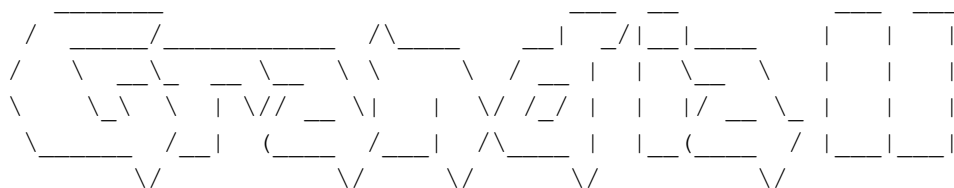


# Grandia II Boss FAQ

by Adrenaline

Updated to v0.46 on Aug 13, 2001



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G R A N D I A 2 B O S S G U I D E

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v0.46

Grandia II Boss FAQ

For the American version

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Always check at [GameFAQs.com](http://GameFAQs.com) for the newest versions and updates!

Note- This guide is currently being written based on my memory of the game. I'm still playing it, although I'm having a hard time recalling the names of the bosses, their HP totals, items they drop and those sort of things, prior to the point where I am now. You'll just have to wait until I've played through the game again to correct inaccuracies.

This FAQ is best viewed with a fixed-width size system font. Wordpad is recommended. Viewing this without a fixed size font will result in nothing but garbled text.

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=====  
[1.0] PRELUDE  
=====

Hello there! If you're reading this then you no doubt have run into a problem or ten and may need a helping hand. As for all guides the sole purpose of this one is to act as a reference for when you get stuck on a boss, how to prepare for upcoming bosses, provide general playing tips, or maybe you are just wildy bored. Whichever was your reason to be here, I'll be here to help you. Moving on...

Like certain games also from GameArts (ahem, Lunar 1&2), the original Grandia was released on the now ancient Sega Saturn. Sadly, it didn't last too long on the market, as the Saturn CD slowly became a distant memory. The original Saturn version had never been released in the US until it was reproduced into the enhanced PSX version which featured less excitement and game play than the original. But more importantly after interminable months of waiting, feast your eyes on one of the most graphically made RPGs in video game history, Grandia II. And in honor of this great game, I present to you, my Grandia II Boss FAQ.

=====  
[1.1] UPDATES  
=====

Version .45: Just added a couple of small bosses. Nothing big. In the next update, boss strategies will be finished (I hope). Anyway, fixed the boss list, 'cause it was kinda empty on the last update. Added a paragraph to the Final Words. Until I am needed to save the gaming society again, I'm signing off! (4/7/01)

Version 0.4: Not a big update. But I just want to let some people know that I'm still alive and well. I will finish this FAQ!!! Added some bosses for strategies and preparation. That's about it! (3/17/01)

Version 0.3: Oops! I forgot to fill you in on this update on the last version. Anyways, added a couple of bosses. Nothing big. (3/8/01)

Version 0.2: Ack! So many mistakes, so little time! Skipped a boss, so I went back and revised it. Also added more bosses, and I have some "Preparations" for certain bosses. More updates are soon to follow! Ciao! (3/4/01)

Version 0.1: First version of the FAQ. Finished the first section 1.0 and started a few bosses. Further updates will follow, and I'll think of new things to add to the guide. Until later versions, later! (3/3/01)

=====  
[1.2] PLAYING TIPS  
=====

++++++  
In this section, you will find general playing tips on and off the battle screen. Some of which you already know, and some you don't (hopefully). I really hope this will help you with bosses and playing the game in general. Well, here goes!

-----  
FIELD SCREEN  
-----

#1: On the field screen, notice the compass at the top right corner of the screen. Typically, it directs you to your destination. If you ever come to a fork in the road where you have to blindly pick out the correct course, look at your compass and see which way it's pointing to. Once you know, head to the opposite direction. Almost always, it will lead you to a treasure.

#2: Whenever you come across a boulder of some sort that looks out of place, it usually indicates that it can be moved and may reveal a treasure or two where ever the boulder stops. To make sure the boulder is mobile, simply press the action button. If the game takes over from there, it means that it can be moved.

#3: On the field or dungeon screen, there are certain things Ryudo can hack at with his sword, like a mushroom or small boulder. When cut open (or smashed to pieces), it often allows access to hard-to-reach places where there are treasures and what not, or it will disclose some goodies if you hit the right ones. While other times it will reveal friendly monsters. So keep an eye out on your surroundings.

#4: Take note that in order to engage in combat with the inhabitants of the area, all you have to do is have ONE of your team mates come in contact with the enemy, or vice versa. So if you're looking to avoid enemies, you'd better run REALLY fast or wait until they turn their backs on you. Enemies can battle you as long as they touch one of your party members, if it's from behind you're going to have to anticipate a "surprise" attack. You've been forewarned.

-----  
COMBAT  
-----

#1: The typical number of enemies you will most likely fight will be a party of 4. Usually, it depends on the number of people in your current party. If you have 3 people, then you will encounter 3 to 4 enemies at one go. But sometimes it also depends on the number of monsters in one unit. For example, on the field screen, if you see a single snow beast roaming around and you battle it, you will find that there are 2 enemies to deal with. But if you bump into a pair of snow beasts, then you have 4 overgrown monkeys to take care of. Typically, each unit contains about 2 to 3 enemies at a go. My point being that if you don't like battling, try avoiding two enemy units.

#2: When in battle, I highly suggest that you focus on one enemy at a time. This way, you don't have to take as much damage from other attacks. The lesser the monsters, the easier it is for you to

concentrate on a strategy to prevent your characters from getting hurt too badly.

- #3: A critical attack, or any powerful attack can cancel an enemy's action if executed properly and correctly. When the enemy's IP icon reaches the COM and is proceeding onto the ACT, quickly retaliate with a critical attack or special move to cancel his action. Canceling its action will send his IP back to standby mode. Take note that a critical attack takes longer to actually be performed than a normal combo because of the extra backswing. So it's essential that you must time these attacks correctly.
- #4: Take full advantage of the IP bar, keep your eyes on the IP bar while watching for unpredictable attacks from other enemies out of the corner of your eye. Watch the enemy line very carefully and then avert your attention to the nearest one that will reach the COM first. But also think about how fast the enemy will react after selecting a command and whether or not you have enough time to counter, or even better, cancel his attack. This is something you should do for all your battles.
- #5: At the start of a fight, all your enemies will start to turn and face their ideal target. If you're not sure who they are targeting exactly, highlight the enemy and look at the chart the screen displays. At the bottom right corner, there will be a character icon of the party member which it is planning to attack. And below the icon is the type of attack the selected enemy will use. If it is a special attack, the name of the attack will be shown.
- #6: If you have had enough experience with the battle system, you will possibly notice that special attacks take longer to reach the ACT. Such attacks include: critical attacks, moves, and magic. While it amasses your power, you'll have to risk getting hit a few times before you can actually perform your attack. Same holds true for your enemies as well. Always cancel or counter powerful attacks.

-----  
CHARACTER POWER-UPS  
-----

- #1: Don't mindlessly waste away your precious Magic and Special Coins on redundant spells, skills or attacks (although there aren't too many you don't need). Keep in mind that the total number of coins you have IS the total for the WHOLE party, not for each party member.
- #2: Once you have a spell, skill or move down in your character's stats, try to max out its power when possible. Allot the coins fairly among party members and moves. Don't diminish the savings in one go. Do it in a piecemeal fashion.
- #3: To bring out more spells or stronger spells of that element, you must either bring out the current spells or try to strengthen a certain spell further and eventually you'll get a new one.
- #4: There are certain skills that you should really consider wasting your coins on, such as the Life Up, Strength, Dash, Speed, Magic Power, and so on. All these skills are ridiculously useful and can really make your party an unstoppable powerhouse. Use the Life Up and Strength on your constant attackers, Magic and Speed

on your magic users and other additional skills you wish to use to add onto miscellaneous characters.

