

Vagrant Story FAQ/Walkthrough

by Tyranno

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Vagrant Story FAQ v 1.2

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**1) Introduction/ Author's notes/ Version History **  
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Vagrant Story was released by Squaresoft in the summer of 2000. It is one of the best games made by the company and the best on the playstation alongside Final Fantasy Tactics. Many, including myself, consider it to be the best playstation game. However poor sales (in the region of 800,000 worldwide, short of Squaresoft's anticipated 1,000,000) despite rave reviews from Critics caused Squaresoft to consider the game a failure and there are rumors that the production team were split up. The game has a revolutionary new fighting system that takes the old Secret of Mana games made by Squaresoft on the SNES. The game has a loyal following who wait in baited breath for a sequel but we fear it may never happen.

It takes place in an uninhabited city called Léa Monde. Léa Monde is a city that was destroyed 25 years ago due to a Natural Disaster reported to be an Earthquake, but could it be something more sinister?

As the game opens Duke Bardorba's manor is being invaded by the Mullenkamp Cult, the leader of which is a man called Sydney Lasstarot. But the Duke is unharmed as he was at his secondary residence that night.

The Knights of the Cross, led by Romeo Guildenstern and under control of the Cardinal went in after Mullenkamp despite no instructions to do so.

It is then that Ashley Riot, a member of the VKP(an elite group of warriors, highly trained in the Killing Arts. Also an espionage unit such as the FBI) is sent in to capture Sydney and deliver him to the government. Dead or Alive.

However, Sydney escapes but not before Ashley hears about his plans to go to Léa Monde. Along with Callo Merlose-A member of the special investigations unit. She is renowned for her PhD's in both Criminal Psychology and Religious Psychology. The two head for Léa Monde.

This is my first guide that I have written but I put my up most in

to it and I hope that you have fun playing the game and reading the guide.

Version History:

1.2= 1/29/02

I got around to running the guide through a spellcheck.

1.1= 8/24/01

I updated the look of the guide. I also added a list of weapon, sheild and armor combinations.

1.0= 7/14/01

Original version. Everything is new and accurate (I hope).

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**2) Copyright**  
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I have worked long and hard to compile this guide and I am proud of my work. If anyone is caught using this FAQ for anything OTHER than what it was designed for, it is PLAGARISM. If I receive an email telling me that this document is being misused on the web, I will contact the webmaster and demand it be removed. If this is not done within 14 days, I will be forced to take legal action, and I don't want to go that far. Make my life and your life easier, and don't plagiarize.

Vagrant Story is a trademark of Square Co. any trademark infringements are unintentional

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**3) Walkthrough **  
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This is the part you've been waiting for and here it is.

3.1) Wine Cellar:

After the intro you start off in the wine cellar by heading forward. Get the items on the chest and save. In the next room put one box on top of the other and head on to the next room. Kill the men and save. Keep going through the next two rooms. First go left, kill the enemies and pick up the chest (from now on use this crossbow as your beast weapon). Go back and head forward through the next two rooms. In the second destroy one box, pick the other one up and place it near the bottom right corner beside the leaver. Jump up and pull the leaver and go out. Complete the next room and save, get the box and equip your crossbow.

Minotaur-Beast
280 HP

3 MP
88 STR
86 INT
107 AGI

Weaknesses:
Fire + Edged

Remember to stay close and attack his head. Make sure to heal when below 100 Hp and don't be scared he is the first boss so he isn't too hard.

Win :
Charmole Sigil
Grimoire Guirer
Grimoire Debile

After the battle use the Grimoires to learn two spells (use the Debile on an enemy and the Guirer on yourself) get the treasure chest. Go back to the previous room. In this room set your new abilities. You will also notice a dummy. If you attack this it will give you both "Human class" and "Physical affinity" points for your weapon, REMEMBER DO NOT USE CHAIN ATTACKS. You won't get as many points. When you are done training go back to where the two men were chatting about the sealed door. Now that you have the Sigil you can open it. Inside you will face off against an undead monster. Quickly kill him and he will drop a Rapier sword. This will be your weapon of choice against the undead for a while. Next kill the three undead. Continue until you meet.

Dullahan-Evil
182 HP
28 MP
108 STR
106 INT
100 AGI

Weaknesses:
Light + Physical + Piercing

Cast Degenerate on him and then attack his abdomen, arms and chest. Try to use combos and when he attacks use Impact Guard. Stay close so he can't use magic attacks. Heal when low.

Win:
Elixir of Queens
Elixir of Mages
Grimoire Lux

When he is dead use the Elixirs (use these when ever you get them) and collect the treasure chest items. Continue forward and on area number two.

3.2) Catacombs:

Start off by saving your game. If you come back here later in the game there will be an Undead dummy. Quickly run through the next two rooms, avoiding damage. Continue through the next room and

then go left where there will be a called Ghost. There is a thirty second time limit on this fight. There are two tactics for this fight either attack from a distance with the crossbow (recommended) or go in close with the weapon you will use for phantoms, make sure you use the Grimoire you got from Dullahan to learn a spell. After you win get the items from the chest and go back through the last room and the once locked door. Here solve the puzzle and continue to the left door where there are some enemies and yes you guessed it a..... treasure chest with a nice knife for use against undead or evil. I'll leave the choice up to you. Go back and walk through the opposite door. Here is a hard puzzle, you must form an 'L' shape out of the three cubes. Climb on the lower box, pick up the upper box and place it on the ledge. Now go to the other side of the ledge and roll the cube so it is in line with the door. Get back on the ledge and roll the other white cube on to this, after that place the third cube on that. Then climb on this tower and jump to the other ledge and continue onwards. Here head for the room on the left. Where you'll find a WORKSHOP!!! Here you can combine: Bronze, Wood and Leather. It may seem a little daunting at first but just save beforehand and you can start to combine and see what you get. If you don't like the result you can reload and start again. When you're finished go through the opposite door and continue on straight through three rooms where you'll face a new type of enemy- two lizzardmen. Take out your polearm weapon as this is best against dragons. Be careful and attack the arms, they have a long range. Attack them one at a time and head back to the room after the one with the save and turn for the door you ignored earlier. Once you complete this room go back to the workshop to combine your new weapon(s). When done go through the double doors in the previous room. That's the end of Catacombs now for:

3.3) Sanctum:

Destroy one of the push cubes so it is possible to make a line of three, place the other two cubes on the three and make a three block high L. Continue through this and the next room three climb up the ledge at on end of the room and go through where you'll find a chest. Exit and head in the direction that it shows no map in the corner of the room. Go through the door in there and heal, if you are poisoned use Grimoire Lux. Equip your best blunt / evil / air equipment because here comes

Golem-Evil

238 HP

15 MP

128 STR

117 INT

90 AGI

Weaknesses:

Air + Blunt

Start by casting Degenerate. Run behind him and attack from there. He is very big and very slow but he makes up for the speed with his awesome attack power. Degenerate will fix that. There are two places to attack, the body which does a lot of damage but has a high miss rate or the legs which do average damage but have a very low miss rate.

Win:

Cure Bulb (x 2)
Elixir of Dragoons
Grimoire Ameliorer

When Golem is dead called Corridor of the Clerics on the map (it starts to get complicated from here so I'll refer to the rooms by name which can be seen in the map menu) and continue straight straight then right in Advent Ground. Use the cloudstone to get to the other side and back in to Advent Ground. Save and equip your best Blunt weapon and Dragon armor, remember to equip the dragonite gem to your weapon and heal fully.

Dragon-Dragon

481 HP
0 MP
116 STR
134 INT
96 AGI

Weaknesses:

Piercing (Tail = Edged)

Start by casting Prostansia on yourself. Run under his neck, close to his chest as he isn't able to use breath attacks on you here. Attack his head and stay close. When he uses Tail Attack counter it with Reflect Damage defense ability, if you have it.

Win:

Cure Bulb (x 3)
Elixir of Sages
Grimoire Analyze

Keep going forward until you get outside you are now in

3.4) Town Center West:

Start by going through the door to the left. There is a workshop to the right here where you can combine Iron and Bronze. When ready equip your best Human weapon and equipment, continue through the lower exit. When that's done turn around and go back to Rue Vermillion. Here go through the other door where you will face

Duane + two knights-Human

265 HP
124 MP
107 STR
101 INT
108 AGI

Weaknesses:

Physical + Edged

First drop the two knights and cast Prostansia. To attack Duane go for the head as he is a magic user and try to keep close. Use some of your spells if you wish.

Win:

Knight 1:	Knight 2:	Duane:
Rapier	Guisarme	Magnolia Frau

yourself and equip Salamander Ring accessory. Stay close to it, as it is an avid magic user. Have the Reflect Magic Defense Ability equipped and use it every time Fire Elemental casts a spell.

Win:

Grimoire Flamie
Elixir of Queens
Mana Tonic

Keep going until Ashley reaches Traitor's Parting

Ogre-Beast

540 HP
0 MP
136 STR
137 INT
103 AGI

Weaknesses:

Fire + Piercing

Get ready for the hardest fight yet. It is extremely hard to damage Ogre, but just continue to attack. Combos miss quite a lot nevertheless, it is a good way to build up damage. Cast Degenerate on Ogre, and Prosthansia on Ashley. A good tactic is to counter all of his attacks with Reflect Damage. Occasionally try attacking his head.

Win:

Cure Bulb (x 3)
Elixir of Kings
Grimoire Rempart

Continue forward and you will soon be back in.

3.7) Town Center West:

Save and go left to Glacialdra Kirk Ruins here there is a path hidden behind a mound, use the small map in the corner to help find it and go through. After the Cut-Scene go back and climb up the ledge. Go through here and the next room to get to

3.8) Undercity West:

Continue to Way of the Mother Lode, here go to Underdark Fishtank to fight the next boss.

Giant Crab-Beast

417 HP
0 MP
133 STR
134 INT
105 AGI

Weaknesses:

Air + Fire + Blunt (Mouth = Piercing)

This boss is straightforward, attack the Mouth. Cast stat altering spells if you need. Air and Fire spells also work well. This guy is nothing compared to Ogre but once again, it is hard to

***This is the exit to the Snowfly forest

Earth Dragon-Dragon

513 HP

0 MP

143 STR

137 INT

110 AGI

Weaknesses:

Air + Piercing(Tail, Legs = Edged)

Run under its neck and cast Luft Fusion on Ashley. Attack its head and legs for best affect. Watch out for Tail Attack and counter with Reflect Damage. Equip your best dragon gems as well. Try to get some good chains going

Win:

Bronze Key

Grimoire Parebrise

Vera Potion

Dark Crusader-Evil + Grissom-Human

376 HP

280 HP

82 MP

200 MP

122 STR

115 STR

133 INT

110 INT

108 AGI

108 AGI

Weaknesses:

Air + Piercing

Weakness:

Earth + Edged

A very unique fight as you will have a partner to help in the fight. I suggest taking out Dark Crusader first. Cast Degenerate on him and let your partner cast Prostansia on you. Attack his Chest and Arms, with an Evil weapon. Now for Grissom. He is a magic user and will try to run away but stay close and the fight should be fairly easy because it is two-on-one.

Win:

Angel Wing

Grimoire Deteriorer

Elixir of Queens

Win:

Shillelagh

Swan Song

Grimoire Annuler

Grimoire Gnome

When you win get the treasure chest in the corner and follow your fight partner. Save and go through the door. You are now out of Snowfly Forest and in

3.10) City Walls South:

This area is crawling with Lizzardmen so equip your Dragon weapon and continue straight forward.

3.11) The Keep:

Here you will see a lot of locked doors I will explain how to open these in the "Secrets and Extras" section. Stay going

forward until you get to The Warrior's Rest. Here there is a workshop, which allows you to combine Hagane, Iron and Bronze. When you are ready, go through the door in The Warrior's Rest. Now you will have to fight Rosencantz. Try to stay close as he will use Break Arts and Physical attacks. You should use a human affinity weapon. When you win, continue until you get to Rue Morgue and descend down to.

3.12) Abandoned Mines B2:

Continue forward until you reach

Air Elemental-Phantom

379 HP

158 MP

138 STR

124 INT

116 AGI

Weaknesses:

Earth + Blunt

Cast Soil Fusion on Ashley and degenerate on Air Elemental. Use your Phantom weapon and attack her arms. Stay close because she uses magic. Use combos to get some good damage and use Vera items when your Risk is high.

Win:

Grimoire Foundre

Mana Bulb

Go through the next room and save as the next section is timed (If you run out of time, you will be brought back to this room with everything you have collected) there are many treasures in here but I suggest that you come back later and get them. Head left to Desire's Passage, continue forward until you reach Crossing of Blood and go right to a room called Fool's Gold. From here jump left and go through to Fool's Loss. Left again to Tomb of the Reborn where you'll face another elemental

Earth Elemental-Phantom

379 HP

159 MP

139 STR

124 INT

117 AGI

Weaknesses: Air + Blunt

If you did up to here quickly, you should have about 1:30 to kill this boss. Once again, equip your Phantom weapon and use a similar strategy. Replace Soil Fusion with Luft Fusion and Thunderburst is also effective.

Win:

Grimoire Gaea

Run through the next room and you are finished. In here save and prepare for

Sky Dragon-Dragon

677 HP
0 MP
149 STR
143 STR
113 AGI

Weaknesses:

Earth + Piercing (Tail = Edged)

Cast Soil Fusion and use the same tactics as you did against the other dragons.

Win

Tearose Sigil
Grimoire Demance
Elixir of Queens

Continue until you get to a save point and save. Unlatch the door and go through the opposite door. Soon you will be in

3.13) Town Center East:

Here go forward until you get to Rue Fisserano. There is a workshop here and it is the only place on your first play through that you can combine Silver and Damascus. When ready goto Shasras Hill Park and descend to.

3.14) Undercity East :

Continue forward until you reach Bazaar of the Bizarre where the next boss will attack

Lich-Evil

121 HP
107 MP
134 STR
137 INT
119 AGI

Weakness:

Light

Use the new Herakles spell that you found in the previous room to give your Strength a boost and use Prostansia.

Stay close to Lich and watch out for its Radical Surge spell which can kill Ashley, even at full health. Attack its Arms and it should soon be dead.

Win:

Summoner Baton
Agale's Chain
Euelia Sigil
Mana Tonic
Elixir of Mages

You will also gain the Teleportation skill, which will teleport you to any magic circle you have visited as long as you are standing in one. This is a very useful spell especially for going back and doing Side-quests (explained in the Extras section). You should now go back and do some of the quests or continue forward. If you wish to continue then go forward until you reach Weapons

Not Allowed where you will find the Iron Key.

