

Master of Monsters: Disciples of Gaia FAQ/Walkthrough Final

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Intro

Howdy, folks, HighVoltage103 here. I will provide info for this game based on all my experience since 1998. Without further ado, here we go. This game requires 3 blocks of memory to save a file, so please keep that in mind.

Controls

- X button - Select
- Triangle button - Cancel
- Circle button - Subcommand menu (map only)
- Square button - Switch Map Mode
- Start button - Pause
- Select button - End Turn
- L1/R1 buttons - Select unmoved unit

Characters

Iros

The main protagonist of this game whose village was burned to the ground by Gaia and whose parents were also killed by Gaia. He is granted a pendant from the heavens and can use it to summon one of six disciples that were under Gaia's command.

Necromancer (Playable character)

Alignment - Chaos

This guy commands ice magic and he is a fairly strong user of ice. His

physical attack leaves much to be desired though. He shines the most during the night. He has a pretty strong ice resistance as well.

Summoner (Playable character)

Alignment - Neutral

This young girl is a great starting character. Not only do both of her attacks NEVER miss, even when most other attacks at 90% do, she has fairly high AG, which can increase the percentages the higher the number is and lower the percentages of the enemy that engages her. Her attacks are lightning-based and is pretty resistant to lightning attacks as well.

Warlock (Playable character)

Alignment - Law

The eldest of the six disciples despite his looks who commands fire. Both his attacks will never miss also and really shines during the day. He has low AG though, so watch out. He is pretty resistant to fire attacks though.

Justice (Playable character)

Alignment - Law

With the best AG out of the six disciples and her physical attack packing a serious punch despite the low attack power, this disciple can really shine on the battlefield. She has the weakest magic attack out of the disciples though, so avoid that. She is pretty resistant to physical attacks as well.

Fortuner (Playable character)

Alignment - Chaos

The strongest magic user of the six disciples who is also the only disciple who can easily defeat the ghost enemies. Low AG though, so watch out. She is pretty resistant to magic-based attacks as well. Examples would be from mainly angels and ghosts.

Shadow Master (Playable character)

Alignment - Neutral

This disciple is fairly resistant to all kinds of attacks for starters. Good AG to boot and his physical attack is not quite on par with Justice, but it can still hurt enemies at high levels. Weak magic attack though, so I'd advise not using that. Still great all-around.

Gaia

Alignment - Chaos

The main antagonist of this game. His attacks are very strong even though they are physical-based. At end-game, his AG can max out, so watch out.

Defender

Alignment - Law

The first enemy in the game is a messenger of the gods who you actually meet fairly late in the game. He is very weak though, so try to engage him with lots of HP.

Shade

Alignment - Neutral

A servant of Gaia who is pretty much a Shadow Master look-a-like. His main

job is to generate fog on the battlefield. If you manage to defeat him, the fog disappears. Shade's level is equal to the red enemy commander's on the current map.

Dark Bishop

Alignment - Chaos

Also a servant of Gaia, you'll encounter this guy about halfway in the story. Strong in magic, but not much else to say about him.

Swordsman

Alignment - Law

This guy appears as an enemy commander in the first extra map. If you win the map, you'll recruit him for your own use. He joins at level 16 and has attacks similar to Justice.

Enchantress

Alignment - Chaos

This fabled woman appears as an enemy commander in the second extra map. If you win the map, you'll recruit her for your own use. She joins at level 30 and has attacks similar to Summoner, but unlike Summoner, those attacks can miss at 90%.

Dias

Alignment - Chaos

The third extra map opponent encountered after the first Crusader battle, this can be one of the toughest battles in the game. One of the monsters he can summon is a Sphinx, and it's the most powerful monster in the game with high resistances to boot and with the highest Move as well at 13. If you beat Dias, who is easy on his own, you'll recruit him. He joins at level 13.

Crusader

Alignment - Neutral

You'll fight this woman twice and late in the story. Her magic attack is lightning-based. Her damage output is nothing special, but watch out for the monsters on both maps, especially with Avatars. They have never-missing fire-based shooting attacks and the magic attack is physical-based that also never misses.

Merukaba

Alignment - Law

Merukaba is the one who gave Iros the pendant at the start of the game. After defeating Gaia the third time extremely late in the story, you are given the choice of who you want to fight in the final map. His attacks are nothing special but prepare to face most of the strongest monsters in the game. You are also against one other commander in that map also, making it the easiest of the three maps even though he's level 30.

Secatin

Alignment - Chaos

Secatin is the queen of the monsters who breeds them. She is also one of the choices you can make when choosing who to fight in the final map. Oddly enough, she is only level 10 along with the other two commanders. She has fairly good resistances though, so watch out.

Gameplay

Ok, now for the main part. Basically, you summon monsters to fight for your cause. When you run out of ruling power, you can't summon any more monsters. How much your ruling power decreases depends on the alignment of your chosen disciple. This is how it's broken down:

Law: Law monster - ruling cost is halved, Neutral monster - ruling cost is normal, Chaos monster - ruling cost is doubled.

Neutral: Law and Chaos monsters - ruling cost is normal and Neutral monster - ruling cost is halved.

Chaos: Law monster - ruling cost is doubled, Neutral monster - ruling cost is normal, Chaos monster - ruling cost is halved.