-----  
BOSS BATTLES  
-----

#1: Level up! It's not very pleasant when you get pummeled to oblivion by a boss, or even a regular enemy, who is about 10 times stronger than your party. So if you want to stay alive, level up! If you just happen to be really, really, good then this doesn't apply to you. Otherwise, for god's sake, level up unless you enjoy dying.

#2: Don't go all out on Moves and Magic power. Using a variety of attacks can ensure a higher percent of victory than an all out attack made up of purely Moves and Magic attacks. Mix them up a little. Perhaps, even defend from time to time?

#3: Usually, when in a boss fight, the bosses are accompanied by its evil henchmen, or additional body parts, to guard it. This is a real annoyance because when you're trying to kill the main guy, its lapdogs get in your way and knocks of a moderate amount of HP. By that time, you are pissed off and ready to beat it to a bloody pulp. Stop! It'll only worsen your situation! Ignore the git and continue to attack the main boss! But, if the monsters guarding him are too strong, take them out at the very start of the fight. Just use your judgement when it comes to this.

#4: Know the enemy's attacks, weaknesses, and tendencies. How do you know? I don't know, try dying a few times and concentrate on his patterns instead. Or just sought help from this guide! =)

-----  
OTHER  
-----

#1: Update your weapons, armor, and accessories regularly to stand a chance against any upcoming bosses. Even some enemies will be tough if you neglect to renovate your character's stats with good equipment.

#2: Save Cones are your friends. Never miss a chance of saving your game because if you happen to die \*poof\* your game is no more and you'd have to start all over from the last save point. A really nice feature in this game is the ever so wonderful Recover option on a Save Cone. No more annoying tents to do the work! Yay!

That's about all I can think of at the moment. If there are any more you feel that it is necessary to add, please let me know and I'll look into it. If YOU have anything you'd like to share with the world feel free to do so. I'll give you tons of credit of course. Although, it has to be something I've yet to mention here.

=====  
--[1.3] BOSS LIST=----- [ ]  
=====

Here is the list of bosses you'll encounter throughout your journey.

It's not a long list, as there aren't that many bosses. Sub-bosses, like the Eyeball Batsx3 will not be listed here, although they will be listed in the actual Boss Strategies. This list is not finished obviously, and I don't really remember some of the bosses actual HP. I'll have to play through the game again. It's small right now partly because I'm still playing the game, and secondly, there aren't many bosses.

\ BOSS \	\ LOCATION \	\ HP \
1. Durham Minatour	Durham Cave Depths	4200
2. Beast Man	Baked Plains	4800
3. Valmar's Tongue	Liligue Underground Cave	8000
4. Valmar's Eye	Aira's Airspace	12,000
5. Valmar's Claws	Underground Plant	14,000
6. Crimson Tail x2	Ceceile Reef	9800
7. Melfice	Plateau of Memories	19,000
8. Tio Clone	Demon's Law	30,000
9. Valmar's Body	Valmar's Body	28,000
10. Valmar's Heart	St. Heimm Cathedral	20,000
11. Egg Guardian	Valmar's Moon	28,000

=====  
 [2.0] PREPARATION  
 =====

// AUTHOR'S NOTE //

You may have noticed that the later bosses have preparation contents but the early bosses do not. This is because I started to write this FAQ halfway through the game, so I didn't jot down any info. prior to that. It will remain like this probably until Version 0.6.

//END//

This section is basically for people who don't need a strategy for a boss, but wants to know how to prepare for the worst. However, the upcoming setups follows my sense of playing style. It may not be best suitable for you, but if you can adjust to it, it will be fine. The levels are maybe a bit too high, but I'm sure you can manage. The skills/magic/moves listed are the most effective against that particular boss (in my opinion). If you think otherwise, then go for it. My tactics should be adequate for most people, if not, I'm sorry for the lack of it.

=====  
 GARGOYLES x2  
 =====

=====  
 TROGLODYTES  
 =====

=====  
 DURAMATAURUS  
 =====

=====  
 BEAST MAN  
 =====

=====  
TONGUE OF VALMAR  
=====

=====  
EYEBALL BATS X4  
=====

=====  
EYE OF VALMAR  
=====

=====  
CLAWS OF VALMAR  
=====

Suggested Level- A level 32 party is adequate. Just make sure your attacks are powerful and put as much stat boosts on your characters as possible.

Ryudo Lv. 32	Millenia Lv. 32	Mareg Lv. 32	Roan Lv. 32
HP: 2162	HP: 1642	HP: 2464	HP: 1250
MP: 112	MP: 219	MP: 89	MP: 141
SP: 141	SP: 123	SP: 158	SP: 129
[Equipment]	[Equipment]	[Equipment]	[Equipment]
Fine Broad Sword	Arbalest	Halberd	Warp Knife
Earthen Cuirass	Illusion Clothes	Blackquartz Mail	Purple Robe
Blackquartz Helm	Magnolia Bandana	Swordfish Helm	Feathered Hat
Anklet	Red Shoes	Heavy Boots	Dash Shoes
Gauntlet	Magical Brace	Hercule's Brace	Thunder Ring
Chaos Egg	Holy Egg	Gravity Egg	Mist Egg

Must Have Moves/Magic

-----

- Tenseiken Slash \*MAX
- Purple Lightning \*\*\*\*
- Flying Tenseiken \*\*\*
- Arrow Shot \*\*\*
- Fallen Wings \*\*\*
- Starving Tongue \*\*
- Dragon Rise \*\*\*
- Golden Hammer \*\*\*
- Beast King-Smash \*\*

Skills Equipment/Status

-----

Ryudo:	Millenia:
- Strength *MAX	- Magic Recover ***
- Intelligence *MAX	- Magic Power *MAX
- Life Up *MAX	- Life Up ****
- Mentality ****	

Mareg:	Roan:
- Dash ***	- Speed **
- Toughness *	- Abandonment *
- Life Up *MAX	- Defense **

=====  
CRIMSON CLAW x2  
=====

Suggested Level- If you have diligently battled all the monsters you have come across, you should be at a good level 32 right now for all characters. My theory may prove wrong, however. But level 30 at the very least.

Ryudo Lv. 32	Elena Lv. 32	Mareg Lv. 32	Tio Lv. 32
HP: 2162	HP: 2070	HP: 1736	HP: 2074
MP: 112	MP: 211	MP: 92	MP: 144
SP: 141	SP: 126	SP: 162	SP: 123
[Equipment]	[Equipment]	[Equipment]	[Equipment]
Fine Broad Sword	Bluster Flail	Halberd	Moon Claw
Earthen Cuirass	Sister's Robe	Blackquartz Mail	Ancient Suit
Blackquartz Helm	Wizard's Hat	Swordfish Helm	Lightning Tiara
Wing Boots	Mach Boots	Heavy Boots	Shadow Shoes
Gauntlet	Magical Brace	Hercule's Brace	Jade Charm
Chaos Egg	Holy Egg	Gravity Egg	Mist Egg

Must Have Moves/Magic

-----

- Zap All \*\*\*\*
- Fast Dance-Whirl \*\*
- Tenseiken Slash \*MAX

Skills Equipment/Status

-----

Ryudo:	Elena:
- Strength *MAX	- Magic Recover ***
- Intelligence *MAX	- Magic Power *MAX
- Life Up *MAX	- Life Up *MAX
- Dash ***	- Speed ***
Mareg:	Tio:
- Dash ***	- Absorb Magic **
- Toughness *	- Mentality ****
	- Aim for Counter **
	- Life Up *MAX

=====  
CRIMSON TAIL x2  
=====

Suggested Level- Again, when you fought the Crimson Claws at level 32 you should be at level 34 if you have beaten every enemy on the way to this boss. If not, don't worry about it.