Rooms now unlockable are:

Bandit's Hollow-Abandoned Mines B2

Crossroads of Rest-Undercity West

The Sunless Way-Undercity West

Remembering Days of Yore-Undercity West

Noble Gold and Silk-Undercity East

From Squire to Knight-City Walls North

Go back and get what are in these rooms, they hold many treasures. When you are done continue through the door in Noble Gold and Silk. In the next room called A Knight Sells his Sword one of the doors leads to the next boss the other to City Walls North. For now go and fight the boss.

Nightstalker-Evil

259 HP

109 MP

129 STR

137 INT

115 AGI

Weaknesses:

Light + Blunt

Attack the arms and stay close as in the fight against Dullahan. Nightstalker casts stat altering spells such as Tarnish so watch out. Chain Attacks are very hard to hit just like the Ogre fight. However, this guy is much easier than Ogre is. Degenerate and Herakles work well but you might have to keep using them.

Win:

Melisa Sigil

Grimoire Eclairer

Angelic Pecan

Continue until you reach sale of the Sword and get the treasure chest with the Stock Sigil. This opens the room in the Wine Cellar where you fought Minotaur. If you have the Chest Key from Iron Maiden then go back to fight Minotaur Zombie. The chest in the room is opened with the Chest Key. When that is done open all the previously un-openable doors. when you have both the Melissa Sigil and Aster Sigil go to The Sunless Way-Undercity West and descend to.

3.15) Limestone Quarry:

In the second room you will be plunged in to battle against

Water Elemental-Phantom

401 HP

168 MP

142 STR

129 INT

118 AGI

Weaknesses:

Fire + Blunt

Exactly the same as all the other Elementals. Use Spark Fusion

In addition, cast Psychodrain on it. Equip gems which will bring up the fire element on your weapon.

Win:

Grimoire Avalanche
Elixir of Sages
Acolyte's Nostrum

Continue and in the next room save. You can take either path it leads to the same place. First go to Bonds of friendship through a room called The Air Stirs to get a treasure chest. Then make your way to The Dreamer's Climb. Here get to the high up door and continue until you reach The Auction Block, here save and continue. First, take the lower door for another chest then go back and use the upper door. Now you will have to fight possibly the third hardest boss in the game.

Ogre Lord-Beast

565 HP
113 MP
145 STR
143 INT
117 AGI

Weaknesses:

Fire + Piercing

Remember Ogre? Well this is his bigger, meaner, smarter, and angrier brother. Attack with fire spells and the Crossbow Break Art Brimstone Hail. Cast the usual Stat altering spells and also try Spark Fusion. Ogre Lord uses Regenerate so keep using magic. Reflect Damage works well.

Win:

Schiavona
Agales Chain
Elixir of Queens
Mana Tonic (x3)
Cure Potion

Continue on to Way Down and save. First, go to Excavated Hollow for a chest and then continue down the other path until you get to Hall of the Wage Paying where there will be another boss waiting.

Snow Dragon-Dragon

722 HP
0 MP
152 STR
146 INT
118 AGI

Weaknesses:

Fire + Edged(Tail = Piercing)

Once again, cast Spark Fusion on yourself. As with all big dragons stay close to his underbelly so he cannot use his breath attack. Attack with fire spells and weapons against the head.

Win:

Grimoire Barrer
Pancea
Elixir of Queens

Continue forward until you reach Tunnel of the Darkness. Here there will be a very hard puzzle. The quickest thing to do is use a Fairy Wing and jump to the exit.

3.16) Temple of Kiltia:

Go to the side of the Ravine where you'll find you can make your way across. When on the other side save your game and continue through the doors. Kill the enemy and go to Those who Drink the Dark where there will be another very hard puzzle. Firstly, push the block on the highest level to the platform where there are no blocks. Now destroy the block in the corner just below the previous block. Push the remaining cube in to the gap in front of it. Beside this, there are two blocks on top of the other. Push the top block on to the one in the gap and from here on to the level where they are in another block. Make sure that there is at least one space between the edge of the platform and the block. Now destroy the block in the gap and push the block beside it out one space. Push one of the blocks on the upper level on to it and off in the same direction. Now push the block out on more space. Push the other block on the lower level until it is on space in front of the first block you moved in this room. Push the second block on the upper level on to the one on the lower level and off in the same direction. In the next room kill the Minotaur Lord and get the chest, which contains the Silver Key.

Rooms now unlockable are:

Everwant Passage-Abandoned Mines B1
The Auction Block-Limestone Quarry
Those who Drink the Dark-Temple of Kiltia
Shelter from the Quake-Escapeway
Sewer of the Ravenous Rats-Undercity west
Beggars of the Mouthharp-Undercity West
The Washing Woman's Way-Undercity West

When you are ready to continue go to The Resentful Ones and continue forward until you get to Chamber of Reason

Kali-Human

501 HP
500 MP
138 STR
139 INT
129 AGI

Weaknesses:

R.Arm = Earth + Edged + Piercing
R.Arm 2 = Water + Blunt + Piercing
L.Arm = Air + Blunt + Edged
L.Arm 2 = Fire + Edged + Piercing
Head = Light
Legs = Water + Dark

Pick the limb which best suits your Human weapon and attack it. Spells also work well. Watch out for Kali's magic as well as her Heaven's Tear attack, which reduces both Hp and MP

Win:

N/A

After the battle, continue forward. Soon you will be paying a quick stop in Town Center East. Go across the river where you'll find a treasure chest and an Evil dummy in the next room. The chest is locked with the Chest Key. Through the next door is another chest. When you get these it would be a good idea to go back and do the extras if you did not when you got the Teleportation skill. Once ready go back to Plateia Lumitar and through the door to the final level.

3.17) Great Cathedral:

There are actually six levels in here but since you will be going up and down the floors of the Cathedral so often I will count them all as one. Firstly, go down the steps to Struggle for the Soul. Here there are two doors and a river. Jump across the river and go through the door here. This room contains the first of many bosses in the Great Cathedral.

Marid-Phantom

500 HP

180 MP

142 STR

134 INT

124 AGI

Weaknesses:

Fire + Blunt

She is the Water Queen and so has a huge weakness towards fire elemental attacks. Very similar to Water Elemental except tougher. Use fire attacks such as Flame Sphere to stop her. The body is a good spot to attack.

Win:

Elixir of Queens

Grimoire Avalanche

Go out the door you came in and through the door on the other side of the river to fight the second elemental diva in the Great Cathedral. If you are low on HP/MP, there is a Heal Panel near the river.

Ifrit-Phantom

496 HP

181 MP

145 STR

133 INT

122 AGI

Weaknesses:

Water + Blunt

Identical to the Marid fight except replace the Fire Spells with their water counterparts. Similar to the Fire Elemental fight.

Win:

Elixir of Queens

Grimoire Flamme

One of the doors here leads to the next boss in a room called Sanity and Madness.

Iron Crab-Beast

373 HP

0 MP

142 STR

136 INT

105 AGI

Weaknesses:

Fire + Blunt (Mouth = Piercing)

Possibly the easiest boss in the entire game. The best thing to do is attack the Body or the Mouth (depending on which type your Beast weapon is). He has less HP than Giant Crab who you fought before the Snowfly Forest and the only other stat much higher is his STR, which is only 10 higher. I do not know why this even counts as a boss battle.

Win:

Valens

Elixir of Kings

Go back to Truth and Lies and use the other door to get to The Victor's Laurels where the cloudstone was activated by the defeat of Marid. Use it to go up and then through the door. Continue until you get to The Flayed Confessional where the third elemental diva will be waiting.

Djinn-Phantom

500 HP

181 MP

144 STR

136 INT

121 AGI

Weaknesses:

Earth + Blunt

The same tactic as with the other divas again. This time use earth spells and jewels. Like the Air Elemental fight with an extra notch of difficulty.

Win:

Elixir of Queens

Grimoire Foundre

I am sure you noticed the treasure chest during the battle, well now you will be able to get it. Destroy the block in the corner and push the other one until it is in front of the chest. Go back to Cracked Pleasures and go up on the cloudstone. In Free from Base Desires use the door and in Abasement from Above go through the door in the center platform. In the next room The Hall of Broken Vows kill the Flame Dragon in the usual dragon way and continue as far as you can in the rooms on either side and go back to The Hall of Broken Vows and use the other door. In here you have to pull the lever. Don't try to jump across to it because it

Will not work, instead go around the long way beside the wall. When that is done go through the door and get the chest then drop down the hole in the floor and get the chest down here also. Go back up and back to Free from Base Desire's and use the cloudstone to go up. Continue until you get to The Heretics' Story. This is very hard, you have to jump across the cloudstones to get to the other side. Using the spell Fixate is extremely effective. When you make it across there will be another boss in the next room.

Dao-Phantom

500 HP
179 MP
146 STR
134 INT
122 AGI

Weaknesses:

Air + Blunt

What an entrance! The same tactics should be used again here. Air spells should be put in place though. Once again similar to the Earth Elemental fight without the timer.

Win:

Palm Sigil
Elixir of Queens
Grimoire Gaea

When you win make your way back to Order and Chaos where you fought Marid. Go through the other door in here which you ignored last time. Go forward until you get to A Light in the Dark. Kill the Arch Dragon as in the same way as the others and now that you have the Acacia Sigil go back to The Hall of Broken Vows and through the previously locked door. Solve the puzzle by pushing the lower frictionless block on to the platform below it then across so it is below the other frictionless block. Now push the brown block down so it is in line with the other blocks. Push the second frictionless block until it is against the back wall, now jump up and go through the door. The next, final and hardest elemental diva will be in this room.

Nightmare-Phantom

501 HP
180 MP
143 STR
135 INT
123 AGI

Weaknesses:

Light + Blunt

The name would suggest a hard battle and while she is harder than the other divas she isn't that hard. If you have any Light magic such as Radical Surge, they are extremely effective.

Win:

Grimoire Meteore
Elixir of Dragoons

Keep going forward until you get to The Atrium. Once here YOU

Legs= Blunt

Guildenstern is not very hard it should take between 5-10 hits to kill him. He is hard to hit however as he is constantly running away. Equip your best Crossbow and put the best gems you have on it. With the long range of the Crossbow, you should be able to hit him but he cannot hit you. When you win, sit back, relax and enjoy.

But wait you did not think it was over yet did you? It is not that easy to beat the game.

Dark Angel Guildenstern-Evil

666 HP

666 MP

170 STR

155 INT

132 AGI

Weaknesses:

R.Arm, L.Arm, Head= Physical, Air, Fire, Earth, Water

Without a doubt, the hardest normal boss in the game. He has the most spells and attacks of any boss in the game and he is not afraid to use them. Start by using Magic Ward and use this after every spell he uses. If you did go to the bother of getting Phantom Pain and filling your weapon's PP then this fight will not be as hard. If not however then you are in trouble. If you go to attack you'll see that it says 0 HP damage this means that the damage will usually be between 1-4HP. The only solution is to do Chain attacks. This is where Phantom Pain comes in. Make it one of your Chain attacks and do it once with each weapon. It will use the PP of your weapon and attack for that amount. Once you do it with each weapon he should be nearly dead. Now attack him and Chain as many times as you can. Don't worry about your Risk or hit % yet. When low on MP either use items or run around the center with your weapon not equipped. If the camera angle changes and he flies over head you will have a few seconds to go in to your items menu and reduce your Risk to zero before he does his special attack- Bloody Sin, also if you have a Two-handed weapon equipped then while in your items equip your best shield. Another thing to do, is counter it with Reflect Damage as this will hurt him a lot. When you win it is really time to sit back, relax and enjoy.

Make sure you save at the end so the you can get all the Extras in the replay mode. Just load the file at the main menu and you will start at the beginning with all your old Weapons / Armour / Shields / Stats and Titles.

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*****
*****
**4) Extras**
*****
*****
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These are the parts of the game where you will get the best equipment and hopefully have the most fun.

4.1) First Game:

These are all the Extra levels available on the first game. Not as good as the extras on the second game but still good.

4.1.1) Iron Maiden B1:

In the first room of The Iron Maiden go through the door and go down the stairs in to The Cauldron. You will not be able to get past here until you beat Sky Dragon and get the Tearose Sigil. There are a lot of treasures and many hard enemies to fight down here. Continue forward until a room called The Breast Ripper. To the left there is a room with a chest. The chest in the room to the right is locked with the Chest Key which is available here in the Iron Maiden B1. In the next room there is a chest sealed by magic. Get the chest and go right. Continue forward until Spanish Tickler. here you will fight Wyvern Knight. When you win you'll become the proud owner of the Chest Key. Keep going forward until you reach Burial where you'll have to fight a boss.

Iron Golem-Evil

418 HP

0 MP

148 STR

142 INT

102 AGI

Weaknesses:

Air + Piercing

Run behind him and attack from there. He is very big and very slow but he makes up for the speed with his awesome attack power. Degenerate will fix that. There are two places to attack, the body which does a lot of damage but has a high miss rate or the legs, which do average, damage but have a very low miss rate.

Win:

Columbine Sigil

Elixir of Dragoons

Continue until Cleansing the Soul. Going straight will bring you to another chest. Go right and on to Hanging, this is as far as you can go on the first game. Return here in subsequent games with the Steel Key to continue. Now make your way back to Bootikens where you will have to solve another puzzle. Stand where there is one Magnet block between two others. Pick up the blue block and place it on the stack with the blue block on top. Now get the other blue block and place it on the one you were standing on a moment ago. Climb up on it and pick up the first cube. Put this beside the Frictionless block. Now get the second Magnet block and place it on the first. Jump to the level above and pick up the block. Bring it to the ledge and jump up. When you get out of Iron Maiden B1 save.

4.1.2) Undercity West (part2):

Now that you have the Mandrake Sigil go to Aliano in Town Center South. Through here will be another chest. Continue until Rue Volnac, here you can go through to an extra area. Continue

forward to The Cornered Savage, from here you can get to Undercity West.

Dark Elemental-Phantom

382 HP

159 MP

136 STR

124 INT

115 AGI

Weaknesses:

Light + Blunt

The final of the five Elementals. Use a similar strategy as against the other Elementals. If you have any Light magic such as Radical Surge, they are extremely effective.