Next is the time of day. When it is fully bright as displayed on turns 2, 6 and so on, the power for Law units including disciples is increased by 25% while Chaos monsters suffer a 25% decrease in their power. When it is dark at night as displayed on turns 4, 8 and so on, Chaos monsters are more powerful while Law monsters are weakened. Neutral disciples and monsters are not affected by the time of day.

Next is the enemy turn. All enemies will make a beeline for your disciple, ignoring anything standing in their way. Exploiting this the best way possible will make life easier for your disciple. It will not be a problem at first, but the later maps will make it extremely difficult for your disciple. Sometimes, enemies will not move at all, signaling that attacks that hit at 90% will NOT hit. Any ally monsters next to enemies will still be attacked.

Now, we'll talk about the map itself. It is mainly comprised of grasslands, forests, water, deep water and mountains. Some maps will also have volcanoes, snow and deep snow. Also present on the map are towers. When you occupy a tower that's not blue, you'll increase your ruling power, allowing for more monsters. You may sometimes get items from a tower. A good time to try for towers is when attacks at 90% start hitting again. Lastly, there are monasteries, which can fuse two ally monsters who enter it. Save your game before fusing, because sometimes the fusion will end in a failure and you'll get a Slime or a Golem.

The final part to talk about is battles. Every unit has a physical attack for starters. Some of them also have a shooting attack or a magic attack. Some of them have all types of attacks while some also just have physical attacks. When choosing what to attack the enemy with, first you'll see the name, the damage it can do, the number of times it will attack with and the percentage. The highest percentage is 90%, the lowest is 10%. Now, both physical and shooting attacks will deal more damage than the number it will show. Magic attacks do nearly the same damage or sometimes less. Still, always have a gameplay before attacking. If you attack with a shooting attack and the enemy has one also, it will retaliate with a shooting attack also if it's not dead. The same is true with magic attacks. There is no counter if the other does not have a shooting or magic attack depending on what you attacked with. The enemy also does not counter if the enemy is under a sleep spell. This will also make all attacks hit its mark while sleeping regardless of percentage.

Subcommand Menu

Pressing the circle button during your turn will bring this menu up. They are Ability Graph, Environment, Save, and Load. We'll start with Ability Graph.

Ability Graph

Here, you can see the listing of all your units including the disciple. You can move around different screens by pressing the directional button. On the Abilities screen, you'll see the stats of a unit including the unit's current level, experience points, HP, MP (for magic attacks), INT, AG and E (a symbol appears if the unit has moved). INT impacts the success percentage for magic attacks. The higher the number compared to the enemy's, the higher the percentage. You can also press the Select button to view the bio for the unit selected. Lastly, you can press the Square button to rename any of your monsters.

MOVE indicates the unit's ability to move. 09 means it can't move to that spot.

DEFENSE indicates the unit's resistance to enemy attacks. 99% means all attacks will do relatively 1 damage.

WEAPON indicates the name of the attack each unit has.

OFFENSE indicates the strength of the attack. The higher the number, the more damage it does. The number of times it can use it is right next to the attack strength.

AVOID indicates how a unit can move to certain terrain. 99 means it can't move to that terrain spot.

Environment

I will read off the options from top to bottom:

Tutorial - Shows basic movement controls.

View Etc. - On lets you view the battle scene. Off will skip through the scenario and instead play sound effects of the attacks as they're normally done. Turning it off also disables the animations for spells and items.

SE - Turn the music and sound effects on or off.

Game Level - Provide the difficulty level for the game. Easy means attacks do more damage during your turn and less damage during the enemy's. Normal means, well just that. Hard means attacks do less damage during your turn and more during the enemy's turn.

Auto - You can choose between Auto Battle and Auto Tower. Auto Battle makes all AI-controlled allies attack monsters regardless of the danger while Auto Tower makes all AI-controlled allies occupy towers. You can't get items this way, so avoid that. You can use it during Map Mode though as you can't get items anyway.

Last is Single. You can choose between Single and Group for Auto. If you choose Single, you'll have to highlight a monster then press R2 to make it move automatically. All means you can press R2 anytime and all your monsters move automatically.

Save means you save your game. 3 blocks is required to save although you can also save after clearing a Story Mode map also.

Load means you can load the save data of your choice.

Spells

Any disciple you choose will come with a few simple spells. You'll get more powerful spells as the disciple levels up. You can only use spells that you have enough INT for but it will always refill if you stay on a tower. There are healing spells, some of which can heal all monsters and there are spells that hurt enemy monsters, some of which can hurt all monsters or within a range. Some can hurt both allies and enemies, so exercise caution. No two disciples have the same exact spell list, so experiment to find your favorites.

Items

While there are many items in the Story Mode, I'll list the more important ones you'll definitely want to get:

Magic Stone - Raises an ally monster's level by 1.

Gaia's Stone - Raises an ally monster's level by TEN levels.

Master's Hand - Deals 500 damage to all enemies on the map. If the disciple doesn't level up, it will have 1 HP, so use it wisely.

Shadow Hand - Increases all attack powers for one turn. 9 uses though, so use them wisely.

Strong Arm - Doubles the physical attack power of a monster permanently. Best used on monsters such as Chaos Crabs, Golems and more.