Ryudo Lv. 34	Elena Lv. 33	Mareg Lv. 34	Tio Lv. 34
HP: 2299	HP: 2128	HP: 1812	HP: 2199
MP: 119	MP: 216	MP: 95	MP: 151
SP: 149	SP: 129	SP: 166	SP: 130
[Equipment]	[Equipment]	[Equipment]	[Equipment]
Fine Broad Sword	Lullaby Staff	Halberd	Moon Claw
Earthen Cuirass	Sister's Robe	Blackquartz Mail	Ancient Suit
Blackquartz Helm	Wizard's Hat	Swordfish Helm	Lightning Tiara
Wing Boots	Mach Boots	Heavy Boots	Shadow Shoes
Gauntlet	Magical Brace	Hercule's Brace	Jade Charm
Chaos Egg	Holy Egg	Gravity Egg	Mist Egg

Must Have Moves/Magic

-----



- Zap All \*MAX
- Fast Dance-Whirl \*\*\*
- Flying Tenseiken \*\*\*\*
- Tenseiken Slash \*MAX
- Purple Lightning \*MAX
- Beast-King Smash\*\*\*
- Crackle \*MAX
- Zap \*\*\*

Skills Equipment/Status

-----

- |                     |                     |
|---------------------|---------------------|
| Ryudo:              | Elena:              |
| - Strength *MAX     | - Magic Recover *** |
| - Intelligence *MAX | - Magic Power *MAX  |
| - Life Up *MAX      | - Life Up *MAX      |
| - Dash ****         | - Speed ***         |

- |                |                      |
|----------------|----------------------|
| Mareg:         | Tio:                 |
| - Dash ****    | - Absorb Magic **    |
| - Toughness ** | - Mentality ****     |
|                | - Aim for Counter ** |
|                | - Life Up *MAX       |

=====  
MELFICE  
=====

Suggested Level- Unless you want to spend an hour or so battling  
This guy, you'd better be at level 35 or higher. Your HP and DEF  
Really counts in this fight. So they should be HIGH!

Ryudo Lv. 36	Elena Lv. 36	Mareg Lv. 36	Tio Lv. 36
HP: 2454	HP: 2320	HP: 1975	HP: 2335
MP: 125	MP: 229	MP: 102	MP: 160
SP: 156	SP: 139	SP: 175	SP: 137
[Equipment]	[Equipment]	[Equipment]	[Equipment]
Sword of Mikage	Silver Flail	Earthen Axe	Double Moon
Dark Armor	Mithril Dress	Earthen Cuirass	Ancient Suit
Mercury Bandana	Fairy Ribbon	Battle Helm	Lightning Tiara
Wing Boots	Mach Boots	Heavy Boots	Shadow Shoes
Reflection Ring	Magical Brace	Fire Pendant	Magical Brace
Chaos Egg	Holy Egg	Gravity Egg	Mist Egg

Must Have Moves/Magic

-----

- Fast Dance-Whirl \*\*\*
- Beast Fang-Smash \*\*\*
- Purple Lightning \*MAX
- Tenseiken Slash \*MAX
- Crackle \*MAX
- Runner \*\*
- WOW! \*\*

Skills Equipment/Status

-----

- |                     |                     |
|---------------------|---------------------|
| Ryudo:              | Elena:              |
| - Strength *MAX     | - Magic Recover *** |
| - Intelligence *MAX | - Magic Power *MAX  |
| - Life Up *MAX      | - Life Up *MAX      |
| - Dash *MAX         | - Speed *MAX        |

- |                 |                      |
|-----------------|----------------------|
| Mareg:          | Tio:                 |
| - Dash ****     | - Absorb Magic ***   |
| - Toughness *** | - Mentality *MAX     |
| - Abandonment * | - Aim for Counter ** |

- Life Up \*MAX

=====  
LECK GUARDIAN  
=====

Suggested Level- If you're at a level 41 or higher, then you are in very good shape. This fight should be a walk in the park.

Ryudo Lv. 41	Elena Lv. 41	Mareg Lv. 41	Tio Lv. 41
HP: 2910	HP: 2696	HP: 2470	HP: 2743
MP: 143	MP: 257	MP: 118	MP: 181
SP: 228	SP: 160	SP: 197	SP: 156
[Equipment]	[Equipment]	[Equipment]	[Equipment]
Maken Valborg	Silver Flail	Earthen Axe	Bloody Saucer
Dark Armor	Sylph's Robe	Dragonscale Mail	Dragon Vest
Man's Headband	Fairy Ribbon	Dragon Bone Helm	Phoenix Hat
Wolf Boots	Mach Boots	Battle Boots	Shadow Shoes
Divine Talisman	Friend's Necklace	Black Belt	Magical Brace
Chaos Egg	Holy Egg	Gravity Egg	Mist Egg

Must Have Moves/Magic

- 
- Crackle \*MAX
  - Sky Dragon Slash \*\*
  - Beast King-Smash \*\*\*\*
  - Purple Lightning \*MAX
  - Tornado \*\*
  - HellBurner \*\*\*
  - Fast Dance-Whirl \*\*\*\*

Skills Equipment/Status

- 
- |                      |                      |
|----------------------|----------------------|
| Ryudo:               | Elena:               |
| - Strength *MAX      | - Magic Recover **** |
| - Special Power *MAX | - Magic Power *MAX   |
| - Life Up *MAX       | - Life Up *MAX       |
| - Dash *MAX          | - Speed *MAX         |
| - Intelligence *MAX  | - Absorb Magic ***   |
- 
- |                    |                       |
|--------------------|-----------------------|
| Mareg:             | Tio:                  |
| - Dash ****        | - Move Recover ***    |
| - Toughness ***    | - Mentality *MAX      |
| - Abandonement *** | - Aim for Counter *** |
| - Strength *MAX    | - Life Up *MAX        |
|                    | - Toughness *         |

=====  
NAGA QUEEN x2  
=====

Suggested Level- Same as the previous boss fight. Unless you level up from the EXP. Points you get, that's even better!

Ryudo Lv. 41	Elena Lv. 41	Mareg Lv. 41	Tio Lv. 41
HP: 2910	HP: 2696	HP: 2470	HP: 2743
MP: 143	MP: 257	MP: 118	MP: 181
SP: 228	SP: 160	SP: 197	SP: 156
[Equipment]	[Equipment]	[Equipment]	[Equipment]
Maken Valborg	Silver Flail	Inferno Battleax	Bloody Saucer
Dark Armor	Sylph's Robe	Dragonscale Mail	Dragon Vest

Man's Headband	Fairy Ribbon	Dragon Bone Helm	Phoenix Hat
Wolf Boots	Mach Boots	Battle Boots	Shadow Shoes
Divine Talisman	Friend's Necklace	Black Belt	Magical Brace
Chaos Egg	Holy Egg	Gravity Egg	Mist Egg

Must Have Moves/Magic

- 
- Beast King-Smash \*\*\*\*
  - Fast Dance-Whirl \*\*\*\*
  - Sky Dragon Slash \*\*\*
  - Hell Burner \*\*\*
  - Dragon Zap \*MAX
  - Purple Lightning \*MAX
  - Tenseiken Slash \*MAX

Skills Equipment/Status

-----

Ryudo:	Elena:
- Strength *MAX	- Magic Recover *MAX
- Special Power *MAX	- Magic Power *MAX
- Life Up *MAX	- Life Up *MAX
- Dash *MAX	- Speed *MAX
- Intelligence *MAX	- Absorb Magic ****

Mareg:	Tio:
- Dash *MAX	- Move Recover ***
- Toughness ****	- Mentality *MAX
- Abandonement ***	- Aim for Counter ****
- Strength *MAX	- Life Up *MAX
	- Toughness *

=====

TIO CLONE

=====

Suggested Level- Should be the same. Though, it doesn't hurt to be at a level 42 does it?

