

Koudelka Boss Guide

by Cyril

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Koudelka: Boss Guide  
US Version  
By: Cyril [Stephanie Nutter]  
Version .95  
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Welcome to Cyril's Koudelka Boss FAQ. Koudelka is a game that I have long awaited playing (4 years) and when I finally got my hands on a copy, I loved it so much that I thought I would write this FAQ for it. So here I am, yet again writing for an RPG. Koudelka combines two of my favorite genres to make one awesome game.

If you need to find a boss, they are done by Disks. Since Koudelka doesn't tell you the name of each boss, I have made each one up...I may edit them later. Note that the bosses were named from what they look like, and not their spells or attacks.

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This section has a list of spells. It will also give you some hints on elements, and spell levelling. Weapon levelling is much the same as spell levelling, except that it is quite a bit simpler.

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Most spells have certain elemental attributes. There are five main elements. These are:

Fire
Water
Earth
Wind
Healing

Each attribute has a weakness (except for Healing). But each also has a strength. Fire monsters (and armors) will be stronger versus Fire elemental spells and weapons. They will be weak versus water, elemental attacks, though. It is the same for any other element. Earth elemental armors and monsters will take less damage from earth elemental attacks and magic, though will take more damage from their opposing element: Wind.

Here is a list of opposing elements:

Fire - Water
Water - Fire
Earth - Wind
Wind - Earth

Heal is a special element. Healing spells do not have an opposite, but at the same time, they do. Healing spells are meant for healing, and healing alone. You can use them only for attacks against 'undead' type enemies. These 'undead' enemies are usually ones that look like mummies, or are skeletons. With these type of enemies, Healing damages them for quite a large amount of damage. So if anything, Healings opposing is Undead...or:

Heal - Undead
Undead - Heal

=#=# Spells #=#=
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This is a list of the spells in Koudelka. You get most spells from beating bosses in the game. This will not tell you where you get the spells (so there is no spoilers) but it will tell you what each spell does.

Note, that spells, like weapons, have levels. The more you use a spell, the more EXP you get with it, and the higher the level.

Spell EXP works like this. Each time you attack with the certain spell (or heal with it) you get a set amount of EXP, usually around 80 points. For every Thousand (1,000) EXP you get, the spell level goes up. When the spell level goes up, the power of the spell increases, as does the cost to use the spell.

So:

Level 1: 8 MP
Level 2: 16 MP
Level 3: 32 MP

Etc. Note that spells have different costs, and may not exactly look like that when you level the spell up. The best way to level spells is to use them, obviously.

Its is best to ALWAYS have one character dedicated to using only magic in

battle. Koudelka or James fit this part best.

No for the spell list:

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Heal

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Element: Healing

Lvl 1 MP: 6

This spell is your best friend. You can use it not only in battle, but from the menu screen by selecting the 'Heal' Command. This spell restoes a bit of a single characters HP. The amount of HP restored depends on the characters PIE, and the users INT.

This spell can also be used to damage undead enemies. Its something like bringing light unto darkness with these types. Usually, undead enemies look like Zombies. Most ghosts are not considered Undead.

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Revive

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Element: Healing

Lvl 1 MP: 16

This spell revives downed (KO'd, dead, whatever term you wish to use) party members. It doesnt restore as much HP as say, a Whiskey, but if you dont have any other choice, this is a good alternative. it may be a bit of a waste of MP though, since the cost is more then double of most any other spell.

Note that it does work well if your characters have high magic. Whiskey wont match this spell if your characters have very powerful magic attacks. Even then, use the spell sparingly because of the high MP cost.

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Flare

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Element: Fire

Lvl 1 MP: 8

This is your average Fire spell. Because you get it rather early in the game, it will be used most often, most likely. This spell does greater damage to Water elemental monsters, and less damage to monsters who are Fire elemental. This spell also does more damage to plant (tree's, etc) like enemies.

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Gyser

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Element: Water

Lvl 1 MP: 8

This is your average Water spell. This is the second attack spell you get, though in my opinion, is inferior to Flare. This spell works best on Fire

elemental enemies, and enemies who are weak versus Water attacks. Enemies who are strong versus water will make this spell do less damage than normal.