Power Arm - Doubles the shooting attack power of a monster permanently. Give this to a Sphinx and watch most enemies drop with it's all-powerful ice-based attack.

Magic Arm - Doubles the magic attack power of a monster permanently. Great for angels, ghosts and more.

Master Arm - Doubles ALL attack powers of a monster permanently. Give this to a Sphinx and watch nothing stand in its way, except maybe ghosts.

Wind Seed - Increases the AG of a unit by 20, making landing attacks easier.

There are also items that increase max HP, max MP, and max INT, so make good use of them.

Monsters

There are many monsters in the game and there are far too many for them to remember all at once, so here is some of the more important monsters you'll want to have. Monsters obtained from Fusion will also be included.

Angel Knight - This angel is not quite on par with the strongest of angels, plus she doesn't have a shooting attack, but her magic attack will never miss its mark and is a prime ghost damage dealer. Her physical attack is pretty strong as well along with high AG and MOVE as well. You can get one fairly early on from fusing a Blessed Angel and a Huntress on the second Dark Bishop map. They start at level 15, so levels aren't an issue.

Avator - These female warriors really excel in combat. Their shooting and magic attacks never miss and can take most enemies out in the blink of an eye. Pair one with a Power Arm and watch enemies melt. You can get one from evolving a level 16 Valkyrie or you can summon them late in the story. Their alignment is Neutral.

Ice Colossus - These giants excel in the snow. Both of their attacks are ice-based and are very strong. They are also very resistant to ice attacks as well. You can get one from evolving a level 22 Ice Giant or you can summon one very late in the story. Their alignment is Neutral.

Wragnor - This monster you can start getting on the second extra map or much later on in the story also. They have a never-miss magic attack that is fire-based. They are resistant in many attacks except for lightning. Their alignment is Chaos.

Tiamat - These dragons are very strong on their own. They have a magic attack that can take out ghosts as well. They're also quite resistant to fire. You can get one from evolving a level 26 Death Dragon. Their alignment is Chaos.

Apparation Drg. - Dragons that can fly who are also quite strong. With nearly complete resistance to ice, they can really tear up the battlefield. You can get one from evolving a level 26 Cloud Dragon that you can get from a Green Dragon. Their alignment is Neutral.

Wyrmus - Flying dragons that are also very strong along with high MOVE. They are nearly completely resistant to fire. You can get one from evolving a level 26 Kirin. You can get a Kirin from evolving a level 22 Naga. Their alignment is Law.

King Dragon - The most powerful dragons in the game. Fusing a Tiamat and an Apparation Drg. can get you one. Wait until your next playthrough to fuse one though. You can also get one by evolving a level 30 Lizardman. The best way for that is to have a Gaia's Stone on hand and you can summon a level 20 Lizardman very late in the story then using it to get the King Dragon. When it evolves though, it won't have any MP, so have max MP items on hand to use on it as well. Their alignment is Neutral.

Sphinx - Although a bit weaker than King Dragons, this flying monster will decimate enemies in its wake with its incredible power and it has the best MOVE in the game at 13. To get one, you'll need an Angel Warrior and a Manticore. To get a Manticore, you'll need to fuse a Chimera and a Greater Demon. Give a Sphinx a few Wind Seeds and a Master Arm and watch most attacks connect for insane damage. Their alignment is Neutral.

Story Mode

In the Story Mode, you are presented with which disciple to choose, so choose wisely. After you've chosen one, you'll see a cutscene. You'll then proceed to your first map, which serves as a tutorial of sorts. The enemy monsters are weak, so use this map to level up your disciple. Try to engage monsters that are on the water. Unless it's a monster that can move well in the water, the attack percentage for physical and shooting attacks for the opposition will go up in number. The EXP value you get depends on the defeated unit's level:

100 EXP - 4 levels or more below the enemy's.

98 EXP - 3 levels below the enemy's.

84 EXP - 2 levels below the enemy's.

70 EXP - 1 level below the enemy's.

56 EXP - Enemy level is the same.

40 EXP - 1 level above the enemy's.

28 EXP - 2 levels above the enemy's.

18 EXP - 3 levels above the enemy's.

8 EXP - 4 levels or more above the enemy's.

1 EXP - Engage an enemy or occupy an enemy tower. The monster cannot level up unless an enemy unit is defeated. The disciple also earns 1 EXP if you used a spell and can also level up if the disciple had 99 EXP prior to using the spell. You cannot gain EXP if you used an item though.

After clearing the tutorial map, you are presented with facing one of the

other five disciples. The disciple in question depends on who you chose. For example, if you picked Necromancer, you'll face Summoner. If you picked Summoner, you'll face Warlock and so on. The enemy's monster list is not too bad. Unicorns do little damage physically while Amazons can hurt your commander a bit. Don't engage them in the forest or you'll see your physical and shooting AG lower quite a bit. They'll likely shrug off the damage with the auto heal next turn though while on a tower. Monsters of your own that you can summon include level 1 dragons, monsters that can serve many roles on the battlefield. Their Breath attack is fairly strong and they can pick apart enemy Goblins and some other monsters in a heartbeat.

