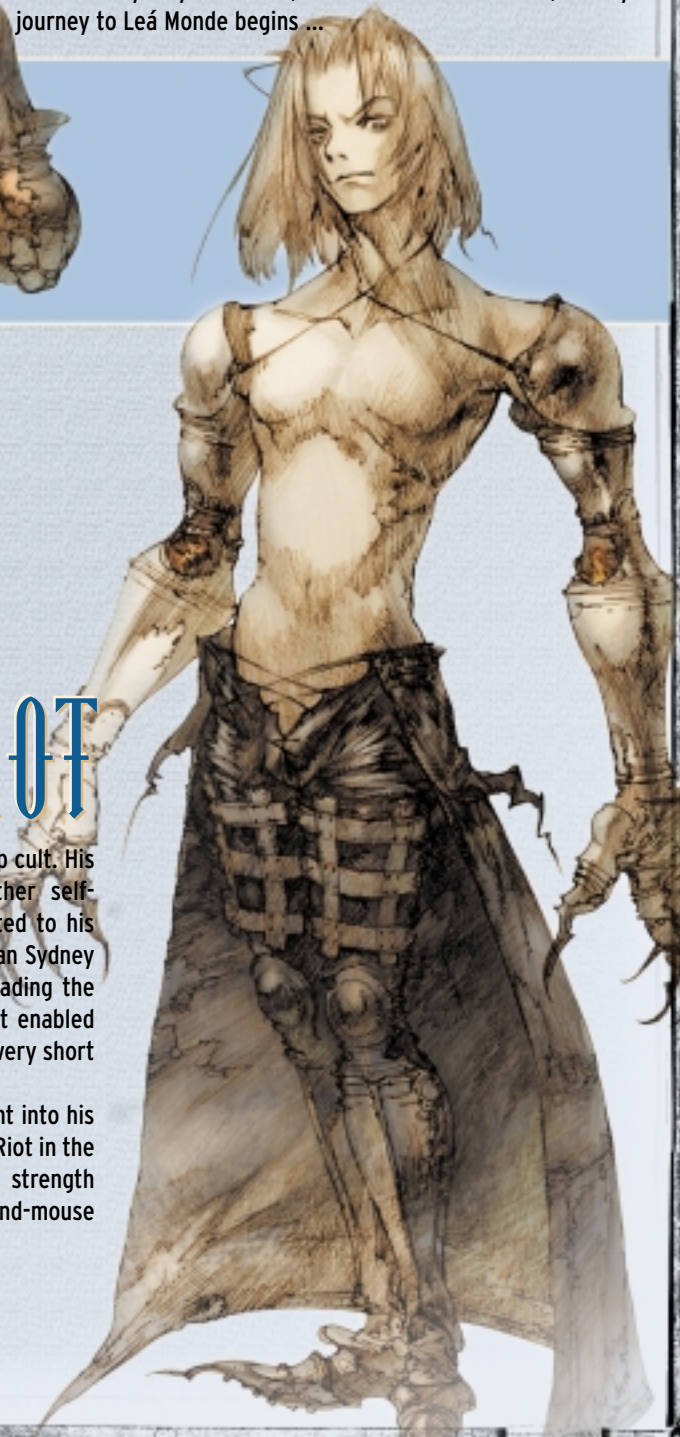
Ashley is the elite Riskbreaker of the VKP. For some unfathomable reason, he has very little memory of his past. Yet every step that takes Ashley deeper into the magic-laden city of Leá Monde also brings him closer to revelations of his personal history. Beset by enigmatic visions, Ashley remembers battle skills long buried in his past ...

As a Riskbreaker Ashley's main duty for the VKP is to eliminate the most dangerous felons. He never shows any emotion and carries out his missions with clockwork precision and routine. When the residence of Duke Bardorba is besieged and occupied by the Müllenkamp cult, Ashley is sent there by the VKP. He finds and confronts Sydney Losstarot, leader of the cult. Then, Ashley's journey to Leá Monde begins ...