Tornado
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Element: Wind
Lvl 1 MP: 8

This is your average Wind spell. This attack you get later on in the game, but it does a bit more damage than the normal attack spells. This spell works best on Earth elemental monsters, though does less damage on enemies who are strong against Wind. I could have sworn the first time I saw this that it was a Demi spell from Final Fantasy.

Megalith
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Element: Earth
Lvl 1 MP: 8

This is your average earth elemental spell. This is the last of the attack spells you get, and, unfortunately, isn't really the most used. This spell works best on enemies who are wind elemental, or who are weak versus earth attacks. It does less damage to enemies who are earth elemental, and are strong versus Earth attacks.

Unlike in many games, the Earth elemental spell in Koudelka can do damage to flying enemies. In fact, it usually does quite large amounts of damage.

Reflect
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Element: None
Lvl 1 MP: 18

This spell reflects magical attacks. It is a defensive spell. Note that not all magical attacks can be reflected, and this spell limits your usage of defensive spells...Useful against a strong enemy magic user, as long as he has mainly normal spells.

Fortify
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Element: None
Lvl 1 MP: 8

The fortify spells up the stats of a character in battle. At level 1, it is by 3 AP. Basically, that is like adding 3 points to the certain stat at a level up. Note that it is not permanent, and will end after the battle. This is a great way to help you survive harder battles though. James (or Koudelka, whoever is your supporting character) should use these spells when

they are not healing members during boss battles.

The best spells are Fortify VIT, Fortify INT, and Fortify STR. You will use other ones, as the game goes by, though. And as the spell levels up, the number of AP temporarily adds gets higher.

*## Boss List *##
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This section has a list of all the bosses in this FAQ. Search them by name and Disk. Once again, the bosses are named from their description. If you look below the specified disk, you can find yourself with spoilers, so don't if you hate being spoiled.

Disk 1
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- 1: Stalker
- 2: Evil Plant
- 3: Red Idol, Blue Idol, Green Idol
- 4: Mummified Bride
- 5: Ghost Koudelka, Ghost James, Ghost Edward

Disk 2
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- 6: Ghost Cuthroat
- 7: Gurdian Priest
- 8: Thief (Elias)
- 9: Chimera
- 10: Gargoyle

Disk 3
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- 11: Ogre
- 12: Dining Room Set, Bookshelf
- 13: Charlotte
- 14: Legs of Doom
- 15: Fallen Angel (Buddha)

Disk 4
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- 16: Vines
- 17: Vine, Patricks Vine
- 18: Elaine 1
- 19: Elaine 2
- 20: Elaine 3

*## Strategies *##
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This section is devoted to the bosses of Koudelka. There will be strategies for every boss in the game, in order of appearance. You can find the specific boss you are looking for through the Disks. Any additional help can be obtained by Emailing me at:

ffantasyxgears[at]msn[dot]com

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Boss: Evil Plant
Location: Herb Garden
HP: 1,000
Weakness: Fire
Items: Icon's Neacklace, Spell "Geyser"
Minimum Level: 3
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The Evil Plant has a single main attack which can do some good damage if your level is low. Even at a level higher then 3, it can do over 25 damage to Edward, who probably has weaker PIE then Koudelka. At this point, you should have already started specifying your characters for certain jobs. I suggest having Edward as the physical attacker, while Koudelka is the magical attacker.

If Edward is your physical attacker, have him equip a strong Hammer. You may have gotten the Air Hammer from the previous room. If so, equip this. You will do even more damage if you got the Earth Hammer from a random battle if you have done some levelling. Either one is fine, because they up Edwards attack, and other important stats quite a bit. With these, Edward can do over 250 damage with a single attack to the Evil Plant.

With Edward up close and personal with the Evil Plant, Koudelka needs to be on defense. If you find yourself taking a lot of damage, Koudelka may want to cast Fortify PIE on Edward or herself. Other then that, she should be attacking with the spell "Flare". Because Fire is the Plants weakness, this attack does quite a bit of damage, especially if she has been built up as your magical attacker. It should do over 150 damage. She should do this until she runs out of MP. The Flare spell is a much better choice then any of her normal physical attacks, since Edward has it covered and Koudelka has a naturally high INT stat.

HEal your members if they get under 50 HP. If you have the MP, use Heal, but if not, ue any recovery items you come across. Note that you should always try and use magic instead of items since items are scarce in this game.