Anyway, after defeating the enemy disciple the first time, you'll face that same disciple again at level 4. Enemy monsters to watch out for here include Trolls that have decent power but low AG, Rocs that have very high move but low attack power and more Amazons. Another enemy monster you'll see here are Gremlins. They're the first tier demon and have psychological attacks that can put ghosts to rest, but you'll see them soon enough. Monsters you can summon include Elves, which have physical, shooting and magical attacks and level 2 Rocs as well.

Get through that and the real deal begins. On this map, the enemy commander has over 400 ruling power and will likely summon up to 19 monsters. No enemy commander ever goes beyond 20 units and will instead attack whoever's adjacent to the commander. Enemy monsters to watch out here are definitely level 3 dragons. You'll also see ghosts and wolfweres on this map also as well as more soldiers. The enemy commander himself is level 10 so try to avoid physical battles when you can. Monsters that you can summon include Cherubs, which are the first angel tier and can also easily kill enemy ghosts, Gremlins and level 3 dragons if you didn't level your level 1 ones up from the previous maps.

The next map after that one has the first Shade unit on the field. The enemy commander in question is level 13 and is quite strong physically. Engage it magically and it should be defeated after a few turns. As for the Shade unit itself, I'd avoid battling it as it has good AG and the units you likely have will make taking Shade out quite difficult. Monsters you can summon here include Octopuses, which are water specialists with a physical attack they can execute SIX times for weak damage. Pair it up with a strong physical weapon for higher damage. If it enters land though, enemy physical and shooting attacks will likely hit, so watch out. Another monster you can summon are Mermaids. They have a never-miss magic attack which will easily kill off ghosts, so make good use of them. You can get level 5 Berserkers of your own if you wish also and you can also summon Ghosts of your own as well. Lastly, you can summon Fighters, which are the second tier up from Soldiers. Enemy monsters to look out here are more Berserkers and new monsters, Hell Hounds. New monsters you'll also see are Shamans, which are the second tier up from Magicians. Send your units northeast to find the enemies.

The next map pits you against a Knight with strong physical and shooting attacks at level 14. You have limited ruling power for this map, but you can move to the nearby fortress for some more power after summoning some monsters which include Serpents, which are also water specialists. You can also summon a Banshee, which has a psychological physical attack. The enemy can summon Serpents also, but they aren't a big deal. The enemy can also summon Fighters and Mermaids so watch out. Not much to worry about otherwise.

The next map pits you against Gaia for the first time. Gaia's at level 1 with INT even lower than a Troll, so not much to worry about. His attacks are very strong though, so watch out. Monsters you can summon here include Huntresses, which are the second tier up from Amazon, level 1 Fairies with high AG but very low HP and attack power. The damage can sometimes be spectacular though.

You can also summon Hell Hounds if you want to. Gaia's monsters include the dangerous Salamanders, which are one of the second tiers up from a Dragon. Another dangerous enemy is the Fire Bird. It has very high MOVE and its shooting attack can really hurt, so watch out. More new enemies include Demons, which are the second tier up from Gremlins and has a shooting attack as well, so watch out. Gaia can also summon a Minotaur, who has very low AG but a high physical attack. Lastly, he can also summon Huntresses as well. Summon a Huntress of your own and keep it in your army listing until a later map.

After you make it past Gaia, the next map pits you against not one but two enemy commanders: A level 16 Berserker and a level 10 Death Knight. Both are familiar enemies but this map has the very dangerous THUNDER BIRDS. Their plasma attack will really hurt your commander, so stay on your toes and try to take them out with spells or engage them in battle as well. Monsters you can summon include Wyverns, also a step up from the Dragons but with ice breath and they fly. Mages are a step up from the Witch monster, Blessed Angels are a step up from the Cherub monster and you can also summon Salamanders of your own as well. As this map is littered with volcanoes, make good use of them for your Salamanders as enemies will likely be next to one. Other enemy monsters include Thieves, which are not too bad concerning their physical attack, Skeletons, who won't do too much, Giants, which are a step up from the Troll monster and more Huntresses and Hell Hounds. Take extra caution on this map!

After you get past that map, the next one pits you against Gaia again at level 10 now and there's a second commander as well: a Wagnor at level 15. This monster has never-missing fire magic attacks and can also physically attack 6 times as well. There's also a Shade unit on this map. This map is likely one of the toughest because not only there are the ever dangerous Thunder Birds here, there are Fire Birds as well! Also another enemy to watch out for are the Wyverns. Gaia has over 200 HP now and once you take him out, the map is cleared even if the Wagnor's not destroyed. Monsters you can summon here include High Elves, which are a step up from Elves, Pegasus, which are a step up from Unicorns, Sea Dragons, which are a step up from Serpents, Chaos Crabs, which are virtually immune to everything but fire and Reef Mermaids, which are a step up from Mermaids. Other monsters you'll be dealing with are Sorcerers, more Salamanders, Minotaurs and Chaos Crabs also. Take extra care on this map! Good luck! Lastly, send your units southwest to find the enemies.

The next map after getting past Gaia has you dealing with the Dark Bishop. Monsters you can summon here include level 15 Ice Giants, which are overleveled for this map as the average level is 10. Other monsters you can summon include Knights of your own, Wyverns, Demons, Skeletons, Pegasus, and Priest, which is the second tier up from Neophytes. Dark Bishop has Demons at level 10 that he can summon as well as Thieves, Wyverns, Wizards (next tier up from Shamans), and a new monster, Harpy. This monster has very high move and can fly over deep water, but it can only physical attack. Dark Bishop along with another Shade unit are only level 2, so just avoid using magic attacks and he'll be defeated before long. Send your units east to find the enemies.

