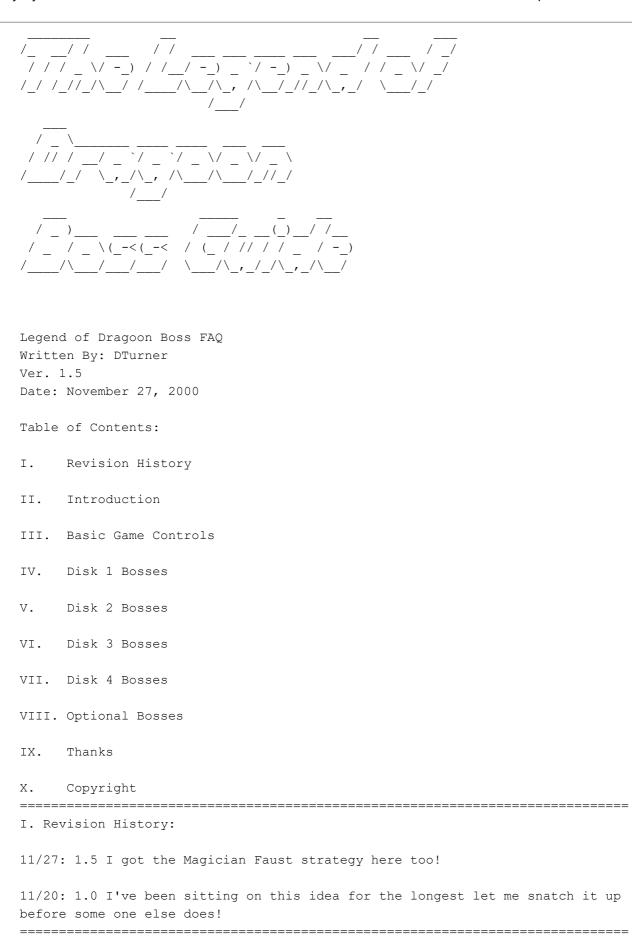
The Legend of Dragoon Boss Guide

by Dyse

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II. Introduction

The Legend of Dragoon is a 4 disk game produced by Sony to rival the great games that came from Square. Was it successful? Yes, is it a successful rival? Sadly No, this game is more like a compilation of other ideas put together. This boss guides discuss the bosses of the game only if you are stuck on a boss then here is the palce to look to figure out how to beat it. If you want more info on my thoughts of the game look here.

http://www.gamefaqs.com/console/psx/review/R9766.html

If you want different types of help besides bosses look here http://www.gamefaqs.com/console/psx/file/legend of dragoon c.txt

III. Basic Game Controls

Menus & Displays

Select Menu Items, Command Icon or move cursor Directional buttons or Left analog Stick $^{\wedge}$, V <, >,

Scroll Through items list Directional Buttons or Left Analog Stick ^/v

Turn Icon display on/off
L1, R2

Confirm Selection X Button

Open in Game Menu
/ \ Button

Advance Dialogue Boxes X Button

Close menu/Cancel

O Button

Display area Names in Area Map Start Button

Switch Map View L2/R2 Buttons

Rotate Map Screen L1/R1 Buttons

Character Moves

Walk

Directional Button

Run

Directional button + O

Select character during combat Directional buttons

Action/Talk/
X Button

Addition Attacks

Increase Item Attack Power
Tap X button

Counter Attack Guard

O button

Cha. 1-4 Random Place

Status-See each characters individual status screen for a more in-depth look at them

Item- Open up a mini list which includes

Use It- Use an Item in your inventory (curative during regular game times only)

Discard- Throw away an unwanted item

List-See all the items and armor you have and who is equipped with \cdot

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Goods-See important items

Armed- View and or change each characters weapons

Additions view and change each characters addition

Replace Replace a character (all except Dart and some can't during important times)

Config Configure the options

Vibrate-Turns Dual Shock On or Off

Sound- Change sound to either mono or stereo

Morph- Change your Dragoon animation for either short of long

Save When at a Save point you can save your game (a memory card is required with one free block)

IV: Disk One Bosses

Boss Fight I:

Sargeant and soldiers from Hellena prision

Element: Void

Suggested Party: Dart
Difficulty: Easy
Item: Bandana

This guy is very simple. At this point using a couple of those items that you got earlier or if you figured out how to use the Additions use those. He has two soldiers with him. These soldiers are easily defeated if you know what you are doing. But you don't have two fight the soldiers if you don't want to.

Boss Fight II

Fruegel and Hellena Guards Element: Freugel: Earth Element: Guards: Void

Suggested Party: Dart, Lavitz, and Shana

Suggested Attacks Strategy:

Difficulty Easy

Pound away on the first 2 easy guards have your strongest character (should be Dart) fighting Fruegel. After those guys bite the big one two tougher ones will come. Just have Shana hitting Fruegel in the gut with arrows and Dart and Lavitz wailing away with Additions. If you have any attack items left use them on Fruegel. After a while all these guys will be gone.

Boss Fight III

Urobolus

Element: Void

Suggested Party: Dart, Lavitz, and Shana

Difficulty: Medium
Item: Wargod Amulet

This snake will be your hardest battle yet he won't be easy. He uses quite a bit of poison attacks. Your best bet is to use your strongest addition, if you trained at the recovery point this guy will fold pretty quickly. When he gets down to about half energy you'll get into trouble he will hide him self around a rock structure and Lavitz and Dart can't reach him. Have Shana keep using her trusty bow, (good thing you brought here for this fight;) This is the time you will need all those items just have Lavitz and Dart throw

Boss Fight IV Sandora Elite Element: Dark

Suggested Party: Dart, Lavitz

Difficulty Medium
Item Healing Breeze

This guy may or may not be tough depending on you. You should be basically healed up before you face this guy so don't threat too much. The basic idea is to keep your Hp's up and hit him with your best Additions if you have light based multi items use them he has Dark as his element. When he gets weak about half of his Hp's he will split into 3. This is where things gets a tad bit trickier, sometimes you have to just take a random gguess and miss, but your best bet is to wait for him to use magic and guard until then the one that uses magic attack. He will continue to do it until he is toast.

Boss fight V
Kongol
Element Earth
Suggested Party: Dart, Lavitz
Difficulty Hard
Item Power Wrist

This guy looks tough and he's is tough. His only fault is even though Dart and Lavitz are pretty slow this guy is slower. At first he will bash you with his Axe, when you take away half of his Hp's he will fling the axe and do the charging attacks. These charging attacks are pretty ruthless. Finally you can drop this big fella Dart will rush in and finish him like usual but Kongol will deflect this.

Boss Fight VI Commander and a few soldiers Suggested Party: Dart, Lavitz, and Rose

Other characters: Shana

Difficulty Easy

Item

This guy shouldn't be a problem, and if you decided on using Rose instead of Shana it would be a good idea because she is much stronger than Shana. Anyway the commander is the only real threat so have Dart use Dragoon Magic on him, have Lavitz use his best addition (should be Rod Typhoon) and have Rose use Whip Smack. This should definitely put a stop to all these guys.

Shana:

If you decided on keeping Shana, things are slightly different but not by much this is the first boss battle where you have a choice. Since these guys are pretty easy I think that Dart and Lavitz can handle it and have Shana get a few attacks in but mainly cure when necessary. She should be faster than Lavitz and Dart and the possibilities of her getting a 2nd turn here are great. So if she does cure then have her get an attack in.

Boss fight VII

Virage

Element: Void

Suggested Party: Dart, Lavitz, and Rose

Other Character: Shana

Difficulty: Hard

Item: 2 Healing, Body Purifier

You can go for his arm to get rid of his powerful arm attack but it isn't necessary, you can simply turn into Dragoons and stomp this guy into oblivion, using Rose's Astral Drain is quite effective plus it gives back HP. So use it twice if she is a Level 2 Dragoon. Keep gunning for his head his body and arm in my opinion are a waist of time, because that won't kill him only his head will. Try to use both of your Dragoons magic and try to become Dragoons as much as possible. Use Lavitz for curative items. After a while this guy will topple.

Shana:

(I'm not sure if Shana is available for this fight I don't remember but if she is...) If you are sticking with Shana instead of Lavitz using curative items or Rose using them have Shana use them. If you decided on the faster team of Dart and the two skirts Shana and Rose, then this guy will not match your speed or even come close to it. So Shana and Rose can actually at certain points gets 4 turns between them, this is definitely enough to stop Virage. So make sure you have Shana CURING when necessary. If you are low on curative items make sure everyone is near death before wasting any uselessly. If you used Shana's bow a lot then this guy shouldn't be much of a problem, since she should have some strength now.

Boss Fight VIII

Phoenix

Element: Fire

Suggested Party: Dart, Rose, and Lavitz

Other Characters: Shana Difficulty Semi Hard Item: Red Eye Stone

This quy just doesn't seem as hard as the previous Virage fight. He has a few

entire crew damaging attacks but nothing that will destroy you or kill the whole party. If you have a spear frost or two good use it on him, and have Rose turn into a Dragoon if you want but not Dart, because he is fire based the effort isn't worth it. After a few well placed Astral Drains and some additioning this guy will be toast.