Win:

Cattleya Sigil

Grimoire Meteore

The Cattleya Sigil opens up another Workshop in Town Center East. In this Workshop you can combine Wood, Leather, Bronze, Iron and Hagane. Go in to the next room called Sinner's Corner and save. Going left there is a door to Abandoned Mines B2. Straight ahead there is a door locked with the Silver key which links up with the rest of Undercity West.

4.2) Subsequent Games:

Now these are the best extras in the game. These are the places where the best equipment and hardest enemies are. Some of the best weapons are to be found, including the Holy Win-The best weapon available and the Romphia-the best one-handed weapon.

4.2.1) Platinum Key:

First, complete all the extras from the first game then go to City Walls East and a room called Train and Grow Strong. Here go through the Rood inverse door to get to Snowfly Forest East. Here there is no map but that does not matter as the place is only three screens long. Continue forward for two screens and you'll have to fight Damascus Crab. Use the same tactics as against the other two crabs. When you win you'll get the Platinum Key.

4.2.2) Gold Key:

Now go to Glacialdra Kirk Ruins in Town Center West. Make sure you have the Silver and Iron Keys. Go down the steps in to Undercity West. Now go to Crossroads at Rest and through the door locked with the Iron Key. Continue downward and go forward to Where Body and Soul Part to get a treasure chest. Now go back to Shelter From the Quake and through the Crumbling Market. Here make your over to the side where the chest is. be careful because the area is covered in traps. Now you have the Gold Key which opens the following doors:

The Timely Dew of Sleep-Limestone Quarry

Shelter From the Quake-Escapeway

Tears from Empty Sockets-Undercity West

Corner of Prayers-Undercity West

The Solder's Bedding-The Keep

4.2.3) Godhands Workshop:

When you have, the Gold Key go to either of the rooms in Undercity West and continue until you are in Bite the Master's Wounds. From here you can get to the workshop that allows you to combine everything.

4.2.4) Steel Key:

Go to The Solder's Bedding in The Keep and go through the Gold door to Stair to the Sinners. Through here will be Damascus Golem. Dispatch of him and go through the door. In the next room go left to get a treasure chest, which contains the Iron Key. There is also a treasure chest in the room to the right. The Iron Key opens:

Hanging-Iron Maiden B1

4.2.5) Iron Maiden B1 (part 2):

Now that you have the Steel Key go to Hanging and through the door. after two rooms you will have to Kill Wyvern Queen and go to the next level.

4.2.6) Iron Maiden B2:

In here it is a lot like Snowfly Forest because forward does not always lead to the next room. In addition, there is no map. The enemies in this area are very hard. There are a lot of rooms which contain unique enemies such as Ravana. Keep going forward and killing the enemies until you get to Death and Ogre Zombie in the same room. First kill Death so it can't cast any of its very strong magic. Now kill Ogre Zombie. His right Arm is a good target. In the next room there are treasure chests left and right. When you've got these chests go in to the next room and then go right then forward until you get to a room with an Ogre and an Ogre Lord. Kill the pain then fully heal and prepare for the hardest boss in the game.

4.2.7) Iron Maiden B3:

Ashura-Human

N/A HP

N/A MP

N/A STR

N/A INT

N/A AGI

Weaknesses:

R.Arm = Earth + Edged + Piercing

R.Arm 2 = Water + Blunt + Piercing

L.Arm = Air + Blunt + Edged

L.Arm 2 = Fire + Edged + Piercing

Head = Light

Legs = Water + Dark

This is the hardest boss in Vagrant Story. She has great physical and magical skills. At the start of the battle she casts Regenerate on herself and could cast Curse on Ashley. Once again

use the 8-Weapon Phantom Pain tactic that you used against Guildenstern. Pick the limb, which is most venerable to your Human weapon and attack it. You will eventually win.

Win:

Tigertail Sigil

Cure Potion

Now in the next room there are rooms with treasure chests both left and right, get them both and go straight out of the door. You'll soon be back in The Keep at the entrance to Iron Maiden. I highly recommend that you go and save.

5) Magic

This is a list of the magic in the game and the Grimoires needed to learn them

Name	Spell	Affinity

WARLOCK (Attack):		
Grimoire Banish	Banish (RARE)	
Grimoire Terre	Vulcan Lance (RARE)	Earth
Grimoire Teslae	Lightening Bolt (RARE)	Wind
Grimoire Glace	Aqua Blast (RARE)	Water
Grimoire Incendie	Fireball (RARE)	Fire
Grimoire Patire	Dark Chant (RARE)	Dark
Grimoire Lux	Spirit Surge	Light
Grimoire Zephyr	Solid Shock (RARE)	Physical
Grimoire Radius	Radial Surge (RARE)	Light
Grimoire Avalanche	Avalanche (RARE)	Water
Grimoire Foudre	Thunderburst (RARE)	Air
Grimoire Flamme	Flame Sphere (RARE)	Fire
Grimoire Gaea	Gaea Strike (RARE)	Earth
Grimoire Meteor	Meteor (RARE)	Dark
Grimoire Exorcer	Exorcism	
Grimoire Demolier	Explosion	Physical
Grimoire Egout	Drain Heart	
Grimoire Demance	Drain Mind	

SHAMAN (Recover):

Grimoire Guerir	Heal	Light
Grimoire Antidote	Antidote	
Grimoire Benir	Blessing	
Grimoire Purifier	Clearance	
Grimoire Vie	Surging Balm	Light

SORCER (Aid):

Grimoire Intensite	Herakles	
Grimoire Debile	Degenerate	
Grimoire Eclairer	Enlighten	
Grimoire Nuggeaux	Psychodrain	
Grimoire Agilite	Invigorate	

Grimoire Tardif	Leadbones	
Grimoire Ameliorer	Prostansia	
Grimoire Deteriorer	Tarnish	
Grimoire Muet	Silence	
Grimoire Annuler	Magic Ward	
Grimoire Paralysie	Stun Cloud	
Grimoire Venin	Poison Mist	
Grimoire Fleau	Curse	
Grimoire Halte	Fixate	
Grimoire Dissiper	Dispel	
Grimoire Clef	Unlock	
Grimoire Visible	Eureka	
Grimoire Analyse	Analysis	
Grimoire Mollesse	Restoration	

ENCHANTER (Affinity):

Grimoire Sylphe	Luft Fusion	Air
Grimoire Salamandre	Spark Fusion	Fire
Grimoire Gnome	Soil Fusion	Earth
Grimoire Udine	Frost Fusion	Water
Grimoire Parebrise	Aero Guard	Air
Grimoire Ignifuse	Pyro Guard	Fire
Grimoire Rempart	Terra Guard	Earth
Grimoire Barrer	Aqua Guard	Water

Rare Grimoire Locations:

Name	Enemy	Location	Drop%
Grimoire Banish	Harpy	Arms Against Invaders(UW)	13
Grimoire Terre	Ghost	The Witherd Spring(C)	8
-----	Zombie Mage	The Washing-Woman's Way(UW)	8
-----	Dark Eye	The Children's Hideout(UW)	8
Grimoire Teslae	Ghost	Rodent-Ridden Chamber(C)	8
-----	Zombie Mage	Underdark Fishmarket(UW)	8
-----	Dark Eye	Fear of the Fall(UW)	8
Grimoire Glace	Ghost	Thelogy Classroom(S)	8
-----	Zombie Mage	Rembering Days of Yore(UW)	8
-----	Dark Eye	Corner of Prayers(UW)	8
Grimoire Incendie	Ghost	Bandits' Hideout(C)	8
-----	Zombie Mage	Sewer of Ravenous Rats(UW)	8
-----	Dark Eye	Nameless Dark Oblivion(UW)	8
Grimoire Patir	Dark Eye	Sinners' Corner(UW)	8
-----	Wraith	The Cauldron(IMB1)	8
Grimoire Zephyr	Ghost	The Lamenting Mother(C)	8
-----	Dark Eye	Corner of Prayers(UW)	8
-----	Wraith	Starvation(IMB1)	8
Grimoire Radius	Lich Lord	Maelstrom of Malice(GC)	100
-----	Lich	Sale of the Sword(UE)	13
-----	Lich	Weapons Not Allowed(UE)	13
-----	Chest	Buried Alive(E)	100
Grimoire Avalanche	Marid	Order and Chaos(GC)	100
-----	Water Elem.	Dream of the Holy Land(LQ)	100
-----	Marid	Fear and Loathing(E)	100
-----	Water Elem.	Hall of Prayer(ToK)	8
-----	Shadow	The Ducking Stool(IMB1)	8
Grimoire Foudre	Djinn	The Flayed Confessional(GC)	100
-----	Air Elemen.	The Miner's End(AMB2)	100

-----	Air Elemen.	Those who Fear the Light(ToK)	8
-----	Shadow	The Branks(IMB1)	8
Grimoire Flamme	Ifrit	Truth and Lies(GC)	100
-----	Fire Eleme.	The Smeltry(AMB1)	100
-----	Ifrit	Fear and Loathing(E)	100
-----	Shadow	The Judas Cradle(IMB1)	8
-----	Chest	Excavated Hollow(LQ)	100
Grimoire Gaea	Dao	Hopes of the Idealist(GC)	100
-----	Earth Elem.	Tomb of the Reborn(AMB2)	100
-----	Shadow	The Wheel(IMB1)	8
Grimoire Meteor	Nightmare	What Ails You, Kills You(GC)	100
-----	Dark Eleme.	Fear of the Fall(UW)	100
-----	Lich	Catspaw Blackmarket(UE)	8
-----	Chest	Buried Alive(E)	100

(C)=Catacombs

(S)=Sanctum

(UW)= Undercity West

(AMB2)=Abandoned Mines B2

(UE)=Undercity East

(LQ)=Limestone Quarry

(ToK)=Temple of Kiltia

(GC)=Great Cathedral

(E)=Escapeway

(IMB1)=Iron Maiden B1

 6) Battle Abilities

Battle Abilities are divided in to two groups, the first is for attacking and the second is for defense. New Abilities are learned by attacking. Each attack will give one point towards learning a new ability.

6.1) Chain Abilities:

These are skills that you gain throughout the game which allow you to chain on to your original attack by pressing the buttons assigned to that attack. You can have up to three assigned at one time. Press the button when the ! sign appears.

Name	Risk	Effect
Heavy Shot	1	Inflicts an extra 70% damage.
Gain Life	2	Gains HP equal to 30% of damage.
Mind Assault	1	Reduces foe's MP equal to 30% of damage.
Gain Magic	2	Gains MP equal to 30% of damage.
Raging Ache	1	Damage equal to 10% of HP lost.
Mind Ache	1	Reduces foe's MP equal to 20% of MP used.
Temper	2	Damage equal to 40% & restores a small ----- amount of weapon DP.
Crimson Pain	2	Inflicts an extra 100% but deals 30% to ----- Ashley.
Instill	1	Deals an extra 10% and adds that to PP.

Phantom Pain*	3	Inflicts damage equal to weapon's PP.
Paralysis Pulse	3	Adds Paralyse to attack.
Numbing Claw	3	Adds Numbness to attack.
Dulling Impact	3	Adds Silent to attack.
Snake Venom	3	Adds Poison to attack.

6.2) Defense Abilities:

These are skills that you gain throughout the game that allow you to counter enemies attacks. When the ! sign appears when an enemy attacks press the button you have assigned to the skill you want to use. You can have up to three assigned at a time.

Name	Risk	Effect
Ward	1	Prevents Paralysis & Numbness.
Siphon Soul	6	Adds 1/2 of Mp used in foe's attack to ----- Ashley's MP.
Reflect Magic	2	Reflects 40% of magic damage at foe.
Reflect Damage	2	Reflects 40% of non-magic damage at foe.
Absorb Magic	4	Reduces damage from magic by 20%.
Absorb Damage	4	Reduces damage by 20%.
Impact Guard	4	Halves Physical affinity damage.
Windbreak	4	Halves Air affinity damage.
Fireproof	4	Halves Fire affinity damage.
Terra Ward	4	Halves Earth affinity damage.
Aqua Ward	4	Halves Water affinity damage.
Shadow Guard	4	Halves Light affinity damage.
Demonscale	4	Halves Dark affinity damage.
Phantom Shield*	6	Reduces damage equal to shield's PP.

*These two skills can only be learned after all the others are.

 7) Break Arts

Each weapon group has four Break arts. To learn a Break art you must kill a certain amount of enemies with that weapon. The break Arts are very powerful but they use HP to attack.

The first Break Art will use:

25HP

the second will use:

40HP

third:

55HP

fourth:

75HP

Weapon	Name	Affinity	Type
Dagger	Whistle Sting	As Weapon	Blunt
	Shadoweave	Dark	Blunt *
	Double Fang	As Weapon	Piercing
	Wyrn Scorn	As Weapon	Piercing
Sword	Rending Gale	As Weapon	Piercing
	Vile Scar	As Weapon	Edged
	Cherry Ronde	Water	Edged
	Papillion Reel	Light	Edged
Great Sword	Sunder	As Weapon	Piercing
	Thunderweave	Air	Edged *
	Swallow Slash	As Weapon	Edged
	Advent Sign	Light	Edged
Axe & Mace	Mistral Edge	As Weapon	Blunt
	Glacial Gale	Air	Blunt
	Killer Mantis	As Weapon	Edged **
	Black Nebula	Dark	Blunt
Great Axe	Bear Claw	As Weapon	Blunt
	Acursed Umbra	As Weapon	Blunt ***
	Iron Ripper	As Weapon	Blunt
	Emetic Bomb	As Weapon	Edged
Staff	Sirocco	Fire	Blunt
	Riskbreak	As Weapon	Piercing ****
	Gravis Anther	Earth	Blunt
	Trinity Pulse	As Weapon	Blunt
Heavy Mace	Bonecrusher	As Weapon	Blunt
	Quickshock	Air	Blunt *****
	Ignis Wheel	As Weapon & Fire	Blunt
	Hex Flux	Light & Dark	Blunt
Polearm	Runation	As Weapon	Piercing
	Sythe Wind	Air	Piercing
	Giga Tempest	As Weapon	Piercing
	Spiral Scourge	Water	Piercing
Crossbow	Brimstone Hail	Fire & Dark	Piercing
	Heaven's Scorn	Air & Light	Piercing
	Death Mail	Earth & Light	Piercing
	Sanctus Flare	Water & Light	Piercing
Bare Hands	Lotus Palm	Physical	Blunt
	Vertigo	Physical	Blunt
	Vermillion Aura	Light	Blunt *****
	Retribution	Dark	Blunt

* Causes Paralysis

** Also Reduces foe's MP

*** Causes Curse

**** Also Reduces Risk

***** Causes Numbness

8) Enemy Encyclopedia

This is a full and completed list of the enemies in the game as they appear in the game's Encyclopedia

No.1: Zombie-Undead

Once the inhabitants of Leá Monde, zombies emerge from the dark to attack the living.

