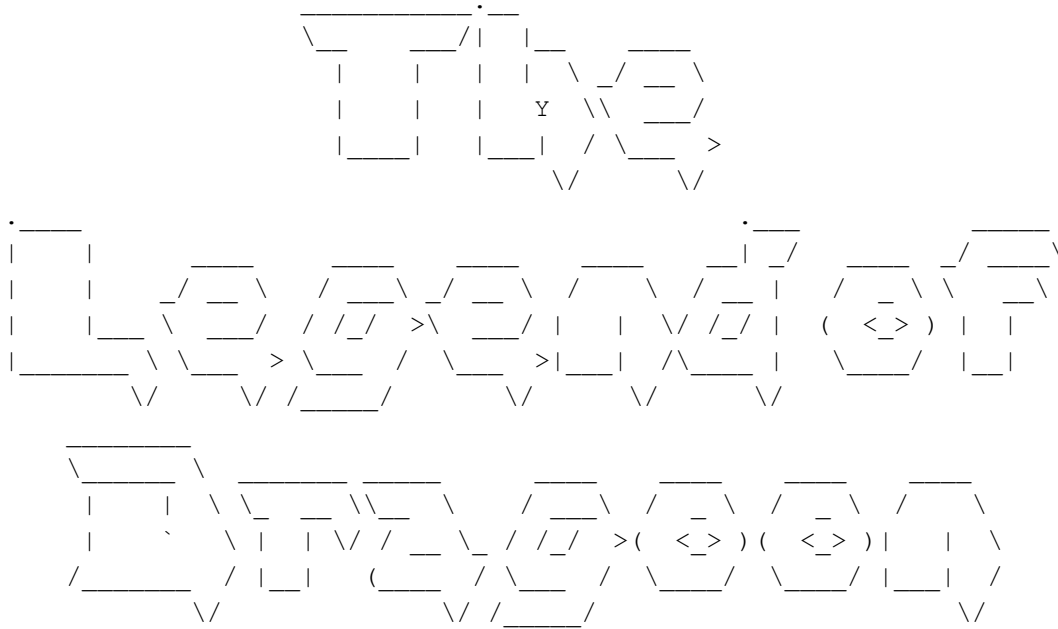


The Legend of Dragoon Special Monsters FAQ

by ultimategamer00

Updated to v1.0 on Feb 3, 2002

This document copyright 2000 (c) Ultimategamer00. All rights reserved



The Legend of Dragoon: Special Monsters FAQ
Platform: PlayStation/PSOne/PlayStation2
Author: Ultimategamer00 (A. A.)
Email: Ultimategamer00@yahoo.com
Version: 1.0

+-----+
| TABLE OF CONTENTS |
+-----+

- .1. COPYRIGHT
- .2. INTRODUCTION
- .3. REVISION HISTORY
- .4. ITEMS & EQUIPMENT
- .5. SPECIAL MONSTERS:
 - A. Yellow Bird
 - B. Cursed Jar
 - C. 00 Parts
 - D. Blue Bird
 - E. Treasure Jar
 - F. Red Bird
 - G. Lucky Jar
 - H. Rainbow Bird
 - I. Triceratops
- .6. CREDITS

=====

.1. COPYRIGHT----->

=====
This FAQ is for private and personal use only. It may be reproduced electronically, printed out, but for your use only. It may not be altered, and it may not be used for any type of profit or commercial purpose. If you want to put this FAQ in your magazine, newspaper or website you should ask for permission first and give full credit to me.
=====

=====
.2. INTRODUCTION----->
=====

This is a special monsters FAQ. Special monsters are found in special places on the map. They are hard to kill and they do serious damage to your party and run away fast. You get valuable treasures and a lot of experience and gold by defeating them. So now you must be prepared and have plans to kill them. I'll list in this FAQ everything you need to do and have, so prepare yourself!

=====
.3. REVISION HISTORY----->
=====

-----Version 0.5----- 11/10/00

- Finished the ASCII art.
- Started this FAQ.
- Finished FAQ.

-----Version 0.6----- 22/01/01

- Minor changes you won't even notice.

-----Version 1.0----- 01/02/02

- Corrected grammar and other mistakes.

=====
.4. ITEMS & EQUIPMENT----->
=====

----->
I. ITEMS----->
----->

1. Magic Signet Stone: This item blocks your opponent's moves for three turns. It's located at the swamp in the Marshlands - you have to take the little boat and then go left to the second screen. It will be in one of the boxes. * This item is the most important. You won't be able to kill any special monster with out it, except if you use a sachet*

2. Sachet: This item kills any of the special monsters instantly; it does 10 hp of damage, and all the special monsters have 4-6 hp. You can get this item the first time at Hellena's Prison (second visit) in a box before a fight with a boss. Defeat the boss and he will give you another sachet. The last one is located at the valley of corrupted gravity. If you want more you can fight Piggies at the home of Giganots, but they rarely drop it.

3. Poison Needle: This item poisons your opponent. You can buy it at the third and fourth disk in many towns and on the Moon.

4. Panic Bell: This item confuses your opponent. You can buy it at Ulara and on the Moon.

=====

----->

II. EQUIPMENT----->

1. Bandit's Ring: Found in home of Giganots, and bought from various towns later in the game. This item increases your speed by 20 points.