Shana:

Boss Fight IX
Greham & Feyrbrand
Element: Both: Wind

Suggested Party: Dart, Lavitz, and Rose

Other Characters: Shana

Difficulty: Hard

Item Platemail, Green Dragoon Spirit

Ok this is a real battle none of that sissy stuff from earlier. These guys both have close to 500 hp I think. So together that's close to a thousand. Anyway hack away at the dragon first, using Rose's Astral Drain is a GREAT idea. Also use Dart's level 2 Dragoon magic. At first focus your attacks on the dragon. Then on Greham since the dragon has lower Hp's. Finally after a few Gust of Wind Dances (you should have reached it if you leveled properly by the recovery pond) some Dragoon Magic these guys bite the big one.

Shana:

If you decided on using Shana for this battle, then use her to cure Lavitz and Dart. I'm 99% sure Lavitz was mandatory for this fight, since he has a rivalry and a problem with Greham. So Have Lavitz using his best addition but focus in on blocking, because Greham will go right for Lavitz. Have Shana using her bow on Feyrbrand for some reason it did decent damage on this boss.

Boss Fight X

Drake

Element: Wind

Suggested Party: Dart Lavitz Rose

Difficulty: Medium

Item: None

Immediately become Dragoons hopefully everyone's Dragoon Level is full. Become Dragoons immediately, to take off major life. Have Rose use Astral Drain. Have Lavitz use a Dragoon Addition and Dart if his level is 2 or 3 for Dragoons use the magic. This guy will use tricks when he gets down to half-life. He will throw 3 Bombs that roll towards you. Destroy them before they get their becauseif you don't these bombs will take off major damage. After he will put up a"wall" attack this wall because you can't attack him, he will continue to dothis to he's about to die. He will also use curative items turn into Dragoonsat every giving opportunity. He will perish

Sharlie

Element: Void

Suggested Party: Dart, Lavitz, and Rose

Difficulty: Very Easy
Item: White Dragoon Spirit

Basically Guard and you will get a question, I don't remember the questions exactly but will tell you which to pick.

Question 1: 1st Choice Question 2: 2nd Choice Question 3: 1st Choice Question 4: 1st Choice Question 5: 2nd Choice Question 6: 1st Choice

The next 3 questions are individual and you can answer anything. Remember to keep guarding. She will be defeated

Boss Fight XII

Jiango

Element: Earth

Suggested Party: Dart, Lavitz, and Rose

Other Characters: Haschel, Shana

Difficulty: Hard Item: Sachet

This guy isn't easy not by a long shot. Immediately use the Sachet on him and turn into Dragoons. Let Rose use Astral Drain, basically everyone should be using Dragoon Magic especially Lavitz. When that Sachet wears off their will be hell to pay because this guy kicks major ass. Hopefully your levels will be high enough to defeat this monster. If not get into some of this Random battles with the guards and get your levels up they should be around 14 or so if I remember correctly. If not someone tell me. Anyway a lot of Astral Draining will make this guy timber. Also make sure to keep Lavitz healthy in this one we don't want him dropping here, his level 1 Dragoon attack is pretty powerful against him.

Party II: Haschel & Shana:

Since this Shana's debut boss fight as a Dragoon, her Dragoon curing will come in handy. She should have the power to at least heal one character, which is small scene will occur where she reveals to old man Haschel her feelings Dart. After that go strait some guards will greet you immediately the unavoidable type. After you defeat these guys the rest of the way is spelled out for you and just follow the path until you get to the save screen. SAVE here, and go into the next screen a boss fight will presume...

Boss Fight XIII

Fruegel, Guftas, Rodriguez Element: Freugel: Earth Element: Guftas: Dark Element: Rodriguez: Wind

Suggested Party: Dart, Lavitz, and Rose

Other Characters: Haschel Shana

Difficulty Hard

Item: None

If you have Gust of Wind Dance it does wonders to Fruegel. My personal thing

was to kill the dog first since he is pretty weak. Then get rid of that Bird because he does some pretty nasty attacks like one that messes with everyone plus one that picks a person up and drops them. Once you get rid of those guys Fruegel should be easy. Whenever you are able to become a Dragoon do so, especially using Rose's Astral Drain its marvelous on those weak times when you don't have many curative items. Finally this big guy should drop.

Party II: Shana Haschel

Have Dart turn into a Dragoon, and have Shana turn into one when necessary. Haschel uses his best Addition. I say have Dart turn into a Dragoon immediately, and have Shana wait for it, because the only down fall of her curing is that when her turn comes and you don't need it you wasted a cure. So when Haschel and Dart gets weak use Shana's Dragoon transformation then and only then, will it is really effective. Get rid of the dog first because he will cause problems but he usually goes first anyhow, then the bird save Freugel for last. With his two henchmen I mean henchpets gone, he really doesn't have nothing left. A few good attacks but this crew can stand up to it.

Boss Fight XIV

Kongol

Element: Earth

Suggested Party: Dart, Albert and Rose

Other characters: Haschel, Shana

Difficulty: Hard

Item: None

This guy won't be easy not by a long shot. Your best Defense is a good offense and a lot of wind items. After he gets hit with magic since he hates magic he will put up a magic barrier. Also you better have that Gust of Wind Dance learned pretty well if you want to take off massive damage. Kongol is a bit faster this time he might be slightly faster than Albert is now but overall he isn't really fast. He has no group attacks but some devastating personal attacks. I don't remember that Dragoon Magic breaks through the wall I think it doesn't so stick to the most powerful additions and pull them off so he won't counter.

Party II: Haschel & Shana

He is a lot tougher with this team but on the other hand he is too slow to do much to this group. So you really don't have much to worry about here, have Dart unleash his best Dragoon attack while in Dragoon mode. Have Haschel break him down with superior speed on Kongol. He is a bit faster but not much faster if you ask me. After one magic attack a magic barrier will go up, and this is critical to you sense this team isn't that physical. So I suggest you try and do as much damage as possible and since he can't put a wall up for Shana healing and Dragoon ADDITIONS he isn't much of a threat here. So have Shana heal whenever needed or user her stronger Dragoon bow.

Boss fight XV

Emperor Doel (Humanlike Form) Dragoon Doel (Dragoon)

Element: Both: Thunder

Suggested Party: Dart, Rose Albert Other Characters: Haschel Shana

Difficulty: Human: Easy Dragoon: Very Hard

Item: None

Human:

He has two swords he knows how to use him, bash him with Additions and if you have any Spirit Potions use them you want to have the special ready at your disposal. Keep hitting this guy with strong Additions and he will give up and...

Dragoon:

Turn into a monstrous Thunder Dragoon. This guy is a wicked Dragoon and even though Thunder based he still loves to use whole party damaging All element attacks. Turn into a Dragoon immediately or you can wait for Dart's Turn to come up and use the special because whoever uses the special has the most powerful attack. I suggested using Albert's Rose Storm every time his Dragoon comes up and Rose's Astral Drain and Dart's Final Burst a wicked combination of that will get him pretty bad and his all out elemental attack won't do much damage until Dragoon's wear off. After 2 or 3 rounds of Dragoon Magic he will put up the shield (I hate when he does this and I have to attack him because I'm still a Dragoon) at this point

I'm pretty sure Albert will be back to normal just guard until his Shield Drops. The bastard loves to keep using that shield and some times it comes at inopportune times, well Guard whenever you see it. To regain energy and to only take that lovely half damage on his all Element attack. This will be the longest battle ever fought and in my opinion one of the hardest in the game. After some well-placed Additions kiss this Thunder Bastard Goodbye

Party II: Shana Haschel

Human:

Have everyone attack like normal, with additions and Shana's bow. He can take off decent damage with the two swords but nothing really life threatening, a curing item will make everything better here. He will be licked and turn into a Dragoon...

Dragoon:

Damn he is tough with this party. Have Haschel attack him fast and hard with his best Additions, turn Dart into a Dragoon, and if you took too much damage during that human mode have Shana turn into a Dragoon, and heal whoever is needed. Dart's Final Burst does wicked damage to him. When he gets down to half-life this fuckin' bastard will use a shield. You can't penetrate it with weapons, Dragoon Magic, Dragoon Additions, items nothing. So just block if you still have Shana or Dart as Dragoons do, just basically have them do an addition on him so they won't waste the magic. This guy is tough and with this team the battle seems twice as long although they are faster than the previous.

He also likes to bring the shield back so be weary of that some times ithappens just as you turn into a Dragoon again which is very annoying. When youget him weak he shouldn't be much of a threat any more. Whoa was this a tough battle!

V. Disk Two Bosses

Boss Fight I Mappy and Bandits Element: All: Dark

Suggested Party: Dart, Albert, and Haschel

Other Party: Rose/Shana

Difficulty: Medium

Item: None

This battle is an easy one turn into Dragoons if you feel its necessary. Its not really but if you want to beat these guys as fast as possible. I decided to use Haschel as the main suggested person cause this battle is more power based than the previous ones. So really the key here is to focus on the fast Mappy. When you get rid of him I don't think you have to beat the bandits all though it is possible, you should get rid of them first so they won't be much of a problem any longer.

