

# Skies of Arcadia Elcian Enemy Strategy Final

by GheddonLN

Updated on Jan 14, 2002

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Elcian enemy strategy  
Version FINAL  
By GheddonLN(jotazo9@hotmail.com)

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 I. Intro  
 -----

Welcome to my Elcian monster FAQ!!!. After being kicked by this lil' looper twice, I've got a NICE strategy that WORKS, and WORKS EVERYTIME(at least for me). The FAQ Is in-depth, as I'll list things like spirit and so.

So, what's elcian. Elcian is one of the looper series that lives in ---what could be the lands of the black moon---; ya know, the Dark rift. The lil' but insanely tough monster appears once you've beaten Galcian and you have access to Soltis via Shrine island. The guy is STRONG, so if you get your butt kicked, call it Elcian WEAPON to feel comfortable. However, with my tactics, you won't lose.

My basic strategy involves the use of S-MOVES that were never used through the game for some people; so, they aren't useless. The basic thing here is planning(like I did) rather than brute force.

Yet again, I must say that this strategy, although time-consuming, will ensure a 100 percent win. You won't lose against it, and with some practice, you won't even take damage.

-----  
 II. Setting up  
 -----

-----  
 a. Character statistics.  
 -----

I like ---and is NECESSARY--- to use Vyse, Fina, Aika and Enrique as my fourth character. Remember you must be at the "end game" to find this guy. To find it, go to the east side of the Dark rift near Yafutoma. He's in the room where the Anguila monster hanged out. You won't engage a fight with it until you press A in front of it, so take your time to save. Also, if you want some nice experience, you must equip the Black Map. This item is giving by Domingo after you get 50 discoveries, but I got it after fighting a group of Loopers in south ocean. I was VERY lucky, I must say.

```

+-----+
|                VYSE                |
+-----+-----+-----+
| EQUIPMENTS          | OTHER STATS          |
+-----+-----+-----+
| Volrik Blade(wpn) | LEVEL: 41           | HIT: 300   |
| Gaia Cape(armor)  | HP: 4270            | DEFENSE:336|
| Black mapa(acces.)| MP: 15              | MAG.DEFENSE:336|
+-----+-----+-----+
| SPIRIT REGENERATION: 3 per FOCUS    |
|#####| ATTACK: 412         | QUICKNESS: 145 |
+-----+-----+-----+
|                BASIC SKILLS          |
+-----+

```

| CUTLASS FURY, RAIN OF SWORDS, COUNTERSTRIKE, PIRATE'S WRATH, |  
| SKILL SHIELD |

+-----+  
| ROLE IN THE FIGHT: SKULL SHIELD. |  
+-----+

+-----+  
| FINA |

+-----+  
| EQUIPMENTS | OTHER STATS |

+-----+  
| Cupil spear(wpn) | LEVEL: 39 | HIT: 150 |

| Robe of Faith | HP: 2940 | DEFENSE:292 |

| Jade swirl ring | MP: 34 | MAG.DEFENSE:337 |

+-----+ SPIRIT REGENERATION: 3 per FOCUS |

|#####| ATTACK: 260 | QUICKNESS: 179 |

+-----+  
| BASIC SKILLS |

+-----+  
| LUNAR BLESSING, LUNAR GLYPH, LUNAR WINDS, LUNAR CLEASING |

+-----+  
| ROLE IN THE FIGHT: FOCUSER. |  
+-----+

+-----+  
| AIKA |

+-----+  
| EQUIPMENTS | OTHER STATS |

+-----+  
| Icesplitter | LEVEL: 40 | HIT: 110 |

| Gaia cape | HP: 3616 | DEFENSE:354 |

| Valuan medallion | MP: 20 | MAG.DEFENSE:354 |

+-----+ SPIRIT REGENERATION: 3 per FOCUS |

|#####| ATTACK: 292 | QUICKNESS: 209 |

+-----+  
| BASIC SKILLS |

+-----+  
| ALPHA STORM, LAMBDA BURST, DELTA SHIELD, EPISOLON MIRROR |

+-----+  
| ROLE IN THE FIGHT: DELTA SHIELD. |  
+-----+

+-----+  
| ENRIQUE |

+-----+  
| EQUIPMENTS | OTHER STATS |

+-----+  
| Stone blade | LEVEL: 40 | HIT: 95 |

| Silver armor | HP: 3977 | DEFENSE:330 |

| Ble rogue patch | MP: 21 | MAG.DEFENSE:330 |

+-----+ SPIRIT REGENERATION: 3 per FOCUS |

|#####| ATTACK: 347 | QUICKNESS: 167 |

+-----+  
| BASIC SKILLS |

+-----+  
| ROYAL BLADE, JUSTICE SHIELD, THE JUDGMENT |

+-----+  
| ROLE IN THE FIGHT: FOCUSER. |  
+-----+

As you can see, the only things that matter here is Defense and spirit building. If you have this equipments and levels, your Quickness should be near mine; it is important: Skull and Delta shield have to come quickly.