Past this map is your first extra map. The vast majority of the map is surrounded by water and deep water. Not many monsters you'll be able to summon will be able to traverse over deep water. You may want a Unisus and a Minotaur so you'll be able to fuse them into a Chimera on the next map. The two enemy commanders on this map are another Wagnor and the Swordsman, who has attacks very similar to Justice. Wyverns and Sea Dragons are the biggest threat here. Other monsters include Elf Lords, which are one of the next steps up from High Elves, Mystics, which are the next tier up from Mages and more. Monsters that you can summon include level 8 Knights, Pegasuses, Reef Mermaids and new

monsters Monks and Tentacles, which is the next tier up from Octopuses. Lastly, you can summon level 1 Harpys. Put some Reef Mermaids to work and take out the Swordsman when you can. You'll have to defeat the Wagnor also to clear the map which makes this map one of the very few exceptions where you have to defeat all commanders including the boss commander to clear the map. When you win, the Swordsman you defeated will join your roster at level 16. Make good use of him.

The second Dark Bishop map is right after the first extra map. He's level 16 now with another Shade unit and with the incredibly dangerous DRAGON KNIGHTS to boot. If he summons one, defeat it ASAP because their fire breath can really drive you to a game over. Other enemy monsters include Phantoms, which are three tiers up from the Ghost. They are heavy hitters with their psychological attacks, so beware. Vampires have a heavy damaging psychological attack also but can only execute it once per battle. Valkyries are a step up from Huntresses and are also very dangerous. They have good AG to boot, so watch out. More Fire Birds and Wyverns await you also, so take extra care on this map. Monsters you can summon include level 8 Vampires of your own and level 3 Wolfweres, Goblins and Orcs. Orcs are very weak and can only physical attack. Once. You can bring out Fire Birds of your own if you want. If you still have a Huntress, bring a Blessed Angel out and fuse with them to get an Angel Knight. There's a monastery just northwest of your disciple. Bring out the Unisus and Minotaur and fuse them to get your Chimera. You may want to bring out two of the level 3 units and have them fuse to get an Overlord if you want. They have strong resistances and cancel out physical attacks also along with never-missing fire magic attacks. Other monsters you can bring out include more Wyverns also and a new monster, the Genie. It has some resistance but it has very bad AG, so think carefully before bringing one out.

You're in the Nether World for the next map which is against two enemy commanders: a laughable Wolfwere at level 14 and a new enemy, the Destroyer at level 16, which is the next step up from Death Knights. The Destroyer is quite strong, so stay sharp. Monsters you can summon here include more Knights, Huntresses, Mages, Demons, and Fire Birds. New monsters you can summon are Griffins, which is the next step up from Pegasuses I believe and Apparitions, which is the second step up from Ghosts. You may want to surround your disciple with Apparitions if you have ruling power to spare even though the enemy commanders can bring out Wraiths, which is the next step up from Apparitions as well as more Blessed Angels. Other enemy monsters include more Death Knights, Sorcerers, Wyverns and Sea Dragons.

The next map after that one puts you against THREE enemy commanders for the first time. The big bad monster of this map are level 22 Ice Colossus's that are very strong and can really end your game in a heartbeat. They have very high ice resistance and have over 200 HP. If you have a Master Hand or two, put em to use if any of them are brought out. Use other powerful spells to defeat them also if you can. Not much can stand against these guys, so take extra precautions at all times! Anyhoo, monsters that you can summon include more Death Knights, High Elves, Pegasuses and Ice Giants. New monsters here include Valkyries, Zombies and Golems. Golems usually come from a failed fusion, but are present here. Another new monster is the Cleric, which is the next step up from Priests. If you defeat the Orc before the other commanders, the map is cleared. The Golem commander is not on a magic tower at the start of the map, which is the only time this happens. There is also a Shade unit here. Other enemy monsters include the ever dangerous Fire Birds, Thunder Birds and Valkyries as well as Harpys, Golems and Blessed Angels. Head west and northwest to find the enemy commanders. Good luck!

If you got past all that madness, you'll be happy to know that the next map is slightly easier even with enemy level 23 Ice Colosusses now. Monsters you can

summon here include Mystics of your own, Wraiths, Wyverns and Ice Giants. New monsters you can summon include level 9 Swordsmans, which is the next step up from Fighters, I want to say. Lastly, you can summon Hounds, which is the next step up from Hell Hounds. Other enemy monsters include another Shade unit, Huntresses (oddly enough), Griffins, Hounds and Genies. The only new monster here is the Green Dragon, which is the next step up from Wyverns. The Minotaur has a lot of HP but is easily defeated before long. Head southeast to find the enemies.