Party II: Shana and Rose

If you decided on not using Haschel, then Rose is a nice choice for this battle. You can turn her into a Dragoon, since Astral Drain is still a very good idea in this particular battle. Shana should be left as the white mage as always and only attacking when everyone is at a conformable level of Hp's. This battle shouldn't give you that much difficulty so basically treat these guys like hard regular enemies.

Boss Fight II Virage 2

Element: Void

Suggested Party: Dart, Rose, and Albert Other character's Shana, Haschel, Meru

Item: Moon Serenade

This guy like the other one has Arm body and head. His Head is the ticket to killing him but his arm is a bit more deadly that ever, Especially the left one, even though it can regenerate concentrate your attack on that left arm a well placed Madness Hero(if you have it) on it will get rid of it quickly the body can give you 'Fear' But don't fear just have some mind purifiers and blocka lot. Albert's Rose Storm is quite effective just like it is through out thegame. Astral Drain his head a lot and use Crush Dance on his arm. I think atthis point Albert is your weakest Dragoon, so when he becomes normal and you are a Gust of Wind Dance whiz use that a lot especially on that arm. Keep going for his head this guy will crumble eventually.

Haschel & Shana Meru

Well go for his arm immediately if you are weak from some of the enemies in the valley I highly advise you to turn Shana into a Dragoon as fast as possible so she can use her healing powers. Haschel's purple Dragoon is effective but not really effective. Dart should use his best addition's possibly Crush Dance, at this point Madness Hero isn't that powerful. Keep going for the left arm, then go for his head you can have Shana curing for anything his other body parts do to you. If you decided to use Meru, she is very fast, and if you like speed over power then she is the ticket. If you at this point have a physical ring equip it to her since she has the lowest Hp's. Use her most powerful Addition it should possibly be her first one if you stuck with it. Meru is fast so have her get rid of that left arm as fast as possible

Boss Fight III
Gehrich & Mappi
Element: Mappy: Dark
Element: Gehrich: Earth

Suggested Party: Dart, Albert, and Haschel

Other characters Rose, Shana, Meru

Difficulty: Hard Items: None

These guys are pretty tough really tough. Take out Mappi he can use an instant death attack on any party member plus he is very fast. Have Al use his trusty Gust of Wind Dance on Gehrich. If you have some light magic use it on Mappi, get rid of him and this battle won't be so tough. Hit Gehrich hard and fast. He is pretty powerful having Haschel turn into a Dragoon is a good idea since this boss seems to be suspect to Haschel's Dragoon additions.

Rose Shana Meru

Well you have to use Haschel in this battle so you have to pick either one of these. If you went with Rose Astral Drain is _very_ effective against Mappy. Plus it has that great curing side effect. She also has wicked additions so she is a nice. At this point of the game Rose could have her final addition if you used her as much as I did during my second play through. If you decided on Meru then use her most powerful addition at this point she should have her second and possibly her 3rd Addition right about now, but you should focus on her speed since both Mappy and Gehrich are pretty fast. If you decided on using Shana then have her do her usual Dragoon curing, or if its not needed her Dragoon Bow can take off some decent energy from these guys. Remember to get rid of Mappy as soon as possible since he has that annoying habit of instant death.

Boss Fight IV

Lenus

Element: Water

Suggested Party: Dart Kongol & Albert

Other 2 Parties: Shana & Haschel, Meru Rose

Difficulty: Extremely Hard

This won't be an easy fight by a long shot. I used this team to beat her because they boosted the highest HP level even though even with speed items she can still run circles around these guys but its worth it. So I decided on them anyway, she uses magic quite well, and most of the item she can get a good 4 hits in that might kill someone (probably not Kongol) Anyway if you have Dart's Red Eye Dragon summon use it as much as possible. Have him call the special since Kongol should only be a level one Dragoon he will morph after one attack. So have him feed Dart some sun Rhapsodies basically keep Kongol blocking and feeding Dart Sun Rhapsodies so he can continually unleash the dragon. After about 4 Red Eye summons and a few good gust of wind dances she will perish but she can get in up to 28 good hits before these slow pokes do it so you have to make sure you hit her hard and fast. A maxed out Gust of Wind Dance which each move connecting can get you about 700 Hp's off of her at this point of the game you can get close to that maybe 500 Hps. Either way its a good idea. Finally after a real tough fight and one of the toughest in the game she will drop.

Shana & Haschel:

If you decided to use Shana and Haschel you have a lot of speed on your side. You will definitely need Shana's Dragoon healing powers in this battle. Dart can do some heavy damage to her with his Dragon so use that a lot. Have Haschel NOT become a Dragoon because in my opinion you will need Shana for curing and Dart for his summon, and Haschel to give them as many Sun Rhapsodies as possible.

Meru & Rose:

Meru's speed is almost as fast Lenus's speed. So she is an ideal character for this battle too bad her HP's don't match Lenus's! So your best bet is to give her the Physical Ring. If at this point you have gotten a good Meru addition then use it on Lenus. Once during this battle Meru had two chances in a row, her speed comes in handy during this battle. Have Rose becomes a Dragoon for the high defense since I'm 99% you don't have two Physical Rings. Allow Dart to do his attack like I mentioned earlier. This will be your main form of attack through this battle Dart, and since this is the fastest or near the fastest team I had they had a good chance but the first team iced her off quicker since they had power.

Boss Fight V

Ghost Commander & Ghost Knights

Element: All: Dark

Suggested Party: Dart Albert Rose

Other Parties: Kongol & Meru, Haschel & Shana

Difficulty: Medium Item: Night Raid

I suggest becoming a Dragoon immediately have Dart fire off the Special. If he is Level 5 already then that's perfect have him use two Final Burst on The Commander. He should drop after that then let everyone else just do more Dragoon Magic on the rest of the knights if that doesn't kill them one Red Eye Dragon summon should.

Kongol & Meru:

An unlikely pairing but an effective one, at this point Meru should be able to do some damage to the Commander with some good additions, basically have Kongol and her focus in on the Commander if you chose. Then once he's gone have Dart become a Dragoon and unleash the Dragon. This is the ideal strategy against this boss since the knights will always regenerate, and you have speed and power.

Haschel & Shana

If you went with Haschel and Shana you again have some speed on your side. This team is pretty well balanced when it comes to speed although the ghost knights aren't slow pokes. So the basic idea is to attack the commander you should hack away at him as much as possible, and when he gone have Dart unleash the Dragon. This is the best and only way I found that could really ice off all the guards at once.

Boss Fight VI:

Lenus (Dragoon) and Sea Dragon

Element: Both: Water

Suggested Party: Dart, Albert Kongol

Other Parties: Haschel & Meru, Shana & Rose

Difficulty: Hard

Item: Water Dragoon Spirit

She isn't as tough here but she has a Dragon with her, too bad that Dragon is weaker than my dead Grandfather. Turn Dart into a Dragoon, two that's right two Red Eye Dragons will kill the Sea Dragon. Leave Kongol as normal since his defense is almost as high as the Dragoons. Hopefully you have an Accessorythat can increase Dart's MP's. Hopefully you can at least use it two times, leave Kongol to feed him Sun Rhapsodies. Have him keep using the dragoon or Final Burst on Lenus. If Albert isn't that powerful as a Dragoon when he turns back

to normal Gust of Wind Dance is VERY powerful. A few Gust of Wind Dances and Red Eye Dragon Summons she will die.

Haschel & Meru

Well the key here is to ICE off the dragon. That's Dart's job two Red Eye Dragons can kill this Dragon pretty easily. Have Meru feed Dart Sun Rhapsodies and when he doesn't need one have her get physical with a few well timed additions of her own on Lenus. Allow Haschel to hit her hard and fast he can become a Dragoon if you want him to, or you can just practice Additions on her =)

Shana & Rose

Dart's favorite skirts Rose and Shana. Well Rose is a bad ass, and her final Addition at its highest level can do heavy damage to this bitch. Remember to have Dart ice off the Dragon with a couple dragons of his own, then concentrate on Lenus it isn't that difficult. Have Shana maintain her healing job and have Rose turn into a Dragoon to ice this scantily clad female Dragoon off. Dart's Final Burst does premium damage to the water based Lenus. Finally after some battling this battle will be over.

VI. Disk Three Bosses

Boss Fight I

Kamuy

Element: Void

Suggested Party: Dart, Albert, and Kongol Other Character's Rose & Haschel, Shana & Meru

Difficulty: Very Hard Item: Darkness Stone

This guy isn't a walk in the park or a forest. This guy has a high magic defense so Dragoon magic is almost useless against him. So if you do turn into Dragoons to defend against some of his physical attacks. Just bash this guy with your most powerful addition but even then it still doesn't dent him. Too bad this is a long fight and some curative items maybe needed. But if you have all 3 of them as high Dragoons and you are bash him with your best attacks you can possibly make it through it with everyone intact.