2. Bandit's Shoes: I only have one of these. I think you can get them after a fight with a boss at the home of Giganots. This item increases your speed by 20 points.

3. Magical Grieves: You can buy them from Ulara later in the game. This item increases your speed by 10 points.

4. Dancer's Shoes: This item is for the female characters only. You can buy this item from Denningard later in the game. It increases your speed by 20 points.

5. Wargod's Amulet: You find them at the beginning of the game. I think that the cursed jar or some other monster near the yellow bird drops it. This item increases your attack hit-rate by 20%.

6. Sallet: You can buy them from Bale and you also come equipped with it from the beginning of the game. This item increases your attack hit-rate by 10%.

=====

.5. SPECIAL MONSTERS----->

=====

To defeat the special monsters you need to equip all the members of your party with the right equipment and have the right items in hand. I suggest that your party have the following characters: Dart, Shana and Rose or Haschel. I also suggest that you fight three or four random battles before the fight with the special monster, so that the special monster doesn't run away at the beginning of the battle, or cast a powerful magic on you. Here are all the special monsters and how to defeat them:

A. Yellow Bird: It is located on the road to the Indles Castle capital Bale. When you start the battle with it, do 1 hp of damage to it, and then, with the next player use the magic signet stone. After that, just keep attacking it until it is dead. If you managed to defeat it, you will receive 300 gold and sometimes it drops an Elude Cloak. It has 4 hp.

B. Cursed Jar: It is located on the little road between Lohan and the Dragon Nest. Do the same process you did to the yellow bird. Sometimes, when you start the battle it may cast a physical attack barrier, so just keep attacking it until you do 1 hp of damage. After that, do the rest of the process done to the Yellow Bird. If you managed to defeat it, you will receive 300 experience points. It has 4 hp.

C. 00 Parts: It is located on the long road near the commercial city of Lohan. When you start off the battle, do 1 or 2 hp of damage to it, and

then let the other character use the magic signet stone. After that, just keep attacking it until it dies. If you managed to defeat it, you will receive 600 gold. It has 4 hp.

D. Blue Bird: It is located on the road between the valley of corrupted gravity and the home of Giganots. When you get into battle with it, do 2 hp of damage to it. Next, use the magic signet stone. After that just keep attacking it until it dies. If you managed to defeat it, you will receive 1000 experience points. It has 5 hp.

E. Treasure Jar: It is located on the road between the undersea cavern and the city that faces it. You can't do damage to it except if you use dragoon magic. So, the first thing you'd want to do when you start the battle is to transform into dragoon with the first character, and use the first magic type on the list because it doesn't cost much mp and it will do the same damage as the other ones. Next, if it used a magical attack barrier use the magic signet stone. If it didn't, transform into dragoon with the other character and use magic to do another 1 hp of damage. After that, use the magic signet stone and keep casting magic on it until it dies. If you managed to defeat it, you will only receive a Ruby Ring which you can sell for a lot of gold. It has 5 hp.

F. Red Bird: It is located on the road that leads to two ways; one to Denningard and the other one to the Glacier. You can't do damage to it except if you use dragoon magic. But, it doesn't cast a magical attack barrier, so let the first two characters use dragoon magic on it then let the third one use the magic signet stone. After that, just keep using magic on it until it dies. If you managed to defeat it you will receive 1000 gold plus a Phoenix Plume. It has 5 hp.

G. Lucky Jar: It is located on the road between the desert in the Death Frontier and Ulara *Sometimes, you will face a Rainbow Bird but most of the times it will be a Lucky Jar*. First of all, have 2 poison needles in your item grid, and then get into battle with it. Next, use one poison needle on it and let it do 2 hp of damage to itself. After that, use the magic signet stone, and just keep guarding until it dies by poisoning. If you managed to defeat it, you will receive 1000 experience points, 300 gold and a Moon Serenade. It has 6 hp.

H. Rainbow Bird: It is located on the road to Rouge while you are on the Queen of Fury. First of all, have at least 3 panic bells in your item grid and then get into battle with it. Use 1 of the panic bells you have on it and let it do 4 attacks - To itself or to your party - and then use another panic bell. After that, just keep guarding until it dies by confusion (This is the hardest battle of all, so if you don't have the patience just use a sachet and it will die instantly). If you managed to defeat it, you will receive a whopping 3000 experience points. It has 4 hp.

I. Triceratops: It can be found on the Moon. It is on the way to the place where you fight the Darkness Dragon. The Triceratops is different from the other special monsters. It doesn't have 4-6 hp; it has 6000+ hp. It doesn't run away from the battle. You don't need to use a magic signet stone or a sachet to defeat it. So, you need your strongest attack and defense weapons to beat it - It's not that tough, the Rainbow Bird is harder -. When you start off the battle, just keep attacking it with all your power and heal your party if they reached red status. If you managed to defeat it, you will receive 2000 experience points and 100 gold, so
GOOD LUCK!

=====
.6. CREDITS ----->
=====

- CJayC for accepting this FAQ.

-----ALL THE NAMES AND OTHER STUFF ARE TRADEMARKS OF-----

-----SONY COPMUTER ENTERTAINMENT AMERICA LTD.-----

This document copyright 2000 (c) Ultimategamer00. All rights reserved.

--EOF--

This document is copyright ultimategamer00 and hosted by VGM with permission.