Ryudo Lv. 41	Elena Lv. 41	Mareg Lv. 41	Tio Lv. 41
HP: 2910	HP: 2696	HP: 2470	HP: 2743
MP: 143	MP: 257	MP: 118	MP: 181
SP: 228	SP: 160	SP: 197	SP: 156
[Equipment]	[Equipment]	[Equipment]	[Equipment]
Maken Valborg	Silver Flail	Inferno Battleax	Bloody Saucer
Halo Armor	Sylph's Robe	Dark Armor	Dragon Vest
Man's Headband	Fairy Ribbon	Dragon Bone Helm	Phoenix Hat
Wolf Boots	Mach Boots	Battle Boots	Shadow Shoes
Divine Talisman	Wind Charm	Black Belt	Magical Brace
Chaos Egg	Holy Egg	Gravity Egg	Mist Egg

Must Have Moves/Magic

- 
- Purple Lightning \*MAX
  - Fast Dance-Whirl
  - Beast King-Smash
  - Burnstrike \*\*\*
  - Dragon Zap \*MAX
  - Tenseiken Slash \*MAX

Skills Equipment/Status

-----

Ryudo:	Elena:
- Strength *MAX	- Magic Recover *MAX
- Special Power *MAX	- Magic Power *MAX
- Life Up *MAX	- Life Up *MAX

- Dash \*MAX
- Intelligence \*MAX
- Speed \*MAX
- Absorb Magic \*\*\*\*

Mareg:

- Dash \*MAX
- Toughness \*\*\*\*
- Abandonement \*\*\*
- Strength \*MAX

Tio:

- Move Recover \*\*\*
- Mentality \*MAX
- Aim for Counter \*\*\*\*
- Life Up \*MAX
- Toughness \*

=====

VALMAR'S BODY

=====

Suggested Level- Well, a good level 43 party is effective. This way, it won't take too long to beat him.

Ryudo Lv. 43	Millenia Lv. 43	Mareg Lv. 43	Tio Lv. 43
HP: 3125	HP: 2867	HP: 2697	HP: 2938
MP: 152	MP: 271	MP: 125	MP: 190
SP: 237	SP: 166	SP: 206	SP: 165
[Equipment]	[Equipment]	[Equipment]	[Equipment]
Maken Valborg	Exorcism Bow	Inferno Battleax	Balor
Halo Armor	Resist Dress	Dragon Vest	Ninja Clothes
Man's Headband	Lightning Tiara	Adamantine Helm	Phoenix Hat
Wolf Boots	Rainbow Hi-heels	Battle Boots	Shadow Shoes
Divine Talisman	Energy Ring	Black Belt	Meteor Earrings
Chaos Egg	Mist Egg		Holy Egg

Must Have Moves/Magic

- Sky Dragon Slash \*\*\*
- Fallen Wings \*\*\*\*
- Fast Dance-Whirl \*\*\*\*
- Arrow Shot \*\*\*\*
- Beast King-Smash \*\*\*\*
- Flying Tenseiken \*MAX
- Grudging Claws \*\*\*

Skills Equipment/Status

Ryudo:

- Strength \*MAX
- Special Power \*MAX
- Life Up \*MAX
- Dash \*MAX
- Fighting Spirit \*\*\*

Millenia:

- Magic Recover \*MAX
- Magic Power \*MAX
- Life Up \*MAX
- Speed \*MAX
- Absorb Magic \*\*\*\*

Mareg:

- Dash \*MAX
- Toughness \*MAX
- Abandonement \*MAX
- Strength \*MAX

Tio:

- Move Recover \*\*\*
- Mentality \*MAX
- Aim for Counter \*\*\*\*
- Life Up \*MAX
- Intelligence \*MAX

=====

GRANAS KNIGHTS x4

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Suggested Level- Level 44 is good. That's all I have to say.

Ryudo Lv. 44	Elena Lv. 43	Mareg Lv. 44	Tio Lv. 44
HP: 3125	HP: 2869	HP: 2821	HP: 3042
MP: 152	MP: 218	MP: 129	MP: 194
SP: 237	SP: 169	SP: 211	SP: 170
[Equipment]	[Equipment]	[Equipment]	[Equipment]
Maken Valborg	Silver Flail	Inferno Battleax	Angel Circle
Halo Armor	Sylph's Robe	Dragon Vest	Ninja Clothes
Man's Headband	Fairy Ribbon	Adamantine Helm	Phoenix Hat
Wolf Boots	Mach Boots	Battle Boots	Shadow Shoes
Divine Talisman	Magical Brace	Black Belt	Meteor Earrings
Chaos Egg	Holy Egg		Mist Egg

Must Have Moves/Magic

- 
- Flying Tenseiken \*MAX
  - Crackling \*\*
  - DragonZap \*MAX

Skills Equipment/Status

-----

Ryudo:	Elena:
- Strength *MAX	- Magic Recover *MAX
- Special Power *MAX	- Magic Power *MAX
- Life Up *MAX	- Life Up *MAX
- Dash *MAX	- Speed *MAX
- Fighting Spirit ***	- Absorb Magic ****

Mareg:	Tio:
- Dash *MAX	- Move Recover ***
- Toughness *MAX	- Mentality *MAX
- Abandonement *MAX	- Aim for Counter ****
- Strength *MAX	- Life Up *MAX
	- Intelligence *MAX

=====

HEART OF VALMAR

=====

Suggested Level- You should still be at a level 44. It will suffice.  
 If not, good luck. I recommend that you follow my strategy, and my  
 character equipment.

Ryudo Lv. 44	Elena Lv. 43	Mareg Lv. 44	Tio Lv. 44
HP: 3125	HP: 2869	HP: 2821	HP: 3042
MP: 152	MP: 218	MP: 129	MP: 194
SP: 237	SP: 169	SP: 211	SP: 170
[Equipment]	[Equipment]	[Equipment]	[Equipment]
Holy Soul Blade	Priest's Staff	Rune Axe	Angel Circle
Halo Armor	Sylph's Robe	Dragon Vest	Ninja Clothes
Man's Headband	Priest's Hat	Adamantine Helm	Phoenix Hat
Wolf Boots	Mach Boots	Battle Boots	Shadow Shoes
Divine Talisman	Shogun's Brace	Moebius Ring	Meteor Earrings
Chaos Egg	Holy Egg		Mist Egg

Must Have Moves/Magic

- 
- Sky Dragon Slash \*\*\*\* - Crackling \*\*\*
  - Lotus Flower \*\*\*\*
  - Beast King-Smash \*\*\*\*

- Flying Tenseiken \*MAX

Skills Equipment/Status

Ryudo:

- Strength \*MAX
- Special Power \*MAX
- Life Up \*MAX
- Dash \*MAX
- Fighting Spirit \*\*\*

Elena:

- Magic Recover \*MAX
- Magic Power \*MAX
- Life Up \*MAX
- Speed \*MAX
- Absorb Magic \*\*\*\*

Mareg:

- Dash \*MAX
- Toughness \*MAX
- Abandonement \*MAX
- Strength \*MAX

Tio:

- Move Recover \*\*\*
- Mentality \*MAX
- Aim for Counter \*\*\*\*
- Life Up \*MAX
- Intelligence \*MAX

=====  
EGG GUARDIAN  
=====

Suggested Level- A level 47 party should be more than enough for this guy.