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Boss: Red Idol
Location: Corridor 2F
HP: 1,500
Strength: Fire
Weakness: Water
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Boss: Blue Idol
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Location: Corridor 2F

HP: 1,200

Strength: Water

Weakness: Fire

Boss: Green Idol

Location: Corridor 2F

HP: 800

Strength: Wind

Weakness: Earth

Items: Tablar, Rapier, J Ring, Spell "Tornado"

Minimum Level: 4

This battle can be annoying. There are three targets, the Blue Idol, the Red Idol, and the Green Idol. I suggest going for one at a time to reduce the sheer amount of damage that the bosses can do. Note that before this battle you should level James up a bit, as he will most likely be a lot weaker than Edward and Koudelka.

The enemies get to attack over and over, but luckily, they aren't TOO strong. Their stronger magical attacks (which are their primary offense) do 25 damage. But put together against a single member, that can be over 75 damage a round, so keep your health up. Especially with Edward and James, who's PIE may be lower than Koudelka's. Note that most every attack the Idols use are magical, so they take a bit of time to charge up and use.

I suggest equipping James with a Gun in this battle. Koudelka should be ONLY a magical attacker at this point, though she should have a decent weapon in order to defend herself should she run out of MP. James should cast Fortifying spells on Edward and Koudelka, attacking physically when necessary. The best fortifying spells for James to cast is INT on Koudelka, and if she is weak, maybe VIT. Edward should have VIT, PIE and STR depending on his weapons and armor. James should also be the healer. Let Koudelka do the attacking. James should constantly be on support for most of the rest of the game...at least that was how I played.

Edward should be up there attacking the enemies. The best enemy to get rid of is the Green idol. The Green Idol has the lowest VIT (defense and HP) of all the three Idols, and is easily the easiest to kill off. If you can kill off the Green Idol, then the battle will become much easier, as the damage the enemies can do is lowered. Physical attacks work better than magical attacks on the Green Idol.

After the Green Idol, go after the Blue Idol. This one has moderate HP and VIT (as well as moderate PIE). Have Koudelka use Flare attacks if she is a strong magical attacker, while other members should attack physically. Physical attacks work a lot better than magical attacks on the Blue Idol.

The Red idol should go last. This is the strongest of the idols with the highest magical and physical defense. He also has the highest HP, making him take a lot longer to kill off than the other Idols. At this point, the Idol won't be able to damage you as well since he is alone. Also note, that if Koudelka is (somehow) stronger with the Geyser spell, use that rather than physical attacks. Other than that, keep pounding physically (even with James, when he is not healing) and the battle should end cleanly.

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Boss: Mummified Bride
Location: Prison 2F
HP: 1,500
Weakness: Heal
Items: Ring, Spell "Megalith"
Minimum Level: 5

This should be one of your first battles with the undead. if you levelled in the Prison area before this battle, you may have fought some other Mummies, but this woman is easily the strongest of them. She is not exactly fast, but she has VERY high physical defense, and even Edwards strongest attacks will not do too much damage against her.

Because the Bride is so slow, and has lower magical defense, you have one big advantage on your side: Healing Magic. Use Heal spells on your enemy. if you do this constantly for a few rounds, the bride may not actually be able to reach you. Healing spells should do 70+ damage, even with Edward.

healing spells are just about all you are going to use in this battle, but make sure to keep your strongest magical attacker out of the Brides line of fire. The Brides physical attacks can do over 100 damage. But what is really a pain is the fact that she can silent members. Silence stops members from casting spells. if this happens to your strongest magical attacker, then you are forced to use physical attacks, which are much less effective. Try to have Edward (or your main attacker) go up and distract the Bride while your magical attackers attack her with Heal spells from a distance.

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Boss: Ghost Koudelka
Location: Priest's Quarters
HP: 1,000

Boss: Ghost Edward
Location: Priest's Quarters
HP: 1,200

Boss: Ghost James
Location: Priest's Quarters
HP: 1,000

Items: Icon Earring, High Potion, Panacea x7, Spell "Revive"
Minimum Level: 6-7

This is easily the hardest boss battle on Disk 1. There are three targets, obviously, much like in the Idol battle. Unlike that battle though, each enemy here has specific jobs in which they do. This battle is basically fighting your party, with your party. Sadly, a lot of the enemy's attacks are stronger then yours.