No.2: Mummy-Undead

Ancient Kildean corpses infuses with the power of the dark.

No.3: Ghoul-Undead

Ghouls lurk in the Catacombs, longing for human flesh. Attacking their heads proves effective.

No.4: Ghast-Undead

The living dead, given power by demons of the Underworld.

No.5: Zombie Fighter-Undead

Corpses of Leá Monde's soldiers, brought back to life through the Dark's taint.

No.6: Zombie Knight-Undead

Zombies of the Knights of the Cross, still in possession of potent martial skills.

No.7: Zombie Mage-Undead

Zombies of Leá Monde's mages, who employ powerful offensive magic.

No.8: Skeleton-Undead

Skeletal remains of zombie corpses. They lurk in darkness to attack the living.

No.9: Dark Skeleton-Undead

Skeletons the dark has bestowed with more power and better defense.

No.10: Skeleton Knight-Undead

The bleached skeletons of former Kingsguard knights. Still possess skill with blades.

No.11: Ghost-Phantom

Souls of the deceased that attack any living thing in sight.

No.12: Wraith-Phantom

Ghosts of the Underworld capable of casting potent magic.

No.13: Goblin-Human

Stocky demihumans that form bands to attack their prey.

No.14: Goblin Leader-Human

Goblins endowed with the ability to use magic. They make their abode in the Undercity.

No.15: Orc-Human

Porcine demihumans that are able to use magic spells and any weapon they can find.

No.16: Orc Leader-Human

Commanders of the orcs. Like their kin they attack in packs with weapons and magic.

No.17: Lizzardmen-Dragon

A species of demihumans known for their agility and strength.

No.18: Blood Lizard-Dragon

A subspecies of Lizzardmen with superior protection against fire and heat.

No.19: Lich-Evil

Evil mages who have gained powerful magic and eternal life through demonic pacts.

No.20: Lich Lord-Evil

Liches with even greater magical knowledge who are said to practice ancient Kildean sorcery.

No.21: Death-Evil

The reaper of the Underworld, tasked with claiming the souls of the powerful.

No.22: Gargoyle-Evil

Sculptures of mythical creatures that have come to life.

No.23: Imp-Evil

Messengers of the Underworld that swoop down to attack with weapons and magic.

No.24: Gremlin-Evil

Pernicious demons that use varied weaponry and cast magic.

No.25: Mimic-Beast

Large insects that mimic chests of treasure to lure unwary treasure hunters.

No.26: Shadow-Evil

Shadows bereft of bodies, commanded by the Dark.

No.27: Silver Wolf-Beast

Wolves, twisted in to ferocious man-hunters by the Dark's influence.

No.28: Hellhound-Beast

These hounds once guarded the gates of the Underworld.

No.29: Bat-Beast

Large, agile bats that swoop down to strike from the air.

No.30: Stirge-Beast

Giant vampire bats rumored to drain a victim's life in a single blow.

No.31: Slime-Beast

These normally slothful and large amoeba-like creatures can leap

to assault their prey.

No.32: Poison Slime-Beast

Slime with the ability to spew poisonous spores.

No.33:Dark Eye-Phantom

Often called "the Devil's Eye", these monsters are well versed in magic.

No.34: Basilisk-Beast

Powerful jaws give these small, agile reptiles a savage attack.

No.35: Ichtiuous-Beast

Fish-like forest spirits with armored heads. Their magic gives them an extra edge in battle.

No.36: Harpy-Beast

Birds of the Underworld feared for their unmerciful spell of death.

No.37: Quicksilver-Beast

Dolls possessed by the souls of children who lost their lives to war or illness.

No.38: Shrieker-Beast

Dolls possessed by evil spirits. Their shrieks kill all within earshot.

No.39: Minotaur-Beast

Half-beast, half-human monster well known for its expert use of a viciously heavy mace.

No.40: Minotaur Lord-Beast

Minotaurs with tattoos of magic protection enscribed upon their bodies.

No.41: Minotaur Zombie-Undead

Minotaur zombies. They feel no pain, and they fight till their death.

No. 42: Durahan-Evil

Knightly armor possessed by the Dark and capable of magical and physical attacks.

No.43: Dark Crusader-Evil

An armor relic of the holy wars. Its only weakness is the gap below its chest plate.

No.44: Nightstalker-Evil

Spirits of fallen soldiers, unaffected by chain abilities.

No.45: Last Crusader-Evil

Possessed crimson armor, once the special raiment of the Holy Knights.

No.46: Golem-Evil

Creatures moulded from granite, they deliver tremendous physical attacks.

No.47: Iron Golem-Evil

Golems crafted from iron. Their strong bodies are impervious to physical attacks

No.48: Damascus Golem-Evil

Golem made of the rare alloy Damascus. Highly resistant to both magical and physical attacks.

No.49: Ogre-Beast

Demons that fought humans in mythical times. Extremely agile and strong.

No.50: Ogre Lord-Beast

Highly intelligent ogres with arcane spell knowledge.

No.51: Ogre Zombie-Undead

Dead ogres restored to life by necromancy.

No.52: Giant Crab-Beast

Giant crabs whose acidic breath can melt even the strongest armor.

No.53: Iron Crab-Beast

Crabs with shells of iron. Employ their massive weight as a lethal weapon.

No.54: Damascus Crab-Beast

Crabs with shells as hard as Damascus. Weapons made from their shells are rare and valued.

No.55: Air Elemental-Phantom

Lesser air spirits. Use earth affinity spells against them.

No.56: Djinn-Phantom

Air daeva. This violent, angry spirit serves no moral master.

No.57: Fire Elemental-Phantom

Lesser fire spirits. Vicious opponents with firey magic at their disposal.

No.58: Ifreet(?) -Phantom

Fire daeva. An arrogant spirit who enjoys burning humans with its spells.

No.59: Earth Elemental-Phantom

Low-level earth spirits. Originally benevolent spirits, magic has twisted them to evil.

No.60: Dao-Phantom

Earth daeva. An evil spirit who casts baneful spells to state its yearning for human life.

No.61: Water Elemental-Phantom

Lesser water spirits. Do not approach them without first preparing a suitable defense.

No.62: Marid-Phantom

Water daeva. Sunk Leá Monde in to the waters 25 years ago with the aid of Dao, the earth daeva.

No.63: Dark Elemental-Phantom

Lesser spirits of darkness. More powerful than the other elemental spirits in Leá Monde.

No.64: Nightmare-Phantom

Dark daeva. It is filled with an unsatiated craving to see the living suffer.

No.65: Wyvern-Dragon

Lesser wyrms with deadly breath attacks.

No.66: Wyvern Knight-Dragon

A ferocious subspecies of dragon. They rarely appear above ground.

No.67: Wyvern Queen-Dragon

Queen of dragons. Her rule is total and her spawn would readily give their lives for her.

No.68: Dragon-Dragon

These legendary creatures possess a cruel and cunning intellect.

No.69: Sky Dragon-Dragon

Large dragons inhabiting the clouds, they are also known as Thunder Dragons.

No.70: Flame Dragon-Dragon

Large dragons who draw energy from magma.

No.71: Earth Dragon-Dragon

Also known as Land Dragons, their tough hides are nigh impossible to pierce.

No.72: Snow Dragon-Dragon

Because of their freezing breath, these dragons are often called the "Wyrms of Ice".

No.73: Arch Dragon-Dragon

The most intelligent of all dragons but at the same time, one of the most evil.

No.74: Dark Dragon-Dragon

Dragons of the Underworld who feast on human flesh and souls.

No.75: Dragon Zombie-Undead

Powerful zombies who crave souls tainted by the Dark.

No.76: Kali-Human

Statue of the goddess of destruction that the Dark instilled with unholy life.

No.77: Ravana-Human

A mechanical statue of a deity engineered in the era of Mullenkamp.

No.78: Ashura-Human

A deity that lay imprisoned in the depths of Leá Monde for centuries.

9) Secrets

In this section I will state the many secrets that Leá Monde holds such as secret weapons and training dummies.

There are a total of three blades which CAN NOT be made in workshops and have to be taken from enemies. Here is how to get them:

Romphaia:

Sword.

One-handed

Range: 5

Risk: 3

Str: 30(S), 33(H) ,35(D)

Int: 1(I), 2(H), 3(D)

Agi: -6

Type: Edged

Available in: Silver, Hagane and Damascus.

Looks: A long thin sword, looks like a real-life Katana

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Found in: Iron Maiden B2

Description: This is without a doubt the best single handed weapon in the game. It has great attack power and looks cool too. This is my favorite weapon.

How to get: Go in to the first room of Iron Maiden B2 with 150 HP or less. There will be a Dark Crusader in there with a Hagane Romphia. Kill him and get his weapon. If he doesn't drop it then go back in to the last room of Iron Maiden B1 and then back in to B2 and kill him again. Repeat this until you have as many Romphaias as you want.

Note: It may take upwards of an hour for him to drop the weapon, but it is worth it. Also after he drops one he may drop two or three within the next thirty minutes.

Marks out of 10: 9.5 / 10

Hand Of Light:

Heavy Mace

Two-handed

Range: 7

Risk: 1

Str: 34(I), 36(H)

Int: 1(I), 2(H)

Agi: -8

Type: Blunt

Available in: Iron, Hagane

Looks: Has a very long, thick shaft with a huge sphere at the top.

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Found in: Time trial mode, Wine Cellar, Temple of Kiltia

Description: The best Great Mace, while it doesn't have the Str

of Destroyer, it has superior range and lower Risk. Has extraordinary range for a non-projectile weapon. Has very low risk. I use this as my blunt weapon.

How to get: There are three ways to get this weapon.

1-Get the Kalmia Sigil from Iron Maiden B1 and use it on the room in The Keep. Inside is a Minotaur kill it and you might get an Iron Hand of Light. If not then try again.

2-Go back to the room in Wine Cellar, where you fought Minotaur, when you have the Stock Sigil. You will fight Minotaur Zombie. After you kill him the first time teleport to Hall of Revenge in Sanctum and then back and kill Minotaur Zombie again. Repeat this until you get a Hagane Hand of Light.

3-In Temple of Kiltia there is a room where you fight Minotaur Lord. After you kill him for the first time exit the temple. The fastest way is through a small door in the room called Those who Drink the Dark. It leads to Limestone Quarry and is locked with the Silver key.

Marks out of 10: 8.5/10

Holy Win:

Great Sword

Two-handed

Range: 6

Risk: 5

Str:

Int:

Agi:

Type: Edged

Available in: Damascus

Looks: A sword that has an X shape at the top. Some find it very ugly(including me), while others love it.

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Found in: Iron Maiden B2

Description: The best two-handed weapon in Leá Monde. Has the ability to turn everything except Polearms, Great Axes and Heavy Maces in to Damascus when they are combined. Has the highest attack power in Vagrant Story.

How to get: In the last room of Iron Maiden B2. Go there when you have beaten Ashura. Enter the room with 150 HP or less. There will be a Last Crusader there. Kill him and get his weapon. If he doesn't drop it then go back in to the first room of Iron Maiden B3 and then back in to B2 and kill him again. Repeat thin until you have as many Romphaias as you want.

Note: It may take upwards of an hour for him to drop the weapon, but it is worth it. Also after he drops one he may drop two or three within the next thirty minutes.

Marks out of 10: 9.5/10

Ultimate Weapons:

This is any weapon that has 100 in all Classes and Affinities. I personally, prefer not to raise the Affinities as it does not make any difference because the game will just choose Physical as the Affinity (Physical is neutral). Get 3 blades of the weapon you want and do this (If you don't want all the affinities then don't

get fire, dark, earth, water, air or light up. You also only need 2 blades):

Get Human, Beast, and Phantom on one blade, get the other 3 on another. You will probably have the Undead, Dragon and Evil one at 100 physical by now. Then you just need the rest of the affinities. Use the human one to beat on the dummy and get the fire and dark up and earth up, get another one to do the same for water, air, and light. Then combine them all into 1 blade and also combine a Holy Win at the Godhands workshop so the weapon will be damascus.

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**10) Titles List**
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This is a full list of all the titles in the game and their requirements.

1. Seeker of Truth-Finish the game once.
2. Conqueror of the Dark-Finish the game within ten hours.
3. Treasure Hunter-Checked all the chests in the game.
4. Wanderer in Darkness-Visited every map location in the game.
5. Destroyer of Gaeus-Defeated Damascus Golem in Forgotten Passage.
6. Hunter of the Snowplains-Defeated Damascus Crab in Snowfly Forest East.
7. Ally of the Wood-Defeated Ravana in Iron Maiden B2.
8. Slayer of the Wyrn-Defeated Dragon Zombie in Iron Maiden B2.
9. Vanquisher of Death-Defeated Death and Ogre Zombie in Iron Maiden B2.
10. Warrior of Asura-Defeated asura in Iron Maiden B3.
11. Conqueror of Time-Received an 'Excellent!!' rating for all the Time Attack battles.
12. Knight of Brilliance-Turned out more than 30 Chain Abilities in a row.
13. Bearer of the New World-Found the rare item Gold Key.
14. Hoard-Finder-Found the rare item Chest Key.
15. Hands of Might-Mastered all Break Arts.
16. Hands of Skill-Mastered all Battle Abilities.
17. Wanderer of the Wyrding-Finished the game without saving at any point.
18. Adventurer of Legend-Finished the game without using magic.
19. Lone Warrior-Finished the game without using Battle Abilities.
20. Knight of Pride-Finished the game without using Break Arts.
21. Blood-Thirsty Conqueror-Defeated over 5000 enemies in each class.
22. Respector of Fighting-Attacked over 5000 times with a weapon in each group.
23. Silent Assassin-Attacked over 500 times with a weapon in the Dagger group.
24. Great Swordsman-Attacked over 500 times with a weapon in the Sword Group.
25. Master of Blades-Attacked over 500 times with a weapon in the Great Sword group.
26. Steel Dragoon-Attacked over 500 times with a weapon in the Axe & Mace group.
27. The Earthshaker-Attacked over 500 times with a weapon in the

- Great Axe group.
28. Sweeper of the Dark-Attacked over 500 times with a weapon in the Staff group.
 29. Acolyte of Iron-Attacked over 500 times with a weapon in the Heavy Mace group.
 30. Spearsman of the Gale-Attacked over 500 times with a weapon in the Polearm group.
 31. Heaven's Huntsman-Attacked over 500 times with a weapon in the Crossbow group.
 32. Master Martial Artist-Attacked over 500 times with bare hands.