Rose & Haschel

Kamuy is one bad ass wolf, and he is very strong. Dragoon Magic is pretty ineffective here so if you want Dragoons use the additions. Haschel should have 5 rings shattering and a possible Hex Hammer. If you do use this on Kamuy, he is very tough, Dragoon Additions are basically the key this battle is long and drawn out additions will have to be done perfectly in order to succeed.

Meru & Shana

I wouldn't use Meru & Shana for this battle but if you have to you have to. Meru should use her best Addition at this point possibly if you level her up enough, Hammer spin, Cool Boogie just doesn't do enough damage. Have Shana do the curing in this battle and you may possibly live to tell about it. You will need a lot of curing from Shana, Meru dropped a few times in this long battle so make sure you have a plentiful stock of Angel's Prayer.

Boss Fight II Virage 3

Element: Void

Suggested Party: Dart Albert Kongol

Suggested Attack: Every one Block Difficulty Easy Item: Healing Rain

Just Block, that's it do nothing else unless you want to kill it you can but you don't need to. He has 10 lives and every round he loses one, so after 10 rounds and blocking he will die especially if you go into the fight with full energy. This fight is worth it if you are low in the levels. You need a pick up fighting him well guarding will give it to you.

Haschel & Miranda

Like above all you have to do is block for 10 rounds I advise equipping Miranda with a physical ring. Because this Virage can do some heavy damage if things come down to it in the later rounds have her turn into a Dragoon as Miranda to do a mass curing if Miranda's Dragoon level is high enough I don't really advise this though

Meru & Rose

Boss Fight III Grand Jewel Element: Earth

Suggested Party: Dart, Albert, Kongol Other Characters: Rose Meru & Haschel

Difficulty: Extremely Hard

Item: Spectral Flash

I hate this fucker, it took me days to beat him, and I wanted to break the Dragon Block Staff in half and cry. This guy is mega tough and one of the hardest bosses in the game. Logic should tell you that since it blocks Dragons it also blocks Dragons. So all you can do is Additions, if you try to turn into a Dragoon you will barely touch him since he is a Dragon Block Staff. He will use some all-elemental attacks on you and if you are not prepared these can devastate you. I beat him the first time with just Albert standing and a well placed Gust of Wind Dance. So I suggest if you fail your first time that you think about leveling up or getting your additions as strong as possible if you want to make it through this fight. This fight will not be easy, especially if you depend on turning into Dragoons to win your battles.

Rose, Meru, And Haschel

Good Lord this was a TOUGH battle, and he is even harder with this team. So basically don't use Miranda because she gives barely any energy with her Dragoon curing. Have all 3 of these characters hit him hard and fast with whatever you got make sure you have your best and only your best additions ready at the beginning of the battle. If you feel your level's are low and you didn't fight the third Virage fight him for easy EXP. Anyway his all element attack were the death of me, I couldn't see a way around most of what he was doing. So basically these 3 are the weakest HP wise characters you can use so

one of them has to have some high defensive magic stuff and the other character has to have a Physical Ring there is no other way.

Boss Fight IV Divine Dragon Element: Void

Party I: Albert and Kongol

Party II: Rose Albert
Party III: Meru, Haschel

(Do Not use Miranda she is USELESS for this battle)

Difficulty: Extremely Hard

Item: Flash Hall

Party: I

This was the party I used and it wasn't a picnic. During the first round Dart will automatically use the Dragon Block staff which reduces his attack and defense to a normal bearable margin, which in turn like the Grand Jewel your attack and defense are reduced. Now have Albert using his Gus of Wind Dance is that at this point you have failed to obtain his best Addition. Have Kongol using his best if he doesn't have his best a full power Inferno can be devastating. Have Dart using his best if you don't have his best use one that's preferably over 250% like Volcano, or Crush Dance. Take out everything on the Dragon Ball, the Dragon Ball is what allows him to do a very powerful attack on the whole party.

With this gone go for the Cannon, which won't be easy to get rid of. After that if you use these 3 he's reduced to a weak arm swipe which shouldn't do too much damage to high defensive characters like these.

Party: II

Well much like party I but you are using Rose, Rose is much more faster than Albert and Dart and if you have the dancer shoes on her she is almost as quick as Meru, but pretty even with Shana. Equipping Rose with a Physical Ring is the idea since her hp isn't even in the same league as Kongol's. Like I said above have Dart use his most powerful addition, one that hits over 250% Albert using his most powerful or Gust of Wind Dance which can deliver 350% of power (If you are not a whiz at it invest in an Ultimate Wargod). I DON'T have confirmation on this because I never tried but some one tells me of a glitch that allows Rose to become a dragoon, and she can use Astral Drain, which will take off normal damage.

I'm in a 3rd play through so I haven't tested it as of this moment, if it does work then it is very useful. Plus the fact she gives some HP's back to the party making Astral Drain still a useful form of magic. Like I said earlier defeat the canon and ball first they should go down easily. Then with those gone the rest of him should be easy.

Party: III

Well, if you are using Dart, Meru and Haschel things are a wee bet different. Since besides Miranda this is the fastest party but weak on strength. If you have Meru on level 20 I advise you to master Cat's Cradle since its nearly impossible to have her last one at this moment. If You don't Hammer Spin can do some damage, if I had Meru with some things to improve her sped even more you can get 2 turns and a possible but unlikely third turn use her as the healer. Have Dart doing his mastered or one that this over 250%. Have Haschel using Hex Hanger or Omni-Sweep if you have it, these will hit him hard and fast.

Takes out his components first heal when you need and then go for the rest of him. Meru should be equipped with a Physical ring to help her very low HP and the arm sweep will do some serious damage to Meru.

Boss Fight V Windigo

Element: Water

Suggested Party: Dart, Albert, and Kongol Other Parties: Haschel & Miranda Rose & Meru

Difficulty: Medium
Item: Brass Knuckle

Well this guy can be a pain in the ass for a long time sense it will take a beating to keep this guy down. He has quite a few nasty attacks, which can do major damage to you. One good thing he doesn't have an attack that can destroy your whole crew which is quite a relief. He has one attack where he puts one of your characters inside him, which can be deadly to the person. Don't attack while he does this block and attack the two cannons because your are only attacking your character and not him. Dart's Final Burst does tremendous damage to him close to 2000 hp's can be taken off with it, and at this point you can just about defeat him with 5 of those. Albert's Gust of Wind Dance or his final Additions is very useful here as well. Kongol's high defensive rate will come in handy if he decides to "pick on" Kongol. Heal when necessary and basically have Dart be the main form of attack in this battle.

Haschel & Miranda

If you decided on using Haschel and Miranda then give Miranda a physical ring to help her low HP's. You should have Miranda be a Dragoon as much as possible if you want to keep everyone energy as high as possible. If Miranda gets trapped with no curative items, you might as well run away. Because this is one battle where Miranda will come in handy. His trapping attack is his deadliest and one of the things that makes this boss so hard. But a lot of Dragoon Magic from Dart can turn this bastard out. Especially Final Burst you don't even need to use Red Eye Dragon, since they take off identical Hp's. Have Haschel as normal and be the curing character when Miranda can't be a Dragoon. But at this stage in the game if you have been leveling up Shana/Miranda throughout the game one hit and she should be able to come a Dragoon, keep her healthy as long as possible.

Rose & Meru

If you were a person who always used Meru well... she is very ineffective in this battle sense the boss is water based and so is she. So your best offense with her is making her do the curing of everyone, and it won't be a big deal if she gets captured by Windigo since like in most battles Dart is the main offensive weapon here. Use Dart as much as possible since Final Burst kicks more ass than a little bit. Basically this guy will crumble if you do everything correctly.

Boss Fight VI

Lloyd

Element: Void

Suggested Party: Dart, Albert, Kongol

Other Parties: Haschel & Rose Meru & Miranda

Difficulty: Extremely Difficult

Item: none

Lloyd will not be easy at all. Since he uses a wicked Dragon Buster sword which causes INSTANT DEATH to anyone foolish enough to become a Dragoon. He has an extremely high evasive rate and can get out of tight situations with ease. The only trouble with this group is that they are too slow and you will miss abou 35% of your attacks. But he has a nasty elemental attack which makes a dome come over your party and not only does it take off tremendous HP, it is all elemental so you know this thing will be difficult to get around. Then there is the fact that if you stay a Dragoon for more than one round he will kill you literally an instant death hit with his Dragon Buster

it seems like it can bust a Dragoon too =(But, if you equip Dart with a talisman he will always miss the instant death blow, and he will concentrate his attack on Dart which allows the other members to get cured and block while he concentrates his attack on the Dragoon. So that's your basis for of attack is to turn Dart or whoever has a Talisman into a Dragoon. Have Albert using his best additions, and have Kongol using his final if you have it and have him curing whenever necessary.

Haschel Rose

This team is a LOT faster than the previous one and the evasive rate of Lloyd is reduced a lot in this one. You will have to give Rose that Physical Ring for her to even stand up to the some of his attacks. Like the other strategy with Dart, he will allow the two faster character to get in some great Additions on him. Rose and Haschel have good magic defense so this won't really kill you but Haschel dropped a few times in this battle when I was playing. I think since he has an obsession with killing the Dragoon then you will do great against him. He won't have much of a chance to even attack Rose except with the Dome. He usually cast Dome before he dies, so if anyone survives have them turn into a dragoon and kill him.