First off, if you got the Ring from the Idol boss, equip it on Koudelka (or whoever is your speficied magic user) immediately. This will let them cast a lot of spells without fear of running out of MP. She should be casting her strongest spells (Flare, probably, or Tornado) against the enemies. James needs to be using Fortify a LOT. Actually, until you get rid of one of the enemies, he should probably attack. Edward should be your dummy and run head on into the offense keeping the enemies away from Koudelka and James.

First off: Get rid of Ghost Koudelka. Her attacks are the stongest of the

trio's, dousing 100+ damage. She is also the fastest of the enemies, making her even more dangerous. Sadly, Ghost James also has very strong attacks. He runs away usually, into a corner. This can be a problem, because Ghost Edward is there to take out as well. He is somewhat of an 'advance guard' for Ghost Koudelka and Ghost James.

The key to winning this battle is using the Ring user to magically attack Ghost Koudelka from afar. Equip James with a Gun once again, and he should attack her as well, since she has average to low magical defense. If you do this, while Edward is your dummy, she shouldnt be able to get off more then one or two attacks on you. Note that your attacks should be fast and furious to be able to kill her quickly.

After taking out the ever powerful Koudelka, you should balance your attacks. James should cast support spells and healing spells ONLY. He should use Fortify PIE and Fortify STR on Edward. He should cast Fortify INT on Koudelka, and the same on himself. Make sure he heals anyone who gets under 250 HP.

Koudelka should be using magical attacks on Ghost James from a distance. She should also be assiting James in Healing if needed. If you want, you can have her help get rid of Ghost Edward so Edward can help focus his attacks on Ghost James. Ghost Edward can be a pain in the ass, his attacks doing 75 or more physical damage. This paired with James' magical attacks can be more then enough to cause some problems to your party.

Note that Ghost James has the extremely annoying ability to heal himself. He will usually only do it after he is the only enemy left. His healing usually heals for 600 damage, which is quite a bit at this point of the game. That is almost half of his maximum HP! You need to damage him quickly and with mostly all of your characters to kill him. When only Ghost James is left, James should attack too, though from a distance. He should be your primary Gunner.
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Boss: Ghost Cuthroat
Location: Dungeon
Item: Rifle
Minimum Level: 7

The ghost Cuthroat is actually just a normal enemy. While he is a strong normal enemy, he is still a normal enemy. You will actually encounter these later, but for now, you need to take caution since he is rather strong.

Compared to the previous boss battle, this one is not too bad, though caution is necessary. Have James Fortify Edward's and Koudelka's VIT, since they may get damaged. The Cuthroat attacks mainly with physical attacks, and is quite slow, but he is still strong. His physical attacks can do over 130 damage to a single member, which is quite a bit even if your members are strong.

Have Koudelka stay back and cast spells. I like using Tornado or Geyser, though you can do whichever you wish. James should be healing and Fortifying, which Edward goes up taking all the damage and acting as the shield for Koudelka and James. he should also do quite a bit of damage with his physical

attacks. If he has a level 2 on any weapon, use it to finish the battle even faster than you would think possible.

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Boss: Guardian Priest
Location: Shrine
HP: 3,000
Items: Icon's Ring
Minimum Level: 10

The difficulty of the bosses rise significantly at this point. The Guardian is not only odd looking, but has a wide variety of nasty attacks in which he plans to slaughter you with. He attacks, unlike many bosses, both physically and magically. His magical attacks do 100 to all (or a range, depending on the attack). Even worse is that they can cause silence, which can definitely be a pain in the ass in a long battle such as this one. The Guardian also has two main physical attacks. He has a single physical attack, which does 200 damage to one member, and he has his multi attack. A multi attack is basically like one of your party members' level 2 or 3 attack skills. With a multi attack, the Guardian does 700 damage with 3 attacks. This is the true threat of the battle.

Edward needs to have very high HP in this battle. He is going to go out and be the doll for the Guardian to attack. James should start off by Fortifying Edward's VIT. He should then on be on healing duty, only casting other spells when no one needs any healing whatsoever. Koudelka should, obviously, be magically attacking. She should also assist James with healing, since her magical attack power is most likely higher and will allow her to heal more HP to Edward. You can use just about any spell on the Guardian, and it will do over 100 damage (not too much, but more than what Edward does).