SYDNEY LOSSTAROT

Sydney is the highly charismatic leader of the Müllenkamp cult. His exceptional personality distinguishes him from all other self-proclaimed sect leaders. Sydney's charisma seems related to his superhuman powers and his magical prowess: Not only can Sydney manipulate and compel people; he is also capable of reading the souls and the past of others like an open book. This gift enabled Sydney to become the leader of the Müllenkamp cult in a very short time.

Sydney seems immortal; not even a dagger driven straight into his heart can harm him. As he comes upon VKP agent Ashley Riot in the Bardorba residence, Sydney recognises Ashley's special strength and lures him to Leá Monde. His motives for the cat-and-mouse game that now begins remain obscure ...



HOW TO PLAY

BATTLE SYSTEM

CHARACTERS

WALKTHROUGH

ITEMS

MONSTERS

SECRETS

CHARACTERS

WINE CELLAR

[1-1] ENTRANCE TO DARKNESS

You are on your own upon entering the Wine Cellar. Use this quiet anteroom of the dungeon to familiarise yourself with the controls and to practise the movements of your hero, Ashley. Walk around, adjust the camera by using the **(L)** and **(R)** buttons and enter first-person perspective (by pressing the **START** button or by using the Right Stick). Like the menu, the first-person perspective also pauses the game. While in this mode, your opponents are immobilised and you can take time to consider your strategy. However, the internal clock that counts your total playing time continues to run regardless.



[1-2] WORKER'S BREAKROOM

You see a circle surrounded by magical blue fog and a treasure chest (screen 1) in the Worker's Breakroom. Stand in front of the treasure chest and press the **(X)** button to open it. You now receive: *Tovarisch / Buckler / Leather Glove / Vera Bulb x5 / Cure Bulb x5*. You can also enter the Circle of Magic Save Point, and save your game to a Memory Card. Having just started your adventure, you might prefer to enter the next room without saving your progress.

MAP LEGEND



PENTAGON:

Circle of Magic (Save Point). You can save your game here.



TREASURE CHEST:

This contains valuable and useful items.



CONTAINER:

Store excess items here to free space in your inventory.



COMPASS:

Indicates the direction - north is always "above".



RED-RIMMED ROOMS:

Ambush - all exits are locked when you enter the room. You can only leave after defeating the resident monsters.



ONE WAY DOORS:

These can only be opened from one side.



OPEN EXITS:

These exits can be used.



LOCKED DOORS:

These require specific keys or sigils (these are always named).

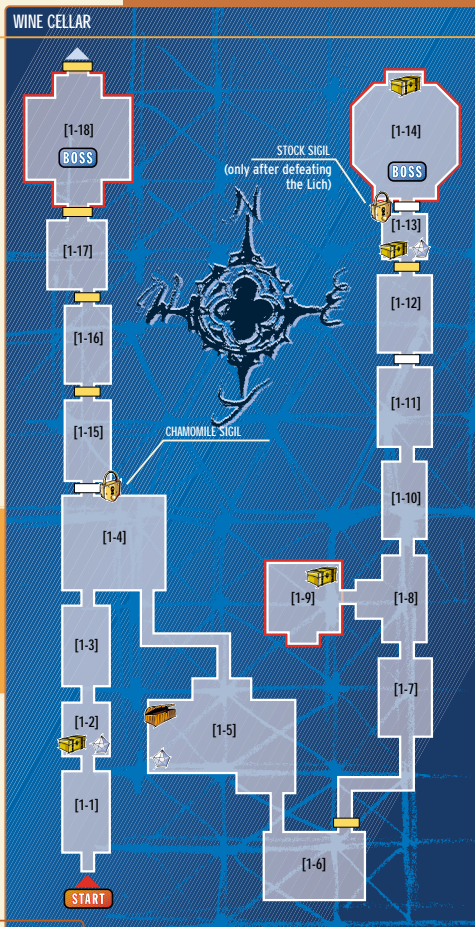
[7-12] ROOM NUMBERS:

Points you to the corresponding text passage.