Ryudo Lv. 46

HP: 3462

MP: 166

SP: 252

[Equipment]

Holy Soul Blade

MoonStone Armor

Man's Headband

Lions Boots

Divine Talisman

Chaos Egg

Mareg Lv. 46

HP: 3196

MP: 142

SP: 226

[Equipment]

Leo Rex Battleax

Halo Armor

Reflect Helm

Wolf Boots

Rage Ring

Tio Lv. 46

HP: 3042

MP: 194

SP: 170

[Equipment]

Angel Circle

Resist Dress

Moonlight Tiara

Shadow Shoes

Soul of Asura

Mist Egg

Must Have Moves/Magic

- Fast Dance-Whirl \*MAX
- Sky Dragon Slash \*\*\*\*
- Beast King-Smash \*MAX
- Flying Tenseiken \*MAX

Skills Equipment/Status

Ryudo:

- Strength \*MAX
- Special Power \*MAX
- Life Up \*MAX
- Dash \*MAX
- Fighting Spirit \*\*\*

Mareg:

- Dash \*MAX
- Toughness \*MAX
- Abandonement \*MAX
- Strength \*MAX

Tio:

- Move Recover \*\*\*
- Mentality \*MAX
- Aim for Counter \*\*\*\*
- Life Up \*MAX
- Intelligence \*

=====  
VALMAR FLY x4  
=====

Suggested Level- Honestly people, this fight is so easy, you can beat them blindfolded.

Ryudo Lv. 47	Elena Lv. 47	Mareg Lv. 47	Tio Lv. 47
HP: 3570	HP: 3258	HP: 3196	HP: 3357
MP: 170	MP: 241	MP: 142	MP: 208
SP: 256	SP: 187	SP: 226	SP: 184
[Equipment]	[Equipment]	[Equipment]	[Equipment]
Holy Soul Blade	Priest's Staff	Leo Rex Battleax	Angel Circle
MoonStone Armor	Angel's Robe	Halo Armor	Resist Dress
Man's Headband	Priest's Hat	Reflect Helm	Moonlight Tiara
Lions Boots	Mach Boots	Battle Boots	Shadow Shoes
Divine Talisman	Shogun's Brace	Rage Ring	Soul of Asura
Chaos Egg	Holy Egg		Mist Egg

Must Have Moves/Magic

- 
- Fast Dance-Whirl \*MAX
  - Beast King-Smash \*MAX
  - Flying Tenseiken \*MAX

Skills Equipment/Status

-----

Ryudo:	Elena:
- Strength *MAX	- Magic Recover *MAX
- Special Power *MAX	- Magic Power *MAX
- Life Up *MAX	- Life Up *MAX
- Dash *MAX	- Speed *MAX
- Fighting Spirit ***	- Absorb Magic ****

Mareg:	Tio:
- Dash *MAX	- Move Recover ***
- Toughness *MAX	- Mentality *MAX
- Abandonement *MAX	- Aim for Counter ****
- Strength *MAX	- Life Up *MAX
	- Intelligence *MAX

=====  
VALMAR YOUNG  
=====

Suggested Level- Again, level 47 is sufficient enough to whoop him up like it was nothin'.

Ryudo Lv. 47	Elena Lv. 47	Mareg Lv. 47	Tio Lv. 47
HP: 3570	HP: 3258	HP: 3196	HP: 3357
MP: 170	MP: 241	MP: 142	MP: 208
SP: 256	SP: 187	SP: 226	SP: 184
[Equipment]	[Equipment]	[Equipment]	[Equipment]
Holy Soul Blade	Priest's Staff	Leo Rex Battleax	Angel Circle
MoonStone Armor	Angel's Robe	Halo Armor	Resist Dress
Man's Headband	Priest's Hat	Reflect Helm	Moonlight Tiara
Lions Boots	Mach Boots	Battle Boots	Shadow Shoes





- Dash \*MAX
- Toughness \*MAX
- Abandonment \*MAX
- Strength \*MAX
- Move Recover \*\*\*
- Mentality \*MAX
- Aim for Counter \*\*\*\*
- Life Up \*MAX
- Intelligence \*MAX

=====  
 [2.1] BOSS STRATEGIES  
 =====

Please note that my strategies will not always work for you, and it'd be better to make your own tactic apt to your own playing style. The purpose here is to give you an idea on how to generally beat the boss if all else fails. If you have any other strategy that you would like to add here, please let me know and I'll be glad to put it here. I'll give you tons of credit of course.

Note - For this version, you will only find pure strategies for the bosses you will encounter in the game. Additional information will be added later once I've obtained them.

-----  
 GARMIA TOWER  
 -----

=====  
 SUB-BOSS: Gargoyles x2  
 =====

Additional enemies: None	Gained: 36 EXP
Items Dropped: None	108 SC
Party's Level: 11 [Ryudo]	42 MC
	24 G

=====

Not a hard fight if you've gotten the hang of the battle mechanics. Concentrate on taking out one gargoyle at a time and take it out as soon as possible. Continue using combos, and critical attacks to cancel any special attacks. Just keep your head straight and this battle will end in no time.

You should also watch their attacks closely. Make sure they never use their special attack even with the Wind Charm equipped. Can't be too careful these days. Besides, you can't afford to pass up a few Healing Herbs, you'll need it for later.

-----  
 DURHAM CAVES  
 -----

=====  
 SUB-BOSS: Troglodytes x3  
 =====

Additional Enemies: See above	Gained: 54 EXP
Items Dropped: None	104 SC
Party's Level: 14 [All]	58 MC
	76 G

=====

Three against two is not exactly what I call a fair fight, but it is an RPG afterall. Nothing's really fair. Anyhow, deplete the number of the opposing party one by one. It's very simple. It's very similar to the Gargoyle battle back in Garmia Tower. Have Ryudo mercilessly pound on a Troglodyte with menacing combos, and Millenia can back him up when needed. If you want to speed things up, simply have Millenia perform Fallen Wings (if you have it), or wait until she swaps to her berserk mode.

Watch for the Sleep Spawn, which will cause the inflicted to well, sleep soundly. If this happens, you are not in very good shape. You can just defend, and hope that your partner wakes up soon (the effect wears off eventually), or hope that one of your foes will slap him silly. Keep a very close watch on the IP meter.

=====  
BOSS: Durham Minotaur  
=====

Additional Enemies: Troglodytes x2	Gained: 210 EXP
Items Dropped: Adventurer's Book	720 SC
Party's Levels: 14 [Ryudo, Millenia] 13 [Roan]	0 MC
	0 G

=====

Not only do you have to fight this oversized brute, you'll also have to deal with his two sidekicks, the previous Troglodytes(yes, again). Pay no attention to his henchmen what so ever and avert your full concentration on the big man himself. With only 4200, I'm sure you can bring it down pretty quickly. Now, time to put Ryudo's moves into use. Use Ryudo's trusty Purple Lightning move accordingly until you have a nearly empty MP gauge. By this time, the boss should be at a dangerously low HP level. Then have Millenia finish it off using her own moves, and Ryudo, in the mean time, should continue to use combos to incapacitate the boss further. Roan's Golden Hammer move can end the battle a tad quicker. When all MP is gone, simply use combos for all three characters. Deliver any necessary critical attacks to cancel special moves. If the Troglodytes are beginning to annoy you, dispose of them at a leisurely pace. Heal when necessary.