While Edward plays dummy and attacks the Guardian, you need to make sure that Koudelka and James remain capable of casting spells. Because the Guardian uses the Silence attack rather often, you need to heal it. DO NOT LET BOTH KOUDELKA AND JAMES FALL UNDER SILENCE! I can not stress that enough. If you do this, then you are stuck using items, which are hard to find, and probably not too plentiful. I suggest only using items to revive characters, because they restore more HP than the Revive Spell does.

Note that because of the Guardians high VIT and PIE, this battle will take a LONG time. If Edward is lucky enough to have gotten the Tablar, then equip it. It will cast the poison status on the Guardian. This will do a minimum of 30 damage to him on each of his rounds, and a maximum of about 80. This is a great way to quickly reduce his HP while you can still attack. If you don't do that, then just attack like you normally would, and heal when under 700 HP. Be prepared to Revive at any time.

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Boss: Withered Tree
Location: Water Front
HP: 3,000
Weakness: Fire, Wind
Items: Evil Horn
Minimum Level: 12

Compared to the last boss, this one will be much easier. The Withered tree

has a quite high move range, which you should immediately note as dangerous. Other than that, he is just about average in every aspect. His attacks can be quite powerful though, doing 100 or more damage. Not nearly as much as the Guardian, but 100 damage can pile up quickly. The Withered tree also has the ability to silence your party. the same applies to what you did in the previous battle. Dont let both James and Koudelka become silenced, else you can find yourself without a source of healing.

Edward, as always, should jump out into the fray immediately. Have James Fortify his VIT and maybe STR and then he will be ready to go. Magic from koudelka works all around well. A Lvl 2 Flare (with INT Fortified) does over 500 damage to the Withered Tree, while a basic Tornado spell does 300. Its cheaper to cast Tornado spells but if you are determined to do more damage, go ahead and use the Flare. As a tree, the boss is weak versus Fire. Why Tornado does the damage it does is beyond me, since the other spells dont so nearly as much damage.

With Koudelka and Edward attacking in their own ways, James should be on support. If you want to attack with him as well, thats fine, but he should be the healer and the Fortifyer. Anything else is really up to you.

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Boss: Thief (Elias)

Location: Storage Room 2F

HP: 2,000

Boss: Barrels

Location: Storage Room 2F

HP: 1,500

Weakness: All

Boss: Crates

Location: Storage Room 2F

HP: 1,500

Weakness: All

Items: Brown Glass Part, Panacea x7, Red Key

Minimum Level: 13

This is quite the annoying battle. The Thief is strong, and has a gun. That means he can attack from the other side of the screen just as easily as your party if you have ones equipped. This makes the Thief a major threat, especially because of the serious damage he can do to you. His normal attack alone can do over 200 damage.

Now for another annoying fact. You can't target him from a distance like he targets you. How to cure this? Kill off his Barrels and Crates. He runs behind them each round in order to avoid fire from Guns and/or the Crossbow (which is very powerful in this battle). To quickly kill off the Crates and Barrels, have Edward (or your main physical attacker) run up to the Barrels (which he usually hides behind first) and attack them physically. Then have Koudelka use magic on the Barrel. Any level 1 magic works, and should instantly kill off the barrel (IF the physical attacker attacked it previously). The magical attack alone should do over 1,000 damage to the barrel.

After killing off either the Barrels or the Crates, go after the other one. this should take no more than two rounds, especially since you have a third

member to add damage to the crates/barrels if the magical and physical attackers can't kill it together. After both are gone, the Thief can be attacked by long rang weapons with ease. The Crossbow, while it wastes a lot of time, works quite well in this battle.

The bad thing: The Thief is basically immune to magic. Most magical attacks, no matter how high your MND is, will miss. This makes your party almost completely reliant on physical attacks. Of course, healing magic is still a faction, and Fortify STR can be invaluable to do more decent damage against the Thief.

The best bet is to have one member Fortifying and Healing while another attacks up close with a Sword, Rapier, Hammer, etc, and the third member attacks with a Gun and/or Crossbow. I prefer Handguns to the Crossbow, but its really a matter of preference. With the two characters attacking, and the third Fortifying your attack and defense, the battle shouldnt take too long to win. Just remember to heal if you get under 500 HP.

