

Tales of Symphonia Boss FAQ

by gsninja

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Tales of Symphonia Boss FAQ

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----- Introduction -----

This is a guide to the excellent RPG "Tales of Symphonia", created by Namco. Since this is a guide specifically to the game's many bosses, it will go as in-depth as possible on that specific topic. Also, this FAQ is for the Normal mode. So, if you want to know how to beat a boss for "Tales of Symphonia", here are my strategies. :)

What to look forward to:

1. Maybe some extra things

----- Version History

-August 27, 2006

I put the introduction and the beginning parts together. I completed the strategies for all the bosses up until Iubaris.

-August 28, 2006

Yay, my second day writing this FAQ! I did strategies up to Volt.

September 20, 2006

Wow, talk about lazy. :P School started on August 30, and I've been forgetting about this FAQ until now. Strategies up to Shadow now.

September 21, 2006

I plan to finish this FAQ after several more days. I've completed up to the battle with Pronyma in the Tower of Salvation.

September 22, 2006

Finished up to Mithos (Part 1). I'm most definitely gonna finish this FAQ before this month ends. :)

September 30, 2006

Finished all the strategies for the non-optional bosses. Put together the Legal Notes and Thanks.

November 28, 2006 - Version 1.0

I added the strategies in the "Extra Bosses" category. This is the first version to go up on GameFAQS. Expect updates sometime. ;)

December 5, 2006 - Version 1.13

I added the FAQ section of the walkthrough. I also fixed some spelling

errors and added some more info on Abyssion.

December 8, 2006 - Version 1.15

I added SuperCheats and Neoseekers to my Thanks list, since they accepted my FAQ to their websites. :)

Boss Details

This is how the whole format of the stats and whatnot of the bosses is like:

Boss Name: Name of the boss.

Location: Where the boss is found.

Hit Points (HP): The amount of health the boss has. Once it depletes to 0, he/she/it will be defeated.

Tech Points (TP): The amount of points the boss has available to use Techs.

Weakness (W): Any weakness to any element.

Resistance (R): Any Resistance from any element.

Experience (EXP): The amount of experience (EXP) gained.

Gald: The amount of money gained.

Item(s) Found: Any item the boss drops after battle.

Strategy: Simply put, my strategy. ;)

Basics

This section is dedicated to the basic things I did for these bosses:

-Once you acquire the Sword Rain techs with Lloyd, you'll want to use them constantly. They're a great way of knocking bosses out of their attacks.

-Raine is the party's backbone. She has incredible healing spells and great support skills. Don't go into a boss fight without her, except for very few cases.

-Genis is excellent for exploiting weaknesses, so he's a good choice for a party member. His magic is powerful, and he's the only pure magic caster in the game. When he runs out of TP, NEVER let him run up to enemies and hit them. He will most likely die if he does that, especially in boss battles.

-In boss battles with multiple enemies, separate them and defeat them one by one instead of en masse. With those multiple enemy boss battles that have the layout of the main boss with his/her/its underlings, kill the underlings first.

Bosses

1. Name: Vidaar

Location: Martel Temple

HP: 4000
TP: 30
W: None
R: None
EXP: 115
Gald: 25
Item(s) found: Life Bottle

For the first boss of the game, he's pretty damn powerful, so you have two options: Either stand back and throw Demon Fangs until you run out of TP, or you can directly confront the boss. If you're good at blocking, I suggest confronting the boss. Use a Tetra Slash combo against him, and then block his retaliation.

Vidaar has three weapons, and therefore has three attacks: 1) He swings his sword in the air, trying to knock you up. 2) He smashes his hammer down upon you, and 3) He swings his mace at you, knocking you back. They aren't that dangerous if you block them.

After a little bit through the battle, a cut scene comes. Lloyd, Genis, and Colette are weakening against Vidaar, but as Vidaar was about to hit you with his mace, a mysterious warrior hits Vidaar away and tells you to move out of the way. The battle commences after that. This mysterious fighter is totally awesome. He's more powerful than Lloyd, and he has a healing ability, First Aid. This is when you want to definitely go close combat on Vidaar's ass. :) Genis should keep casting Fireball or whatever on Vidaar, and Colette should stick to Ray Thrust to avoid Vidaar's attacks. However, when the mystery man joins your party, Vidaar gains a devastating attack in which he slams down his hammer REALLY hard and guard breaks you, no matter what. Overall, with the mystery man in your party, this fight becomes very easy.

2. Name: Exbelua
Location: Iselia Village
HP: 5000
TP: 38
W: None
R: None
EXP: 280
Gald: 320
Item(s) Found: Panacea Bottle

Even though you only have Lloyd and Genis for this battle, it's not terribly difficult.

Exbelua's attacks aren't that numerous. One is Impact Hammer, which Exbelua slams its arm on the ground, creating two little shockwaves that damage. On the next one, Exbelua swings its arm upwards, knocking you up in the air if you aren't blocking. Lastly, there's its most powerful attack, Insane Cell. Exbelua grabs its head as though in pain and creates a dark shockwave around it that hits for a lot of...hits. This attack is dangerous and you should block or back step from it. As Lloyd, rush in and go combo crazy on Exbelua, blocking its retaliation after every combo. Genis should constantly cast magic. Once Genis runs out of TP, use an Orange Gel right away on him. You don't want him running to Exbelua and hitting it with normal attacks, which endangers him greatly. Basically, you should just keep Exbelua occupied, causing a lot of damage while keeping it away from Genis.

3. Name: Botta
Location: Sylvarant Base
HP: 4200
TP: 224

W: None
R: None
EXP: 475
Gald: 1500
Item(s) found: Poison Charm

Botta's really fun, and he's your first somewhat challenging opponent, as he uses physical attacks and magic, is powerful, and, unlike the last two bosses, is rather fast. First, his attacks:

His first attack is a basic attack with his sword, not that dangerous. Second is a spin attack with his sword that knocks you back. Third is Brick Break, when he spins his sword once in the air, and then sticks it into the ground, causing rocks to hit the target, causing multiple hits of damage. Then, there're the two magic attacks. One is Fireball, which Genis already has, and the other is Stalagmite. Stalagmite is very dangerous, and if aimed at Genis and Colette, it might KO them if they're even barely below half HP. It's crucial to avoid this attack at the best of your abilities. Lastly, Botta also goes into Overlimit, in which a dark cloud forms around him. He'll take less damage and won't stagger.

Now, this is how to beat him. First off, beat the two Foot Soldiers he has with him. That way, they won't interrupt your assault against Botta himself. With them out of the way, the battle becomes a bit easier. Attack Botta, and then guard against his retaliation. Try the best you can to avoid his magic. Command Kratos to heal the characters that are half HP or below, so that they can be safer. Use Apple/Orange Gels and Life Bottles, if necessary, to keep the party in tip-top shape. Genis should keep casting magic from a distance, and Colette should mainly stick to her mid-range techs. Botta will go down after a while.

4. Name: Ktugach

Location: Triet Ruins-Seal Room
HP: 5000
TP: 50
W: Water and Ice
R: fire
EXP: 628
Gald: 85
Item(s) found: Red Quartz

Name: Ktugachling (x2)
HP: 1500
TP: 180
W: Water and Ice
R: Fire
EXP: 60
Gald: 15
Item(s) found: None

This is your first battle against creatures of an elemental type. Since this is a battle to release a seal, Colette has to be in the party. Therefore, I suggest the party to consist of Lloyd, Colette, Genis, and Kratos. Raine still only has First Aid at this point, and since Kratos has more HP and can do good damage, leave Raine out.

The Ktugach only has one physical attacks and 1 magical attack. Its physical attack is the Ktugach sticking the top of its head towards you and shooting a bunch of spikes, causing multiple hits of damage. It's not that bad, but block it anyways. Its other attack is Eruption, Fireball's upgrade. The moment you see the circle of Eruption under you, use Guardian right away (the tech Kratos gave you before entering

the ruins). It's your only hope of guarding against the attack. The Ktugachlings only have Fireball as an attack.

One of the reasons this battle is pretty easy is because the enemies have very little attacks at their disposal. Naturally, go after the Ktugachlings first before focusing on the Ktugach. Have Lloyd go combo crazy, Kratos attack and heal, Genis cast Aqua Edge and Icicle, NOT Fireball, and have Colette do anything. You can still be severely hurt if you don't block the Ktugach's physical attack and Eruption.

5. Name: Clumsy Assassin

Location: Ossa Trail

HP: 1800

TP: 131

W: None

R: None

EXP: 200

Gald: 128

Item(s) found: Holy Bottle

Name: Guardian-Wind

HP: 2000

TP: 400

W: None

R: None

EXP: 250

Gald: 250

Item(s) found: Magic Lens

This battle is very easy overall. The Clumsy Assassin is weaker than her Guardian-Wind, so focus your attacks on her first before turning on the guardian.