Past the Minotaur is the second extra map. It's also the first where you can summon a Wragnor of your own at level 8. Other monsters you can summon include Valkyries, Elf Lords, Fire Birds, Reef Mermaids and Chaos Crabs. New monsters include Dyicons, which are water specialists as well as Feather Fins. Feather Fins can only be summoned in the water. They're quite strong though, so make good use of them. The enemy commander on this map is the Enchantress, who is very similar to Summoner only the Enchantress's attacks can miss. The Enchantress has nothing but dragon-type monsters to summon, most of which you're familiar. Dragons, Salamanders, Sea Dragons and Green Dragons you've seen before. New monsters are Lizardman, who only have physical attacks, Fire Dragons, which are the next step up from Salamanders and the dangerous Nagas. Their fire attack really hurts, so watch out. When you win the map, the Enchantress joins your roster at level 30 with loads of INT. Keep her or not, it's up to you.

There's only one word to describe this next map with a Shade unit: Phoenixes. This map has em and they are the next step up from Fire Birds. Not only that, they have the second highest MOVE in the game at 12 and can catch your disciple quickly. They're very resistant to physical attacks and just about nullify all fire attacks also. Monsters you can summon include more Thieves, Swordsmans, Wizards, Griffins, Vampires, Sea Dragons and Feather Fins. The new monster here is Lesser Demons, which are the next step up from Demons. And speaking of demons, the two enemy commanders here are a Demon and a Lesser Demon. Other enemy monsters include more Knights, Phantoms and Green Dragons. New monsters you haven't seen include Cockatrices, which are also the next step up from Fire Birds and Giant Squids, which are the next step up from Tentacles I believe.

Welcome to the Celestial World! This next map pits you against Crusader as well as a Valkyrie. Both can summon the very dangerous Avators, which are the next step up from Valkyries. Avators have never-missing shooting and magic attacks as well as high AG, so think very carefully on how to deal with them. As for Crusader herself, she's level 20 with over 200 HP. She's not too tough but she has good AG as well. Monsters you can summon include more Death Knights, Mystics, Clerics, Giants, and Fire Dragons. The only new monster here is the Master Elf, which is the next step up from High Elves as well. Other enemy monsters include more Griffins, Clerics, Green Dragons and Dyicons. New monsters include Lords and Cyclops. Neither are too frightening. Head west to find the Valkyrie and head south to find Crusader. Defeating Crusader clears the map.

After Crusader comes two enemy commanders: A Mystic and a Wizard. Both are easy. The monsters...not so much. First of all, you can only get to the commanders with monsters that can go over deep water and unfortunately for you, all the enemy monsters can do that. However, you have your own arsenal that includes Angel Soldiers. Summon one and start raising it to level 22 for an Angel Warrior. You'll need one for a future map along with a Manticore if you haven't fused one already. Other monsters include Lords, Sorcerers, High Elves, Chaos Crabs and Giant Squids. This is also the only map where you can summon Phantoms of your own. If you want a Spectre, which the enemy commanders can summon on this map as well, grab one or two and raise it a level to get

your Spectre. The new monster on this map is the High Wizard, which is the next step up from Wizards. Other enemy monsters include Angel Soldiers, Lesser Demons and Dyicons. New monsters here are Ninjas, which have high AG but are quite weak otherwise, Gargoyles, which act similar to Demons, Bishops, which are the next step up from Mystics and Mantas that can only be summoned in the water. Take some extra precaution on this map because the Angel Soldier's shooting attack never misses.

Past the Mystic and Wizard is the third extra map and I gotta say...welcome to hell. Dias is your opponent and is the first time you see the incredibly dangerous SPHINXES. They are insanely strong and can wipe out your disciple in no time at all with the highest MOVE in the game at 13. I strongly suggest saving after you've brought out your monsters and hope and pray Dias doesn't summon a Sphinx. Reload if it happens. The other enemies are very manageable. First, let's talk about the monsters you can summon. This is the first map you can summon a Naga. They're very strong but their AG needs work, so make note of that. You can also summon Ice Colossuses as well. High Wizards and Death Knights are present here also. New monsters include Succubuses, which are the next step up from Vampires, Mummies, which are the next step up from Zombies and Paladins, which are the next step up from Knights. Other enemy monsters include Unisuses, Overlords, Golems at level 18, Golems at level 12 (weird, I know), Ice Colossuses, Spectres and Wagnors, all familiar enemies. Have fun with this map. Beating Dias recruits him on your team at level 13.

If you got past that map, then welcome to the second Crusader map along with a Sorcerer and another Shade unit. The Avators are present on this map too, so watch out. They're level 22 and are tough to kill off. But let's talk about the monsters you can summon here first. Paladins, Clerics, Lesser Demons, Green Dragons and Lizardmans are all familiar to you. New monsters are the High Pixie, which is a step up from Fairies and Efreeti's, which is a step up from Genies. Other enemy monsters include Hounds, Dyicons, Fire Dragons, Green Dragons and Zombies. New monsters here are Samurais, which is a step up from Swordsman and Slimes, which you sometimes get from a failed fusion. They somehow exists here. Anyhoo, Crusader is the same as before and defeating her clears the map. Head southwest to find the Sorcerer and keep heading west to find Crusader.

Once Crusader has been dealt with, you'll have to deal with an Angel Warrior and an Angel Soldier on this map. I highly suggest summoning Avators of your own on this map. They'll be very useful! Other monsters include Paladins, Destroyers, Lords, Master Elves, Fire Dragons, and...Slimes at level 1. Enemy monsters include more Gargoyles, Efreetis, Phoenixes, Nagas, and Wagnors. New enemies include Pixie Warriors, which is the next step up from High Pixies, Cerberuses, which are the next step up from Hounds and Dark Elves, which are the next step up from Elf Lords. Not too hard, just watch out for the Phoenixes.