Miranda & Meru

You can give the talisman to Miranda if her Dragoon Level gives her few turns, and have Dart and Meru do all the additions. Since this is the fastest team he basically has nil evasive rate, since Miranda and Meru are very fast. Meru should have Cat's Cradle at this point if you been using her a lot then it should take off decent damage to Lloyd. His magic will still do some decent damage on the rounds he decides not to damage the Dragoon. The only reason I suggest you have Miranda have the Talisman is because she has no addition skills, and she can cure Meru & Dart and this also raises her defense which in turn you can allow Meru to wear the physical ring. If you follow this strategy Lloyd won't be that much trouble except when he uses that damn Dome.

VII. Disk Four Bosses

Boss fight I: Last Kraken Element: Water

Suggested Party: Dart, Kongol, and Albert Other Parties: Haschel Miranda, Rose Meru

Difficulty: Hard
Item: Pretty Hammer

This guy won't go down easily, after all he is the Last Kraken! So try and stop him with whatever you got in you. Dart is the Dragoon of choice here, he can deal extreme damage with his Dragoon Magic. Kongol ahs a very high physical

Defensive rate and just incase things get tough have Albert use a Rose Storm and this guy is down to nothing. If you have a power down it could be helpful here. Allow Dart to use his Final Burst because it can do tremendous damage if you use a power down and have Dart start the Special. If you don't have a power down its ok the damage is still pretty good without one.

Now I suggest having Kongol working with curing or Dragoon Additions here, he isn't needed much. His high HP's come in handy with this boss. Since at this point having Kongol with a physical ring will give him a tremendous amount of HP like the mid 4,000's close to 5,000. Dart should be your main form of offense in this battle though.

Haschel Miranda

Have Dart do the strategy above where he ignites the Special and uses Final Burst, Red eye Dragon isn't good because they both take off the same number of Hps from the boss and you get more turns with Final Burst. Have Haschel doing his strongest magic or an addition. If Haschel's level wears off the quickest have him doing his best addition on him like Hex Hammer. Have Miranda do the curing if you are low on curative items, make sure she has a physical ring or a therapy ring to deal with her low HP level. This boss has some nasty attacks and the 3 times I fought him he goes after Miranda a lot this may just be an isolated incidence.

Rose & Meru

Have Dart doing the mentioned strategy. If you decide not to use the Special have Rose doing her Final Addition on him, and have Meru doing Cat's Cradle or her final Addition. It isn't wise to turn Meru into a Dragoon since she is water based so she isn't very useful for this battle, as a Dragoon using magic. So I used her as a curare and let Rose and Dart focus in on main attacking and things.

Boss Fight: II

Vector, Kubila, Selebus Elements: All: Dark

Suggested Party: Dart, Rose, and Albert

Other Parties: Haschel & Miranda Kongol & Meru

Difficulty Semi-Very Hard

Item: None

Well, these 3 won't be easy. Get rid of Kubila first has everyone focus on his me is the one on your left and the tallest one. He is the one who likes to cal a creature from another dimension, which is a pretty powerful and hard attack to avoid. He also cast instant death with a tombstone so ice him off quickly. Next get the one in the middle Vector. Get him before Selebus kisses him and makes him into a giant, he will be pretty big for a while so you want to get rid of him before he does that. I had Dart as a Dragoon doing magic on Vector since he is weak to magic, a few Final burst iced him off. Rose remained normal so I used her best addition which was her final at its peak of power, it did tremendous damage.

I had Albert be a dragoon and use Flower Storm to protect everyone. When you get rid of Vector and Kubila Selebus is a breeze. She hasn't have any real power a few devastating magic attacks, and since she can only cure the other 2 and not her self her cure is a waste of a round. So get rid of her fast you can just go with all out power here if you want. She has a high magic defense like Meru, so just worry about physical attacks.

Basically since this team is pretty quick and they are almost a carbon copy of your 3 enemies. Since Miranda can cure, Haschel is fast for a male and small, and Dart is average. Have Haschel turn into a Dragoon if you want its not necessary he was more effective as his regular self because he is faster than all of them like that. Have him use his Hex Hammer, have Miranda turn into a Dragoon and cure. Just incase Vector decided to become a giant and hit you with physical attacks make sure Miranda has a physical ring to improve her low Hps.

Meru & Kongol

Give Meru a physical ring first off. Secondly have Kongol remain normal here his massive strength with a fully powered Bone Crush should be enough with a few turns. Problem is Meru's speed will get her plenty of turns in this battle so use Cat's Cradle or her final Perky Step. Have Dart be a Dragoon, and ice these guys off with some well place Final Burst Red Eye Dragon isn't really needed. I did pretty well with this team except for Meru dying occasionally make sure you have a lot of Angel's Prayers on hand. If you want you can use Meru as a Dragon, and have Kongol feeding both of them but, I dislike Meru as a Dragoon it seems she turns back to normal quickly since she has the least turns and the fastest speed.

Boss Fight III

Lavitz's Spirit/ Zackwell

Element: Lavitz: Wind; Element: Zackwell: Dark

Suggested Party: Dart Albert & Kongol

Other Parties: Rose, Miranda, Haschel, Meru Difficulty: Lavitz: Easy Zackwell: Hard

Item: Halberd

Lavitz:

First off Do NOT turn into Dragoons. Not only is this fight easy enough to defeat with just powerful additions. Lavitz will speak to you choose talk to him when he does he will then turn around and expose his back, which is when you attack. Equip an accessory that stops confusing, you will need it, and some mind purifiers. That is the only attack you will get is confusion. (I should know Kongol got confused and killed everyone including himself my first time through =(Anyway make sure one person won't be confused, just hit it with additions there is nothing more to it. when he turns around just guard until you get an option. Always choose talk to him, to try and break him free of the spirit eventually he will be free. Then

Zackwell:

Zackwell will come out and mock you for the emotional moments and that he granted him life for this. Bastard kill him! Have Dart ignite the Special, and wail off. With everything you got have Albert using his Rose Storm, to help with some defending. He likes to make his staff into a skeleton spider but as Dragoons this was useless. He has a high defense and he is beatable. Use Dragoon Additions to take off major life from this boss. Just keep Dart with his magic it shouldn't run dry if you have Albert's Jade Dragon magic you might want to use that a turn too. this guy wasn't too tough and will drop soon.

Rose, Haschel, Miranda, Meru

Lavitz:

Albert was mandatory for this battle so you have a choice of these 3 I went with Kongol. If you go with Rose have her use Hard Blade or Demon Dance to take off major life, that is a good addition. If you went for Haschel Omni-Sweep, or Hex Hammer works fine. If you decided on Miranda have her equipped with a accessory to guard against the confusion so she can cure the others. If you decided on Meru Perky Step at 600% does decent damage, but make sure you are not using the Pretty Hammer.

Zackwell:

Miranda is great here, with her best at the time Arrow, and her White Element took off a nice chunk of life so she wasn't totally useless, under the influence of Dragoon she was quite deadly. Make sure you have Dart ignite it since he is very powerful with magic unless you went with Meru. Have Meru ignite it and if you have her Final Magic then use that it takes off tremendous life. If you went with Rose here, use her additions the Dragoon ones, or Astral Drain is pretty nice since this boss is aligned with Dark. If you went with Haschel then his Dragoon Additions are his best shot.

Boss Fight IV

Caterpillar/ Pupa/ Imago

Element: All; Void

Suggested Party: Dart, Kongol, and Albert

Other: Parties: Haschel & Miranda: Meru & Rose

Difficulty: Cat: Easy/ Pupa: Very Easy/ Imago: Medium

Item: Moon Serenade, Sun Rhapsody, Healing Rain

Caterpillar:

This guy is a push over in this form, he doesn't do anything magical so this team should stand up to it effortlessly. If you are still lagging in additions then is a guy to practice some of those difficult ones like Blossom... I mean Flower Storm. He does poison you but other than that he doesn't do much else. He can stun you and he hits a lot of physical attack but I'm certain at this point only a few rounds with perfect additions should destroy him.

Pupa:

Now this is really just an addition practice Kongol and Albert defeated him single handedly, with just a couple of their best additions seriously. This thing doesn't even attack, it can evade to a point but other than that it doesn't do much else. Just pound on it to it morphs again.

Imago:

Now its a butterfly like creature called Imago I figured that would happen. Even so I didn't even turn into Dragoon for this fight I wanted to see fi I could destroy it with additions it was a success because I did. This thing couldn't be easier than it was. Even so its stats are even with its first form but it uses more magic now since its a butterfly. It can fire a beam of light at one character and take up about a 1,000 or close to it Hps, you need to watch out for that one. Also it likes turning you into a two dimensional character and instantly killing you. The first time I fought it I had it near death and it did that 3 times in a row. So you will need a talisman in order to revive your friends, or just heal. This is not a Dragoon fight, it isn't required to become Dragoons, you won't need it here you can pretty much kill it without being a Dragoon.