11) Trainning Dummies

These are inanimate creatures that are scattered throughout Leá Monde. They allow you build up your points for a specific class of enemy on them. There are seven in total-two human, a beast, an undead, a phantom, a dragon and an evil.

The first Dummy is a Human one and it appears after you beat Minotaur. Seeing as you just got your first Battle Abilities it is a good place to train up and get new ones. It is also good to train for Human points.

The Dummies are unlocked as you progress through the game but it isn't worth going back to check until you get the Teleportation magic. All of the Dummies are unlocked once you get to Plateia Lumitar.

Each Dummy is easy to locate because they are very near a Magic Circle. This makes it very easy to get to the Dummies once you gain Teleport.

The downside to the Dummies is that all except two build up Physical as the affinity and this comes at the expense of the affinity your weapon has been trained on.

Human/Physical:

Blackmarket, Wine Cellar (Crimson Blade)

Human/Earth/Fire/Dark/Water/Air *:

Worker's Restroom, Wine Cellar (Crimson Blade)

Beast/Physical:

The Dark Tunnel, Abandoned Mines B1 (Ogre)

Undead/Physical:

Hall of Sworn Revenge, Catacombs (Skeleton Knight)

Phantom/Physical:

From Boy To Hero, City Walls North (Ghost)

Dragon/Physical:

The Boy's Training Room, City Walls South (Lizzardman)

Evil/Light:

Note*: Each limb has a different Affinity

R.Arm raises Earth affinity.

L.Arm raises Water affinity.

Head raises Dark affinity.

Body raises Air affinity.

Legs raises Fire affinity.

 12) Weapon Combinations

Daggers

Combine	With	Result
=====	=====	=====
Battle Knife	Battle Knife	Battle Knife
Battle Knife	Scramasax	Battle Knife
Battle Knife	Dirk	+Throwing Knife
Battle Knife	Throwing Knife	Throwing Knife
Battle Knife	Kudi	Scramasax
Battle Knife	Cinquedea	Dirk
Battle Knife	Kris	Throwing Knife
Battle Knife	Hatchet	Kudi
Battle Knife	Khukuri	Cinquedea
Battle Knife	Baselard	Kris
Battle Knife	Stiletto	Hatchet
Battle Knife	Jamadhar	Khukuri
Scramasax	Scramasax	Scramasax
Scramasax	Dirk	+Throwing Knife
Scramasax	Throwing Knife	+Kudi
Scramasax	Kudi	Kudi
Scramasax	Cinquedea	Scramasax
Scramasax	Kris	Dirk
Scramasax	Hatchet	Throwing Knife
Scramasax	Khukuri	Kudi
Scramasax	Baselard	Cinquedea
Scramasax	Stiletto	Kris
Scramasax	Jamadhar	Hatchet
Dirk	Dirk	+Throwing Knife
Dirk	Throwing Knife	+Kudi
Dirk	Kudi	-Battle Knife
Dirk	Cinquedea	Cinquedea
Dirk	Kris	-Scramasax
Dirk	Hatchet	Dirk
Dirk	Khukuri	Throwing Knife
Dirk	Baselard	Kudi
Dirk	Stiletto	Cinquedea
Dirk	Jamadhar	Kris
Throwing Knife	Throwing Knife	Throwing Knife
Throwing Knife	Kudi	+Cinquedea
Throwing Knife	Cinquedea	+Kris
Throwing Knife	Kris	-Battle Knife
Throwing Knife	Hatchet	-Scramasax
Throwing Knife	Khukuri	-Dirk
Throwing Knife	Baselard	Throwing Knife
Throwing Knife	Stiletto	Kudi
Throwing Knife	Jamadhar	Cinquedea

Kudi	Kudi	Kudi	
Kudi	Cinquedea	+Kris	
Kudi	Kris	+Hatchet	
Kudi	Hatchet	Kris	
Kudi	Khukuri	-Scramasax	
Kudi	Baselard	-Dirk	
Kudi	Stiletto	-Throwing Knife	
Kudi	Jamadhar	Kudi	
Cinquedea	Cinquedea	Cinquedea	
Cinquedea	Kris	+Hatchet	
Cinquedea	Hatchet	-Battle Knife	
Cinquedea	Khukuri	Hatchet	
Cinquedea	Baselard	-Scramasax	
Cinquedea	Stiletto	-Dirk	
Cinquedea	Jamadhar	-Throwing Knife	
Kris	Kris	Kris	
Kris	Hatchet	+Khukuri	
Kris	Khukuri	-Battle Knife	
Kris	Baselard	Hatchet	
Kris	Stiletto	-Scramasax	
Kris	Jamadhar	-Dirk	
Hatchet	Hatchet	Hatchet	
Hatchet	Khukuri	+Baselard	
Hatchet	Baselard	-Battle Knife	
Hatchet	Stiletto	Khukuri	
Hatchet	Jamadhar	-Scramasax	
Khukuri	Khukuri	Khukuri	
Khukuri	Baselard	-Battle Knife	
Khukuri	Stiletto	Baselard	
Khukuri	Jamadhar	Khukuri	
Baselard	Baselard	+Stiletto	
Baselard	Stiletto	-Battle Knife	
Baselard	Jamadhar	-Battle Knife	
Stiletto	Stiletto	+Jamadhar	
Stiletto	Jamadhar	-Battle Knife	
Jamadhar	Jamadhar	Jamadhar	

Sword

Combine	With	Result	
=====	=====	=====	
Spatha	Spatha	Spatha	
Spatha	Scimitar	Spatha	
Spatha	Rapier	+Short Sword	
Spatha	Short Sword	Spatha	
Spatha	Firangi	Scimitar	
Spatha	Shamshir	Rapier	
Spatha	Falchion	Short Sword	
Spatha	Shotel	Firangi	
Spatha	Khora	Shamshir	
Spatha	Khopesh	Falchion	
Spatha	Wakizashi	Shotel	
Spatha	Rhomphaia	Spatha	
Scimitar	Scimitar	Scimitar	
Scimitar	Rapier	-Spatha	
Scimitar	Short Sword	Scimitar	
Scimitar	Firangi	Short Sword	
Scimitar	Shamshir	Scimitar	
Scimitar	Falchion	Rapier	
Scimitar	Shotel	Short Sword	
Scimitar	Khora	Firangi	

Scimitar	Khopesh	Shamshir	
Scimitar	Wakizashi	Falchion	
Scimitar	Rhomphaia	Scimitar	
Rapier	Rapier	Rapier	
Rapier	Short Sword	-Spatha	
Rapier	Firangi	Short Sword	
Rapier	Shamshir	-Spatha	
Rapier	Falchion	Firangi	
Rapier	Shotel	Rapier	
Rapier	Khora	Short Sword	
Rapier	Khopesh	Firangi	
Rapier	Wakizashi	Shamshir	
Rapier	Rhomphaia	Rapier	
Short Sword	Short Sword	Short Sword	
Short Sword	Firangi	+Shamshir	
Short Sword	Shamshir	-Rapier	
Short Sword	Falchion	-Spatha	
Short Sword	Shotel	-Scimitar	
Short Sword	Khora	-Rapier	
Short Sword	Khopesh	Short Sword	
Short Sword	Wakizashi	Firangi	
Short Sword	Rhomphaia	Short Sword	
Firangi	Firangi	Firangi	
Firangi	Shamshir	+Falchion	
Firangi	Falchion	Shamshir	
Firangi	Shotel	Falchion	
Firangi	Khora	-Scimitar	
Firangi	Khopesh	-Rapier	
Firangi	Wakizashi	-Short Sword	
Firangi	Rhomphaia	Firangi	
Shamshir	Shamshir	Shamshir	
Shamshir	Falchion	+Shotel	
Shamshir	Shotel	-Spatha	
Shamshir	Khora	Shamshir	
Shamshir	Khopesh	-Scimitar	
Shamshir	Wakizashi	-Rapier	
Shamshir	Rhomphaia	Shamshir	
Falchion	Falchion	Falchion	
Falchion	Shotel	+Khora	
Falchion	Khora	-Rapier	
Falchion	Khopesh	Khora	
Falchion	Wakizashi	-Scimitar	
Falchion	Rhomphaia	Falchion	
Shotel	Shotel	Shotel	
Shotel	Khora	-Spatha	
Shotel	Khopesh	Shotel	
Shotel	Wakizashi	-Rapier	
Shotel	Rhomphaia	Shotel	
Khora	Khora	+Khopesh	
Khora	Khopesh	-Spatha	
Khora	Wakizashi	Khora	
Khora	Rhomphaia	Khora	
Khopesh	Khopesh	+Wakizashi	
Khopesh	Wakizashi	Khopesh	
Khopesh	Rhomphaia	Khopesh	
Wakizashi	Wakizashi	Wakizashi	
Wakizashi	Rhomphaia	Wakizashi	
Rhomphaia	Rhomphaia	Rhomphaia	

Great Sword

Combine	With	Result
=====	=====	=====
Broad Sword	Broad Sword	Broad Sword
Broad Sword	Norse Sword	Broad Sword
Broad Sword	Katana	+Executioner
Broad Sword	Executioner	Broad Sword
Broad Sword	Claymore	Norse Sword
Broad Sword	Schiavona	Katana
Broad Sword	Bastard Sword	Executioner
Broad Sword	Nodachi	Claymore
Broad Sword	Rune Blade	Schiavona
Broad Sword	Holy Win	Broad Sword
Norse Sword	Norse Sword	Norse Sword
Norse Sword	Katana	-Broad Sword
Norse Sword	Executioner	-Broad Sword
Norse Sword	Claymore	Katana
Norse Sword	Schiavona	Norse Sword
Norse Sword	Bastard Sword	Katana
Norse Sword	Nodachi	Executioner
Norse Sword	Rune Blade	Claymore
Norse Sword	Holy Win	Norse Sword
Katana	Katana	Katana
Katana	Executioner	+Claymore
Katana	Claymore	-Broad Sword
Katana	Schiavona	Executioner
Katana	Bastard Sword	-Norse Sword
Katana	Nodachi	Katana
Katana	Rune Blade	Executioner
Katana	Holy Win	Katana
Executioner	Executioner	Executioner
Executioner	Claymore	+Schiavona
Executioner	Schiavona	-Broad Sword
Executioner	Bastard Sword	-Katana
Executioner	Nodachi	-Norse Sword
Executioner	Rune Blade	-Katana
Executioner	Holy Win	Executioner
Claymore	Claymore	Claymore
Claymore	Schiavona	+Bastard Sword
Claymore	Bastard Sword	Claymore
Claymore	Nodachi	Schiavona
Claymore	Rune Blade	-Norse Sword
Claymore	Holy Win	Claymore
Schiavona	Schiavona	Schiavona
Schiavona	Bastard Sword	-Broad Sword
Schiavona	Nodachi	Bastard Sword
Schiavona	Rune Blade	Schiavona
Schiavona	Holy Win	Schiavona
Bastard Sword	Bastard Sword	+Nodachi
Bastard Sword	Nodachi	-Broad Sword
Bastard Sword	Rune Blade	-Broad Sword
Bastard Sword	Holy Win	Bastard Sword
Nodachi	Nodachi	+Rune Blade
Nodachi	Rune Blade	-Bastard Sword
Nodachi	Holy Win	Nodachi
Rune Blade	Rune Blade	Rune Blade
Rune Blade	Holy Win	Rune Blade
Holy Win	Holy Win	Holy Win

Axe+Mace

Combine With Result

Hand Axe	Hand Axe	Hand Axe	
Hand Axe	Battle Axe	Hand Axe	
Hand Axe	Francisca	Francisca	
Hand Axe	Tabarzin	Hand Axe	
Hand Axe	Chamkaq	Battle Axe	
Hand Axe	Tabar	Francisca	
Hand Axe	Bullova	Tabarzin	
Hand Axe	Crescent	Chamkaq	
Hand Axe	Goblin Club	Goblin Club	
Hand Axe	Spiked Club	Goblin Club	
Hand Axe	Ball Mace	Spiked Club	
Hand Axe	Footman's Mace 1H	Ball Mace	
Hand Axe	Morning Star	Footman's Mace 1H	
Hand Axe	War Hammer	Morning Star	
Hand Axe	Bec de Corbin	War Hammer	
Hand Axe	War Maul	Bec de Corbin	
Battle Axe	Battle Axe	Battle Axe	
Battle Axe	Francisca	+Tabarzin	
Battle Axe	Tabarzin	Francisca	
Battle Axe	Chamkaq	Tabarzin	
Battle Axe	Tabar	Battle Axe	
Battle Axe	Bullova	Francisca	
Battle Axe	Crescent	Tabarzin	
Battle Axe	Goblin Club	Hand Axe	
Battle Axe	Spiked Club	Spiked Club	
Battle Axe	Ball Mace	Langdebeve	
Battle Axe	Footman's Mace 1H	Spiked Club	
Battle Axe	Morning Star	Ball Mace	
Battle Axe	War Hammer	Footman's Mace 1H	
Battle Axe	Bec de Corbin	Morning Star	
Battle Axe	War Maul	War Hammer	
Francisca	Francisca	Francisca	
Francisca	Tabarzin	+Chamkaq	
Francisca	Chamkaq	-Hand Axe	
Francisca	Tabar	Chamkaq	
Francisca	Bullova	-Battle Axe	
Francisca	Crescent	Francisca	
Francisca	Goblin Club	Hand Axe	
Francisca	Spiked Club	Battle Axe	
Francisca	Ball Mace	Guisarme	
Francisca	Footman's Mace 1H	Sabre Mace	
Francisca	Morning Star	Ball Mace	
Francisca	War Hammer	Ball Mace	
Francisca	Bec de Corbin	Footman's Mace 1H	
Francisca	War Maul	Morning Star	
Tabarzin	Tabarzin	Tabarzin	
Tabarzin	Chamkaq	+Tabar	
Tabarzin	Tabar	Tabarzin	
Tabarzin	Bullova	Tabar	
Tabarzin	Crescent	-Battle Axe	
Tabarzin	Goblin Club	Battle Axe	
Tabarzin	Spiked Club	Battle Axe	
Tabarzin	Ball Mace	Wizard Staff	
Tabarzin	Footman's Mace 1H	Large Crescent	
Tabarzin	Morning Star	Footman's Mace 2H	
Tabarzin	War Hammer	Footman's Mace 1H	
Tabarzin	Bec de Corbin	Footman's Mace 1H	
Tabarzin	War Maul	Footman's Mace 1H	
Chamkaq	Chamkaq	Chamkaq	