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Boss: Chimera
Location: Archives
HP: 5,200
Items: Icons Crown
Minimum Level: 17

The Chimera is an extremely large and agile creature. While it doesnt look very...Chimera-y, you can tell it is from the three heads and the different attacks of which each head employs. Lucky for your party, he doesnt get three attacks per round which makes the battle a lot easier, but you should still retain caution going into this battle.

Like many other bosses, the Chimera can silence your members. this is more of a problem then in some battles because of the Chimera's extremely high speed. You may be unlucky enough to have 2 of your characters silenced before they can attack or before the round is finished. Also sadly, the Silence tends to work more often then not, meaning you will have quite a bit of curing to do. Remember not to worry about curing your main physical attacker, since he/she wont be casting spells as it is.

The Chimera has a few attacks. His spells hit a range and can do 150+ damage, depending on your PIE. His normal physical attacks should do about 150+ damage as well. This isn't that bad, but the frequency of his attacks can be almost frightening.

Your best bet on the Chimera is definitely to use magical attacks. If you have set a magic user, this character should have at least one Lvl 2 spell by now. You can use that and do some excellent damage. Even lvl 1 spells can do over 1,000 damage, depening on the MGC stats of the character. Physical attacks still do decent damage, and your physical attacker should work as a dummy, but magical attacks are the best way to get rid of this boss.

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Boss: Gargoyle
Location: Church
HP: Invincible
Items: None

Minimum Level: 20

You can not beat gargoyle at this point. Koudelka is fighting a lone, and stands little chance against him. The only thing you can do is run. Press the O button and save your hide as quickly as you can.

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***** Disk 3 *****

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Boss: Ogre
Location: Underground Path
HP: 5,000
Strength: Earth
Weakness: Wind
Items: Shotgun RD
Minimum Level: 23

Now, you would think that this battle would be a pain in the ass because only Koudelka is fighting it. Well, it can be, if you havent built up Koudelka as the magic user. If she is a physical attacker she can take a lot of damage in this battle.

The very best thing you can do is have the Tornado spell at level 2. But even if it is only at level 1, Koudelka can still do some amazing damage. usually, she will do over 1,000 damage with it. This easily counters any or all the damage that the Ogre can do to you. He usually does around 150 damage. This isnt too bad, especially if Koudelka has a high level (25 and up). If she has over 2,000 HP, she probably wont even need to heal in this battle.

Just remember, Tornado is your friend. it is the key to winning this battle quickly.

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Boss: Bookshelf
Location: Charlottes Cell 1F
HP: 5,000

Boss: Dinging Room Set
Location: Charlottes Cell 1F
HP: 5,000

Items: Listel
Minimum Level: 25

This battle is basically a battle with a stronger version of normal enemies. There are two targets, the Bookshelf (which I will call Shelf) and the Dining Room Set (which I will call Chairs). Unlike many bosses, these enemies are exactly oppsoite of one another.

To kill these bosses quickly, you habe to know their weaknesses. The Dining Room Set is weak versus ALL magic. Level 1 magic can do over 1,500 damage, and level 2 magic does well over 2,500 damage. He is strong versus physical attacks, though maging magic your primary offense against the Chairs. The

Bookshelf, as I said, is completely opposite. He is stronger (well, slightly above average) versus magic, and very weak versus physical attacks.

As always, have your physical attacker run up and play dummy. He should have over 2,000 HP at this point (hopefully) as the enemies in this battle can do over 500 damage per hit. That can be pretty rough. Have the physical attacker spend all of his energies on the bookshelf. if he is strong, he should be able to do well over 500 damage to the bookshelf a round. While the bookshelf and the chairs are being distracted, use any magic you have on the Chairs. If you do this, it should kill him in three turns max. Make sure to heal your characters if they get under 1,200 HP, else they can easily be slaughtered by the strength of the enemies.

After you kill off the Bookshelf with magic, have one of your magic users (the magic user, or the supporting character) equip a gun and start smacking on the Shelf from a distance. The other character should be healing constantly. With a constant barrage of physical attacks, the Shelf wont last too long.

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Charlotte

Location: Charlottes Cell 1F

HP: Over 3,000

Weakness: Fire

Items: Star Brooch

Minimum Level: 26

There is a HUGE note about this battle. You will NOT have to fight Charlotte IF you got Sophia's letters from the Safe in the Library. You will also get a different item, the 'Flare Brooch' from Charlotte. You can fight her if you want, but the story is better if you do not fight her and get the Letters instead.