Unfortunately, healing can be frequent if you're not careful. The Minotaur is able to diminish your HP by about 90 with each blow he delivers. If the above method is backfiring, quickly reposition the party and switch Roan's role to a healer. Watch out for the Tornado Horn move used by the minotaur. This move is capable of minusing 230 HP from the total HP, faster than you can say "whoa." It can really agitate you. If you are lucky, Millenia will go berserk and unleash her rage on the opposing party, which will probably be beneficial for you.

-----  
BAKED PLAINS  
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=====  
BOSS: Beast Man  
=====

Additional Enemies: None	Gained: 150 EXP
--------------------------	-----------------

Items Dropped: None

100 SC

Party's Level:

0 MC

0 G

=====  
This fight is no problem since the beast man always goes for Ryudo, leaving him open to the other two characters (Elena, Roan). Have Roan use his Golden Hammer attack consecutively. Ryudo should also attack with the trusty Purple Lightning or Tenkeisen Slash moves, but defend occasionally. Elena will heal Ryudo when needed, since Ryudo will be the only one receiving damage. Elena should alternate between healing Ryudo and casting Impact Bomb on the big guy. If SP is becoming a problem, switch to the ever-so-wonderful combos that never fail.

The beast man has an attack that can really leave Ryudo crippled if you're not quick to cancel it. I think it's called the Beast-Fang Cut. So really keep an eye out for that attack. You have an act speed Disadvantage because he can reach the ACT much quicker than you can blink an eye. But try to delay his attacks as much as possible and keeping hacking away at his HP.

-----  
LILIGUE CAVE  
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=====  
BOSS: Tongue of Valmar  
=====

Make sure you have plenty of time ahead of you because this battle is quite lengthy. It is especially difficult because there are three body parts that are loosely tied to the tongue. And they each have about 4000-5000 HP and the tongue alone has 8000HP. To speed up the battle, focus on nothing but the main body. Ignore the other attacks and just concentrate on chopping the HP from the lead body part, the tongue.

For the first round, cast Def-loss, Diggin', Runner, and Tailwind in that order to gain a slight advantage. Next, have everyone perform their most powerful moves at once. For the remainder of the fight, Ryudo can continue using his specials while Mareg pummels away with regular combos. Millenia will revive any fallen party members and heal, and Roan will be the party's "cancel person." He will be canceling any attacks delivered by Valmar's other body parts. It's alright if you let a few attacks slip, but if it gets out of hand, you're going to have a tough time beating him. Millenia's Fallen Wings and Ryudo's Tenseiken Slash are good spells to use against him.

The Tongue of Valmar has several attacks you should be aware of. One of them, Starving Tongue, can really mar your party pretty badly. It can do about 750 damage if you're not properly equipped, and 500 if you are. What's worse is that he takes the HP and heals himself with it. That's typically the only attack you should worry about and just pray that he never uses it, or cancel it when he does. Chief among other attacks are the Flamethrower cast by the arms (left and right) and Huge Leap by the Head.

If you aren't doing too well, try eliminating the arms to begin with. That way, it won't have as much of an advantage over you. Now all you have to worry about is its deadly Starving Tongue attack which you

will cancel dead away...right?

-----  
MYSTERIOUS FISSURE  
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=====  
SUB-BOSS: Eyeball Bats x4  
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Luckily for you, this battle is not as tough nor is it as long as the previous boss fight with the Tongue of Valmar. But they're deadly all the same if you're not careful! You have 4 of these suckers to deal with and they each hold about 3000HP! That adds up to 12,000HP total. So it's a legitimate boss fight nonetheless.

This shouldn't be too hard, as long as you take out one of their numbers quickly. Dragon Rise, Flying Tenseiken and Beast-Fang Cut work especially well against them. Concentrate on one at a time. Elena should be the party's healer and use her Droplets of Life to replenish lost HP. When one Eyeball Bat goes down, they will be unable to cast their most lethal weapon, Delta Burst. Take this once in-a-life-time opportunity to use non-stop Critical Attacks on the lot to keep them from ever attacking.

As said earlier, the quartet has a very deadly move called the Delta Burst. It can knock off about 300HP. But it can be prevented. If you haven't noticed already, it takes all 4 of them to properly enact this attack. So if you diligently kill one of them, you'll leave them practically crippled and unable to perform any notable attacks.

-----  
AIRA'S AIRSPACE  
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=====  
BOSS: Eye of Valmar  
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If you thought the previous battle was hard, wait 'till you get a load of this guy! The Eye of Valmar is comprised of a Left Tendril and Right Tendril, four annoying Eyeball Bats, and the evil Eye itself! Yeesh! And if that wasn't enough, the Eye's HP remains anonymous, the Left and Right Tendrils each have about 6000HP, and the Eyeball Bats have 3000HP each!

Start the fight off by annihilating the Eyeball Bats since they can be a nuisance. Have Roan and Mill attack straight away with their moves on an Eyeball Bat. Ryudo and Mareg should gang up on another one and mercilessly slash it to bits and pieces. This is a hard battle so no need to worry too much about SP or MP conservation here. And do the same to the remaining two. Now, that leaves you with the main course. Cancel as many attacks as you can and attack the tendrils equally. Ryudo's Flying Tenseiken and Mareg's Beast-Fang Smash are good bets. Refrain from using magic with whomever has the Holy Egg equipped, as he will need the MP to cast heal spells. Once you've taken out the tendrils, go all out on the main thing and cancel whenever needed. Use Roan's Dragon Rise, Ryudo's Purple Lightning, Mareg's Beast-King

Smash, and heal when needed. Supply Lumir Flowers and Blueberrys to where it is due.

One of the most deadly attacks is surprisingly performed by the Eye Ball bats; Delta Burst. Make short work of this by, eliminating one of the 4. They cannot enact the attack with only 3 members. As for the others, if the Crackle spell is cast, prepare to heal the pained character. Also, be very vigilant of the Spellbinding Eye attack. It really hurts you...BAD. Some attacks can afflict poison and confusion status so be ready to use a counter spell or item against it.

-----  
UNDERGROUND PLANT  
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=====  
BOSS: Claws of Valmar  
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By now, you must be thinking: "Man how many of these Valmar pieces do I need to fight. My fingers are sore." You're not the only one mister (or Miss/Mrs). Unfortunately, like normal humans, we have fingers as Valmar has Claws. But the good thing is that you have the Claws (and arms) to deal with and no extra bad guys! Whoop! Whoop! There's gonna be a party in here ya'll! Anyway, this is a really good thing. But the bad part is--Valmar can reach ACT twice before you can actually input a command! A major disadvantage. To top it all off, both arms have 8000HP each, and the main claw has about 14,000HP! However, despite the HP overload, the boss doesn't have too many impressive attacks and your success is entirely dependant on how powerful your party is.

Your first objective is to knock out one of the arms while canceling other potential attacks. In between Critical Attacks, use the Golden Hammer, Purple Lightning, Beast-King Smash, and Arrow Shot attacks. This should knock down its HP considerably. Also use the Chaos Egg's Howlnado spell to afflict mega damage to the Claws. Then when the Claw's HP is dangerously low, start pummeling away with pure Critical Attacks to prevent him from attacking you and healing itself.

Keep your HP above 900! The Claw's main attack can knock off 850HP from the inflicted character. The arms cast either the Ice Bullet or Thunder Bullet attack that afflicts pain on all characters nearby.

-----  
CECEILE REEF  
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=====  
SUB-BOSS: Crimson Claw x6  
=====

Additional Body Parts: None	Gained: 186 EXP
Items Dropped: None	246 SC
Party's Level: 32 [All]	168 MC
	390 G

=====

These guys are really annoying. You have to finish off all 6 and to make matters worse they each have 1230HP, so that adds up quickly.