Welcome back to Earthland! This unfortunately marks the beginning of hard times. You'll be up against one of the other four disciples that once again depends on who you chose. If you picked Necromancer, you'll face Warlock. If you picked Summoner, you'll face Shadow Master and so on. This map is another water-based map and most of the enemies are water specialists and also has another Angel Warrior commander as well. After bringing your monsters out, start moving your disciple to the magic tower surrounded by forest and mountains and most monsters become no threat at all. Monsters you can summon include Dragon Knights, Phoenixes, Nagas, Mantas and Chaos Crabs. New monsters here are Syrians, which are a step up from Reef Mermaids and Krakens, which are a step up from Giant Squids. Enemy monsters include more Chaos Crabs, Giant Squids, Feather Fins, Mantas, Syrians, Samurais and Nagas. The Chaos Crabs, Syrians and Nagas are the biggest threats here. Defeating the enemy

disciple clears the map.

This next map pits you with the same disciple again along with an Archangel commander, which is the next step up from Angel Warriors. The map is surrounded by volcanoes and you'll have a fun time with lots of dragon-types. All of which you've seen before that you can summon except the new monster, the Hydra. This monster is very strong even though with no magic attack. This is also the only time you can summon one, so make use of them if possible. Enemy monsters include more Fire Dragons, Lizardmans and Dyicons. New monsters include Death Dragons, which are the next step up from Fire Dragons with magic attacks also, Cloud Dragons, which are the next step up from Green Dragons, Kirins, which are the next step up from Nagas and are very dangerous, Leviathans, which are the next step up from Dyicons and the also very dangerous TIAMATS, which are the next step up from Death Dragons. Their fire breath does heavy damage, so watch out! Same with Kirins! If you have a Gaia's Stone, use it on a Lizardman to evolve it into a King Dragon, the strongest dragons. It won't have any MP but max MP increasing items will remedy that. It can't fly though, so make note of that. Defeating the enemy disciple again clears the map.

This map marks the final showdown against the same enemy disciple and it's a tough one. This is also the last time you'll be able to fuse monsters, so if you've got the means to make a Sphinx, now is the time to do so. Anyhoo, the enemy disciple is level 25 this time and not much different otherwise. Monsters you can summon include more Succubuses, Mummies, Nagas, and Ice Colossi. New monsters are Hippogriffs, which are the next step up from Griffins and if you haven't had one already, Chimeras. Enemy monsters include more Avators, Bishops, Succubuses, Ice Colossi and Wagnors. New monsters include Pixie Lords, which are the next step up from Pixie Warriors, the very dangerous WYRMUSES, which are the next step up from Kirins and Greater Demons, which are the next step up from Lesser Demons. Take extra care on this map!

Once that is finally over, it's time for a real nightmare of a map. The enemy Sphinxes are back and you're dealing with three enemy commanders: Gaia, another Archangel and a Necron, which is the next step up from Greater Demons. All the commanders are level 30 and there's a chance Gaia will have max AG on this map also, so be warned. If you have Avators, this will make life a bit easier even though Gaia has over 500 HP! As expected, there is a Shade unit on this map also. Monsters you can summon include Chimeras, Cyclops, Cerberuses, Chaos Crabs, Green Dragons and Phoenixes. The other enemy monsters include Paladins, Lords, Angel Warriors, Dark Elves, Spectres and Krakens. The only new monster here is the also very dangerous Apparation Drg. It's not as strong as a Sphinx but still dangerous none-the-less. It's also the next step up from Cloud Dragons. Once you manage to defeat Gaia, the map is cleared. Good luck!

After getting through that map somehow, you'll have to listen through Gaia's voice acting as he tells you why he did what he did. Then you are presented with who to fight against in the final map: either Merukaba, Gaia or Secatin. The monsters on all sides will be the same, so pick whoever you want. Let's talk about each map first. They all have a Shade unit, by the way.

If you pick Merukaba, then you'll also be facing off with a Death Elf, which is a step up from Dark Elves.

If you pick Gaia, you'll also be facing against an Angel Knight and a King Dragon. Again, Gaia may have max AG on this map, so trend lightly. The Angel Knight has nearly a thousand ruling power, but it won't be too bad.

If you pick Secatin, you'll also be facing an Overlord and a Golem. All the enemy commanders are level 10. The Overlord has a massive 1800 ruling power

and will easily bring out 19 monsters before it ever runs out.

Now for the monsters. The monsters you can summon include Dragon Knights, Avatars, Cyclops, Hippogriffs, Death Dragons, Wagnors, Greater Demons and Angel Soldiers. Grab a Greater Demon if you haven't evolved one and keep it with you. The enemy monsters include Death Elves, King Dragons, Hydras, Necrons and Archangels. New monsters here include Dragon Slayers, which is the next step up from Paladins and Liches, which can be obtained by fusing a High Wizard and a Spectre. Thanks to DarkMasterBosel for this info. Liches can only be hurt with physical attacks, so prepare in advance. Get through this map and the story comes to its conclusion. Save before continuing so you can carry your monsters to your next playthrough which is explained in the VS Mode section. Great work.