The Clumsy Assassin's normal physical attack combo is almost as fast as Lloyd's, so you want to take a little caution for that. Her special attack is Pyre Seal, which uses her cards and energy to blow you away and knock you down. Those are about the only things to mention about her attacks. Guardian-Wind only has a couple physical attacks, one in which it hits you in the air. It attacks as fast as Sheena's.

Go in with a party of Lloyd, Colette, Raine, and Kratos. Despite the "Wind" in the guardian's name, it has no resistance to Wind or anything. Although the Clumsy Assassin's stats are lower than the Guardian-Wind's, she's potentially more dangerous, so knock her out quickly. Kratos and Raine have the healing covered very well, so you shouldn't worry too much about your HP. Colette's Angel Feathers does a good amount of damage, so use it. Use Tiger Blade and Tempest on the Guardian, as it hovers a little above the ground. You shouldn't have any problems with this pathetic battle.

6. Name: Magnius

Location: Palmacosta Human Ranch

HP: 8500

TP: 120

W: None

R: Fire

EXP: 675

Gald: 1700

Item(s) found: Warrior Symbol, EX Gem Lvl1

Although tougher than Botta, Magnius can still be handled well if you pour attacks on him constantly and heal frequently. Despite this, he has more than twice the attack power of Botta and roughly twice as much

defense.

Coupled with his good attack power are several powerful moves. One is the familiar Beast tech, Lloyd's powerful knock-back move, which he uses quite a bit. Another attack of his occurs when Magnius lifts one of your characters in the air, then causes an explosion with his hand that blows the character away. Be careful of this one, as it has a good damage potential. Third is Hell Hound, when Magnius sticks out his arm, then causes an explosion, knocking the target away. The magic attacks are Eruption and Flame Lance. With Flame Lance, a ball of fire hits the target, then explodes. This is probably Magnius' most powerful attack. It can be avoided, though.

That being said, I recommend Lloyd, Genis, Raine, and Kratos. This is also your first boss battle with Unison Attacks, so utilize that as soon as possible. Two powerful Compound Unison Attacks are Lightning Tiger and Photon Tempest. Eliminate the two Desian underlings before focusing on the Grand Cardinal himself. Make sure Genis uses anything but Fireball and Eruption, and the same goes for Kratos. Lloyd and Kratos should go combo + Tetra Slash on Magnius' ass. Raine and Kratos should heal frequently to keep the characters' HP high. Eventually, Magnius shall fall.

7. Name: Kilia

Location: Palmacosta-Government Building

HP: 10000

TP: 400

W: Light

R: Dark

EXP: 500

Gald: 500

Item(s) found: Heal Bracelet

Unlike Magnius, Kilia is easy. Even though she has 1500 more HP than him, she's almost a joke compared to Magnius.

The only attack to mention is Acid Rain, which lowers the Defense of all enemies in the area. The rest of her moves are normal physical strikes.

Go with Lloyd, Colette, Raine, and Kratos. Photon, Angel Feathers, and the Photon Tempest moves will wreak havoc upon Kilia. Lloyd and Kratos will have no problem holding Kilia away from Colette and Raine. Once half her HP is gone, she sprouts wings and a tail, and hovers above the ground. She doesn't become any harder, so don't worry.

8. Name: Adulocia

Location: Thoda Geyser-Seal Room

HP: 10000

TP: 248

W: Lightning

R: Water, Ice

EXP: 825

Gald: 765

Item(s) found: Mermaid's Tear

Name: Amphitra (x2)

HP: 2300

TP: 120

W: Fire, Lightning

R: Water, Ice

EXP: 150

Gald: 200

Item(s) found: None

First, let's start with the move sets of the enemies. The Adulocia has one special move, in which it fires a bunch of bubbles at a single target. This move can do a lot of damage, so block it. The magic attack it has is Spread, the water geyser move that's Aqua Edge's upgrade. It's also powerful, so careful. The Amphitras have no special moves, only physical attacks.

Naturally, you want to take out the Amphitras first. Use a party of Lloyd, Colette, Genis and Raine/Kratos. Command Genis to use Fire and Lightning techs on the two Amphitras, then use only Lightning techs against the Adulocia. Lightning Tiger works very well here. Have Colette cast Angel Feathers, Genis cast lightning magic, Lloyd combo +Tetra Slash, and Raine cast First Aid/Nurse. It's not too difficult to win this battle.

9. Name: Windmaster

Location: Asgard Ruins

HP: 10000

TP: 220

W: None

R: Wind

EXP: 1325

Gald: 800

Item(s) found: Map of Balacruf, Talisman

The Windmaster has one special attack. The Windmaster spins towards the target, swinging the scythe attached to it's lower section. This move is more powerful than the Adulocia's bubbles, so be more careful. The magic attack is Wind Blade, which isn't really anything to worry about. Use a party of Lloyd, Genis, Raine, and Kratos. Lloyd should do his typical combo + Tetra Slash, Genis should cast anything but Wind magic, Raine should heal, and Kratos should do what Lloyd and Raine do: attack and heal. This battle really isn't any harder than the Adulocia/Amphitra battle.

10. Name: Iapyx

Location: Balacruf Mausoleum-Seal Room

HP: 14000

TP: 88

W: None

R: Wind, Lightning

EXP: 1324

Gald: 2000

Item(s) found: Paralysis Charm, Spirit Bangle

Iapyx has two special attacks: Attack Feather and React Feather. Attack Feather allows Iapyx to shoot a bunch of feathers at the target. The other one, React Feather, is Iapyx shooting feathers twice in a row. React Feather is used mostly near the end of the battle. The magic tech is Air Thrust, Wind Blade's upgraded form.

The annoying aspect of Iapyx is that it's a little difficult to knock him out of attacks without help. Use Lloyd, Colette, Raine and Kratos for this battle. Have Lloyd do his combo + Tetra Slash thing, Colette cast Angel Feathers, Raine use First Aid/Nurse, and Kratos attack and heal. Have Lloyd work in conjunction with Colette's Angel Feathers or Kratos' physical strikes to knock Iapyx off balance more often. Since Iapyx hovers a bit off the ground, Tiger Blade and Tempest techs work well. Iapyx is a little annoying with its feather shooting, and its Air Thrust, but as long as you do the usual: keep everyone near max HP, heal TP, block, etc., then you'll win.

11. Name: Resolute Assassin (Sheena Fujibayashi)

Location: Balacruf Mausoleum

HP: 4500

TP: 164

W: None

R: None

EXP: 300

Gald: 450

Item(s) found: Dark Bottle

Name: Guardian-Lightning

HP: 5000

TP: 400

W: None

R: None

EXP: 250

Gald: 250

Item(s) found: Fine Pellets, Magic Lens

Sheena and her Guardian are back for a rematch! :O Still, this battle is as easy as it was at the Ossa Trail, and the move sets of the two haven't changed. Use Lloyd, Genis, Raine, and Kratos. Use the same strategy as you did the last time you fought these two, and you won't have a problem.

12. Name: Kvar

Location: Asgard Human Ranch

HP: 10000

TP: 340

W: None

R: Lightning

EXP: 1680

Gald: 1500

Item(s) found: Holy Ring, EX Gem Lvl1

Name: Energy Stone (x3)

HP: 5500

TP: 100

W: None

R: Water, Wind, Fire, Earth, Lightning, Ice, Light, Dark

EXP: 300

Gald: 765

Item(s) found: None

Kvar's physical strike is always followed with a Lightning strike, so backstep once Kvar hits you. His one special attack is Lightning Strike, which is a stream of 3-4 Lightning strikes aimed at the target. The magic techs are Lightning spell itself and Spark Wave, one of Lightning's variations. This tech inflicts lots of hits, and does decent damage. The Energy Stones' only attack is to charge into you slowly while hitting you multiple times with a lightning shield. The Energy Stones are a pretty bad pain in the butt, and you only have 3 characters in this battle. Go into this battle with Lloyd, Genis, and Kratos. Lloyd should work on picking the energy Stones off one by one until they're all gone, then focus on the second Grand Cardinal. Genis will have trouble doing damage to the Energy Stones. Aside from that, have him cast anything but Lightning magic. Kratos should, of course, work between helping Lloyd and healing the party. Lloyd does a good job in this battle against the Energy Stones and Kvar. Just be careful of

the Lightning Strike and Spark Wave moves.

13. Name: Iubaris

Location: Tower of Mana-Seal Room

HP: 16800

TP: 1500

W: Dark

R: Fire, Lightning, Light

EXP: 2650

Gald: 2500

Item(s) found: Brass

Iubaris is a powerful creature with a couple knockback attacks. Its one special attack is that it summons a black portal behind it, from which several cavaliers charge through and ram through your characters. It's magic tech is Photon.