^^^^^^

Caterpillar

Don't turn Miranda into a Dragoon on her first turn save it for later on in the fight you will need it for other things. So just have her use her bow and arrow on it, and have Haschel working on his additions and Dart do the same. This doesn't have much going for it in this form, either equip Miranda with physical defense and a little strength burst. This thing will falter and turn into...

Pupa:

You normally don't get enemies who do nothing so soak it up. During this particular play through I decided on blocking to everyone got full strength then giving it a power up, so I can sharpen Haschel's Additions. Just keep hacking at it until it turns into...

Imago:

Ok, this is where that Talisman on Haschel will kick in. I say put it on Haschel because Dart should be wearing a therapy ring to combat the Soul Eater's side effect. Have Miranda be the only one to become a Dragoon you will need her stronger Dragoon Bow and Arrow for this fight. You will also need her first magic which revives a character just incase you run low on Angel Prayer's just as long as she doesn't get it. It didn't happen while I was using her. Have Haschel and Dart be your main offense, and that's the key to victory here. This thing likes to cast dispirit to decourage you from becoming a Dragoon.

Meru & Rose

Caterpillar:

Have Meru come out and immediately hit it with Perky Step, if you have it at its 600% percentile then this should for some reason rock it. Rose's Demon Dance is also pretty effective on it, with a good enough weapon that is. Dart should use Blazing Dynamo on it, this should be enough to get rid it, in a couple of rounds I would say. It can cast stun and poison so watch it out for it. Definitely give Rose the physical ring, and have Meru using a Gigantos ring to combat its aggressive physicalness. On to the next form!

Pupa:

Block until you have a normal HP rating if Meru got battered in the last battle. Then wail away in a few rounds this 2nd and very weak form should be dead it may take longer since Meru will get a few turns and she isn't that powerful even though the Gigantos Ring should help that slightly.

Imago:

This is where Meru pays off since this form is mostly magic it shouldn't really harm Meru's lap dancin' ass after all. Rose has a decent magic defense as well so she is a nice choice for this battle. The only trouble is are red friend Dart. His magical defense is average and with this boss it seems to target the person with the weakest magic defense. At this point I really don't know of too many effective items that raise magic defense. So you are sort of stuck with him constantly dying or give him the talisman and ignore the Soul Eater's effect. Basically here, having Meru as a Dragoon won't be necessary I'm pretty confident that her additions can help you kill it.

Boss Fight V
Death Rose
Element: Void

Suggested Party: Miranda

Difficulty: Easy

Item: None

This isn't a tough battle at all just attack the flower. the Death rose is pretty weak and should only take off 100 Hp's, so it isn't much to worry about at this point. I'm 99% sure even if you haven't used Miranda you still can beat it. It will open the rose to reveal Miranda's mother's face. Then it will close keep attacking if you have a weak Miranda use an item on it, to take off some life even though its of the void element, it will still take some HP off this rather weak boss. Finally there will be an option choose (I forgive you and it will be defeated.

Boss Fight XXXVI

Claire

Element: Lightening
Suggested Party: Haschel

Difficulty: Medium

Item: None

She is quite a bit tougher than what Miranda went through. she uses the same attack over and over, when she becomes demon like. She has been possessed by the Wargod, and Haschel is amazed anyone has stood up to the Wargod like she did. She uses a forbidden art as the Wargod which can almost kill Haschel it drops his HP's to one. That's the only real damage she does. Keep Hex Hammer going and cure only when she does that attack, her stats are almost even with Haschel and their speed is quite similar. She can block your Additions and she does it quite often. When she is nearly defeated you will get a choice choose the 1st option (Mind's Eye Awaken) She will come at Pops with the forbidden attack but he will stop it.

Boss Fight VII

Indora

Element: Earth

Suggested Party: Kongol

Difficulty: Easy

Item: None

Kongol's brother Indora is pretty tough but at this point in the game Kongol had over 5,000 Hps so this boss couldn't harm him. He is very powerful and carries two axes, he is faster than Kongol as well. He has two normal attacks, plus an attack where he makes a pillar rise, wraps the axes around Kongol's body picks up the pillar with Kongol on and throws it across the room. Which is an incredibly strong attack, this shouldn't even hurt you that bad since its physical. If you haven't been using Kongol shame on you! Heh, if you have some Bone Crush's will finish this guy off in a few he isn't that powerful and Bone Crushes successful ones take off major life. Just like when you had to fight Kongol, if you miss the addition he can counter. Finally in a speechless battle this guy will die.

Boss Fight VIII

Michael

Element: Dark

Suggested Party: Dart, Rose

Difficulty: Hard

Item: None

This fight is difficult you can't hurt the dragon and for some reason you can't become a Dragoon either. What to do now? Block that's what or if you feel confident about your exp. you can practice your additions on it, even though they do no damage. There will be a few conversation sequences Rose is reluctant to tell Dart about its weak spot. You learn that her Dragon is the fastest the strongest and the best defensive Dragon of them all. You then learn that its sort of wearing armor, then you finally get a choice, tell Dart about the Blind Spot is the response. Its Blind Spot is its heart it will open up after it does the attack where it picks you up in the air and shoots a black beam at you. So attack that, if Rose's level is high and you have perfected her final you can beat it with just one round with her and Dart.

Boss Fight IX
Dark Doel

Element: Thunder

Suggested Party: Albert Difficulty: Medium

Item: None

He has two swords a light one and a dark one much like he did the first time you had a fight with him. He does the same attack and probably has the same amount of HP. Since you are much stronger than you were when you were in the first disk than you can defeat him easily. Take out the swords first he will be stuck with a thunder magic attack it isn't that powerful. Nail him with Blossom(Flower) Storm all day and he will die.

Boss Fight X
Archangel
Element: Light

Suggested Party: Meru Difficulty: Medium

Item: None

This can and will be a tough fight for those who never touched Meru until now. I was one of those on my first play through, on my second this fight was very easy since her level was like 39 and she had Perky Step at a 600%. Anyway she does some magic attacks that can damage Meru pretty badly but none compare to her ultimate attack. She calls a whole army from some unknown place she is then on top of a 3 headed elephant and the whole army attacks you, this is a _VERY_cool attack. This attack also reduces your HP down to one. Since Archangel has a high magic defense rating, you might want to stick to physical. A Gigantos ring would of been good for this fight to make Meru quite a bit stronger than she is. Even though you don't have one she still can do some damage. Eventually after Meru admits to loving humans the battle is over...

Boss Fight XI Super Virage Element: Void

Suggested Party: Dart, Albert, Kongol

Other Parties: Haschel & Miranda, Meru & Rose

Difficulty: Medium

Item: None

For some reason this guy wasn't that hard at all, immediately become a Dragoon

and have Dart use the special. Use Final Burst on his head. This takes off massive damage. Have Albert using his usual Rose Storm, you can use Jade Dragon but its not really important. Try not to use much healing items in this battle in fact you should save all of them you will definitely need them. Super Virage uses a devastating attack where he shoots a beam a light at you this could be very damaging if you aren't a Dragoon. You will need to heal if you are not a Dragoon. Other than that this guy really isn't that much tougher than a normal virage. He just has a very high HP. Also if you kill his head it causes an explosion which can almost kill your party if your HP is low. You can kill it if you decide to go strait to the body instead of the head, but it takes longer that way.

Haschel & Miranda

The same strategy with Dart have him start the Special. Miranda should be equipped with a physical ring to combat her lower than average HP level. Haschel may need a Gigantos Ring to make him a little bit stronger but its not mandatory, you could equip him with anything you like. As Dragoons you should have Miranda using her usual curative powers because this Virage uses attacks that damage your entire party you will definitely need some of her cure all attacks here. Haschel should summon his dragon if you have it if not, his Dragoon Addition is pretty powerful if you have the Gigantos Ring.

Rose & Meru

Like before have Dart start the Special off. Have Rose using her Dragoon Addition since her magic doesn't do much damage to it, unless you have her Dark Dragon it does some damage to it. Have Meru either using her Dragon or her Dragoon Addition, I prefer the Dragon and her other magic since she does more damage with it. Although Dart should be the focus with his Final Burst attack, at either his head or his body.

Boss Fight XII
Zieg Feld
Element: Fire

Suggested Party: Dart, Albert, and Kongol Other Parties: Haschel & Meru, Miranda & Rose

Difficulty: Hard

Item:

Dart will have to come out at Zieg first he will mock Dart on his weakness and become a Dragoon. Zieg will then use his Dragoon Addition on Dart, Dart will realize where he got the skills from. Zieg does everything Dart can do Dragoon Addition, Final Burst, yes even Red Eye Dragon. Red Eye Dragon is always more fun when some unsuspecting Boss gets it but it is quite a pain when you experience it. He never turns back to human form so this cat has a lot of spirit points. Even so have Albert turn into a Dragoon for the Rose Storm protection, have Dart use Blazing Dynamo, and Kongol using his Dragoon Addition.