BOSS BOSS:

A boss waits for battle.



[1-3] HALL OF STRUGGLE

Fighting begins! Entering this room, you are subject to attacks from above. Press the **(O)** button to enter Battle Mode and draw your weapon (if you have not already done so). Press the **(O)** button again as the Bat draws nearer. The green targeting sphere that is now displayed shows the range of your weapon. If the Bat is within your range you can attack it by pressing the **(O)** button one more time (screen 2).



SCREEN 2

Now sheath your weapon (**(X)** button) and climb onto the crates. A short leap with the **(B)** button helps you climb up the barrier in the middle of the hall (screen 3). Jump down on the far side and leave this hall.

You can watch your HP regenerate if you were wounded by the Bat. They are restored considerably faster in Normal Mode.



SCREEN 3

[1-4] SMOKEBARREL STAIR

As you enter this room you overhear two knights, Goodwin and Sackheim vainly attempting to force a door open. They do not fail for lack of strength: The door has been sealed with a magical sigil. You can explore the room after the knights have left.

Examining the door you find that it can only be unlocked with a Chamomile Sigil. For now, you have to leave the room through the same door the knights used earlier. Step into the small hollow to the left of the broad stairs (screen 4) to find a 'Heal Panel' trap. It restores a certain amount of your HP. Unfortunately, not all traps you will happen upon are so beneficial.



SCREEN 4

[1-5] WINE GUILD HALL

You have caught up with the pair of knights you saw in the previous room. They are admiring another phenomenon: A floating tile is moving to and fro across the hall. Following the knights' conversation you understand that this has something to do with the power of a "Grimoire". Suddenly, a child appears, only to vanish instantly. Unfortunately, the knights are alerted to your presence. Battle is inevitable. Concentrate on one opponent at a time and try to keep your first opponent between you and his comrade (screen 5). Scroll through the list of body parts that can be attacked (shown when your targeting sphere is displayed) and aim your blows at the parts with the least protection, e.g. the head.

Exploring the room after your victory you discover another Circle of Magic you can enter to save your game in the menu. A few steps from the Circle of Magic (Save Point) you find a container that allows you to store items you do not need at the moment (screen 6). Make frequent use of these containers (their contents are identical wherever you find them) to lighten your rapidly filling inventory: You will soon possess many more pieces of equipment than you can carry. Next, climb onto the ledge in the middle of the hall and use the floating tile (later, you will find that these are called Cloudstones) to access the ledge with the other exit (screen 7). Leave this hall.



SCREEN 5



SCREEN 6



SCREEN 7

ITEMS
HEALING ITEMS

Acolyte's Nostrum	Restores 100 HP and MP.
Alchemist's Reagent	Restores 25 HP and lowers risk by 25.
Cure Bulb	Restores 100 HP.
Cure Potion	Restores all HP.
Cure Root	Restores 50 HP.
Cure Tonic	Restores 150 HP.
Mana Bulb	Recharges MP by 50 points.
Mana Potion	Fully recharges MP.
Mana Root	Recharges MP by 25 points.
Mana Tonic	Recharges MP by 100 points.
Saint's Nostrum	Restores all HP and MP.
Sorcerer's Reagent	Restores 50 HP and lowers risk by 50 points.
Vera Bulb	Lowers risk by 50 points.
Vera Potion	Clears all risk.
Vera Root	Lowers risk by 25 points.
Vera Tonic	Lowers risk by 75 points.

ITEMS THAT CURE STATUS ABNORMALITIES

Angelic Paean	Cures 'Curse'.
Faerie Chortle	Cures 'Poison'.
Panacea	Cures 'Numbness', 'Poison' and 'Paralysis'.
Snowfly Draught	Cures all status abnormalities except for 'Poison', 'Curse', 'Numbness' and 'Paralysis'.
Spirit Orison	Cures Numbness'.
Yggdrasil's Tears	Cures 'Paralysis'.