Use Lloyd, Colette, Raine, and Kratos for this battle. Lloyd and Kratos might face a little trouble from Iubaris' charge attack that sends the target halfway across the stage. Don't use Compound Unison attacks like Lightning Tiger, Photon Tempest, or Fiery Beast, as they won't do much. Pow Blade or Cross Thrust would work just fine. Lloyd should do fine preoccupying Iubaris with techs such as Sword Rain, Beast, and Tiger Blade. Colette's only good for Holy Song, so let her use that. Raine should heal, and Kratos should heal and attack. Since Iubaris' weakness is Dark, the only way to do super effective damage is to use a Black Quartz on Lloyd's and/or Kratos' weapons and hacking away. I've found that Heavy Tiger Blade will Guard Beak Iubaris every time Iubaris is blocking. It will fall, one time or another.

14. Name: Undine

Location: Thoda Geyser-Seal Room

HP: 18000

TP: 320

W: None

R: Water, Ice

EXP: 2110

Gald: 765

Item(s) dropped: Guardian Symbol

This is your first Summon Spirit battle. Undine has no special attacks. She has two magic attacks: Aqua Edge and Spread. Being a Summon Spirit, her Spread really hurts, so Guardian, etc. against that.

During Summon Spirit battles, Sheena must be in the party. So...in this battle, use Lloyd, Sheena, Raine, and Kratos. Undine's sword strikes and quick magic casting will totally beat down on your characters that are fighting at melee range. She just gets faster at half HP and below. Make sure Raine and Kratos do their duties as healers. Lloyd should try to use Tetra Slash combos with Sword Rain to stun and knock Undine out of as many attacks as possible. Sheena should do what Lloyd does and Tetra Slash combo with some of her moves. Since she doesn't have as good a damage potential as Lloyd, she will do less damage, but enough to help.

15. Name: Fairess/Yutis/Sephie (Sylph)

Location: Balacruf Mausoleum

HP: 6190/6480/7320 (10000/12000/13000)

TP: 250/80/220

W: None

R: Wind

EXP: 690/770/880

Gald: 285/290/320

Item(s) dropped: Saffron/Sage/Savory

The Sylph Summon Spirit consists of three fairies. Sephie, who wields a sword, is very strong and is the quickest of the three. She attacks your characters with furious sword slashes and the Wind Blade spell. Yutis, who uses a bow, constantly warps around the field, annoying and interrupting the party with her arrows. Finally, there's Fairess, who attacks with a shield. Although she has the least HP and gives less EXP and Gald than the other two, she's the strongest and has the most defense.

Use Lloyd, Sheena, Raine, and Kratos. Go after Sephie first. She's the most frequent attacker, she'll probably cause the most damage, and she'll interrupt attacks a lot. Just pummel her, while guarding against her fast sword attacks. Once she's down, go for Yutis. As I said before, her bow attacks can get really annoying, due to the fact that she'll interrupt a lot of your attacks. It also doesn't help that she warps around the battlefield half the time. Once she's KO'd, Fairess will be your last target. Fairess doesn't physically attack too frequently, but she casts Wind Blade and Air Thrust a lot, so use your defense techs to guards against them. You might have trouble healing due to all the interruptions, but by taking the Sylphs down one by one, you'll pull through just fine.

NOTE: If you wait until after you visit Tethe'alla to fight Sylph, their HP will nearly double, so fight them before going to the Tower of Salvation for the first time.

16. Name: Efreet

Location: Triet ruins-Seal Room

HP: 18000 (30000)

TP: 850

W: None

R: Fire

EXP: 2430

Gald: 945

Item(s) found: Attack Symbol

Efreet is a powerful summon spirit. As a melee character, you should tread lightly around Efreet. He has one special attack. It's similar to Magnius' lifting you in the air and causing an explosion. Efreet's version causes at least 3 explosions. His two magic techs are Eruption and Explosion. BE VERY CAREFUL OF THIS MOVE! Explosion is the most powerful Fire spell in the entire game, and it'll take a big chunk of your HP if you don't use a defense tech against it.

Go in with Lloyd, Sheena, Raine, and Kratos. Use Lloyd and keep Efreet as preoccupied as you can, with Sheena helping you. Raine should constantly heal, just in case one of your characters gets severely wounded by Explosion. Kratos should probably take a better healing stance than attacking, as Efreet will probably do a lot of damage. Watching your characters' health points is crucial to surviving. However, if you manage to guard and Guardian all of Efreet's attacks, then you won't be too troubled.

NOTE: Like Sylph, if you wait until after you've visited Tethe'alla, Efreet's HP will increase by a decent bit.

17. Name: Remiel

Location: Tower of Salvation

HP: 16000
TP: 258
W: None
R: Light
EXP: 2795
Gald: 1840
Item(s) found: Rune Bottle, EX Gem Lv1

Wow, now you have to fight Remiel. Remiel's basic attack is shooting a couple light arrows from a distance and swinging his hand at you, knocking you on the ground. He uses two magic attacks: Photon and Holy Lance. Holy Lance targets a single character and is pretty powerful, so watch out for that.

Since Lloyd, Genis, Sheena, and Raine were the only ones not excluded from the party, you'll have to fight with them. Aside from Photon, every other spell will work on him fine. Fiery Beast is a great Compound Unison; Remiel has no resistance to Fire and it does nice damage. Basically, what you want to do is confront Remiel with physical attacks and Techs from Lloyd and Sheena while Genis casts a lot of magic Techs from the back. Even though Photon won't do much damage, it can stun Remiel when he's about to attack you, leaving him open for an assault. Raine should mostly cast Nurse to keep the party's HP above 50% to keep them out of danger. Although he might be a bit powerful, Remiel isn't all that hard, considering what the next battle's like. Cook up a good recipe after this, because this next battle's intense.

18. Name: Kratos
Location: Tower of Salvation
HP: 22500
TP: 1500
W: None
R: Light
EXP: 3280
Gald: 2900
Item(s) found: Life Bottle, EX Gem Lv3

NOOOOO!!! Why do we have to fight Kratos? ;_; He's my favorite character! But, there's nothing you can do about it. I actually loved this battle. Kratos attacks you fast and hard, and pretty much never stops attacking. His techs include Light Spear, Victory Light Spear, Lightning Blade, Super Lightning Blade, Double Demon Fang, and Fierce Demon Fang, and he loves to Tetra Slash combo you. His Magic attacks are Thunder Blade, Air thrust, and Grave. Now that you know his attacks, be prepared for an intense battle. As Lloyd, you'll be blocking at least half the time from Kratos' relentless assault. Sheena won't be blocking so much, so if she drops in the red HP zone, pull back and use an Apple Gel or a Lemon Gel on her. If Sheena goes into Overlimit, make sure she has over 100 TP, and make her summon Efreet. Efreet is a very powerful summon, and it'll knock off a good chunk of Kratos' HP. Fiery Beast is still great here. The thing about Kratos is that he'll attack everyone more than any other boss that came before. Even though you're preoccupying him with Lloyd and Sheena, he might run past you and devastate Genis and Raine. He'll also cast magic at them, so be prepared to use a lot of gels in this battle. Once again, Photon is a key to knock Kratos out of one of his attacks and leave him wide open for a good combo by Lloyd. Once he drops below half HP, however, he'll cast his magic techs VERY quickly, as though he needs no time to cast them. Once again, blocking is a very important concept in this battle, since Kratos never stops attacking unless he's stunned. One of the worst parts is that he can go into

Overlimit. Once he does, break off from all attacking and block him until his Overlimit goes away. Even if you don't win this battle, the storyline continues nonetheless. However, it would be in your best interest to win, for the experience, Gald, and items.

19. Name: Pronyma

Location: Fooji Mountains

HP: 18000

TP: 750

W: Light

R: Dark

EXP: 3000

Gald: 1500

Item(s) found: Rosemary, EX Gem Lv2

Oh, geez. For being the leader of the Desian Five Grand Cardinals, she's even easier than Remiel! -- Her special attacks are Leonazium and Agarazium. Leonazium is Pronyma's equivalent of Beast, except that its range is a little bit longer than Lloyd's tech. Agarazium is a tech in which rings of magic pop upwards from under the target and knocks him or her into the air. Her magic attacks are Bloody Lance, the dark equivalent of Holy Lance, Dark Sphere, the dark equivalent of Photon, Acid Rain, Aqua Laser, Spread, and her most powerful attack, Prism Sword, which is when a bunch of swords crash down onto the target, finishing with a big, central sword that causes an explosion. Ironically, it's a Light spell, which is what Pronyma's weak against. She has lots of magic, as you can see.