Even if you have the Golden Dragon, its useless with Kongol's low magic ability. He is tough but he doesn't call on his Red Eye Dragon often he uses Dragoon Addition mostly and for some reason he kept hitting Kongol in it which did practically nothing to him. Dart's Blazing Dynamo damages him pretty bad if you have your levels exceeding 40. He is faster than these 3 that's the only thing, he is just about even skilled with Dart. He looks EXACTLY like Dart when he does things only slight differences. Anyway with Kongol D. Addition to him, and Dart's Blazing Dynamo this guy will fall pretty soon.

Dart will have to addition him which will do nothing so he ill turn into a Dragoon. Have Haschel turn into one soon after. Have Meru follow along, since he is fire based Meru's Dragon can ding him up badly. Have Haschel using his Dragon too, and have Dart additioning and throwing them Sun Rhapsodies if you still have some. These attacks take huge chunks of life off of our Ziegy friend here, so keep at it. Although like most battles Meru fell twice but that's nothing an Angel Prayer couldn't cure, so this is still a good team. This team combated his speed, which made him slightly slower than he was.

Miranda & Rose

Dart does his addition blah blah blah. Have Rose become and addition but have Miranda stay normal. You should of just got Miranda's final arrow it does a decent chunk of damage. Wait until he actually does damage to you before having Miranda become a Dragoon. This team also has good magic defense so the choice his Red Eye Dragon is tough but it probably won't kill you. I say have Rose call on the Dark Dragon to help you defeat this worthy foe, it does a nice bit of damage to it. Soon he too will have to give up.

Melbu Frahma
Element: Void

PARTY I USED: Dart, Rose, and Kongol on the 1st play through

Other Parties: Albert & Miranda Meru & Haschel

Difficulty: Extremely Hard

Item: None

Form I.

His first form is tough but beatable. DON'T Have Dart use the special have him turn into a Dragoon. Use Dragon Cannon on him, this should take off about close to 3,000 Hps. Have Rose use Demon's Dance, to take off massive damage. Have Kongol use Bone Crush which is also very powerful allow Dart to get two turns before throwing him a Sun Rhapsody to bring his HP's back. Have Kongol become a Dragoon if you choose now, and make sure that Rose is definitely equipped with a physical ring to help her poor HP level. Just have at least one NON dragoon. Soon Dart will turn back to normal when he does Blazing Dynamo is effective. Melbu has a very high physical and magical defense. On his first form he will like to block your attack, which is highly annoying. While he does this you cannot do anything to him so just block. He has an attack here he summons 3 huge Virages which can take off mega life especially to Kongol. Even though at this point Kongol should have HP's in the near 5,000. Finally the background will change to First Generation.

Form II.

This form he has some slightly but not much different attacks. This time one of his favorites things to do is hit you with a physical beam of light. If you are using Rose this can pretty much reduce her HP's to half. On Kongol its like a mosquito bite, for some reason he kept doing it to Kongol. He has another new attack where he will suck one of your allies inside of his body don't worry about the captured they are protected while inside of him. Eventually he will spit the character out which will do tremendous damage to the character and you. this one is hard but the battle isn't as long as the previous one, I used this form to get Dart back to fully charged then let him have it in the next round. Have Rose be a Dragoon in this round her Dragoon Addition did some serious damage to Melbu.

For some reason I had no trouble icing off his third form. Since this form goes down quicker than the previous two forms. Unload Dart's Dragoon in this form if you want it's not mandatory here though. You can beat it with additions. Occasionally he will summon two creatures that cause serious damage when you see them kill them fast, they are very powerful but will go down with a couple of strong additions. For some reason Kongol was a Dragoon for a very long time, since his turn didn't come up often and yes it took all the way to here for him to go back to normal. Anyway have him use Additions, and have Rose using her additions as well. Basically a few rounds of additions can ice off this form. He also uses an attack here he changes it from night to day. The difference in day time is he uses fire attacks, but Dart will have no trouble with these. Even Dart is now a Void Dragoon he is still for the fire element.

Form IV.

He is so fucking tough... He is physically strong, powerful he has everything. Everything, if you are weak at this point he can and will kill you. This is his toughest form, and he has even more deadly attacks. He can toss you in the air and slam you back down, which takes off mega damage to Rose, Kongol and Dart laughed at it. Have Dart unleash the special now if you have it, and have everyone do there best magic from the door, that means summon all the best dragons, and have Dart use the Cannon. This will put a nice over 6,000 HP dent into him. he has another attack where he takes a picture of a character then he cuts the picture in half.

This is a very powerful attack, and can kill weaker people. At this point with this party everyone as on there last legs no type of anything left. He also takes a page from the Dragon Block Staff, by reducing your Dragoon att & De. If you get caught with this in mid Dragoon he can kill you even with full energy. He can summon two monsters, and they can instantly kill you. So make sure you have a few of those Angel Prayer's on tap. He can also posses a character and you cannot attack him while he does this, but you can control him sort of which is pretty cool. Finally he will fall...

Albert & Miranda

Form I

Miranda did quite well in this battle, she can hurt him pretty badly, but what hurt even more is her curing you when you needed it. Keep her as a Dragoon as long as possible you will certainly need her wonderful curing abilities. Albert although Slow his Rose Storm which has been effective since day one does wonderful work here as well. When he blocks Miranda's final arrow can pierce his defense so if he is blocking and you don't need curing use that instead. Albert's blossom Storm addition also does a nice and decent amount of damage to him. Dart's Dragoon magic especially canon can take a lot off of him use these two as your main form of attack.

Form II.

Have Albert cast a Rose storm if he is still a Dragoon you will need it and have Miranda cure when and who needs it. Have Dart just hit him with Additions I'm pretty sure you are out of SP, don't turn Dart into a Dragoon this round you should save it for the next round. Miranda should be a Dragoon as much as possible hen I used her and Shana through out the game in only one attack with her boy she could become a Dragoon. Don't become one immediately though please you should save this for when everyone has low HP. Make sure she has full MP through out this battle. If she gets captured by Melbu you are in serious

trouble you will have to resort to curing items as Plan B.

Form III.

Miranda should of went down a few times, here and there is so hopefully you have a few Angel Prayer's on tap. Since this is the half way point if this long tedious battle this crew was the most cured. At this point I was almost out of Sun Rhapsodies so, if you don't then you will have to stay with some back up curative items. Have Albert keep using Rose Storms, its good to actually count every time you get 3 turns then use a Rose Storm, and always use it on your last turn. Albert's Dragoon also works well now, that he is weaker than he was before so use it more now.

Form IV.

Hopefully you have some Sun Rhapsodies left for the final form, this final form an be critical. It is very annoying sitting there 50 minutes and losing to his form. If you do let Miranda use her level 1 magic or something to conserve er HP's you will need it throughout. Have Albert Dragoon Addition, or his ragoon magic, especially Rose Storm. At this point Albert's Blossom Storm did ajor damage to him, so use that when you are trying to get him to his max spirit. It does way more damage than you would think. Hopefully you can survive his battle, and not run out of magic or curative items. This crew can be illed off easily if not properly cured every other round.

Haschel & Meru

Form I

Meru is faster than her magic abusing Wingly friend. So she will come in handy especially if you user her as a Dragoon, for some reason she was a lot faster than Melbu. She could attack him all day if only Kongol was as fast as her. Haschel is a pretty good Dragoon choice for this battle. The Dragoon helps Haschel's low defense which is a good thing. He also stood up to the 3 Virages better than anyone else I had used. Have him summon his dragon for a nice bit of damage. but if you decide to keep Haschel normal have him be the one to feed art the sun Rhapsodies, you will definitely need Meru as a Dragoon for her to ven stand a chance in this long battle. Make sure you have Meru equipped with physical ring as well, and if you have any of those dang Legend Casque now would be a time to use them.

Form II

I'm pretty sure both Meru and Dart should be spent so have them worry about damaging Melbu with additions. Make sure to feed Meru curative items whenever necessary. Meru can drop with a seconds notice in this battle especially with his laser or if he decided to swallow her or spit a swallowed ally at her. Either way she may die so have her at full energy as much as possible. Also turn her into a Dragoon every time she gets two or more SP levels. When she does use it because she may get attacked physically and it won't hurt as much. Have Haschel be your curing man only use a curative item when your other two characters are down to red health or near death. Finally it will switch to the 2nd generation then the 3rd then its another form of Melbu in the 4th...

Form III.

Meru should have died quite a few times by now even if she did its no need to panic. If you have Angel Prayer's. Using her Water Dragon in this fight is a great idea because when it goes to day time it does more damage than normal although the fire attacks burn her pretty bad, just don't have her as a full

fledge Dragoon a few SP levels are good enough for now. Have Haschel use his Omni Sweep, it shouldn't take a while so he can get his level all the way up, that way it will be easier for him to block some of those nasty elemental attacks. The scenery will change again, 5th generation. Then the 6th and final Generation.

Form IV.

Well, its been a long fight a hard fight. If you have Meru still alive you are the man. Its hard to keep her living cause his physical attack can just about instantly kill her, since this is his most physical form. Only the protection of a Dragoon can save you here. Keep to the tried and true Divine Ball, or Cannon when the monsters come up. Have Haschel not become a Dragoon just use his Omni-Sweep as much as possible it can hurt him pretty badly. You will need him to cure or if he decides to use the Dragoon Block he will be your whole offense. Hopefully after a long fight you won't be starting over.

