

Version

Table of Contents

|2)Apendix 1: ARCHMAGE

| 1.1) Technichal Info

| 1.2) Strategies

| 1.3) Conclusion

|3)Apendix 2: BERSERKER

| 2.1) Technichal Info

| 2.2) Strategies

| 2.3) Conclusion

|3)Apendix 3: Technical Info

| 3.1) a) Best Equipment

| 3.2) Equipment Stats

| 3.3) About Dragons

| 3.4) Hidden Abilities from Weapons

| 3.5) Best Masters

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*APENDIX A:

T H E A R C H M A G E

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1.1) Technical Info:

The ArchMage is a purple Wizard (he looks alike Adepts, Codger and master Mygas) and has an average amount of HP. His special ability is the regeneration (1500 HP after each turn). This guys have very powerfull magic attacks. They best spells are only the best: Mind Sword (best non-elemental spell) and Myollnir (best spell in the whole game // Major Thunder Damage). His attacks deal between 300HP and 600 HP (this is like an insta-kill againts every single char). The ArchMage is probably the most rare of all of the enemies on the game, so if you find one you are very lucky.

Have Rei cast Speed on Ryu
Have Garr use a Robe of Wind on Ryu

+Ex Round
Have Ryu cast Aura

+Third Round
Have Ryu cast Aura
Have Rei cast Barrier on himself
Have Garr use a Force Armor on himself

+Ex Round
Have Ryu cast Aura

NOTE: If Garr/Rei is dead it is going to be very hard to kill the Archmage. If the Archmage kills Ryu, then you must repeat the tactic again.

NOTE: If Garr's HP is high enough he's going to survive the Archmage's MindSword.

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|Strategy 3) Ryu, Rei, Nina!|

NOTE: This is the Hardest way for killing him and survive with the three chars!!

+First Round (Chain Form)
Have Ryu Turn Into the Warrior+Thunder Form
Have Rei cast Speed on himself
Have Nina cast Meditation

+Second Round
Have Ryu cast Aura
Have Rei cast Speed on Ryu
Have Nina cast Myollnir

NOTE: If Nina survives the attacks of the ArchMage then use Myollnir which is going to deal around 800HP+!!

+Ex Round
Have Ryu cast Aura again
Have Rei use an Ammonia (if Nina is Dead)/Use Pilfer

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|Strategy 4) Ryu, Rei, Peco!|

NOTE: This is one of the easiest way for killing him and survive with the three chars!!

+First Round (Chain Form)
Have Ryu Turn Into the Warrior+Thunder Form
Have Rei cast Speed on himself
Have Peco cast WarShout

+Second Round
Have Ryu cast Aura
Have Rei cast Speed on Ryu
Have Peco cast Aura

NOTE: My peco has done a damage from around 700HP+ (which is incredible for Peco)

+Ex Round
Have Ryu cast Aura again
Have Rei use an Ammonia (if Peco is Dead)/Use Pilfer

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|Strategy 5) Ryu, Nina, Peco!|

+First Round (Chain Form)

Have Ryu Turn Into the Warrior+Thunder Form

Have Nina use Robe of Wind's Ability on Ryu

Have Peco cast WarShout

+Second Round

Have Ryu cast Aura

Have Nina use Robe of Wind's Ability on Ryu

Have Peco cast Aura

+Ex Round

Have Ryu cast Aura again

NOTE: Dont revive if anyone is dead

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|Strategy 6) Ryu, Nina, Momo!|

+First Round (Chain Form)

Have Ryu Turn Into the Warrior+Thunder Form

Have Nina use Robe of Wind's Ability on Ryu

Have Momo cast Speed on herself

+Second Round

Have Ryu cast Aura

Have Nina use Robe of Wind's Ability on Ryu

Have Momo cast speed on herself

+Ex Round

Have Ryu cast Aura again

Have Momo Raise Dead (if Nina is Dead)/Use Double Blow

+=-+=-+=-+=-+=-+=-+=-+=-+=-+=-

|Strategy 7) Ryu, Nina, Garr!|

+First Round (Chain Form)

Have Ryu Turn Into the Warrior+Thunder Form

Have Nina use Robe of Wind's Ability on Ryu

Have Garr cast Resist

+Second Round

Have Ryu cast Aura

Have Nina use Robe of Wind's Ability on Ryu

Have Garr cast Resist/Jump

+Ex Round

Have Ryu cast Aura again

+=-+=-+=-+=-+=-+=-+=-+=-+=-+=-

|Strategy 8) Ryu, Momo, Garr!|

+First Round (Chain Form)

Have Ryu Turn Into the Warrior+Thunder Form

Have Garr use Robe of Wind's Ability on Ryu

Have Momo cast Speed on Ryu

+Second Round

Have Ryu cast Aura

Have Momo cast Raise Dead on Garr (if he is dead)/Defend

Have Garr cast Resist/Jump (if Momo is dead use Ammonia)

+Ex Round
Have Ryu cast Aura again

NOTE: Only revive in the second Turn

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|Strategy 9) Ryu, Momo, Peco!|

NOTE: This is one of the easiest way for killing him and survive with the three chars!!