Go into this battle with Lloyd, Colette, Raine, and Zelos. Since Pronyma's weak against Light, Colette's and Raine's Light affinity spells will hit Pronyma, hard. Photon Tempest is awesome here. So, command Colette to use nothing but Angel Feathers and Judgment. Raine should alternate between Photon and healing. Zelos should assume Kratos' role, attack and heal. Lloyd should just run in there and smash Pronyma. He'll be guarding a lot, though, as Pronyma will most likely focus on him the most. Lastly, Pronyma goes into Overlimit, so pull back and guard until she exits it. All in all, easier than Remiel, partly due to her weakness to Light.

20. Name: Convicts (x3)

Location: Meltokio Sewer

HP: 6300

TP: 300

W: None

R: None

EXP: 300

Gald: 150

Item(s) found: None

This battle's as easy as the battles with Sheena and her guardians. They have no special attacks or magic whatsoever, only simple club swinging attacks. Just beat them up as quickly as possible using anyone you want.

21. Name: Convict

Location: Gaoracchia Forest

HP: 12000

TP: 320

W: None

R: None

EXP: 2250
Gald: 1500
Item(s) found: Elixer

Even though the Convict has a couple techs like Eagle Dive, he isn't much harder than the Convicts in the sewer. The only thing you need to watch out for is him going into Overlimit. Other than that, use any characters you want and beat him up.

22. Name: Defense System
Location: Toize Valley Mine
HP: 12000
TP: 100
W: None
R: None
EXP: 2350
Gald: 0
Item(s) found: Metal Sphere, Mythril (x4) (Guard Arms)

The Defense System itself doesn't attack at all. It's actually protected by three things: The first thing is the Auto Repair Unit (5500 HP), which, while functioning, lowers the amount of damage the Defense System takes by half or less. Second are the Orbits (3000 HP each), which are the two black laser shooters that...shoot lasers at you. Third, and last, are the four Guard Arms (8000 HP each), which lie above the Defense System, trying to interrupt you.

It doesn't really matter who goes into this battle, as long as you at least include Lloyd and Raine. The first thing you want to focus on is the Auto Repair Unit. Once you get that out of the way, the Defense System takes normal damage. After that, take out the two Orbits so that they don't interrupt your characters from attacking and healing. After that, assault the Defense System. Ignore the Guard Arms, as they aren't that distractive, and just pound the Defense System until it's defeated. Note that the Auto Repair Unit will come back if you take too long. If it does, destroy it again, then keep hitting the Defense System.

23. Name: Volt
Location: Temple of Lightning-Seal Room
HP: 24000
TP: 240
W: None
R: Lightning
EXP: 3580
Gald: 2800
Item(s) found: Emerald Ring

Time to pay Volt back for what he did to Mizuho. :) His basic attack is a move called Strike, a move that sends a stream of lightning towards the target. It can be blocked. When Volt's HP gets to its half point, it'll start using another move, Cardinal Strike, more often. This move is basically a 4-way Strike move; that means it goes up, down, left, and right. The last special attack Volt has is impossible to block: it creates a magic circle around it, and after a couple seconds after it's formed, it inflicts many hits upon whoever is trapped inside it. Its two magic attacks are Thunder Blade and Spark Wave.

Go into this battle with Lloyd, Sheena, Raine, and Zelos/Genis. Make sure Zelos or Genis aren't casting any lightning spells on Volt. Volt tends to focus on characters at melee range, so Raine and Zelos are safe for the most part when they're healing. Lloyd does a good job

preoccupying Volt, and he has enough HP to sustain Volt's relentless assault. Sheena might not be too fortunate. Since she isn't totally melee material like Lloyd, she'll probably be in danger more often than your other characters, since she'll be fighting alongside Lloyd, so focus a lot on her HP. If Genis is in your party, his spells are pretty powerful at this point, so he's good to have here, as long as he isn't casting lightning spells. Zelos is good for a support character. Volt goes into Overlimit, so careful of that.

24. Name: Yuan

Location: Tethe'alla Base

HP: 16000

TP: 652

W: None

R: Lightning

EXP: 4890

Gald: 3150

Item(s) found: EX Gem Lv4

Name: Botta

HP: 12000

TP: 580

W: None

R: Earth

EXP: 1680

Gald: 2800

Item(s) found: None

Yuan, the leader of the Renegades himself, now wants to kick your ass alongside Botta. Fortunately, you won't let them do that, would you? :P Nonetheless, this will be the first time you'll be attacked so aggressively since Kratos.

Yuan uses a dual-bladed staff and attacks with broad and frequent chops. His one special attack is Thunder Explosion: Yuan jumps in the air, then slams down with his staff, causing a ranged explosion of thunder. He starts using this attack a lot when he hits half HP. His three magic attacks are Thunder Blade, Spark Wave, and Indignation. Indignation...THIS is a move you better look out for. Probably more powerful than Explosion, if it isn't guarded against, it could take at least a third of Lloyd's HP, which is a lot. However, it takes several seconds to detonate and cause damage, so it gives you enough time to guard against.

Botta hasn't really changed much besides his HP and TP. He ditches Fireball in this battle. He now has a nifty 2-3 hit basic combo, and the strongest Earth spell, Ground Dasher. Better be careful, because this move inflicts lots of hits and lots of damage if not guarded. As dangerous as Explosion, it's also incredibly difficult to guard the whole spell.

So...go into this battle with Lloyd, Genis, Raine, and Zelos. It's a pretty good idea to have two healers, considering the amount of damage these guys do together. PRISM STARS FOR THE WIN!!! This Compound Unison will be one of the keys to cause substantial damage to this duo. Go after Botta first, since he's the weakest. Although this allows Yuan to go all freaky upon everyone else, ignore that unless your other party members' HP get in the red zone. Botta's not hard to put down, and once he's out of the way, time to beat Yuan up. For some reason, Yuan LOVES to interrupt healers, and he'll go after Raine a lot. Lloyd should use Sword Rain techs constantly to knock Yuan off from his attacks. I think Yuan can go into Overlimit too. With Botta out of the way, your party will take noticeably less damage, since you're there to help keep Yuan

at bay. :)

25. Name: Winged Dragon

Location: Dragon's Nest

HP: 18000

TP: 400

W: None

R: None

EXP: 2450

Gald: 1200

Item(s) found: Venom, Flare Cape

Name: Baby Dragon (x2)

HP: 12000

TP: 800

W: None

R: None

EXP: 1250

Gald: 500

Item(s) found: None

Argh! This is arguably the most annoying battle in this game, all because of the Baby Dragons. There is always something attacking you, and your healer(s) will be interrupted constantly.

The Winged Dragon only has one special attack, which is called Nest Crack. It's basically the dragon version of Ground Dasher, except that it's not a magical attack. Because it isn't a magical attack, you can block it without a defensive tech. The Baby Dragons have no special attacks or magic, but they don't need them. They're always on top of you, whipping up whirlwinds, blowing fireballs at you, and jabbing at you with their faces.

Melee is the way to go here. Lloyd, Raine, and Zelos are a must. For your fourth member, use either Presea, Regal, or Sheena. Have Raine spam Nurse throughout the battle, because you'll always be taking damage. Normally I would say focus on the enemies one by one, but not now. Have Lloyd focus on one Baby Dragon, and your other melee character on the other. Leave the Winged Dragon alone for now, and focus on killing the babies first. Ironically, for as much as the battle is annoying at first, once one Baby Dragon is killed, the battle actually becomes much easier. So...once one is killed, it's smooth sailing from then on. The Winged Dragon is easy once it's alone.

26. Name: Gnome

Location: Temple of Earth-Seal Room

HP: 28000

TP: 682

W: None

R: Earth

EXP: 5890

Gald: 4280

Item(s) found: Holy Symbol

Gnome is one freaky looking Summon Spirit, with the spinning red bow and all. He's also the only non-polite Summon Spirit.

Now, for his attacks. He uses a shovel, which is kinda dumb, but it still hurts if you don't block his basic attack with it. He has two special attacks: one is when he jumps up in the air and lands on his target, knocking him or her down. Easily noticed and easily blocked. For his second one, Gnome dives forwards into the ground, driving himself forwards and inflicting multiple hits of damage to his target.

He has three magic attacks: Stone Blast, Stalagmite, and Ground Dasher. Of course, guard against the Ground Dasher before Gnome screws you over with it.

Go into this battle with Lloyd, Genis, Sheena, and Raine. You only need one healer for this battle, since there will be most likely only two characters at most sustaining any large amount of damage. Although Gnome has no weakness to Wind, it still does a bit more damage than the other elements anyways. Once again, have Lloyd and Sheena combo together to knock Gnome out of his attacks, have Genis cast Air Thrust or Cyclone, and Raine heal. Generally, this is an easy Summon Spirit battle, since Gnome doesn't bother your healer too much, and he hardly ever goes into Overlimit.