VIII. Optional Boss Fights

Optional Boss Fight I

Polter Armor, Polter Sword, and Polter Helmet

Element: All: Dark

Suggested Party: Miranda, Albert, & Dart

Other Parties: Rose & Kongol, Haschel & Meru

Difficulty: Medium - Hard

Item: Soul Eater (Dart's final weapon) & Smoke Ball

I suggest having Dart fire off the special if you have it. This will help a lot because final burst or red-eyed dragon do good damage. After having the dragon unleashed have Miranda cast Star Children to do severe damage to all parts. After that have Albert cast Rose storm to reduce damage from its magical attacks. After coming out of dragoon form just attack the helmet if it isn't already dead. After destroying the helmet move on to the armor. The armor is the magical part of this battle and can cause some damage unlike the helmet (the helmet cast command blocking so that's why u should defeat it first). So hit it hard hit it quick before he hits your dick. After defeating the thing you might have to fight the sword but I'm not sure. But if u do just kill it and when u do it will kill one of your characters.

Rose & Kongol

Ok Rose isn't as good in this fight as others but if you have Demon's Dance she should be ok or hard blade at level 3 or 4 will do good. Kongol is a different story. Since he has a low magic defense he can be hurt bad by the armor but not by the sword. Have dart do what is mentioned above in the first party thingy but not fire off the special. Defeat the parts in the same order as in party ones fight.

Haschel & Meru

Like before in all this teams matches you have speed on your team and you also have an advantage with Meru since she has a strong magic defense and Haschel has a decent one. Have Dart fire off the special at the begging and have him use the final burst or dragon which ever you choose to use, have Meru cast Diamond Dust to do good damage, and have Haschel use dragoon additions and if you want you can use magic. Have Meru cast Rainbow Breath when needed to, and

have Haschel and Dart use their best additions and he should fall.

This was written by Mmnascarfan

Optional Boss Fight II Magician Elder Fraust

Element:Void

Suggested Party: Dart, Meru & Rose

Other Parties: Kongol & Miranda , Albert & Haschel

Difficulty: Hardest fight in game

Item: Phantom Sheild

Ok this is off what i usally use for party because meru is in there but she pays off here because of her high magic defense, Rose is a usual but better here because she has a good magic defense, and dart has a decent one. This fight is bassicaly a physical fight for you so dont use magic attacks only physical. The magician will use 90% magic attacks and 10% physical attacks so make sure you have mastered all the final additions and have a legend casque on Dart and a the other if you have one on Rose. This fight isnt easy by a long shot so be pre-pared for a long battle. The magician has 3 extremly strong attacks and if u arent pre-pared they will kill all of you and even meru sometimes. You'll know them when you see them trust me the are like attacks u ahve never seen before ok.

Kongol & Miranda

Ok you kave to have a legend casque on Kongol for him to survive even a sparknet. Yes thats right a sparknet ok.Miranda should be fine but pray for dart unless you have another legend casque.Miranda does about 500hp to this guy and kongol with a lvl.5 bone crush does well to much damage if you ask me. Dart does good too but not like kongol. Oh and only have miranda become a dragoon for curing not attacking ok.

Albert & Haschel

Give Abert the casque to help his horrible magic defense and have him be a dragoon to use rose storm you will need it. Have Haschel omni-sweep his way through this battle and dart using blazing dynamo to do good damage and when Albert comes out of dragoon form have him use blossom(flower) storm to fuck his shit up. This way will be harder because you can only heal by healing items and no magic type. So good luck on this fight.

you et 10,000 gld and 20,000 exp for beating him ok so kick his ass.

Optional Boss fight III

Dragoon Spirit Element: Wind

Suggested Party: Dart, Albert, and Kongol Other Parties: Haschel & Meru, Rose & Miranda

Difficulty: Medium Item: Down Burst

Well he is harder than the last time you fought him, but at this point in the game you can beat him without turning into a Dragoon. Just have these 3 using their Final Additions, Blasting Dynamo, Blossom Storm, and Bone Crush. That's it just keep working at him and hacking away that is the easiest way to do plus if these aren't mastered these help them get mastered. That is if you didn't already, its a great chance. You will need to save your Dragoon Level for upcoming fights. He does all the same attacks he did while he was still alive so refer to that if you want to know more about his attacks and such.

I say let Meru become a Dragoon, because she takes off tremendous power with her magic, because for some reason he seems to be suspect to her attacks. Her best magic does unbelievable damage, and can get rid of him quickly. Just fight some random battles to get her level back up if you want to use them again. Have Haschel use Hex Hammer or Omni Sweep if you have it. Just have Meru become a Dragoon not anyone else it isn't really important you will need it for later.

Rose & Miranda

Have Miranda use a physical ring in the beginning. You should have her be a Dragoon because you may need some of her curing abilities in this battle. Have Rose use her best Addition Demon Dance or Hard Blade if you aren't quite there yet. This is probably one of these easiest battles you will get this late in the game so soak it up.

Optional Boss fight IV

Dragoon Spirit Element: Water

Suggested Party: Dart, Albert Meru

Other Parties: Haschel & Miranda Kongol & Rose

Difficulty: Hard Item: Frozen Jet

Remember how you could beat the previous one with a couple of Red Eye Dragon summons? Well that doesn't hold true here. It seems since its death it has improved its magic defense. Red Eye Dragon Summon or Final Burst still works well here, but the fact is they aren't as effective since this spirit has a high HP. I liked using Meru for this fight if she has her Dragon Summon use it for some reason it kinda worked here. The Dragon Spirit does the same attacks as it did when it was alive, but it is faster now. It even does that attack with the water dome and it is quite more deadly. If you have a physical ring on Meru she will more than stand up to it. Have Albert be a Dragoon for this fight that's the best way to defeat the Dragon, cause you will definitely need Rose Storm for this battle, to stand up to some of its nastier Magic attacks.

Haschel & Miranda

Have Dart ignite the Special you will definitely need it because the spirit will go for the water dome magic attack very often. More than you would think possible because that's its favorite type of attack, it also has a few other crew damaging attacks. Have Miranda cure when needed as a Dragoon when she gets back to normal have her turn into a Dragoon when the going gets rough. I say let Haschel handle some extreme magic attacks, like his Dragon summon if you have it if you don't just use either his Dragoon Addition or a lesser magic.

Kongol & Rose

This is a pretty powerful team, but Rose will need a Physical Ring even though she puts up the highest female HP's. Have Kongol block a lot, in this fight that Water attack can nearly kill him at least take off 3/4 of his life that is why I did not recommend him or suggest him. He is also pretty damn slow so he won't get that many turns. Have Rose as a Dragoon will be a good idea as well, even though her magic won't do much to it, still she needs it for her defense, it will make her better at defending against the magic attacks.

Boss Fight XXXII
Dragon Spirit
Element: Void

Suggested Party: Dart, Albert, and Kongol Other Parties: Rose & Miranda Haschel & Meru

Difficulty: VERY EXTREMELY Difficult

Item

What Dragon do you know has a Void element. Only the biggest Mayfil Bad Ass there is, he's big his mean and only a staff and a buster could stop him. He's that Damn Divine Dragon uh Spirit. Guess what else unlike when he was living when you could kill his cannon and his ball, you can't here. He's also faster and more powerful and he has a higher HP. How do you beat him? Turn off the Playstation and he is gone! Seriously though you are going to have to full power from the start, and be able to use Special. When I played this I got a nice break, Albert got first go, He used a Power Down on him. Then Kongol went I used a Power Up on Dart.

Then Dart went and I started the special with him. This took off tremendous HP, close to half with just a regular ol' Final Burst. It took maybe 4 rounds to officially kiss that big divine bastard good bye. *Hey Dyse I don't have any of that shit!* Well, buddy its going to be tough...real tough. With out it still have Dart use the Special Final Burst is still pretty powerful but not as powerful without those items. So keep him using it make sure Albert use Rose Storm and every freakin turn. Have Kongol pray... Seriously have Kongol destroy him with Dragoon Additions since his magic will do beans to him. If you make it out of this with one surviving character consider your self lucky.

Rose & Miranda

Like before use those items to finish him easily. If you don't have him then well.. this will be even tougher. Have Rose using her Dragoon Addition and don't worry Miranda will always have to use her Dragoon Magic to cure as long as she doesn't die. I suggest giving her the physical ring and if you are using Miranda stock up on Angel's Prayer's incase she falls during battles. You can make it smoothly before you have to turn back into humans, because then since there defense is low and I think they count the Dragon Ball as physical it does major damage. He uses his Dragon moves the most and barely relies on his physical attack.

Meru & Haschel

If you decided to use them pray. If you have those items then this will be easy since I'm 99.9% sure Haschel and Meru will get a turn before Dart does, if you don't then this will be tough. Meru may fall on the first round if you don't get a chance to turn her into a Dragoon. If you do you will have to try your best to use her magic it will take off some life not much though. Have Haschel use his Dragoon Addition since its pretty powerful.

The rest of the optional bosses will be in an another update!

IX Thanks

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