Chamkaq	Tabar	Tabar	
Chamkaq	Bullova	Chamkaq	
Chamkaq	Crescent	-Hand Axe	
Chamkaq	Goblin Club	Francisca	
Chamkaq	Spiked Club	Battle Axe	
Chamkaq	Ball Mace	Francisca	
Chamkaq	Footman's Mace 1H	Clergy Rod	
Chamkaq	Morning Star	Sabre Halberd	
Chamkaq	War Hammer	Gloomwing	
Chamkaq	Bec de Corbin	Morning Star	
Chamkaq	War Maul	Morning Star	
Tabar	Tabar	+Bullova	
Tabar	Bullova	-Hand Axe	
Tabar	Crescent	Tabar	
Tabar	Goblin Club	Tabarzin	
Tabar	Spiked Club	Francisca	
Tabar	Ball Mace	Francisca	
Tabar	Footman's Mace 1H	Tabarzin	
Tabar	Morning Star	Summoner Baton	
Tabar	War Hammer	Balbriggan	
Tabar	Bec de Corbin	Mjolnir	
Tabar	War Maul	War Hammer	
Bullova	Bullova	+Crescent	
Bullova	Crescent	-Hand Axe	
Bullova	Goblin Club	Chamkaq	
Bullova	Spiked Club	Tabarzin	
Bullova	Ball Mace	Francisca	
Bullova	Footman's Mace 1H	Tabarzin	
Bullova	Morning Star	Chamkaq	
Bullova	War Hammer	Shamanic Staff	
Bullova	Bec de Corbin	Double Blade	
Bullova	War Maul	Griever	
Crescent	Crescent	Crescent	
Crescent	Goblin Club	Tabar	
Crescent	Spiked Club	Chamkaq	
Crescent	Ball Mace	Tabarzin	
Crescent	Footman's Mace 1H	Tabarzin	
Crescent	Morning Star	Chamkaq	
Crescent	War Hammer	Tabar	
Crescent	Bec de Corbin	Bishop's Crosier	
Crescent	War Maul	Halberd	
Goblin Club	Goblin Club	Goblin Club	
Goblin Club	Spiked Club	Goblin Club	
Goblin Club	Ball Mace	Spiked Club	
Goblin Club	Footman's Mace 1H	Goblin Club	
Goblin Club	Morning Star	Spiked Club	
Goblin Club	War Hammer	Ball Mace	
Goblin Club	Bec de Corbin	Footman's Mace 1H	
Goblin Club	War Maul	Morning Star	
Spiked Club	Spiked Club	Spiked Club	
Spiked Club	Ball Mace	+Footman's Mace 1H	
Spiked Club	Footman's Mace 1H	Spiked Club	
Spiked Club	Morning Star	Ball Mace	
Spiked Club	War Hammer	Spiked Club	
Spiked Club	Bec de Corbin	Ball Mace	
Spiked Club	War Maul	Footman's Mace 1H	
Ball Mace	Ball Mace	Ball Mace	
Ball Mace	Footman's Mace 1H	+Morning Star	
Ball Mace	Morning Star	Footman's Mace 1H	
Ball Mace	War Hammer	Morning Star	

Ball Mace	Bec de Corbin	-Spiked Club	
Ball Mace	War Maul	Ball Mace	
Footman's Mace 1H	Footman's Mace 1H	Footman's Mace 1H	
Footman's Mace 1H	Morning Star	+War Hammer	
Footman's Mace 1H	War Hammer	-Goblin Club	
Footman's Mace 1H	Bec de Corbin	War Hammer	
Footman's Mace 1H	War Maul	-Spiked Club	
Morning Star	Morning Star	Morning Star	
Morning Star	War Hammer	Morning Star	
Morning Star	Bec de Corbin	-Footman's Mace 1H	
Morning Star	War Maul	-Goblin Club	
War Hammer	War Hammer	+Bec de Corbin	
War Hammer	Bec de Corbin	-Goblin Club	
War Hammer	War Maul	War Hammer	
Bec de Corbin	Bec de Corbin	+War Maul	
Bec de Corbin	War Maul	-Footman's Mace 1H	
War Maul	War Maul	War Maul	

Great Axe

Combine	With	Result	
=====	=====	=====	
Guisarme	Guisarme	Guisarme	
Guisarme	Large Crescent	Guisarme	
Guisarme	Sabre Halberd	Sabre Halberd	
Guisarme	Balbriggan	Large Crescent	
Guisarme	Double Blade	Sabre Halberd	
Guisarme	Halberd	Balbriggan	
Large Crescent	Large Crescent	Large Crescent	
Large Crescent	Sabre Halberd	+Balbriggan	
Large Crescent	Balbriggan	Sabre Halberd	
Large Crescent	Double Blade	Large Crescent	
Large Crescent	Halberd	Sabre Halberd	
Sabre Halberd	Sabre Halberd	Sabre Halberd	
Sabre Halberd	Balbriggan	+Double Blade	
Sabre Halberd	Double Blade	Balbriggan	
Sabre Halberd	Halberd	Sabre Halberd	
Balbriggan	Balbriggan	Balbriggan	
Balbriggan	Double Blade	-Guisarme	
Balbriggan	Halberd	Double Blade	
Double Blade	Double Blade	+Halberd	
Double Blade	Halberd	-Guisarme	
Halberd	Halberd	Halberd	

Staff

Combine	With	Result	
=====	=====	=====	
Wizard Staff	Wizard Staff	Wizard Staff	
Wizard Staff	Clergy Rod	Wizard Staff	
Wizard Staff	Summoner Baton	Wizard Staff	
Wizard Staff	Shamanic Staff	Clergy Rod	
Wizard Staff	Bishop's Crosier	Summoner Baton	
Wizard Staff	Sage's Cane	Shamanic Staff	
Clergy Rod	Clergy Rod	Clergy Rod	
Clergy Rod	Summoner Baton	+Shamanic Staff	
Clergy Rod	Shamanic Staff	Clergy Rod	
Clergy Rod	Bishop's Crosier	Clergy Rod	
Clergy Rod	Sage's Cane	Summoner Baton	
Summoner Baton	Summoner Baton	Summoner Baton	
Summoner Baton	Shamanic Staff	+Bishop's Crosier	
Summoner Baton	Bishop's Crosier	Bishop's Crosier	

Summoner Baton	Sage's Cane	-Clergy Rod	
Shamanic Staff	Shamanic Staff	Shamanic Staff	
Shamanic Staff	Bishop's Crosier	-Wizard Staff	
Shamanic Staff	Sage's Cane	Shamanic Staff	
Bishop's Crosier	Bishop's Crosier	+Sage's Cane	
Bishop's Crosier	Sage's Cane	-Wizard Staff	
Sage's Cane	Sage's Cane	Sage's Cane	

Heavy Mace

Combine	With	Result	
=====	=====	=====	
Langdebeve	Langdebeve	Langdebeve	
Langdebeve	Sabre Mace	Langdebeve	
Langdebeve	Footman's Mace 2H	Langdebeve	
Langdebeve	Gloomwing	Sabre Mace	
Langdebeve	Mjolnir	Sabre Mace	
Langdebeve	Griever	Footman's Mace 2H	
Langdebeve	Destroyer	Gloomwing	
Langdebeve	Hand of Light	Langdebeve	
Sabre Mace	Sabre Mace	Sabre Mace	
Sabre Mace	Footman's Mace 2H	+Gloomwing	
Sabre Mace	Gloomwing	-Langdebeve	
Sabre Mace	Mjolnir	Footman's Mace 2H	
Sabre Mace	Griever	Sabre Mace	
Sabre Mace	Destroyer	Footman's Mace 2H	
Sabre Mace	Hand of Light	Sabre Mace	
Footman's Mace 2H	Footman's Mace 2H	Footman's Mace 2H	
Footman's Mace 2H	Gloomwing	+Mjolnir	
Footman's Mace 2H	Mjolnir	-Sabre Mace	
Footman's Mace 2H	Griever	Mjolnir	
Footman's Mace 2H	Destroyer	-Sabre Mace	
Footman's Mace 2H	Hand of Light	Footman's Mace 2H	
Gloomwing	Gloomwing	Gloomwing	
Gloomwing	Mjolnir	-Langdebeve	
Gloomwing	Griever	Gloomwing	
Gloomwing	Destroyer	Gloomwing	
Gloomwing	Hand of Light	Gloomwing	
Mjolnir	Mjolnir	+Griever	
Mjolnir	Griever	-Langdebeve	
Mjolnir	Destroyer	Mjolnir	
Mjolnir	Hand of Light	Mjolnir	
Griever	Griever	+Destroyer	
Griever	Destroyer	-Footman's Mace 2H	
Griever	Hand of Light	Griever	
Destroyer	Destroyer	Destroyer	
Destroyer	Hand of Light	Destroyer	
Hand of Light	Hand of Light	Hand of Light	

Polearm

Combine	With	Result	
=====	=====	=====	
Spear	Spear	Spear	
Spear	Glaive	Spear	
Spear	Scorpion	Scorpion	
Spear	Corcesca	Spear	
Spear	Trident	Glaive	
Spear	Awl Pike	Scorpion	
Spear	Boar Spear	Corcesca	
Spear	Fauchard	Trident	
Spear	Voulge	Awl Pike	

Spear	Pole Axe	Boar Spear	
Spear	Bardysh	Fauchard	
Spear	Brandestoc	Voulge	
Glaive	Glaive	Glaive	
Glaive	Scorpion	+Corcesca	
Glaive	Corcesca	-Spear	
Glaive	Trident	Scorpion	
Glaive	Awl Pike	Glaive	
Glaive	Boar Spear	Scorpion	
Glaive	Fauchard	Corcesca	
Glaive	Voulge	Trident	
Glaive	Pole Axe	Awl Pike	
Glaive	Bardysh	Boar Spear	
Glaive	Brandestoc	Fauchard	
Scorpion	Scorpion	Scorpion	
Scorpion	Corcesca	+Trident	
Scorpion	Trident	Corcesca	
Scorpion	Awl Pike	+Boar Spear	
Scorpion	Boar Spear	-Glaive	
Scorpion	Fauchard	Scorpion	
Scorpion	Voulge	Corcesca	
Scorpion	Pole Axe	Trident	
Scorpion	Bardysh	Awl Pike	
Scorpion	Brandestoc	Boar Spear	
Corcesca	Corcesca	Corcesca	
Corcesca	Trident	+Awl Pike	
Corcesca	Awl Pike	Corcesca	
Corcesca	Boar Spear	Trident	
Corcesca	Fauchard	-Glaive	
Corcesca	Voulge	-Scorpion	
Corcesca	Pole Axe	Corcesca	
Corcesca	Bardysh	Trident	
Corcesca	Brandestoc	Awl Pike	
Trident	Trident	Trident	
Trident	Awl Pike	+Boar Spear	
Trident	Boar Spear	+Fauchard	
Trident	Fauchard	Awl Pike	
Trident	Voulge	-Glaive	
Trident	Pole Axe	-Scorpion	
Trident	Bardysh	-Corcesca	
Trident	Brandestoc	Trident	
Awl Pike	Awl Pike	Awl Pike	
Awl Pike	Boar Spear	-Trident	
Awl Pike	Fauchard	Fauchard	
Awl Pike	Voulge	Boar Spear	
Awl Pike	Pole Axe	-Glaive	
Awl Pike	Bardysh	-Scorpion	
Awl Pike	Brandestoc	-Corcesca	
Boar Spear	Boar Spear	Boar Spear	
Boar Spear	Fauchard	+Voulge	
Boar Spear	Voulge	-Awl Pike	
Boar Spear	Pole Axe	Voulge	
Boar Spear	Bardysh	-Glaive	
Boar Spear	Brandestoc	-Scorpion	
Fauchard	Fauchard	Fauchard	
Fauchard	Voulge	+Pole Axe	
Fauchard	Pole Axe	-Spear	
Fauchard	Bardysh	Voulge	
Fauchard	Brandestoc	-Glaive	
Voulge	Voulge	Voulge	

Voulge	Pole Axe	Voulge	
Voulge	Bardysh	-Fauchard	
Voulge	Brandestoc	Pole Axe	
Pole Axe	Pole Axe	+Bardysh	
Pole Axe	Bardysh	-Spear	
Pole Axe	Brandestoc	-Boar Spear	
Bardysh	Bardysh	+Brandestoc	
Bardysh	Brandestoc	-Fauchard	
Brandestoc	Brandestoc	Brandestoc	

Crossbow

Combine	With	Result	
=====	=====	=====	
Gastraph Bow	Gastraph Bow	Gastraph Bow	
Gastraph Bow	Light Crossbow	Gastraph Bow	
Gastraph Bow	Target Bow	Light Crossbow	
Gastraph Bow	Windlass	Gastraph Bow	
Gastraph Bow	Cranequin	Light Crossbow	
Gastraph Bow	Lug Crossbow	Target Bow	
Gastraph Bow	Siege Bow	Windlass	
Gastraph Bow	Arbalest	Cranequin	
Light Crossbow	Light Crossbow	Light Crossbow	
Light Crossbow	Target Bow	+Windlass	
Light Crossbow	Windlass	-Gastraph Bow	
Light Crossbow	Cranequin	Light Crossbow	
Light Crossbow	Lug Crossbow	Light Crossbow	
Light Crossbow	Siege Bow	Target Bow	
Light Crossbow	Arbalest	Windlass	
Target Bow	Target Bow	Target Bow	
Target Bow	Windlass	+Cranequin	
Target Bow	Cranequin	Target Bow	
Target Bow	Lug Crossbow	Windlass	
Target Bow	Siege Bow	-Light Crossbow	
Target Bow	Arbalest	Target Bow	
Windlass	Windlass	Windlass	
Windlass	Cranequin	+Lug Crossbow	
Windlass	Lug Crossbow	-Light Crossbow	
Windlass	Siege Bow	Cranequin	
Windlass	Arbalest	-Light Crossbow	
Cranequin	Cranequin	Cranequin	
Cranequin	Lug Crossbow	Cranequin	
Cranequin	Siege Bow	-Target Bow	
Cranequin	Arbalest	-Windlass	
Lug Crossbow	Lug Crossbow	+Siege Bow	
Lug Crossbow	Siege Bow	-Gastraph Bow	
Lug Crossbow	Arbalest	Lug Crossbow	
Siege Bow	Siege Bow	+Arbalest	
Siege Bow	Arbalest	-Target Bow	
Arbalest	Arbalest	Arbalest	