27. Name: Celsius

Location: Temple of Ice-Seal Room

HP: 18000

TP: 600

W: Fire

R: Water, Ice

EXP: 5120

Gald: 5800

Item(s) found: Spirit Symbol

Name: Fenrir

HP: 12000

TP: 300

W: Fire, Lightning

R: Water, Ice

EXP: 2600

Gald: 1380

Item(s) found: Blue Quartz

Wheeee, a Summon Spirit with an elemental weakness! This battle would be way too simple if Celsius was alone, so she brought her pet wolf Fenrir. Although her HP is rather low at this stage of the game, her attacks can still hurt.

Celsius is, simply put, a melee fighter with a couple magic attacks. Her two special techs are: 1) Beast (Wow, the melee enemies love stealing this from Lloyd >_<) 2) Swallow Dance, which is one of Regal's techs, 3) Ice Spear, a technique in which Celsius thrusts her arm into the ground and makes several icicles sprout from the ground around her. If this tech hits a party member, he/she will fall to the ground. Celsius only uses this tech once she drops to around a quarter of her HP. Her two magic attacks are Ice Tornado and Freeze Lancer. With Freeze Lancer, Celsius hurls many shards of ice at her target, so defense tech against it. Fenrir only has simple melee attacks, including one in which he curls up into a ball and rolls into his target.

Go with Lloyd, Genis, Sheena, and Raine. Genis' Explosion will turn the competition to your favor. Naturally, go after Fenrir first. You should be able to knock him out without too much difficulty, then go after the Summon Spirit of ice. Lloyd and Sheena will have their hands full keeping Celsius away from Raine and Genis. Fiery Beast is awesome here, as it'll do great damage against Celsius' weakness. Celsius is yet another Overlimiter, so take notice. This battle would have taken a tad bit longer if Celsius didn't have a weakness.

28. Name: Rodyle

Location: Remote Island Human Ranch

HP: 35000

TP: 500
W: None
R: Earth
EXP: 6240
Gald: 5800
Item(s) found: None

It's finally time to wipe Rodyle out. Rodyle has one special tech: He creates a ball of light energy near his chest and detonates it, knocking anyone near it down. He doesn't really use it until he hits half HP. His physical attacks are just pretty powerful, slow arm swinging maneuvers with the blade attached to his arm. His two magic attacks are Stalagmite and Gravity Well.

Go into this battle with Lloyd, Genis, Raine, and any other character of your choice. Rodyle's arm swings hurt quite a bit if you don't block them. Thankfully, he's pretty slow, so it's easy to block him. Once again, Prism Stars is totally awesome here. Now, the thing you want to watch out for is the way he normally executes Gravity Well. He literally needs no time to cast it. He'll stick up his arm after a combo and Gravity Well will suddenly occur, without any notice its coming. If you can learn to Guard against that and his Overlimit frenzy for the most part, then you'll have less trouble in dealing with this Grand Cardinal.

29. Name: Shadow

Location: Temple of Darkness-Seal Room
HP: 30000
TP: 800
W: None
R: None
EXP: 6320
Gald: 4500
Item(s) found: Dark Seal

Shadow combines his slap attacks with a couple dark spells. Thankfully, this boss doesn't have special techs with him. His magic attacks are Dark Sphere and Bloody Lance. He might have other magic attacks, but I'm not sure.

Lloyd, Sheena, Raine, and Zelos are the way to go in this battle. Shadow is capable of dishing out a lot of damage with his attacks, so two healers will be efficient for this battle. Raine's Light spells will cause sufficient damage, so you might want to have her cast a Photon or Ray at the times your whole party's HP totals are high. The worst part about this battle is the fact that Shadow will sometimes sink into the ground, move to another character, reemerge, then attack him/her. What's also bad is that whenever he sinks into the ground, it normally means he's moving towards your healer, mainly Raine. In this case, Raine is in a bit more danger than usual in this battle. Of course, Shadow will go into Overlimit. >_< As usual, only block when he gets to this point, because he'll rend you apart if you don't block.

30. Name: Luna

Location: Tower of Mana-Seal Room
HP: 18000
TP: 720
W: None
R: Light
EXP: 3250
Gald: 4800

Item(s) found: Moonstone

Name: Aska

HP: 19650

TP: 600

W: None

R: Water, Wind, Fire, Earth, Lightning, Ice, Light

EXP: 3480

Gald: 2800

Item(s) found: Rare Pellets

With Aska back at her side, Luna is ready to form the pact with Sheena. Luna is more magic oriented while Aska goes for the physical assaults. Luna only has one physical strike with her staff, but she has 4 magic techs: Photon, Ray, Holy Lance, and Judgment Ray. Judgment Ray is simply a single strike of the Judgment spell.

Aska doesn't really have much in his repertoire. Only physical strikes and a light burst that's similar to Rodyle's, except stronger. Also, like Rodyle, he doesn't really use it until he drops to half HP or below.

Go with Lloyd, Sheena, Raine, and Zelos. The best thing you want to do in this battle is to push Aska back, far away from Luna. Therefore, you can pound on Aska without any fear of him interfering with your other members attacks, which should be mainly focused on Luna. Although Aska's a bird, he doesn't hover above the ground, so ground techs like Demon Fang and Beast work well enough. Once Aska's down, it's time to face Luna. Since she's the magic-oriented one of the duo, her attacks are a bit harder to control. Luna also goes into Overlimit. Anywho, by the time you're finished with Aska, your party members should have already taken at least a couple thousand hit points away from Luna.

31. Name: Forcystus

Location: Iselia Human Ranch

HP: 20000

TP: 400

W: None

R: Wind

EXP: 7100

Gald: 5800

Item(s) found: Faerie Ring

Name: Exbone

HP: 6000

TP: 320

W: None

R: Wind

EXP: 0

Gald: 0

Item(s) found: None

Ironically, Forcystus is the second-to-last Grand Cardinal you face in battle, considering he's the master of the first human ranch you ever visited.

Forcystus is rather powerful, with a couple intimidating moves. His two special attacks are: 1) He shoots 3 bullets at you from his abnormal arm. 2) He does a 3-hit uppercut maneuver bringing him into the air, then he smashes down to the ground to create a huge shockwave.

Forcystus' 3 magic techs are: Air Thrust, Cyclone (the most powerful Wind spell, a multiple hit magic attack like Ground Dasher), and Air Blade. Cyclone and Air Blade can get really nasty if you don't guard

them. The one and only attack the Exbones have is Wind Blade.

I went with Lloyd, Genis, Raine and Kratos (YAY!) in this battle. Take out the Exbones first, so that their Wind Blades don't interfere with your attacks on Forcystus. The Exbones are super easy to take down, since they don't have any physical attacks whatsoever. Once they're down, focus on Forcystus. His attack power and defense are pretty high, so blocking and guard techs are very crucial to stop Forcystus from causing substantial damage to your characters. His Air Blade can get in the way of your healers, so make sure that they keep on healing, even though they've been stricken. Another Overlimit guy. I found that Twin Tiger Blade is a really useful tech here; it Guard Breaks Forcystus a lot. You basically want Genis for the sole purpose of Prism Stars. Two healers is good, too. Also, note that he takes more damage from Light spells than anything else, so that Compound Unison is excellent here.

32. Name: Plantix

Location: Latheon Gorge

HP: 36000

TP: 250

W: Fire

R: Earth

EXP: 7500

Gald: 1250

Item(s) found: Blue Sephira

Easy, easy, easy. For a boss at this stage of the game, Plantix is very simple. Its two normal methods of attack are whipping your party members by vines from the ground and dropping seeds(?) from the air. It's special attack is Beetle Rush, in which Plantix sends a swarm of beetles forwards to harm you. However, this attack has a rather slim chance of hitting characters at melee range.

There are two different kinds of parties you can use here. Party #1 (Lloyd, Genis, Raine, Zelos) is best for exploiting Plantix's weakness and for great healing. Party #2 (Lloyd, Presea, Regal, Zelos) is the melee unit. As a matter of fact, melee units are in less danger in this battle than magic users. Therefore, Party #2 would be the better option in this battle. You don't really need to heal that much in this battle, anyways. Once it reaches half HP, Plantix opens its flower head, revealing a skull. This is when you can start using Unison Attacks on it. You can't lose in this battle, it's too easy.

33. Name: Kratos

Location: Tower of Salvation

HP: 25000

TP: 980

W: None

R: Light, Lightning

EXP: 7600

Gald: 4800

Item(s) found: EX Gem Lv4, Energy Tablets

Although Kratos helped you out with Forcystus, he's still with Cruixis; therefore, you must get by him to continue! Like your last battle with him, you don't have to beat him to continue. However, like before, you want to beat him for the experience, Gald, and items.