ITEMS THAT ENHANCE ASHLEY'S PARAMETERS

Audentia	Increases HP by 1 to 4 points.
Elixir of Dragoons	Increases AGL by 1 to 4 points.
Elixir of Kings	Increases STR by 1 to 4 points.
Elixir of Mages	Increases MP by 1 to 4 points.
Elixir of Queens	Increases HP by 1 to 4 points.
Elixir of Sages	Increases INT by 1 to 4 points.
Prudens	Increases INT by 1 to 4 points.
Valens	Increases STR by 1 to 4 points.
Virtus	Increases MP by 1 to 4 points.
Volare	Increases AGL by 1 to 4 points.

SUPPORT ITEMS

Eye of Argon	All traps in the room become visible for a short time.
Faerie Wing	Ashley can run faster and jump further for a short time.

PARAMETER CHANGES CAUSED BY DIFFERENCES IN MATERIALS

Add the original hague figure (in the tables above) to the material figure in these tables to calculate the new material figure.

ONLY APPLIES TO WEAPONS AND BLADES

MATERIAL	PHYSICAL	AIR	FIRE	EARTH	WATER	LIGHT	DARK
Wood	-10	+6	-8	-8	+1	-1	-1
Leather	-12	-2	-2	-4	-4	0	0
Bronze	-6	+8	+8	-8	-8	-3	-3
Iron	-4	+3	+7	-1	-5	-4	-4
Hagane	0	0	0	0	0	0	0
Silver	-9	+8	+8	0	0	+15	-10
Damascus	+6	+8	+8	0	0	-15	+5

ONLY APPLIES TO SHIELDS AND ARMOUR

MATERIAL	PHYSICAL	AIR	FIRE	EARTH	WATER	LIGHT	DARK
Wood	-10	-9	+5	+13	-1	+1	+1
Leather	-12	-2	+2	+4	+4	0	0
Bronze	-6	-8	-8	+8	+8	+3	+3
Iron	-4	+5	+1	+1	+5	+4	+4
Hagane	0	0	0	0	0	0	0
Silver	-9	-8	-8	0	0	0	+25
Damascus	+6	-8	-8	0	0	+25	-15