Luckily, they don't have any attacks that are life-threatening. So let's get it on!

To finish the battle REALLY fast, have Ryudo cast Zap All and that'll wipe them off the screen. If you don't have that spell, then uh... reset the game and get it! Ok, you don't have to, but the battle is a little longer and harder. In the alternate strategy, Ryudo should be using Tenseiken Slash all the time (by now, that move should be MAXed out), Mareg could use Beast-King Smash, Tio should use Fast Dance-Whirl to quicken the battle even further, and Elena should just stand back and watch. Repeat that method once more and your opposing party should be dead by then. Not to worry about MP/SP. There's a Save Cone later on.

The Crimson Claws have no attacks that are really devastating, but it's Move Block Step is annoying. Counter that when possible and their regular combos can do about 150 damage. Unless you get hit continuously, there's really no need to heal in this battle. Have fun and bash them around a little! ^\_^

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=====
BOSS: Crimson Tail x2
=====
Additional Body Parts: None                Gained: 500 EXP
Items Dropped: All-Around Seed           2400 SC
                Soul Egg                   600 MC
Party's Level: 34[Ryudo], 33[Elena], 34[Mareg], 34[Tio]
=====
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Ok, time to get serious. Both Crimson Tails have in store for about 9800HP. So that's a lot of HP to deal with. Plus, if you haven't noticed yet, they are n'sync (not the band, ugh) with their attacks. If one does a special, the other will soon to follow. But what's Really nice about this fight is that it isn't very difficult. Hey, if it was a cinch for me, you could definitely pull it off!

Now forget what I said before about not going all out on Moves and Magic attacks. Just pretend I never said that in this battle. For the first round have: Ryudo cast Zap All, Tio use her Fast Dance-Whirl, Mareg use Beast-King Smash on ONE Crimson Tail (with the exception of Ryudo casting Zap All), Elena should remain on standby, or have her defend. That first assault should have brought at least 5000HP down, if not more. Repeat the method ONCE more and one of the tails should be dead. Now, you have one more to vanquish, so perform these attacks in short order: Ryudo's Purple Lightning or Flying Tenseiken, Tio's Fast Dance-Whirl, and the spells Zap and Crackle. This should leave the remaining foe nearly dead, so for the remainder of the fight, just pound away with regular combos and critical hits.

The twins (Crimson Tails) have an attack called the Phantom Echo which does damage to all characters in its range and also depletes 2 points from Defense. They tend to do this attack a lot. They bosses have a slight advantage with their speed. Therefore, you're going to have to cancel whenever possible. Their second attack, Scissors Storm, can take away approximately 600HP! I advise that canceling that attack is your first priority. If you followed my method above, you should have no problems with this duo.

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PLATEAU OF MEMORIES  
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BOSS: Melfice

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Additional Body Parts: Regenerator	Gained: 1500 EXP
Sword	3600 SC
Items Dropped: Book of Swords	1800 MC
Soul of Asura	0 G
Maken Valborg	

Party's Level: 36 [All]

=====

The final showdown with Ryudo's own brother has finally come to smack you in the face and say, "Hey, let's rock!" This proves to be easier than fighting Valmar pieces, but twice as long. Better set aside some homework time. Melfice comes in a fully assembled swordsman with a sword, regenerator (whatever that is for), and himself (woo). Ack! But he can sure knock the wind out of ya. All three of his parts have approximately 19,000HP. If you're at a level 36, then you've won't have too many problems, but damn, Melfice still has that super speed advantage.

Start the fight off by casting Runner and WOW! on both Ryudo and Tio. Mareg should use Beast King-Smash on the Regenerator. Ok, maybe I should have said this first: Your number one priority is getting rid of the Regenerator. If not, Melfice's HP will remain unknown. Ryudo's Purple Lightning proves very effective as does Tio's Fast Dance-Whirl. Keep having Ryudo and Tio perform those moves and feed them Blueberrys to replenish their SP. If anyone's HP drops below 800, heal them. The Crackle spell is also very good, but doesn't work too its full potential. Once the Regenerator is out of the picture, your SP supply is probably not in good shape. So an alternative is to repeatedly use IceFang Stone (you should have 6), Combos, and Critical Attacks. It's nearly impossible to cancel any of his attacks, so don't bother. You are better off defending. Totally ignore the sword and focus on the evil man himself.

Melfice's Regenerator part tends to cast support spells on Melfice such as WOW!, Runner and Speedy. It also casts degrading spells on you which is not very nice. One of Melfice's attacks, Demon Horde Slash, can do 800-1000 damage to ALL characters. So unless you defend there's no escape. Moreover, his Wailing Soul Slash will drop its victims HP by a whopping 1500! Melfice seems to know when you are going to do a Critical Attack because he tends to retaliate quite well (or maybe it's just me?). True, Melfice is a powerhouse, but he is not at all too difficult, if you know exactly what you're doing.

-----  
DEMON'S LAW  
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SUB-BOSS: Leck Guardian

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Additional Enemies: Snow Leopard x2	Gained: 700 EXP
Items Dropped: Inferno Battleax	1600 SC





when their HP is near danger level. To prevent all these brainaching attacks, have your two fastest characters cancel them before they can be sent out.

=====  
BOSS: Tio Clone  
=====

Additional Body Parts: None	Gained: 900 EXP
Items Dropped: Balor	4000 SC
Party's Level: 41 [All]	4000 MC
	0 G

=====

Of horrors of all horrors--a Tio look alike. It's not fair because your Tio is not nearly as fast nor has as MUCH HP as the other. But the good Tio has the attack power advantage, so it's a good thing. Evil Tio has 30,000HP from what I made out of. She's quite adept at casting Wind-based spells to wreck havoc. Plus, don't forget that she is exceptionally fast!

Her first spell would be the Tornado, so canceling that attack should your first objective. Ryudo's Tenseiken Slash should do the trick since it can be sent out instantly. However, if you were unlucky enough to feel her wrath, the Tornado spell can drop all character's HP down by 1000 or 700, if you were properly equipped. With Mareg and Ryudo, go after her with Purple Lightning and Beast King-Smash to give the initial mega damage. Surprisingly, Tio's Fast Dance-Whirl attack works well against one of her own. If you have followed my character equipment setup, Elena should be your quickest character, so leave her to do the canceling, if possible of course, and healing. DragonZap and Crackle work wonders against Tio Clone. Continue your usual assault with Ryudo and Mareg in the frontline using Purple Lightning and Beast King-Smash nonstop, while Tio will vary her moves and magic.

Tio Clone, although she has the same attacks as Tio obviously, won't use Fast Dance-Whirl. We can all take a breather now. Instead she uses the other two moves, namely Tornado and...the other one (can't remember the name of it though). Plus, she also uses Gale which does a measely 500 damage to your party. I better not leave out the ever annoying Silence spell which prevents the victim from using any magic. Duh.

-----  
INSIDE VALMAR'S BODY  
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BOSS: Valmar's Body  
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Additional Body Parts: Left Tentacle	Gained: 1600 EXP
Right Tentacle	6000 SC
Items Dropped: Angel Circle	6000 MC
Relief Tag	8000 G
Party's Level: 43 [All]	

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By now, bosses should be easy for you. It sure as hell is for me. But



Items Dropped: Goddess Hi-heels 8000 MC  
Holy Clothes 9000 G

Party's Level: 44 [Ryudo, Mareg, Tio] 43 [Elena]

=====

Again, not challenging. But it takes a lot of canceling and powerful attacks to pull this off. First of all, the Heart of Valmar has the most ridiculous ACT speed ever! Second, his eyes annoy the hell out of you by casting all these spells on your party that will make you far from powerless, but annoying nonetheless. A reasonable 20,000HP for the heart, and 13,000 HP for the two eyes.