Kratos is exactly the same as before: he strikes fast, hard, and as persistently as ever. Alas, he added a new tech to his repertoire: Judgment. Yes, Judgment. When he uses it, prepare to face uber damage if you're unlucky enough. He goes into Overlimit here, too, that Kratos.):

Go with Lloyd, Genis, Raine, and Zelos in this battle. Since Kratos' strategy hasn't changed a bit, use the same strategy as the first battle against him. This time, though, you can benefit from two healers. This way, you can recover more from Kratos' attacks that are hellbent on beating your ass. :P

34. Name: Yggdrasill

Location: Tower of Salvation-Descent

HP: 40000

TP: 3000

W: Dark

R: Light

EXP: 0

Gald: 0

Item(s) found: None

I'm not even gonna go into strategy for this battle. The only thing you need to do is cause 10000 damage to him, and he retreats. You'll fight him again, and that's when he won't be a wuss.

35a. Name: Zelos

Location: Tower of Salvation

HP: 28000

TP: 1200

W: None

R: Light, Lightning

EXP: 9300

Gald: 9800

Item(s) found: Mystic Symbol

NOOOO!!! Why do we have to fight Zelos? ;_; He's my second favorite character! He is exactly the same as fighting with Kratos for your second time, except that Zelos has a higher HP and TP total while Kratos had a higher attack and defense. Other than that, exactly the same.

Use the same strategy that I used for Kratos (33.) and it'll work out just as well against this poor playboy/flirt.): RIP, Zelos, RIP...

NOTE: There's a way to prevent this battle, and instead trigger another totally different battle here. You'll only fight Zelos for two reasons: 1) You have a bad relationship with him as Lloyd, and 2) During the Flanoir event, you talked to Kratos. As long as you have a good relationship with Zelos and you talk to anyone but Kratos (especially Zelos himself), then you won't be forced to kill him.

35b. Name: Gatekeeper

Location: Tower of Salvation

HP: 18000

TP: 800

W: None

R: Light

EXP: 8880

Gald: 8970

Item(s) found: Mystic Symbol

Name: Angel Swordian (x2)

HP: 7480

TP: 130

W: None

R: None

EXP: 236
Gald: 348
Item(s) found: Lemon Gel

If you don't fight Zelos, then you're gonna fight a much easier battle against an angel called the Gatekeeper, backed up by two normal angel enemies. All three of the enemies mostly use a bunch of sword attacks. I'm not sure about the magic these guys have, so I won't list it for now.

Go with the party you used to fight Kratos (33.). You won't have trouble killing the Swordians and beating down the Gatekeeper. The one kinda dangerous thing is when the Gatekeeper goes into Overlimit. At that point, he starts to go trigger happy with his swords, so block until the Overlimit subsides.

36. Name: Pronyma
Location: Tower of Salvation-Ruins
HP: 32000
TP: 850
W: Light
R: Dark
EXP: 7000
Gald: 4800
Item(s) found: Red Savory

Name: Idun (x2)
HP: 11000
TP: 0
W: None
R: None
EXP: 1200
Gald: 1200
Item(s) found: Black Quartz

Oh yeah, the leader of the Desian Grand Cardinals is back for a rematch, along with two Idun sidekicks! Her move set hasn't changed at all. Of course, she's stronger than the last battle with you. The Iduns have no special attacks or magic techs, only simple physical strikes. You want to go into this battle with Lloyd, Genis, Sheena, and Raine. Attack and destroy the two Iduns first, then employ the same tactic against Pronyma like before. The reason Sheena's here is for two reasons: 1) Using S. Seal: Light on everyone's weapons, and 2) Summoning Luna if she ever goes into Overlimit. As you can see, now with S. Seal: Light in Sheena's hands, you'll be able to cause a damn good load of damage upon her with everyone. Prism Stars will utterly rape her, hard. Raine can handle the healing herself, but it wouldn't hurt to pop in a gel or two if someone's doing badly, right? :)

37. Name: Yggdrasill
Location: Tower of Salvation-Ruins
HP: 40000
TP: 3000
W: Dark
R: Light
EXP: 8320
Gald: 4800
Item(s) found: EX Gem Lv4, Energy Tablets

Told you he wouldn't be a wuss this time around. Yggdrasill attacks almost always with hardcore magic spells that really hurt. His

disadvantage is that he's weak to Dark, which is awesome. Basically, his normal physical attack is slapping you. His one special attack is Outburst, the scary, blue explosion technique he used constantly after you beat Kratos (18.); however, this time around, you can physically block it, which takes another big load off your back. His magic techs are: Photon, Ray, Holy Lance, Ground Dasher, Thunder Blade, Indignation, Judgment Ray, and Death Eater. Death Eater is like Judgment Ray, except that 3-4 Judgment blasts come down, not 1. Go into this battle with Lloyd, Genis, Raine, and Kratos (YAY!)/Zelos. Use any Compound Unison BUT Photon Tempest and Prism Stars here. You don't really need Sheena, though, as you already have several Black Quartzes in your inventory to use against Yggdrasill. As I said before, Yggdrasill's main method of attack is very powerful magic spells, and they really hurt. Since this is the case, you'll be using your defense techs a lot during this fight; unfortunately, since those techs cost a lot of TP at this stage of the game, you'll be using lots of TP-healing gels here. Due to the damage you'll be taking, having two healers is a must. End this battle with an aplomb, folks! ;)

38. Name: Kratos

Location: Torrent Forest

HP: 12000

TP: 1400

W: None

R: Light, Lightning

EXP: 9990

Gald: 5520

Item(s) found: None

Don't you love the battle theme of this fight? Lloyd vs. Kratos, Son vs. Father in a crazy one-on-one duel. Kratos still hasn't changed his strategy. However, he lost Judgment, which makes sense, because you might be destroyed if he still had that.

Unlike the battle with Sheena vs. Kuchinawa, you can actually use items in this battle. You'll have to depend on them now, because there's no healer to support you. Unfortunatley, once he hits half HP, he still casts spells at lightning speed, which will get annoying. The best part is that he doesn't go into Overlimit, so that's all good. Finishing this battle will get you a hefty EXP and Gald reward. :)

39. Name: Origin

Location: Torrent Forest

HP: 40000

TP: 800

W: None

R: None

EXP: 10240

Gald: 9870

Item(s) found: Reflect Ring

Finally, the last Summon Spirit you're required to defeat. Origin has a healthy mix of sword attacks and magic. He has no special attacks, but he has several magic attacks, which include: Atlas, Absolute, Earth Bite, and Thunder Arrow, probably Origin's most powerful magic tech. Note that all those techs are also Genis' Strike type combination techs. Origin can possibly be easier than Shadow because he has a weaker attack power.

Go with whoever you want in this battle as long as it includes Lloyd and Raine. With four swords, he's bound to do at least decent damage. He fires his magic techs a lot, which makes him a bit of a handful.

Anywho, since he has no elemental weakness or resistance, you're free to use whatever magic attack you wish to use. Origin will go into Overlimit sometime. Tetra Slash constantly with Lloyd and heal constantly with Raine. As long as those two do their job, you'll have a good chance of winning. Origin will start using his Thunder Arrow attack more as he hits half HP, which starts to get a bit irritating, since you'll most likely be at low TP and won't use defense techs for long before your TP runs out. So, of course, TP healing items are once again crucial to keep the combos going.

40. Name: The Fugitive/The Judged/The Neglected

Location: Welgaia-Patio area (magic circle)/Prison area (blood stain)/Refresher area (shining glass)

HP: 20000

TP: 500

W: None

R: Water, Lightning, Light, Dark/Wind, Earth, Light, Dark/Fire, Ice, Light, Dark

EXP: 2800

Gald: 3200

Item(s) found: Magic Ring/Attack Ring/Defense Ring

Ok, I'm not even gonna go into any extensive strategies with these guys. These guys are more like sub-bosses instead of bosses, and they're really easy. They're also all exactly the same in terms of attacks, but I don't really need to list them, since you should be able to kill them quickly.

Go with anyone you want. All you need to do is combine physical attacks with techs, and you'll clean up.

NOTE: As you probably should have figured out before, these are three separate battles. However, since all three are exactly the same (besides Location, R, and Item(s) found), I grouped them together.

41. Name: Mithos, Final Battle (Part 1)

Location: Vinheim

HP: 55000

TP: 5000

W: None

R: Light

EXP: 8280

Gald: 1690

Item(s) found: None

Here it is, the first of two parts of the final battle...Mithos isn't holding back, and he's totally focused on utterly destroying you. He has most of the magic techs that he used when he was in Yggdrasill form: Photon, Ray, Holy Lance, Ground Dasher, and Indignation. However, instead of Outburst, Judgment Ray, and Death Eater, Mithos has Judgment, Absolute, more physical attacks (which are basically bursts of light energy), and his most ridiculously cheap attack: He sends a light wave across the battle field that inflicts one or more physical AND magical ailments on every single party member. This is the attack that will use up a lot of your time curing the ailments, while Mithos is already charging up for another attack, and it sucks when he uses Judgment after it. He obviously goes into Overlimit. :P
It'll be more difficult to win if you only have one healer. There fore, definitely have Lloyd, Raine, and Kratos/Zelos. Genis' magic does good

damage, especially if he has Meteor Storm. However, the only way he'll even cast a decent amount of magic is if he has the "Concentrate" Compound EX Skill; that way, he won't stagger from Mithos' relentless assault. Another choice for a 4th member is Regal, for (Grand) Healer. With him, you can benefit from 3 healers, which is very awesome, as Mithos does a lot of damage.