GRIMOIRES

Grimoire Agilite	Ashley learns 'Invigorate'.
Grimoire Ameliorer	Ashley learns 'Prostasia'.
Grimoire Analyse	Ashley learns 'Analyze'.
Grimoire Annuler	Ashley learns 'Magic Ward'.
Grimoire Antidote	Ashley learns 'Antidote'.
Grimoire Avalanche	Ashley learns 'Avalanche'; use of multiple grimoires increases spell level by 1 each. Maximum level: 4.
Grimoire Banish	Ashley learns 'Banish'.
Grimoire Barrer	Ashley learns 'Aqua Guard'.
Grimoire Benir	Ashley learns 'Blessing'.
Grimoire Clef	Ashley learns 'Unlock'.
Grimoire Debile	Ashley learns 'Degenerate'.
Grimoire Demance	Ashley learns 'Drain Mind'.
Grimoire Demolir	Ashley learns 'Explosion'; use of multiple grimoires increases spell level by 1 each. Maximum level: 4.
Grimoire Deteriorer	Ashley learns 'Tarnish'.
Grimoire Dissiper	Ashley learns 'Dispel'.
Grimoire Eclairer	Ashley learns 'Enlighten'.
Grimoire Egout	Ashley learns 'Drain Heart'.
Grimoire Exsorcer	Ashley learns 'Exorcism'.
Grimoire Flamme	Ashley learns 'Flame Sphere'; use of multiple grimoires increases spell level by 1 each. Maximum level: 4.
Grimoire Fleau	Ashley learns 'Curse'.
Grimoire Foudre	Ashley learns 'Thunderburst'; use of multiple grimoires increases spell level by 1 each. Maximum level: 4.
Grimoire Gaea	Ashley learns 'Gaea Strike'; use of multiple grimoires increases spell level by 1 each. Maximum level: 4.
Grimoire Glace	Ashley learns 'Aqua Blast'.
Grimoire Gnome	Ashley learns 'Soil Fusion'.
Grimoire Guerir	Ashley learns 'Heal'.
Grimoire Halte	Ashley learns 'Fixate'.
Grimoire Ignifuge	Ashley learns 'Pyro Guard'.
Grimoire Incendie	Ashley learns 'Fireball'.
Grimoire Intensite	Ashley learns 'Herakles'.
Grimoire Lux	Ashley learns 'Spirit Surge'.
Grimoire Meteore	Ashley learns 'Meteor'; use of multiple grimoires increases spell level by 1 each. Maximum level: 4.
Grimoire Mollesse	Ashley learns 'Restoration'.
Grimoire Muet	Ashley learns 'Silence'.
Grimoire Nuageux	Ashley learns 'Psychodrain'.
Grimoire Paralysie	Ashley learns 'Stun Cloud'.
Grimoire Parebrise	Ashley learns 'Aero Guard'.
Grimoire Patir	Ashley learns 'Dark Chant'.
Grimoire Purifier	Ashley learns 'Clearance'.
Grimoire Radius	Ashley learns 'Radial Surge'; use of multiple grimoires increases spell level by 1 each. Maximum level: 4.
Grimoire Rempart	Ashley learns 'Terra Guard'.
Grimoire Salamandre	Ashley learns 'Spark Fusion'.
Grimoire Sylphe	Ashley learns 'Luft Fusion'.
Grimoire Tardif	Ashley learns 'Retroggress'.
Grimoire Terre	Ashley learns 'Vulcan Lance'.
Grimoire Teslae	Ashley learns 'Lightning Bolt'.
Grimoire Undine	Ashley learns 'Frost Fusion'.
Grimoire Venin	Ashley learns 'Poison Mist'.
Grimoire Vie	Ashley learns 'Surging Balm'.
Grimoire Visible	Ashley learns 'Eureka'.
Grimoire Zephyr	Ashley learns 'Solid Shock'.

KEY

NAME	TO BE FOUND IN		TO BE USED IN	
	ROOM NO.	AREA	ROOM NO.	ROOM NAME
Bronze Key	8-25	Snowfly Forest		Hewn from Nature
Chest Key	23-11	Iron Maiden B1		Spanish Tickler
Crimson Key	4-5	Town Centre West	4-1	Tircolas Flow
Gold Key*	7-16	Undercity West		The Crumbling Market
Iron Key	15-15	Undercity East		Weapons Not Allowed
Platinum Key*	20-3	Snowfly Forest East		Nature's Womb
Silver Key	18-4	Temple of Kiltia		The Chapel of Meschaunce
Steel Key*	22-4	Forgotten Passage		The Fallen Knight