13)Sheild Combinations

Combine	With	Result	
=====	=====	=====	
Buckler	Buckler	Buckler	
Buckler	Pelta Shield	Buckler	

Buckler	Targe	Pelta Shield	
Buckler	Quad Shield	Buckler	
Buckler	Circle Shield	Targe	
Buckler	Tower Shield	Buckler	
Buckler	Spiked Shield	Quad Shield	
Buckler	Round Shield	Buckler	
Buckler	Kite Shield	Pelta Shield	
Buckler	Casserole Shield	Targe	
Buckler	Heater Shield	Quad Shield	
Buckler	Oval Shield	Circle Shield	
Buckler	Knight Shield	Tower Shield	
Buckler	Hoplite Shield	Spiked Shield	
Buckler	Jazeraint Shield	Round Shield	
Buckler	Dread Shield	Kite Shield	
Pelta Shield	Pelta Shield	Pelta Shield	
Pelta Shield	Targe	+Quad Shield	
Pelta Shield	Quad Shield	Targe	
Pelta Shield	Circle Shield	-Buckler	
Pelta Shield	Tower Shield	Pelta Shield	
Pelta Shield	Spiked Shield	-Buckler	
Pelta Shield	Round Shield	Pelta Shield	
Pelta Shield	Kite Shield	-Buckler	
Pelta Shield	Casserole Shield	Pelta Shield	
Pelta Shield	Heater Shield	Targe	
Pelta Shield	Oval Shield	Quad Shield	
Pelta Shield	Knight Shield	Circle Shield	
Pelta Shield	Hoplite Shield	Tower Shield	
Pelta Shield	Jazeraint Shield	Spiked Shield	
Pelta Shield	Dread Shield	Round Shield	
Targe	Targe	Targe	
Targe	Quad Shield	+Circle Shield	
Targe	Circle Shield	-Pelta Shield	
Targe	Tower Shield	-Buckler	
Targe	Spiked Shield	Spiked Shield	
Targe	Round Shield	-Buckler	
Targe	Kite Shield	Targe	
Targe	Casserole Shield	Spiked Shield	
Targe	Heater Shield	-Pelta Shield	
Targe	Oval Shield	Targe	
Targe	Knight Shield	Quad Shield	
Targe	Hoplite Shield	Circle Shield	
Targe	Jazeraint Shield	Tower Shield	
Targe	Dread Shield	Spiked Shield	
Quad Shield	Quad Shield	Quad Shield	
Quad Shield	Circle Shield	+Tower Shield	
Quad Shield	Tower Shield	+Spiked Shield	
Quad Shield	Spiked Shield	-Targe	
Quad Shield	Round Shield	Round Shield	
Quad Shield	Kite Shield	-Buckler	
Quad Shield	Casserole Shield	-Buckler	
Quad Shield	Heater Shield	-Buckler	
Quad Shield	Oval Shield	-Pelta Shield	
Quad Shield	Knight Shield	-Targe	
Quad Shield	Hoplite Shield	Quad Shield	
Quad Shield	Jazeraint Shield	Circle Shield	
Quad Shield	Dread Shield	Tower Shield	
Circle Shield	Circle Shield	Circle Shield	
Circle Shield	Tower Shield	+Spiked Shield	
Circle Shield	Spiked Shield	+Round Shield	
Circle Shield	Round Shield	-Buckler	

Circle Shield	Kite Shield	Spiked Shield	
Circle Shield	Casserole Shield	Kite Shield	
Circle Shield	Heater Shield	-Quad Shield	
Circle Shield	Oval Shield	-Buckler	
Circle Shield	Knight Shield	-Pelta Shield	
Circle Shield	Hoplite Shield	-Targe	
Circle Shield	Jazeraint Shield	-Quad Shield	
Circle Shield	Dread Shield	Circle Shield	
Tower Shield	Tower Shield	Tower Shield	
Tower Shield	Spiked Shield	+Round Shield	
Tower Shield	Round Shield	+Kite Shield	
Tower Shield	Kite Shield	-Buckler	
Tower Shield	Casserole Shield	-Targe	
Tower Shield	Heater Shield	Kite Shield	
Tower Shield	Oval Shield	-Targe	
Tower Shield	Knight Shield	-Buckler	
Tower Shield	Hoplite Shield	-Pelta Shield	
Tower Shield	Jazeraint Shield	-Targe	
Tower Shield	Dread Shield	-Quad Shield	
Spiked Shield	Spiked Shield	Spiked Shield	
Spiked Shield	Round Shield	+Kite Shield	
Spiked Shield	Kite Shield	+Casserole Shield	
Spiked Shield	Casserole Shield	-Buckler	
Spiked Shield	Heater Shield	Round Shield	
Spiked Shield	Oval Shield	Kite Shield	
Spiked Shield	Knight Shield	Casserole Shield	
Spiked Shield	Hoplite Shield	-Buckler	
Spiked Shield	Jazeraint Shield	-Pelta Shield	
Spiked Shield	Dread Shield	-Targe	
Round Shield	Round Shield	Round Shield	
Round Shield	Kite Shield	+Casserole Shield	
Round Shield	Casserole Shield	+Heater Shield	
Round Shield	Heater Shield	-Buckler	
Round Shield	Oval Shield	Casserole Shield	
Round Shield	Knight Shield	-Circle Shield	
Round Shield	Hoplite Shield	-Quad Shield	
Round Shield	Jazeraint Shield	-Buckler	
Round Shield	Dread Shield	-Pelta Shield	
Kite Shield	Kite Shield	Kite Shield	
Kite Shield	Casserole Shield	+Heater Shield	
Kite Shield	Heater Shield	-Buckler	
Kite Shield	Oval Shield	-Targe	
Kite Shield	Knight Shield	-Buckler	
Kite Shield	Hoplite Shield	Casserole Shield	
Kite Shield	Jazeraint Shield	-Buckler	
Kite Shield	Dread Shield	-Buckler	
Casserole Shield	Casserole Shield	Casserole Shield	
Casserole Shield	Heater Shield	+Oval Shield	
Casserole Shield	Oval Shield	-Spiked Shield	
Casserole Shield	Knight Shield	-Round Shield	
Casserole Shield	Hoplite Shield	-Buckler	
Casserole Shield	Jazeraint Shield	-Buckler	
Casserole Shield	Dread Shield	-Targe	
Heater Shield	Heater Shield	Heater Shield	
Heater Shield	Oval Shield	+Knight Shield	
Heater Shield	Knight Shield	-Targe	
Heater Shield	Hoplite Shield	-Circle Shield	
Heater Shield	Jazeraint Shield	-Kite Shield	
Heater Shield	Dread Shield	-Buckler	
Oval Shield	Oval Shield	Oval Shield	

Oval Shield	Knight Shield	+Hoplite Shield	
Oval Shield	Hoplite Shield	-Quad Shield	
Oval Shield	Jazeraint Shield	-Buckler	
Oval Shield	Dread Shield	-Spiked Shield	
Knight Shield	Knight Shield	Knight Shield	
Knight Shield	Hoplite Shield	-Buckler	
Knight Shield	Jazeraint Shield	-Quad Shield	
Knight Shield	Dread Shield	-Buckler	
Hoplite Shield	Hoplite Shield	+Jazeraint Shield	
Hoplite Shield	Jazeraint Shield	-Buckler	
Hoplite Shield	Dread Shield	-Circle Shield	
Jazeraint Shield	Jazeraint Shield	+Dread Shield	
Jazeraint Shield	Dread Shield	-Buckler	
Dread Shield	Dread Shield	Dread Shield	

14) Armor Combinations

Head

Combine	With	Result	
=====	=====	=====	
Bandana	Bandana	Bandana	
Bandana	Bear Mask	Bear Mask	
Bandana	Wizard Hat	Wizard Hat	
Bandana	Bone Helm	Bone Helm	
Bandana	Chain Coif	Bone Helm	
Bandana	Spangenhelm	Bone Helm	
Bandana	Cabasset	Bone Helm	
Bandana	Sallet	Chain Coif	
Bandana	Barbut	Spangenhelm	
Bandana	Basinet	Cabasset	
Bandana	Armet	Sallet	
Bandana	Close Helm	Barbut	
Bandana	Burgonet	Basinet	
Bandana	Hoplite Helm	Armet	
Bandana	Jazeraint Helm	Close Helm	
Bandana	Dread Helm	Burgonet	
Bear Mask	Bear Mask	Bear Mask	
Bear Mask	Wizard Hat	Wizard Hat	
Bear Mask	Bone Helm	Bone Helm	
Bear Mask	Chain Coif	+Spangenhelm	
Bear Mask	Spangenhelm	+Cabasset	
Bear Mask	Cabasset	Bone Helm	
Bear Mask	Sallet	Spangenhelm	
Bear Mask	Barbut	Chain Coif	
Bear Mask	Basinet	Spangenhelm	
Bear Mask	Armet	Cabasset	
Bear Mask	Close Helm	Sallet	
Bear Mask	Burgonet	Barbut	
Bear Mask	Hoplite Helm	Basinet	
Bear Mask	Jazeraint Helm	Armet	
Bear Mask	Dread Helm	Close Helm	
Wizard Hat	Wizard Hat	Wizard Hat	
Wizard Hat	Bone Helm	Bone Helm	
Wizard Hat	Chain Coif	Bone Helm	
Wizard Hat	Spangenhelm	Bone Helm	
Wizard Hat	Cabasset	Spangenhelm	

Wizard Hat	Sallet	Chain Coif	
Wizard Hat	Barbut	Bone Helm	
Wizard Hat	Basinet	Chain Coif	
Wizard Hat	Armet	Spangenhelm	
Wizard Hat	Close Helm	Cabasset	
Wizard Hat	Burgonet	Sallet	
Wizard Hat	Hoplite Helm	Barbut	
Wizard Hat	Jazeraint Helm	Basinet	
Wizard Hat	Dread Helm	Armet	
Bone Helm	Bone Helm	Bone Helm	
Bone Helm	Chain Coif	+Spangenhelm	
Bone Helm	Spangenhelm	Spangenhelm	
Bone Helm	Cabasset	Chain Coif	
Bone Helm	Sallet	Cabasset	
Bone Helm	Barbut	Bone Helm	
Bone Helm	Basinet	Cabasset	
Bone Helm	Armet	Chain Coif	
Bone Helm	Close Helm	Spangenhelm	
Bone Helm	Burgonet	Cabasset	
Bone Helm	Hoplite Helm	Sallet	
Bone Helm	Jazeraint Helm	Barbut	
Bone Helm	Dread Helm	Basinet	
Chain Coif	Chain Coif	Chain Coif	
Chain Coif	Spangenhelm	+Cabasset	
Chain Coif	Cabasset	Cabasset	
Chain Coif	Sallet	-Bone Helm	
Chain Coif	Barbut	Barbut	
Chain Coif	Basinet	-Bone Helm	
Chain Coif	Armet	Cabasset	
Chain Coif	Close Helm	Chain Coif	
Chain Coif	Burgonet	Spangenhelm	
Chain Coif	Hoplite Helm	Cabasset	
Chain Coif	Jazeraint Helm	Sallet	
Chain Coif	Dread Helm	Barbut	
Spangenhelm	Spangenhelm	Spangenhelm	
Spangenhelm	Cabasset	+Sallet	
Spangenhelm	Sallet	Sallet	
Spangenhelm	Barbut	-Bone Helm	
Spangenhelm	Basinet	Sallet	
Spangenhelm	Armet	Barbut	
Spangenhelm	Close Helm	Barbut	
Spangenhelm	Burgonet	-Chain Coif	
Spangenhelm	Hoplite Helm	Spangenhelm	
Spangenhelm	Jazeraint Helm	Cabasset	
Spangenhelm	Dread Helm	Sallet	
Cabasset	Cabasset	Cabasset	
Cabasset	Sallet	Sallet	
Cabasset	Barbut	Barbut	
Cabasset	Basinet	Basinet	
Cabasset	Armet	Barbut	
Cabasset	Close Helm	Sallet	
Cabasset	Burgonet	Barbut	
Cabasset	Hoplite Helm	-Chain Coif	
Cabasset	Jazeraint Helm	-Spangenhelm	
Cabasset	Dread Helm	Cabasset	
Sallet	Sallet	Sallet	
Sallet	Barbut	+Basinet	
Sallet	Basinet	Barbut	
Sallet	Armet	Basinet	
Sallet	Close Helm	Barbut	

Sallet	Burgonet	-Bone Helm	
Sallet	Hoplite Helm	Basinet	
Sallet	Jazeraint Helm	-Chain Coif	
Sallet	Dread Helm	-Spangenhelm	
Barbut	Barbut	Barbut	
Barbut	Basinet	+Armet	
Barbut	Armet	-Bone Helm	
Barbut	Close Helm	Armet	
Barbut	Burgonet	Armet	
Barbut	Hoplite Helm	-Bone Helm	
Barbut	Jazeraint Helm	-Sallet	
Barbut	Dread Helm	-Chain Coif	
Basinet	Basinet	Basinet	
Basinet	Armet	+Close Helm	
Basinet	Close Helm	+Burgonet	
Basinet	Burgonet	Basinet	
Basinet	Hoplite Helm	Close Helm	
Basinet	Jazeraint Helm	Basinet	
Basinet	Dread Helm	-Barbut	
Armet	Armet	Armet	
Armet	Close Helm	Close Helm	
Armet	Burgonet	Close Helm	
Armet	Hoplite Helm	-Sallet	
Armet	Jazeraint Helm	Armet	
Armet	Dread Helm	-Bone Helm	
Close Helm	Close Helm	Close Helm	
Close Helm	Burgonet	+Hoplite Helm	
Close Helm	Hoplite Helm	Burgonet	
Close Helm	Jazeraint Helm	-Basinet	
Close Helm	Dread Helm	Close Helm	
Burgonet	Burgonet	Burgonet	
Burgonet	Hoplite Helm	-Close Helm	
Burgonet	Jazeraint Helm	-Armet	
Burgonet	Dread Helm	-Bone Helm	
Hoplite Helm	Hoplite Helm	+Jazeraint Helm	
Hoplite Helm	Jazeraint Helm	Hoplite Helm	
Hoplite Helm	Dread Helm	-Burgonet	
Jazeraint Helm	Jazeraint Helm	+Dread Helm	
Jazeraint Helm	Dread Helm	-Hoplite Helm	
Dread Helm	Dread Helm	Dread Helm	