The biggest problems in this battle are Judgment and his ailment-inflicting attack. Judgment easily does at least 1000 damage with each hit, so you'll have your hands full with that. Again, his ailment-inflicting attack uses up a lot of your time, and it will make you more vulnerable against Mithos. He teleports a lot too, so be prepared from an attack from behind. Raine is very susceptible in this battle, and there's a 50-50 chance she'll die at least once or twice, even with the necessary precautions taken. Mithos is also a lot like Kratos in the fact that he's incredibly persistent. Don't blow all your items in this battle, as there's another part coming up right after this...

42. Mithos, Final Battle (Part 2)

Location: Vinheim

HP: 60000

TP: 1500

W: None

R: Light, Dark

EXP: 0

Gald: 0

Item(s) found: EX Gem Max

Wow, this battle was surprisingly disappointing. After fighting the last battle, this feels rather easy. Mithos will decide to fight you in a robot-type machine, and that's a mistake on his part.

In this form, Mithos loses a lot of his good attacks, which are: Photon, Ray, Holy Lance, Judgment, Absolute, and Ground Dasher. Instead of those, he gets: Thunder Blade, Spark Wave, Flame Lance, and Explosion. He retains one of his original physical attacks, and now also employs normal blade attacks. Mithos has also become slower, which puts him at a further disadvantage.

You keep the party you had from the last battle, as well as their HP/TP losses and status ailments. Heal them, then continue you're ownage against Cruxis' leader. You should be able to finish this battle more quickly than the last one. For the last battle, this is quite a joke.

Extra Bosses

Welcome to the "Extra Bosses" section! This section is here because there are boss enemies that have nothing to do with the storyline, but are there if you want some really neat rewards and (mostly) good challenges. Here are the strategies:

1. Sword Dancer (First Battle)

Location: Ossa Trail - Mine Area

HP: 8888

TP: 38

W: Light

R: None

EXP: 150

Gald: 2000

Item(s) found: EX Gem Lv1, EX Gem Lv2, Gives Yata Mirror after victory

This is your first encounter of three with the Sword Dancer enemy. This four-armed skeleton fighter is incredibly powerful and attacks with nasty multiple-hit sword strikes. Even if you block, he'll do an average of 250 damage. Have your battle party at least level 15 or 16 to fight this guy. He only has two types of sword slashes, but they're all he needs to try to kill you. He combos them together often, so block them.

Lloyd, Colette, Raine, and Kratos is they way to go in this battle. Due to the Sword Dancer's weakness to Light affinity spells, Colette's Angel Feathers will do a great amount of damage. If Raine is at least level 18, you can use Photon as well and do even more damage. Kratos should just heal the whole time, maybe attack occasionally. Raine should heal a lot, and Lloyd's there to keep the enemy from getting too close to everyone else. The Sword Dancer can pretty much kill you or nearly kill you with only one or two moves, but in this battle, he's easily predictable, and it's actually quite simple to guard against his attacks. Make sure you have lots of HP and TP healing items. He'll go down after a while.

NOTE: The Sword Dancer will stay at the Ossa Mine until you ride the dragons to the Tower of Salvation. If you want to fight all three Sword Dancers, beat this one before it comes time to go to the Tower of Salvation.

2. Sword Dancer (Second Battle)

Location: Gaoracchia Forest

HP: 33333

TP: 4444

W: Light

R: None

EXP: 8600

Gald: 15000

Item(s) found: EX Gem Lv4, Gives Yasakani Jewel after victory

My God, this battle against the Sword Dancer is much nastier than the one in the Ossa Mine. If you didn't beat the first Sword Dancer, you won't find this one. Anywho, in addition to his two original sword moves, he adds a spinning sword maneuver that causes even more damage than the other two! If you get hit with the three sword moves chained together, you'll die unless you use an All-Divide. If you're around level 40, you can beat this Sword Dancer without an All-Divide, but it'll be pretty difficult; however, it's best to have Raine at least at 46 because she learns Ray at that level, and you can only do the Prism Stars unison if you have that magic tech. The Sword Dancer is super powerful this time around and his defense is high enough that you won't do much damage. So, I suggest using an All-Divide if you don't know what to expect. You'll end up doing little damage, but at least the Sword Dancer will do less uber damage. The last thing you should know is that he casts magic now, so it's even harder this time around to keep your healing units surviving longer. The magic attacks the Sword Dancer uses are basically Spark Wave and Flame Lance.

Go with Lloyd, Genis, Raine, and Zelos. The first time I beat the Sword Dancer, I didn't have Ray, so it took a very long time to beat him. With Ray, however, you can perform Prism Stars as long as Genis has at least one Advanced Magic spell of the Tech type. Prism Stars + Light weakness = Awesome. Every time the Unison gauge fills, use the combo. It'll cause major damage to the Sword Dancer and cause him to fall, giving time to use a healing item. Lloyd will have a very hard time keeping the Sword Dancer at bay himself, so have Zelos be able to

sometimes help Lloyd out while supporting Raine with healing duty. Lloyd should end his combos with Tiger Blade techs or Sword Rain techs, since they prove very efficient. Even though Genis is mainly here for Prism Stars, his magic still really hurts, especially with Spread, Raging Mist, and, if you have it, Ground Dasher. Overall, even at level 40, as long as you can use Photon Tempest or something, you can still beat without TOO much trouble. If you're level 46 with Ray, however, this battle actually becomes quite a bit easier.

NOTE: This Sword Dancer disappears after you visit the Tower of Mana to fight Aska and Luna.

3. Sword Dancer (Third Battle)

Location: Iselia Forest (Exit to Dirk's House)

HP: 99999

TP: 8888

W: Light

R: None

EXP: 15000

Gald: 30000

Item(s) found: EX Gem Max, Gives Kusanagi Blade after victory

Four words: Watch-Out-For-Indignation! I can't express that enough. You get struck by the tech, low HP characters will most likely die in one hit, and high-HP melee characters will be near death. An All-Divide is perfect for this battle, since the Sword Dancer is seriously crazy powerful. He gains a couple more magic spells too, but Indignation is the one to worry about. The moment the tech flashes on screen, break off from all attacking and run the hell away, using a defensive tech just before the lightning ignites and explodes.

The party should be Lloyd, Genis, Raine and Kratos/Zelos. Raine and Kratos/Zelos should heal NONSTOP, unless you want Kratos/Zelos, to hit the Sword Dancer every 20000 HP drop or something. Genis should constantly cast Indignation, Explosion, or Ground Dasher. Lloyd needs to link together as many normal sword attacks + Techs as possible to keep the Sword Dancer off balance for as long as possible. Tiger Blade and Sword Rain techs are, again, really good for Lloyd to use in this battle. Once again, though, his defense is a bit too high to pull off any really good damage, so the key to winning this battle is Prism Stars. Every single time the Unison gauge fills up, use it, then repeat. Each Prism Stars should take away at least 4000-5000 at this point in the game if you haven't used an All-Divide. Without this unison, this battle will take too long. Remember: Raine and Kratos/Zelos must NEVER stop healing, so constantly pop TP healing items to keep them routinely healing. After each Indignation attack, focus on healing yourself too before the Sword Dancer reaches you and slaughters you. Good luck. After beating this highly worth-it opponent, he relinquishes the Kusanagi Blade, one of Lloyd's two best weapons.

NOTE: This Sword Dancer will stay until you want to fight the final boss. Take your time; you have plenty of training time and strategizing before fighting. :P

4. Abyssion

Location: Temple of Darkness - Seal Room

HP: 120000

TP: 8200

W: None

R: None

EXP: 8000

Gald: 6800

Item(s) found: Jet Boots, Hyper Gauntlet

The first thing most people probably think is "Holy Crap, this guy's insane!!!):" That's the first thing I thought when I first delved into this battle. Abyssion is as strong as the third Sword Dancer, which is really powerful. To make matters worse, he can get at least 2-3 times more attacks in than the Sword Dancer 3 can. He moves a lot faster and attacks a lot faster than the Sword Dancer 3. Not only that, he can cast spells at enemy Kratos speed, meaning super fast. Then there's the fact that his HP is 20001 more than the third Sword Dancer! Here's the catch, though: He's intimidating and overpowering in the beginning, but once you start really knocking his HP off, he gets easier...until he starts using two spells that I'll describe later. This doesn't mean he'll ever be easy; he's still as tough as, or tougher than, the third Sword Dancer, and he's not nearly as predictable, which makes Abyssion even tougher. The main concern in this battle is speed and defense more than anything. This is another battle with which an All-Divide is incredibly useful.