+First Round (Chain Form)
Have Ryu Turn Into the Warrior+Thunder Form
Have Peco cast War Shout
Have Momo cast Speed on Ryu

+Second Round
Have Ryu cast Aura
Have Momo cast Raise Dead on Peco (if he is dead)/Defend
Have Peco Cast Aura

+Ex Round
Have Ryu cast Aura again

+=-+=-+=-+=-+=-+=-+=-+=-+=-+=-
|Strategy 10) Ryu, Peco, Garr!|

NOTE: This is one of the easiest way for killing him and survive with the three chars!!

+First Round (Chain Form)
Have Ryu Turn Into the Warrior+Thunder Form
Have Peco cast War Shout
Have Garr use Robe of Wind's Ability on Ryu

+Second Round
Have Ryu cast Aura
Have Garr use Ammonia (if Peco is dead)/Resist
Have Peco Cast Aura/ Ammonia (if Garr is dead)

+Ex Round
Have Ryu cast Aura again

1.3) CONCLUSION:

OK, That was all about the ArchMage. For getting all the trouble beating the ArchMage you will receive the Holy Avenger (see appendix 3.3 to see its ability and 3.2 to see its stats)

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*APENDIX B: THE BERSERKER

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1.1) Technical Info:

The Berserker is a killing Machine (he looks like DeatBots and MultiBots) and has a godly HP. His special ability is his unbelievable Defence and Strength. This guys have 3 very powerfull spells, but can be easily controlled.

The First one, Fire Whip, just have some Fire Ring on everyone.
The Second one, Ruby Flare (only used when HP is ~ 6666), just have a Soul Gem on everyone.
The Third one, Berserker, just use Influence on 1 char of yours, that has Resist.
His attacks deal between 300HP and 600 HP.
Although this guy is not hard it has pretty high HP amount so its going to be very long.

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|Stats:|

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Health Points: 30000

Experience: 30000

Zenny: 1000

Steal: Aries Gloves (Def44 Wgt+2 Power+5) // Shield (All) \\

Drop: Rufad's Spear(Pwr108 Wgt+2 Holy Damage) // Weapon (Garr) \\

Abilities: Ruby Flare (Top Flare Magic. Major Damage to a single enemy.)

Fire Whip (Major Fire Attack to everyone) Around 400+ damage.

Berserker (Becomes berserker for 3 turns.Then Death) Around 300-600 damage.

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|Recommended Levels for Everyone|

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Ryu 25+ (Warrior Form needs over 400 HP)

Rei 30+ (Speed over 90)

Nina 35+ (HP over 250)

Momo 35+ (Defense over 150)

Garr 30+ (Attack over 400)

Peco 25+ (HP over 550)

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*APENDIX C: TECHNICAL INFO

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|3.1) Best Equipment|

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Ryu

Weapon: Dragon Blade/Goo King Sword

Armor: Mist Armor/Dragon Armor

Helmet: Aries Gloves

Shield: Dragon Shield

Ring: Spirit Ring/Ivory Charm

Rei

Weapon: Holy Avengers

Armor: Burglar Garb

Helmet: Divine Helm

Shield: Aries Gloves

Ring: Spirit Ring/Ivory Charm

Nina

Weapon: Ouroboros

Armor: Diana's Dress

Helmet: Silver Tiara

Shield: Aries Gloves

Ring: Spirit Ring/Ivory Charm

Momo

Weapon: Atomic Bomb
Armor: Diana's Dress
Helmet: Silver Tiara
Shield: Aries Gloves
Ring: Spirit Ring/Ivory Charm

Peco

Weapon: DragonFang
Armor: AmberBPlate
Helmet: Tiger's Cap
Shield: Aries Gloves
Ring: Spirit Ring/Ivory Charm

Garr

Weapon: Dragon Spear/Beast Spear/Rufad's Spear
Armor: Gideon's Garb/Life Armor
Helmet: Divine Helm
Shield: Aries Gloves
Ring: Spirit Ring/Ivory Charm