How to effectively deal with an enemy Sphinx

Sphinxes are, as you know, the second strongest monsters in the game behind King Dragons, which have an attack power of 99 for all types. The big advantage a Sphinx has over a King Dragon is that it can fly over deep water, has attacks that can be executed 3 times minus its shooting attack and has the highest MOVE in the game at 13. So how to deal with one of these monsters? Well, for one, it has 70% resistance to fire, cold, and energy, 40% resistance to physical and 99% resistance to magic-based attacks. As such, angels are out. At level 20, they have over 250 HP and at level 25, they have over 300 HP. If you have a Wyrmus with a Magic or Master Arm, you can bring the pain to a Sphinx with its Magic attack as it's 99% resistant to a Sphinx's Supernova. An Apparation Drg.'s shooting attack can do some damage to it as it won't be killed by -275 degree celsius's high damaging attack normally as it's 99% resistant to cold. A King Dragon with a Strong Arm will likely kill one off as it will do the job. The same is true for a Sphinx of your own even if the attack power is much weaker as Vulcan is executed 3 times. Physical-based spells like Meteor and Explosion can do heavy damage to a Sphinx before you finish one off. Because both spells can hurt your ally monsters as well, think twice before using it.

Other monsters that can stand up to a Sphinx that won't die easily is a Chaos Crab. Just don't let it be attacked by a Sphinx on an enemy turn as Supernova will crush it. Another monster is a Phoenix. They have very high Physical resistance and are 99% resistant to Supernova as well. Once their MP runs out, a Phoenix will die from its -275 degree celsius easily. However you go about it, do exercise EXTREME caution.

Evolution

As monsters level up, they can evolve into more powerful monsters of the same class. Some monsters can evolve into more than one monster that you can choose from. Here are the more common ones that I can remember:

Witch - Mage - Mystic - Bishop
Magician - Shaman - Wizard - High Wizard
Amazon - Huntress - Valkyrie - Avator
Cherub - Blessed Angel - Angel Soldier - Angel Warrior - Archangel
Gremlin - Demon - Lesser Demon - Greater Demon - Necron
Dragon - Salamander - Fire Dragon - Death Dragon - Tiamat
Dragon - Wyvern - Green Dragon - Cloud Dragon - Apparation Drg.
Naga - Kirin - Wyrmus
Elf - High Elf - Master Elf
Elf - High Elf - Elf Lord - Dark Elf - Death Elf
Ghost - Apparation - Wraith - Phantom - Spectre - Dark Wraith
Roc - Thunder Bird

Fusion

When two monsters enter a monastery, either a new monster evolves, one of the two monsters gets a very slight max HP boost, or it fails. Here is a list of all fused monsters:

Fire Bird and Pegasus - Unisus
Roc and Pegasus - Unisus
Pegasus and Berserker - Minotaur
Blessed Angel and Huntress - Angel Knight
Fire Dragon and Knight - Dragon Knight
Tiamat and Apparation Drg. - King Dragon
Wolfwere and Orc - Overlord
Goblin and Wolfwere - Overlord
Orc and Goblin - Overlord
Unisus and Minotaur - Chimera
Greater Demon and Green Dragon - Gargoyle
Lesser Demon and Green Dragon - Gargoyle
Huntress and Thunder Bird - Harpy
Chimera and Greater Demon - Manticore
Death Knight and Griffin - Minotaur
Manticore and Angel Warrior - Sphinx
Hound and Death Knight - Werewolf
High Wizard and Spectre - Lich
FUSION FAILURE - Slime
FUSION FAILURE - Golem (Golems start at level 10 and are great early on)

Map Mode

In this mode, you pick a map then a disciple of your choice. The disciple starts at level 1 while the enemy disciples start at a fixed level depending on the map. All commanders including your own has the same monsters to summon unlike Story Mode. You also can't place monsters in this mode as there are no maps after the one you clear. You also can't get items either.

Most of the maps are very managable by themselves, but there is a couple of maps that prove quite a challenge. One map near the bottom puts you against THREE other disciples: Shadow Master, Justice, and Necromancer. Summon Ice Colossi and take out Justice and Necromancer first. Then, evolve Mermaids into Reef Mermaids and have them take out Shadow Master, healing occasionally. Their magic attacks will never miss and you can quickly get one from defeating enemy ghosts.

The other map right below the previous one has two enemy disciples: Fortuner and Justice. It is the hardest map in the mode as all the monsters are well over level 15. Try to level up your disciple when possible and take out Fortuner first. Justice will be much harder to take out due to her high AG, so exercise caution while dealing with the enemy monsters.

VS Mode

This mode lets you and a buddy play maps with pre-selected disciples depending on the map. There are also maps where you can use save data from Story Mode to play on indicated by the "VS" on the map selection screen. The disciple is based on the chosen one at the beginning of the story. This is especially handy for carrying monsters onto your next playthrough but you will have to have those monsters on hand AND be able to defeat the enemy disciple to carry 1 monster at a time over to the new data. You can use the same memory card for

both players, so there is no need to switch memory cards. Have fun!

Closure

I'd like to thank my father for buying this game on a whim back in 1998. It rose to become one of my favorites for many years. I'd also like to thank you, the reader, for reading my FAQ also. Have fun and god bless.

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