Go with Lloyd, Genis, Raine, and Kratos/Zelos. Since Lloyd is pretty fast, he's capable of counter-attacking Abyssion effectively. The key is to strike fast and hard the moment Abyssion pauses after an attack or he falters after a strike or two from you or your teammates. That way, you can inflict decent damage with a decent combo on him. You must inflict as many hits as possible after he pauses, or else he'll keep continuing his assault. Raine and Kratos/Zelos need to keep their nonstop healing progress too, or else you're pretty much dead. Prism Stars will do a lot of damage and is a good way of dealing good damage. Try your best as Lloyd to keep Abyssion away from everyone else so he won't interrupt spell casting, but that'll prove to be hard; therefore, give Genis, Raine, and Zelos the Concentrate EX Skill to have 100% success of casting spells, unless they die.

Abyssion has a healthy mix of physical and magic techs. One physical tech he has is Raging Beast (Beast tech stealers.):) This move can do a decent amount of damage and knock you down. Abyssion normally casts second level spells, like Spread and Flame Lance, which aren't necessarily bad, but in Abyssion's hands, it means he can use those spells to knock you off balance and screw you over with a fast follow-up combo. Ah, but wait; that's not the worst part! Once you get Abyssion to about a third of his HP, he'll start using the two spells you'd never want to see used against you: Meteor Swarm and Indignation Judgment. Those two spells are reason enough for Abyssion being hard. It isn't too difficult to cope with Abyssion until this point, when you have to do nothing but heal, while he's already attacking again. I freaked out the moment Indignation Judgment flashed on screen. What a move...:)

Quite a strategy, eh? Overall, though, Abyssion's actually not much more difficult than the Sword Dancer 3. Aside from Meteor Swam and Indignation Judgment, you shouldn't have that much more trouble. After Abyssion is beaten, the true power of the Devil's Arms is unlocked.

5. Maxwell

Location: Exire - Graveyard Area

HP: 60000

TP: 800

W: None

R: None

EXP: 10800

Gald: 8250

Item(s) found: Spirit Robe

For the final Summon Spirit you can get, not to mention it's a secret one, Maxwell is rather easy overall. He's mostly a magic user, so employing defense techs is a good idea in this battle. He's easy at the beginning, then he's still easy until he pulls off Meteor Swarm, which is Maxwell's only really dangerous move. The aftermath of that move requires more healing than usual, but then it's ok again. :)

Lloyd, Genis/Presea, Raine, Kratos/Zelos are good for this battle. Use Genis if you want some hard-hitting magic spells, use Presea for some hack n' slash action alongside Lloyd. Both of them work well in this battle. Raine should heal pretty much all the time, but Kratos/Zelos can attack sometimes, considering Maxwell isn't that much stronger than Shadow, so they don't need to heal as much as normal. Overall, this battle shouldn't be much trouble.

6. Seles

Location: Meltokio Coliseum

HP: 12000

TP: 800

W: None

R: Water, Wind, Fire, Earth

EXP: 8960

Gald: 12000

Item(s) found: Last Fencer, Elemental Circlet

I put Seles up as a "boss" because she's one of the final battles in the Coliseum, and she's way better than the normal enemies. The battle against her is a one-on-one battle using Zelos in Advanced Class. This battle should be treated somewhat like the previous one-on-one battles before. This time around, however, you're faced with an opponent who uses magic until her TP runs out. This is rather bad, since there are spells like Absolute and Freeze Lancer that are cast, and they do lots of damage unless they're blocked/back-stepped. You can't use items either, so you need to be careful.

As Zelos, it's a really good idea to equip the Faerie Ring, since it cuts the amount of TP he has to use by a lot, so Zelos can heal and use attacking techs more. Giving Zelos the Concentrate Compound EX Skill is really useful too, since he can cast First Aid uninterrupted by Seles' assault. However, even though Seles runs out of TP eventually, she still has a couple annoying special attacks, including a hammer move that causes a good bit of damage. A good tactic is that once Seles starts running towards you after she runs out of TP, jump over her, then strike her back. This is actually pretty good and lets you get in many good hits. Keep up the healing and back striking strategy and you should win.

7. Garr, Farah Oersted, Meredy

Location: Meltokio Coliseum

HP: 20000 (Garr and Farah Oersted), 16000 (Meredy)

TP: 150 (Garr and Farah Oersted), 1450 (Meredy)

W: None

R: Earth, Lightning, Ice, Dark (Garr), Fire (Farah Oersted), None (Meredy)

EXP: 3200 (Garr), 3300 (Farah Oersted), 2100 (Meredy)

Gald: 4800 (Garr), 2800 (Farah Oersted and Meredy)

Item(s) found: Mumbane (Garr), Star Cloak (Farah Oersted), Krona Symbol (Meredy)

Lookie here, three characters from the previous Tales games are here to get a piece of you! Fortunately for you, you won't let them do that,

right? :) Pray that you don't, because these three characters are a bit fearsome as a trio, so you need to tread carefully. In this match, you only have three party members, but you can use items, which is splendid, because you'd have a much harder time without them. This match is the final match of the Advanced Class party battles.

Hopefully, you have Lloyd and Raine at the very least. For the third member, I suggest Kratos/Zelos. Your first target HAS to be Meredy. No buts, it has to be Meredy. She has Resurrection, and she doesn't hesitate to use it. Also, with 1450 TP, she can keep casting it for a long time. Just use Lloyd and smack her as hard and as fast as you can until she falls, but not too recklessly, or you'll probably find trouble. For some reason, Farah Oersted, like Yuan, LOVES to go after Raine and interrupt her; therefore, occasionally strike Farah a few times to keep her off Raine. After you've killed Meredy, don't go after the other two just yet; she revives. >.< After she revives, beat her down until she's dead, then go after Garr. Garr is more annoying than Farah is and he strikes at a distance with his bow. Once again, keep Farah away from Raine as well, but hopefully Kratos will be there to help fight Farah while you're preoccupying Garr. Once Garr's down, it's really easy to beat down Farah Oersted. Congrats, you won a fun battle! :)

8. Kuchinawa

Location: Mizuho - Isle of Decision

HP: 10000

TP: 60

W: None

R: None

EXP: 4800

Gald: 2860

Item(s) found: Asura

Why is Sheena's defense so bad?): Before even attempting this battle, make sure Sheena's at least level 53-55, preferably 60, with a Black Onyx and a Holy Symbol equipped. Also give her the Guard Plus EX Skill so her guarding can be more effective. Not being able to use items either is also something that screws Sheena over, but they aren't really needed, since you need to beat Kuchinawa without items. ;)

Kuchinawa is consistent with his attacking, usually by running to you using close combat techniques. He has two special attacks: one is when he jumps and throws shuriken to the ground, making a fiery explosion. The second is when he creates a shockwave right next to you. His basic attacks are basic kunai slashes and throwing shuriken.

Kuchinawa is vulnerable during two maneuvers: his fire shuriken move and running towards you. When Kuchinawa runs towards Sheena, do what Zelos did against Seles; jump over him and strike his back with a three hit combo followed by Pyre Seal. Each combo + Pyre Seal should knock off about 1300 damage each time. However, if you have Demon Seal (Level 60), that tech alone does over 1000 damage, so put that at the end of each three hit combo, doing over 1600 damage instead. When Kuchinawa jump to throw his fire shuriken, run under the attack and do Sheena's combo + Pyre/Demon Seal. Repeat until he falls.

NOTE: You don't have to win this battle. I strongly recommend it, though, as you win a powerful card for Sheena if you win.

FAQ

Q: I CAN'T FIND THIS BOSS! HELP!

I've listed only the location where the boss is found. If you want a walkthrough on how to find him/her/it, go look at the walkthroughs.

Q: WHEN I LOST TO KRATOS FOR THE FIRST TIME, I GOT TO CONTINUE THE GAME ANYWAYS. IS THIS NORMAL?

Yes.

Q: WHAT'S SO GOOD ABOUT BEATING ABYSSION?

You unlock the full potential of the Devil's Arms. See an item or a full walkthrough for more details.

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Thanks

I give thanks to:

1. Me for writing this FAQ.
2. My parents for bringing me into this world so I can write FAQs. :P
3. Namco and Nintendo for making this superb game.
4. SSM for persuading and reminding me to keep writing this FAQ. :)
5. Of course...GameFAQs, for putting this FAQ on the website.
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8. IGN, for posting this FAQ on the website.
9. Papanibs@aol.com, for reminding me of Celsius' Ice Spear attack.

End FAQ

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