First things first, dispose of the Eyes. They have a tendency to do bad things to you. Sky Dragon Slash a couple of times to annul the eyes a bit. Use Tio's Lotus Flower attack to cancel all of the boss's attacks. Extremely useful! Beast King-Smash and Crackle the eyes if they're not dead yet. Once, they are out of the way, this makes this fight SO MUCH easier. Have Elena and Tio cancel all his attacks and keep him from using Healer on himself. If he ever starts using Healer, it'll be very frequent. Refrain from using Sky Dragon Slash, now that there is only one thing to focus on. Instead, start using Flying Tenseiken. It's VERY effective. Continue with Mareg's Beast King-Smash though. Just keep canceling his attacks, and you'll have him wrapped around your pinky.

As mentioned earlier, the Eyes tend to cast all kinds of status effect spells on our heros. So it's mandatory you kill them first. Moving on; the heart itself has a few attacks to mangle your party with: its Black Fog Spew and Avia Slash. The Black Fog Spew is not nearly as Deadly as the Avia Slash. While the Black Fog Spew deals about 1000HP to nearby characters, Avia Slash does about 1100 damage to all party member! Want to survive?

-----  
VALMAR'S MOON  
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BOSS: Egg Guardian

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Additional enemies: Bit x4 Gained: 2000 EXP  
Items Dropped: Angel's Robe 10000 SC  
Party's Level: 46 [Ryudo, Mareg, Tio] 10000 MC  
3600 G

=====

The 4 following battles will all be sub-bosses and shouldn't be too hard, unless you are at lower levels and not properly equipped. The Egg Guardian is the first of the easy bosses. He is accompanied by 4 annoying Bits, which have 4800HP each, while the Egg man himself has roughly 28000HP. Woo! But no problem here, we've faced tougher bosses before. ;)

Ok, as we all know, extra enemies are always annoying. So get rid of the Bits first by using Ryudo's Sky Dragon Slash twice. Mareg and Tio should be using Beast-King Smash and Fast Dance-Whirl on the main guy. When the Bits are gone, this leaves you a so much easier battle. Now, let Ryudo join in on the bashing with his Flying Tenseiken. Keep pummeling the Egg Monster with these attacks and you will have nothing



Young first and move on to the next. Ryudo's Flying Tenseiken and Mareg's Beast King-Smash proves effective (always). Heal when you're low on HP. Again, just watch out for their Berserk Launch, which does a measly 400 damage.

=====  
[2.2] AFTERGLOW  
=====

=====  
[3.0] THANKS/FAQ CONTRIBUTIONS  
=====

Special Thanks to:

Carolyn's Mom

- For lending me the needed 5 bucks to get this cool game. I paid her back, mind you!

Carolyn

- For helping me persuade the guy in selling the game for cheaper. He was being mean, even though I knew him. >=(

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- For giving up a lot of homework time to type up this FAQ.

Game Arts

- For making, yet, another wonderful RPG. Keep up the good work! I'm looking forward to more!

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- For accepting and posting this FAQ and maintaining one of the best sites on the net.

ATadeo

- For helping me with my FAQ. Not this one, but if it weren't for him I wouldn't be able to contribute to this site. Thanks buddy! =)

J.T. Kaufmann and Ben Judd's Grandia II FAQ

- I looked at their boss list to hunt for definite HPs for each boss to substitute mine because mine weren't nearly as accurate as theirs. Thanks!

=====  
[3.1] CONTACT INFORMATION  
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If you have any further questions concerning the game, or as to why stealing is bad contact me via e-mail. I will accept any type of mail including criticism, add-ons, corrections, tips, suggestions, weird comments, etc. I will NOT accept threats of any kind and never, never send any perverted comments you perverts! And as always, you will be credited for your delightful opinions and such. Please subject your mail so I know what the deal is. If not, it will be DELETED. Ex:(no subject) or HELP!! = -Delete- Also please use proper English with correct grammar and such. It annoys me when people tYpE lIkE dIs. That's a no-no. If your English is just horrible and I can't

understand a thing you said, then it'll have to be deleted sorry. If you have AIM, feel free to drop me a line if I happen to be online. I also have ICQ, but I never use it. Here's a short list of what to what not to do:

Do's

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1. Send me a question which cannot be found in the CURRENT version of the guide.
2. Be specific! I cannot stress this enough. I get tons of e-mails a day, and it will be very helpful if I can scan through them quickly. And that is when you come into play. Specify what you want, how you want it and whatever.
3. Check the newest version of the guide before e-mailing me! And READ it! I will not answer you otherwise.
4. Drop a line telling how good my FAQ is. ^\_^

Don'ts

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1. Ask a question that has already been explained in the guide. All you need to do is peruse it.
2. Don't start your e-mail along the lines of: "I didn't read your guide, but could you help me anyway?" It really ticks me off.
3. Demand that I help you. It will be prone to be ignored.
4. Request that I send you an updated version of my FAQ. The answer will be no. Just check GameFAQs.com or other sites that have my FAQ!
5. E-mail me with something stupid.

Thanks for reading it! If you do anything in the Don'ts section, your e-mail will most likely be ignored and laughed at.

GameFAQs Board: Adrenaline

E-mail address(s): narnia\_M3@hotmail.com

AIM: reddmaggot

ICQ: 70967247

A friendly word to webmasters...

I've already received some e-mails from webmasters imploring (ok, not exactly) for permission to use my FAQs on their site. I will allow this, so long you ask me (politely) and give the URL of your website. Your website must be "real." By this, I mean you get over 50 hits per day and you own a .com, .net, .org or whatever domain. Keep the URL simple, so it'd be easier to remember.

If I'm happy with it, then you are granted the permission to use my FAQ, but don't assume, I will notify you through e-mail as you have done to ask me. Anything from this FAQ and the FAQ itself MUST be fully credited to me! If not, otherwise, I will be forced to take legal action. This guide may not be stolen under penalty of...uh... death, or something.

The FAQ must remain updated! I also ask that if I ever e-mail you requesting that you remove my FAQ, you will comply. The only site that has the privilege of not having to ask me is GameFAQs.com. Have a nice day!

Current FAQ holders:

- GameFAQs.com
- neoseeker.com

If you have found this file on a site that you suspect that may have used this FAQ without the author's consent, please notify the author immediately!! Thank you!

E-mail: narnia\_M3@hotmail.com

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[3.2] COPYRIGHT INFO  
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If you have an error to report, please contact the author.

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[3.3] FINAL WORDS  
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Have any questions? E-mail me. Suggestions? E-mail me. Just feel free to speak your mind (excluding perverted comments and insults)! If you wish to send me anything to add-on to the FAQ, please do. It must be related to this guide or it will not be posted otherwise. I don't like to hear life stories.

Let me say that I really appreciate those of you who have read, helped or simply respected this FAQ. Any FAQ author can share an equal amount of satisfaction with me, as I worked very hard on this and I still do. If you have any questions or information that I've missed please don't be shy about e-mailing me. ^\_~ I don't bite.

And remember, any RUDE comments will get your name on my hitlist. I will take your e-mail address and sign you up for an infinite number of annoying junk mail! In addition to you being such a jerk, I will

add you to the "Butt-munching, idiotic, perverted, who-can't-get-none  
but harrasses-little-girls losers" list if I ever make one. Aside  
from that, I would love to hear from you!

EnJoy!

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