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|3.2) Equipment Stats|
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*-----*-----*-----*-----*-----*-----*
|Name:      |Wgt | Atk |Zenny| Character | Properties |
*-----*-----*-----*-----*-----*-----*
|Ouroboros  | 5   | 80  |22000|Nina       | +10Int Power|
|Dragon Fang| 1   | 85  |22000|Peco       | -----|
|Rufad's Spear| 2   |108  |65000|Garr       | Holy PowerUP|
|Seeking Sword| 2   |110  |20000|Ryu        | HeroicStrngh|
|Dragon Spear| 6   |110  |19000|Garr       | DragonSlayer|
|Holy Avenger| 4   |125  |40000|Ryu/Rei    | DivineStrngh|
|Dragon Blade| 4   |130  |?????|Ryu        | FlamePropert|
|Beast Spear|15   |150  |20000|Garr       | Drains10% HP|
|Goo King Sword| 4   |180  |65000|Ryu        | -----|
|Atomic Bomb| 1   |198  |16000|Momo       | -----|
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*-----*-----*-----*-----*-----*-----*
|ARMOR NAME  |Wgt | Def |Zenny| Character | Properties |
*-----*-----*-----*-----*-----*-----*
|Amber BPlate| 4   | 45  |6100 |All        | -----|
|Burglar Garb| 0   | 64  |19500|Rei        | +5 Speed   |
|Diana's Dress| 4   | 72  |28000|Nina/Momo  | Holy PowerUP|
|Dragon Armor| 6   | 73  |42000|Ryu        | Absorbs Fire|
|Mist Armor   | 4   | 75  |65000|Ryu/Momo    | Sacred Armor|
|Life Armor   | 8   | 80  |48000|Ryu/Rei/Garr| Regens 1 HP |
|Gideon's Garb|12   | 82  |25000|Garr       | +5 Atk Power|
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*-----*-----*-----*-----*-----*-----*
| SHIELD NAME |LBS | Def |Zenny| Character | Properties |
*-----*-----*-----*-----*-----*-----*
|Dragon Shield| 3   | 42  |32000|Ryu        | Absorbs Fire|
|Aries Gloves | 2   | 44  |6100  |All        | +5 Atk Power|
|Giant Shield | 5   | 45  |15000|Garr       | -----|
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*-----*-----*-----*-----*-----*-----*
| HELMET NAME |LBS | Def |Zenny| Character | Properties |
*-----*-----*-----*-----*-----*-----*
|Silver Tiara |1 | 23 |12500|Nina/Momo |-----|
|Divine Helm |2 | 26 |16000|Ryu/Rei/Garr |Sacred Helm |
|Dragon Helm |2 | 30 |18000|Ryu |Resist Fire |
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|3.3) Best Dragon Forms|
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+--+--+--+
|Warrior|
+--+--+--+
Force

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Gambit (0)
 Aura (20)
 Focus (0)
 Added Genes: Elemental properties, and Defender/Eldritch elements.

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+--+--+--+
|Tiamat|
+--+--+--+
Shadow + Trance

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Doom Breath (0)
 Shadow Breath (0)
 Venom Breath (3)

If you use this gems will failes and you become as a result:
 Failure- Whelp
 Fusion- Hybrid
 Infinity- Kaiser (berserk)

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+--+--+--+
|Myrmidon|
+--+--+--+
Power + Trance

```

Aura (20)
 Gambit (0)
 Flame Strike (1)
 Thunder Strike (3)
 Frost Strike (2)
 Wind Strike (1)
 Holy Strike (4)
 Aura Breath (0)
 Restore Form (0)

If you use this gems will failes and you become as a result:
 Shadow- Tiamat
 Failure- Whelp
 Infinity- Kaiser (berserk)

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+--+--+--+
|Kaiser|
+--+--+--+
Infinity + Radiance + Trance Genes.

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Same Abilities as Ryu

+--+--+--+--

|Wildfire|

+--+--+--+--

Gross + Thorn + Reverse

Charge (0)

Counter (0).

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=HIDDEN ABILITIES FROM WEAPONS=
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Dragon Blade Fireblast
Holy Avenger Might
Laquer Staff Silence
Mind Shield Steals Enemy's AP.
Piercing Edge Weaken
Robe Of Wind Speed
Royal Sword Lightning
Thunder Rod Jolt
Wind Cutter..... Cyclone
Force Armor Barrier
Holy Robe Heal
Blessed Staff..... Heal
PiercingEdge..... Weaken
Ouroboros..... ??????
Royal Dagger..... Protect

.I promise to add more when i get all of them!

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|3.5) Best Masters|
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Master: Fahl
Location: Genmel (Arena)
Accessible: After beating Stallion
Requirement: Win 30 fights without resting
Stat. Change: HP+4, Def+3, Pwr+1, Agl-3, Int-3
Abilities: Charge, Counter, Resist

Master: Emitai
Location: Dauna Region
Accessible: When Ryu is an adult
Requirements: 1000 Zenny
Stat. Change: AP+4, Int+4, Pwr-2, Def-2
Abilties: Barrier, Mind Sword, Enlighten

Master: Deis
Location: Mt. Zublo
Accessible: When you've spoken to the mayor of Parch about the Legendary Mariner
Requirements: You have to call her "Ma'am"
Stat. Change: AP+3, Pwr+1, Agl+1, Int+3, HP-3, Def-3
Abilities: Inferno, Blizzard, Sirrocco, Myollnir, Celerity

Master: Ladon
Location: Dragnier
Accessible: When you get there
Requirements: Ryu must have all dragon genes
Stat. Change: Pwr+3, Def+2, Agl+1, Int+2, AP-6, HP-6
Abilities: Mind's eye, Warth Of Light, Holy Strike, Aura