Strategy coming soon.

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Boss: Legs of Doom (for lack of a better name)

Location: Portrait Room

HP: 10,000

Weakness: Fire

Items: Automatic Pistol, Spell "Reflect"

Minimum Level: 27

This boss is annoying. It will also take a while to beat, so be patient. He has a high move range, and high physical defense. You will be required to rely on only magical attacks when facing him, since the damage the physical attacks do is pathetic. Another problem: This enemy is quite fast. Prepare for hell, because his physical attacks do 700 or more damage, and he can attack twice (or more, if you are slow) a round. Hopefully, your magic users can heal for over 1,000 HP a shot, else this battle can be spent with more time healing then attacking.

Even though he has high physical defense, his magical defense is about average. A Strong level 2 magical attacks can do over 2,500 damage. Obviously, thats a pretty large amount of damage, and you need to do large amounts of damage quickly. Make sure to heal members if they get below 1,500 HP, as you dont want to find yourself dead from the sheer speed of this boss.

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Vines

Location: Multiple

HP: 6,000

Weakness: Fire

Items: Stat Idols (INT, PIE, STR, etc.)

Minimum Level: 30

These battles can be a pain. You fight three Vines at once, and each vine has an attack each round. There are not normal enemies, as they are story enemies (Roots of the Tree of Life...). Lucky for you, they have normal VIT and PIE.

First off: These can be hella strong enemies. They are quite fast (all right, very fast) and tend to attack a single member a round. This can lead to a lot of problems since if three enemies attacked for 500 damage (which is about how much they do) they can do 1,500 damage to the single character. Obviously, this is quite a large amount for any level of character.

BUT, because they tend to attack a single member, you have a huge advantage. Most of the time, they will line up (well, as long as your physical fighter is acting like a dummy). If they are lined up, your level 2 (and 3) attacks can hit all of them at once. If you use a level 2 spell on the center Vine, then you will hit each of the three vines. This will most likely do over 2,000 damage, making beating them a lot easier.

Basically, have your physical attacker acting as dummy so that your magic user can cast spells, and have your supporting character healing the dummy each round. He may want to Fortify his VIT, to make him take less damage from physical attacks as well. But other than that, use at LEAST level 2 spells, though if all you have is level 1, those will work decently. You just need to kill them off quickly in order to stop the sheer amount of damage these extremely fast enemies can do to your party.

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Boss: Vines

Location: Outside Church

HP: 6,000

Weakness: Fire

Boss: Patricks Vine

Location: Outside Church

HP: 10,000

Weakness: Fire

Items: Stat Icons

Minimum Level: 31

This battle is a harder version of the previous battle. This one only has two vines, though one of these two vines is about twice as powerful as the other one. The powerful one is what I call the 'Patrick' Vine, since he has Patrick's corpse entangled within him (its easy to see).

Like in the previous battle, the Vines are both fast and powerful. You need to have high HP and AGL to keep up with them. Just the normal vine does over 500 damage with a physical attack. The Patrick Vine usually can do over 800 and maybe 1,000 damage. Even worse are his multi-attacks, which hit three times. Make sure to keep the entire parties HP over 3,500 at ALL times, else

attacks will miss most all the time in the battle, so dont use them at all. The supporting character should heal every other round (targeting the center character, so as to hit all three members with a Heal 2 spell) while casting a Tornado spell whenever you arent healing. this will allow you to do the best damage possible.

If you want, have your physical attacker cast Fortifying spells on your magical attacker/supporter so that they can continue casting. The physical attacker will do little more then that in this battle...

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Elaine (2)
Location: Church 6F
HP: 14,000
Absorb: Fire, Wind
Weakness: Earth
Items: None
Minimum Level: 33

This battle is much the same as the previous battle. Except for a few facts. in this battle, physical attacks work better. The same applies as the last battle though, STAY AWAY FROM ELAINE! In other words, the Crossbow is your best friend in this battle. The Crossbow will let you do some good damage to this part of the boss, since she is weaker versus physical attacks in this battle then magical attacks. Swords and othter short range weapons make you vulnerable to her extremely powerful physical attacks.

As with before, Elaine has two main attacks. She has an attack all attack which does about 500 damage to your entire party. She also has a physical attack. She only uses the physical attack when YOU approach HER. Elaine will never approach you, she will stay on her side of the screen.