* You do not find these keys the first time you play Vagrant Story

** This arrow means you can use the key from both directions. The Crimson Key can only be used on this door.

NAME	TO BE FOUND IN		TO BE USED IN	
	ROOM NO.	AREA	ROOM NO.	ROOM NAME
Acacia Sigil	19-24	Great Cathedral L1	19-13	Great Cathedral L2
Anemone Sigil	23-23	Iron Maiden B1	10-3	The Keep
Aster Sigil	15-13	Undercity East	17-2	Limestone Quarry
Azalea Sigil	24-9	Iron Maiden B2	10-5	The Keep
Calla Sigil	19-13	Great Cathedral L2	19-26	Great Cathedral L2
Cattleya Sigil	7-10	Undercity West	14-3	Town Centre East
Chamomile Sigil	1-14	Wine Cellar	1-4	Wine Cellar
Clematis Sigil	7-18	Undercity West	16-4	City Walls North
Columbine Sigil	23-16	Iron Maiden B1	10-2	The Keep
Eulelia Sigil	15-3	Undercity East	17-13	Limestone Quarry
Fern Sigil	6-11	Abandoned Mines B1	6-20	Abandoned Mines B1
Hyacinth Sigil	6-7	Abandoned Mines B1	6-10	Abandoned Mines B1
Kalmia Sigil	23-4	Iron Maiden B1	10-2	The Keep
Laurel Sigil	19-20	Great Cathedral L1	19-23	Great Cathedral L1
Lily Sigil	2-18	Catacombs	2-12	Catacombs
Mandrake Sigil	23-2	Iron Maiden B1	11-5	Town Centre South
Marigold Sigil	24-7	Iron Maiden B2	10-4	The Keep
Melissa Sigil	7-12	Undercity West	17-17	Limestone Quarry
Palm Sigil	19-27	Great Cathedral L1	19-28	Great Cathedral L2
Schirra Sigil	24-4	Iron Maiden B2	10-4	The Keep
Stock Sigil	15-9	Undercity East	1-13	Wine Cellar
Tearose Sigil	13-27	Abandoned Mines B2	23-2	Iron Maiden B1
Tigertail Sigil	25-1	Iron Maiden B3	10-5	The Keep
Verbena Sigil	24-2	Iron Maiden B2	10-3	The Keep

FINDING NEW PIECES OF EQUIPMENT

As with every proper game, items do not simply lie around, waiting to be picked up. Instead, there are four ways of gaining new items.

These do not only require battle prowess or a good nose but they also demand handicraft skills.


TREASURE CHESTS: When you first open a treasure chest all of the items it contains are listed. You can choose single items with the directional button and transfer them to your inventory by pressing the button. Alternatively, you can decide to take all of the items from the treasure chest. In this case, simply press the button. If you remove one or more items from a treasure chest and leave the rest of its contents and the treasure chest behind you, these items will be lost forever. Treasure chests you have already searched are easily recognisable by their open lids.



MONSTERS

It is always best to know your opponents. Read on to find out everything about your foes.

KINDS OF MONSTERS AND THEIR CHARACTERISTICS

All monsters are classified according to their biological characteristics. Each monster belongs to one of six classes; its class figure determines the creature's strength against other kinds of monsters. To find out a creature's class or species when you first come upon it, press the  button. This opens the targeting sphere, with the species displayed at the bottom of the screen.

Human:	Examples: Crimson Blade, Goblin and Orc.
Beast:	Examples: Minotaur, Bat and Basilisk.
Undead:	Examples: Zombie, Skeleton and Ghost.
Phantom:	Examples: Fire Elemental, Ghost and Wraith.
Dragon:	Examples: Dragon, Wyvern and Lizardman.
Evil:	Examples: Durahan, Gremlin and Lich.

WHEN DOES A MONSTER ATTACK?

CHOOSING AN ATTACK: A speech bubble is displayed and the monster turns a blinking red - this means the opponent is determining its type of attack and will begin to move accordingly.



ABOUT TO ATTACK: The monster is ready to attack when the "!" symbol appears in the speech bubble.

AFTER THIS:

- If Ashley is still within range, the monster will perform its attack.
- If Ashley has moved out of the monster's range or view angle, the "!" symbol will disappear ... and is replaced by a telling "?" symbol if the monster has totally lost sight of Ashley.

TREASURE THAT MONSTERS DROP AND THE ENCYCLOPAEDIA

You will find that occasionally a monster drops items after it is defeated. Unfortunately, the likelihood of this only lies at around 10% and cannot be influenced by you. Some rare, stronger items only have 3% chance of being left behind. However, most boss monsters will drop treasure with a 100% probability, ensuring that you receive certain keys or grimoires.

Most creatures Ashley defeats are entered in the Encyclopaedia. You can open this informative option after choosing Score in the menu screen. Note that monsters defeated by poisoning as well as some bosses are not listed in the Encyclopaedia. Some human opponents will not find specific mention as they are identical with the basic Crimson Blade type except for their names.