-----  
b. Elcian in-depth  
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\*\*\*\*\*  
Elcian's stats:  
\*\*\*\*\*

HP: 13,000. Approx.  
MP: 99 - I SUPPOSE!!!!  
EXP: 7,500.  
MagEXP: 20.  
Gold: 15,000.  
Items(what I've got thus this far); Valuan medallion. Black map. Moonberry.  
Dexus seed.

\*\*\*\*\*  
Elcian's attacks:  
\*\*\*\*\*

Physical: lots of damage(up to 3675; 4000 in critical). Justice shield is NECESSARY.

Pyri: TONZ of damage to all party members; up to 2677. Delta shield will help you A LOT.

Slipara: DEADLY. It works most of the time, and is normally followed by Pyri or any other bestiality.

Electri: Tonz of damage; 2500-3000.

Crystali: Yet another damaging attack; 2000-2400.

Sacres: Heals Elcian for 1000 pts.

=====  
III. The fight  
=====

- A. Round one
- B. Round two.

ROUND ONE(before prophecy):	
Projected Spirit: 13	
Vyse's turn	Skull Shield
Aika's turn	Delta shield.
Fina's turn	Focus.
Enrique's turn	Focus.
A great start. By setting both shields, you'll ensure that neither	
Elcian's physical attacks or magic attacks will causee you damage. Both	

| Fina and Enrique will max out the Spirit Point Bar.

| ROUND ONE(before prophecy):

| Projected Spirit: 24

| Vyse's turn | Skull Shield

| Aika's turn | Delta shield.

| Fina's turn | Focus - healing items

| Enrique's turn | Focus.

| You'll need to set up the shields agains to make sure Elcian doesn't  
| damages you--or screws you. Anyway, Fina will use healing items if some  
| body(like herself) gets hit by Elcian(specially if the end up fatigued)  
| Use items, not magic.

| ROUND ONE(before prophecy):

| Projected Spirit: 36

| Vyse's turn | Skull Shield

| Aika's turn | Delta shield.

| Fina's turn | Focus.

| Enrique's turn | Focus.

| Nothing really new here, just the defenses up.

| ROUND ONE(before prophecy):

| Projected Spirit: 48

| Vyse's turn | Skull Shield

| Aika's turn | Delta shield.

| Fina's turn | Focus.

| Enrique's turn | Focus.

| It's very imortant that you set the defenses now or you could screw the  
| whole battle. Now, brace yourself.

| ROUND ONE(Before prophecy)

| Projected spirit: 55

| All | Prophecy - 5674

ROUND TWO(after prophecy):	
Projected Spirit: 9	
Vyse's turn	Skull Shield
Aika's turn	Delta shield.
Fina's turn	Focus.
Enrique's turn	Focus.

ROUND TWO(after prophecy):	
Projected Spirit: 18	
Vyse's turn	Skull Shield
Aika's turn	Delta shield.
Fina's turn	Focus - healing items
Enrique's turn	Focus.

ROUND TWO(after prophecy):	
Projected Spirit: 19	
Vyse's turn	Skull Shield
Aika's turn	Delta shield.
Fina's turn	Focus.
Enrique's turn	Focus.

ROUND TWO(after prophecy):	
Projected Spirit: 36	
Vyse's turn	Skull Shield
Aika's turn	Delta shield.
Fina's turn	Focus.
Enrique's turn	Focus.

ROUND TWO(after prophecy):	
Projected Spirit: 46	

Vyse's turn	Skull Shield	
Aika's turn	Delta shield.	
Fina's turn	Focus.	
Enrique's turn	Focus.	

ROUND TWO(after prophecy)		
Projected spirit: 55		
All	Prophecy - 6000(Elcian K.O	

NOTE: The projected spirit may be a bit misleading, because one of my characters had the FATIGUE status; prevents you from recovering SP.

-----  
a. Other things to note  
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1. Try to keep at max health; even with the shields.
2. Don't get confident: set the shields every round.
3. Don't use S-moves such as Pirate's wrath or similar; Elcian has HIGH defense.
4. Try to remove the fatigue status elcian can cause to fight at optimum conditions.
5. Don't goof around, as Elcian can heal itself several times.

=====  
IV. Conclusion  
=====

As you can see, to win this fight you must play defensively; you can put your hopes on steel, but you would be vulnerable to its spells, and its physical attack would be painful. The lil' guy is well worth the effort, as level up will be easier as well as spell learning. Take your time with this guy, and eventually you'll be able to kill it without receiving damage, and causing fair amounts of punishment.

Toughness level: 3/10(if you USE this FAQ).

=====  
V. Versions.  
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- 0.1 - Initial FAQ; all to Elcian in depth.
  - 0.2 - I kicked Elcian @\$\$ Elcian again, but this time around, I got the Projected spirit.
- RELEASE OF THE FAQ.  
FINAL - After about three month in the air, I decided to update this and mark the final version. No more questions or contributions will be accepted.

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VI. What comes next?  
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VII. Credits  
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1. Sega and Overworks for making this wonderful and addictive game.
2. Elcian, for being the theme of the FAQ^\_^.
3. To the guy who told me about Skull Shield(forgot the name).
3. To me.

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VIII. Disclaimer  
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"I'm waiting for ya in my tower of Gheddon...".

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