So, with your physical attacker attacking with the Crossbow, your Supporting character will need to be healing. Once again, have your characters in a line against the far side of the screen. This will allow you to hit all members with Heal 2 or 3. With the physical attacker hitting with the Crossbow, and your supporting character healing/attacking with Bowgun you still have your magic user. Your magic user must be VERY careful in this battle. Two elements restore Elaines HP here, so you need to work with those that dont. Megalith is the only spell that will do adequate damage against Elaine, as Gyser will only do about 300 even with a strong magic user. This is because of Elaines high PIE. While the megalith spell will only do about 700 damage, it is still worth it to use it, as any damage is better then none, especially at this point.

Heal when your HP is under 1,000, and attack from a distance and this battle should be winnable. Just remember that it may take quite a bit longer then the previous battle. Also note, that if you dont have the Bowgun or the Crossbow (or dont have any arrows left) then you can still use magic to defeat this boss, even though it will take a lot longer.

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Elaine (3)
Location: Church: Roof
HP: ????
Items: None, but if you win you get the best ending

There are a few things you need to note about this battle. You do NOT need to wind. You can beat the game without winning this battle. Though to win, and get the best ending you need the Pendant item. This item is found at the beginning of Disk 3 with Koudelka alone in the fountain area. You can not get the best ending without this item. If you do not have it, then just let yourself die here because winning wont do any good.

If you DO have the Pendant, and you want to get the best ending, then you should continue reading. This boss is extremely powerful, and you need to take all precautions necessary. You need at least 4,500 HP for all of your members, some excellent equipment, and level 2-3 healing spells on at least two characters. You also need to have your magic user with at least two level 3 spells in his or her spell EXP.

The Final boss is extremely fast and very powerful. Her attacks do a minimum of 1,500 damage. Like the previous final bosses, she has two attacks. She has her single target attack, and her multi-target attack. Unlike the earlier ones, she will approach you, not just stay on her side of the screen like a good little boss. Her single target attack does about 2,000 damage, and her attack all attack does about 1,500+ to all allies. The attack all will ALWAYS hit your entire party, much like the breath attack previously encountered with Elaine.

You must constantly keep your party at max HP, else she may be able to slaughter you in two attacks. Dont let your party get spread out, you need to be able to heal the entire thing with one spell. Elaine will eventually approach you (it should take a few turns)and your physical attacker can attack with close range weapons is he/she wants. Until then, have the crossbow and snipe from afar. Of course, even when she approaches you the physical attacker can attack with the crossbow if they wish. Its really a matter of opinion. Your magical attacker should attack with Level 3 spells, though he or she may want to help with healing if needed. Your supporting character should ALWAYS be healing in this battle. There will be very little time when he or she will not be needing to heal your party. As long as you fight the battle conservatively, and kill her off as quickly as possible, you should be able to win the game once and for all.

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Closing #*#*

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Contacting Me

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If you need help with a game, or if you have a strategy that worked for you and you want me to put it in this guide, Please, by all means, EMail me! I also accept criticism, though you should note that someone that says "Your strategy is WRONG" probably wont be taken as seriously. NO strategy in this guide is wrong, because they each worked for me. How can a strategy that worked for me be wrong?

Well then. If you need help, please Email me at [ffantasyxgears \[at\] msn \[dot\] com](mailto:ffantasyxgears@msn.com). Please title the Email 'Koudelka', or 'Koudelka boss Guide'. I have guides other then this published, and I cant know everything from one sentence (or two) of questions.

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Whats Left to Do?

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The First boss in the game. Also the final bosses as well as the optional Gargoyle boss. Other than that, everything is done. I may (eventually) reformat.

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Version Info

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December 30th 2003: Finished the Final bosses.

December 26th - December 28th, 2003, .80: Finished everything except the final bosses and the first boss. Also have to write a Charlotte Strategy, and a strategy for the optional boss Gargoyle.

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Thanks

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Myself - Once again, I thank myself. Actually, I was just so addcted to this game I HAD to write the guide...but still, I spent hours on it so I feel I have to thank myself.

My Readers - Without you, I wouldn't be here. Sometimes I feel like I am going to not write anymore, but even a simple Email from you saying that my guide is good makes me want to go on. I owe a lot to you. Thanks!

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