Name of monster

HP of the various body parts (normal/boss)

The colour indicates the class the monster belongs to

Water Elemental

Sometimes, there are two versions of a monster: a normal and a boss version. Other normal monsters come in two, slightly different, variations. "Type A/Type B" indicates this.

Further statistics of the monster (HP - Hit Points, MP - Magic Points, STR - Strength, INT - Intelligence, AGL - Agility)

SPECIAL ATTACKS:
Aqua Blast, Avalanche, Drain Mind, Recharge 25 MP, Recharge 100 MP

TYPE OF OPPONENT
NORMAL
BOSS

HP
230
400

MP
120
170

STR
134
142

INT
118
130

AGL
112
120

RESISTANT AGAINST THE FOLLOWING AFFINITY: Water

WEAK AGAINST THE FOLLOWING AFFINITIES: Fire

WEAK AGAINST THE FOLLOWING WEAPON TYPE: Blunt

DESCRIPTION: Its water-borne nature makes this elemental weak against fire attacks. Cast 'Spark Fusion' on your equipped weapon and use your Defence Ability 'Reflect Magic' to deal more damage. Keep an eye on your HP when using this ability.

List of Special Attacks including spells and item effects

Here, you will find indications of the creature's behaviour as well as battle strategies

Affinity this creature is particularly well protected against. Use this affinity for defence, not for attacking (normal/boss)

Affinity this creature is particularly vulnerable to. Your weapon should be as strong as possible in this affinity (normal/boss)

Type of weapon this creature is vulnerable against. Your weapon should have as high a figure as possible for this type (normal/boss)

Air Elemental

SPECIAL ATTACKS:
Lightning Bolt, Thunderburst, Drain mind, Recharge 25 MP

TYPE OF OPPONENT
NORMAL
BOSS

HP
230
380

MP
120
160

STR
134
138

INT
118
126

AGL
112
116

RESISTANT AGAINST THE FOLLOWING AFFINITY: Air, Fire

WEAK AGAINST THE FOLLOWING AFFINITIES: Earth

WEAK AGAINST THE FOLLOWING WEAPON TYPE: Blunt

DESCRIPTION: Air Elementals are well protected against air and fire, making earth attacks the only effective ones against these apparitions. Enhance the earth affinity of your weapon by attaching the respective gems and casting 'Soil Fusion'. Your Defence Ability 'Windbreak' will help reduce the strength of the elemental's air attacks.

Arch Dragon

SPECIAL ATTACKS:
Divine breath, Tail attack

TYPE OF OPPONENT
BOSS

HP
790

MP
0

STR
156

INT
141

AGL
120

RESISTANT AGAINST THE FOLLOWING AFFINITY: Light

WEAK AGAINST THE FOLLOWING AFFINITIES: Dark

WEAK AGAINST THE FOLLOWING WEAPON TYPE: Edged

DESCRIPTION: The most intelligent of all dragons but one of the most evil. Indeed, its 'Divine Breath' attack can reduce your HP to 0 with one blow, so run for cover under the dragon's mighty rump and direct edged attacks against its head.

Asura

SPECIAL ATTACKS:
Surging Balm, Retrogress, Caesar's Thrust, Titan's Mace, Heaven's Tear, Raven Eye, Judgement

TYPE OF OPPONENT
NORMAL

HP
999

MP
999

STR
221

INT
199

AGL
136

RESISTANT AGAINST THE FOLLOWING AFFINITY: See description

WEAK AGAINST THE FOLLOWING AFFINITIES: See description

WEAK AGAINST THE FOLLOWING WEAPON TYPE: -

DESCRIPTION: As is to be supposed with this relative of Kali's and Ravana's, Asura's body parts are weak against different affinities. Upper Right Arm: AIR, Lower Right Arm: FIRE, Upper Left Arm: EARTH, Lower Left Arm: WATER, Head: DARK, Legs: LIGHT. Cast 'Dispel' on Asura to neutralise her 'Surging Balm'. Then attack immediately: As a rule, Asura will react by casting 'Surging Balm' again rather than launch one of her heavy attacks.