Body

Combine	With	Result	
=====	=====	=====	
Jerkin	Jerkin	Jerkin	
Jerkin	Hauberk	Hauberk	
Jerkin	Wizard Robe	Wizard Robe	
Jerkin	Cuirass	Cuirass	
Jerkin	Banded Mail	Banded Mail	
Jerkin	Ring Mail	Banded Mail	
Jerkin	Chain Mail	+Breastplate	
Jerkin	Breastplate	Banded Mail	
Jerkin	Segmentata	Ring Mail	
Jerkin	Scale Armor	Chain Mail	
Jerkin	Brigandine	Breastplate	
Jerkin	Plate Mail	Segmentata	
Jerkin	Fluted Armor	Scale Armor	
Jerkin	Hoplite Armor	Brigandine	
Jerkin	Jazeraint Armor	Plate Mail	
Jerkin	Dread Armor	Fluted Armor	

HauberK	HauberK	HauberK	
HauberK	Wizard Robe	Wizard Robe	
HauberK	Cuirass	Cuirass	
HauberK	Banded Mail	Banded Mail	
HauberK	Ring Mail	Banded Mail	
HauberK	Chain Mail	+Segmentata	
HauberK	Breastplate	Banded Mail	
HauberK	Segmentata	Banded Mail	
HauberK	Scale Armor	Ring Mail	
HauberK	Brigandine	Chain Mail	
HauberK	Plate Mail	Breastplate	
HauberK	Fluted Armor	Segmentata	
HauberK	Hoplite Armor	Scale Armor	
HauberK	Jazeraint Armor	Brigandine	
HauberK	Dread Armor	Plate Mail	
Wizard Robe	Wizard Robe	Wizard Robe	
Wizard Robe	Cuirass	Cuirass	
Wizard Robe	Banded Mail	Banded Mail	
Wizard Robe	Ring Mail	+Breastplate	
Wizard Robe	Chain Mail	Banded Mail	
Wizard Robe	Breastplate	Banded Mail	
Wizard Robe	Segmentata	Banded Mail	
Wizard Robe	Scale Armor	Ring Mail	
Wizard Robe	Brigandine	Ring Mail	
Wizard Robe	Plate Mail	Chain Mail	
Wizard Robe	Fluted Armor	Breastplate	
Wizard Robe	Hoplite Armor	Segmentata	
Wizard Robe	Jazeraint Armor	Scale Armor	
Wizard Robe	Dread Armor	Brigandine	
Cuirass	Cuirass	Cuirass	
Cuirass	Banded Mail	+Ring Mail	
Cuirass	Ring Mail	Ring Mail	
Cuirass	Chain Mail	Banded Mail	
Cuirass	Breastplate	+Segmentata	
Cuirass	Segmentata	Banded Mail	
Cuirass	Scale Armor	Chain Mail	
Cuirass	Brigandine	Breastplate	
Cuirass	Plate Mail	Ring Mail	
Cuirass	Fluted Armor	Chain Mail	
Cuirass	Hoplite Armor	Breastplate	
Cuirass	Jazeraint Armor	Segmentata	
Cuirass	Dread Armor	Scale Armor	
Banded Mail	Banded Mail	Banded Mail	
Banded Mail	Ring Mail	+Chain Mail	
Banded Mail	Chain Mail	Chain Mail	
Banded Mail	Breastplate	Breastplate	
Banded Mail	Segmentata	Chain Mail	
Banded Mail	Scale Armor	Banded Mail	
Banded Mail	Brigandine	Chain Mail	
Banded Mail	Plate Mail	Banded Mail	
Banded Mail	Fluted Armor	Ring Mail	
Banded Mail	Hoplite Armor	Chain Mail	
Banded Mail	Jazeraint Armor	Breastplate	
Banded Mail	Dread Armor	Segmentata	
Ring Mail	Ring Mail	Ring Mail	
Ring Mail	Chain Mail	+Breastplate	
Ring Mail	Breastplate	-Banded Mail	
Ring Mail	Segmentata	-Banded Mail	
Ring Mail	Scale Armor	Breastplate	
Ring Mail	Brigandine	Ring Mail	

Ring Mail	Plate Mail	Segmentata	
Ring Mail	Fluted Armor	Scale Armor	
Ring Mail	Hoplite Armor	Ring Mail	
Ring Mail	Jazeraint Armor	Chain Mail	
Ring Mail	Dread Armor	Breastplate	
Chain Mail	Chain Mail	Chain Mail	
Chain Mail	Breastplate	+Segmentata	
Chain Mail	Segmentata	+Scale Armor	
Chain Mail	Scale Armor	-Banded Mail	
Chain Mail	Brigandine	Scale Armor	
Chain Mail	Plate Mail	-Banded Mail	
Chain Mail	Fluted Armor	Scale Armor	
Chain Mail	Hoplite Armor	Breastplate	
Chain Mail	Jazeraint Armor	-Ring Mail	
Chain Mail	Dread Armor	Chain Mail	
Breastplate	Breastplate	Breastplate	
Breastplate	Segmentata	+Scale Armor	
Breastplate	Scale Armor	+Brigandine	
Breastplate	Brigandine	+Plate Mail	
Breastplate	Plate Mail	Scale Armor	
Breastplate	Fluted Armor	Plate Mail	
Breastplate	Hoplite Armor	Fluted Armor	
Breastplate	Jazeraint Armor	-Banded Mail	
Breastplate	Dread Armor	-Ring Mail	
Segmentata	Segmentata	Segmentata	
Segmentata	Scale Armor	+Brigandine	
Segmentata	Brigandine	Segmentata	
Segmentata	Plate Mail	Brigandine	
Segmentata	Fluted Armor	-Banded Mail	
Segmentata	Hoplite Armor	Plate Mail	
Segmentata	Jazeraint Armor	Segmentata	
Segmentata	Dread Armor	Plate Mail	
Scale Armor	Scale Armor	Scale Armor	
Scale Armor	Brigandine	+Plate Mail	
Scale Armor	Plate Mail	-Banded Mail	
Scale Armor	Fluted Armor	Brigandine	
Scale Armor	Hoplite Armor	-Ring Mail	
Scale Armor	Jazeraint Armor	Fluted Armor	
Scale Armor	Dread Armor	-Banded Mail	
Brigandine	Brigandine	Brigandine	
Brigandine	Plate Mail	+Fluted Armor	
Brigandine	Fluted Armor	Brigandine	
Brigandine	Hoplite Armor	Plate Mail	
Brigandine	Jazeraint Armor	-Scale Armor	
Brigandine	Dread Armor	Fluted Armor	
Plate Mail	Plate Mail	Plate Mail	
Plate Mail	Fluted Armor	+Hoplite Armor	
Plate Mail	Hoplite Armor	-Brigandine	
Plate Mail	Jazeraint Armor	-Brigandine	
Plate Mail	Dread Armor	-Scale Armor	
Fluted Armor	Fluted Armor	Fluted Armor	
Fluted Armor	Hoplite Armor	-Scale Armor	
Fluted Armor	Jazeraint Armor	Fluted Armor	
Fluted Armor	Dread Armor	-Scale Armor	
Hoplite Armor	Hoplite Armor	+Jazeraint Armor	
Hoplite Armor	Jazeraint Armor	-Banded Mail	
Hoplite Armor	Dread Armor	-Plate Mail	
Jazeraint Armor	Jazeraint Armor	+Dread Armor	
Jazeraint Armor	Dread Armor	-Banded Mail	
Dread Armor	Dread Armor	Dread Armor	

Legings			
Combine	With	Result	
=====	=====	=====	
Sandals	Sandals	Sandals	
Sandals	Boots	Boots	
Sandals	Long Boots	Long Boots	
Sandals	Cuisse	Cuisse	
Sandals	Light Greave	+Ring Leggings	
Sandals	Ring Leggings	Cuisse	
Sandals	Chain Leggings	Light Greave	
Sandals	Fusskampf	Light Greave	
Sandals	Poleyn	Ring Leggings	
Sandals	Jambeau	Chain Leggings	
Sandals	Missaglia	Fusskampf	
Sandals	Plate Leggings	Poleyn	
Sandals	Fluted Leggings	Jambeau	
Sandals	Hoplite Leggings	Missaglia	
Sandals	Jazeraint Leggings	Plate Leggings	
Sandals	Dread Leggings	Fluted Leggings	
Boots	Boots	Boots	
Boots	Long Boots	Long Boots	
Boots	Cuisse	Cuisse	
Boots	Light Greave	Cuisse	
Boots	Ring Leggings	+Chain Leggings	
Boots	Chain Leggings	Cuisse	
Boots	Fusskampf	Ring Leggings	
Boots	Poleyn	Light Greave	
Boots	Jambeau	Ring Leggings	
Boots	Missaglia	Chain Leggings	
Boots	Plate Leggings	Fusskampf	
Boots	Fluted Leggings	Poleyn	
Boots	Hoplite Leggings	Jambeau	
Boots	Jazeraint Leggings	Missaglia	
Boots	Dread Leggings	Plate Leggings	
Long Boots	Long Boots	Long Boots	
Long Boots	Cuisse	+Light Greave	
Long Boots	Light Greave	Light Greave	
Long Boots	Ring Leggings	Cuisse	
Long Boots	Chain Leggings	Ring Leggings	
Long Boots	Fusskampf	Light Greave	
Long Boots	Poleyn	Fusskampf	
Long Boots	Jambeau	Light Greave	
Long Boots	Missaglia	Ring Leggings	
Long Boots	Plate Leggings	Chain Leggings	
Long Boots	Fluted Leggings	Fusskampf	
Long Boots	Hoplite Leggings	Poleyn	
Long Boots	Jazeraint Leggings	Jambeau	
Long Boots	Dread Leggings	Missaglia	
Cuisse	Cuisse	Cuisse	
Cuisse	Light Greave	+Ring Leggings	
Cuisse	Ring Leggings	Ring Leggings	
Cuisse	Chain Leggings	Cuisse	
Cuisse	Fusskampf	Chain Leggings	
Cuisse	Poleyn	Cuisse	
Cuisse	Jambeau	Poleyn	
Cuisse	Missaglia	Light Greave	
Cuisse	Plate Leggings	Ring Leggings	
Cuisse	Fluted Leggings	Chain Leggings	

Cuisse	Hoplite Leggings	Fusskampf	
Cuisse	Jazeraint Leggings	Poleyn	
Cuisse	Dread Leggings	Jambeau	
Light Greave	Light Greave	Light Greave	
Light Greave	Ring Leggings	+Chain Leggings	
Light Greave	Chain Leggings	+Fusskampf	
Light Greave	Fusskampf	+Poleyn	
Light Greave	Poleyn	Fusskampf	
Light Greave	Jambeau	Chain Leggings	
Light Greave	Missaglia	Poleyn	
Light Greave	Plate Leggings	Light Greave	
Light Greave	Fluted Leggings	Ring Leggings	
Light Greave	Hoplite Leggings	Chain Leggings	
Light Greave	Jazeraint Leggings	Fusskampf	
Light Greave	Dread Leggings	Poleyn	
Ring Leggings	Ring Leggings	Ring Leggings	
Ring Leggings	Chain Leggings	+Fusskampf	
Ring Leggings	Fusskampf	Chain Leggings	
Ring Leggings	Poleyn	Poleyn	
Ring Leggings	Jambeau	Poleyn	
Ring Leggings	Missaglia	Fusskampf	
Ring Leggings	Plate Leggings	-Cuisse	
Ring Leggings	Fluted Leggings	-Light Greave	
Ring Leggings	Hoplite Leggings	Ring Leggings	
Ring Leggings	Jazeraint Leggings	Chain Leggings	
Ring Leggings	Dread Leggings	Fusskampf	
Chain Leggings	Chain Leggings	+Poleyn	
Chain Leggings	Fusskampf	+Poleyn	
Chain Leggings	Poleyn	+Jambeau	
Chain Leggings	Jambeau	+Missaglia	
Chain Leggings	Missaglia	Poleyn	
Chain Leggings	Plate Leggings	Missaglia	
Chain Leggings	Fluted Leggings	Missaglia	
Chain Leggings	Hoplite Leggings	-Light Greave	
Chain Leggings	Jazeraint Leggings	-Ring Leggings	
Chain Leggings	Dread Leggings	Chain Leggings	
Fusskampf	Fusskampf	Fusskampf	
Fusskampf	Poleyn	+Jambeau	
Fusskampf	Jambeau	-Cuisse	
Fusskampf	Missaglia	Jambeau	
Fusskampf	Plate Leggings	Jambeau	
Fusskampf	Fluted Leggings	-Light Greave	
Fusskampf	Hoplite Leggings	Plate Leggings	
Fusskampf	Jazeraint Leggings	-Light Greave	
Fusskampf	Dread Leggings	-Ring Leggings	
Poleyn	Poleyn	Poleyn	
Poleyn	Jambeau	+Missaglia	
Poleyn	Missaglia	+Plate Leggings	
Poleyn	Plate Leggings	Poleyn	
Poleyn	Fluted Leggings	Plate Leggings	
Poleyn	Hoplite Leggings	Jambeau	
Poleyn	Jazeraint Leggings	Plate Leggings	
Poleyn	Dread Leggings	-Light Greave	
Jambeau	Jambeau	Jambeau	
Jambeau	Missaglia	-Fusskampf	
Jambeau	Plate Leggings	Missaglia	
Jambeau	Fluted Leggings	Missaglia	
Jambeau	Hoplite Leggings	-Fusskampf	
Jambeau	Jazeraint Leggings	Fluted Leggings	
Jambeau	Dread Leggings	-Cuisse	

Missaglia	Missaglia	+Plate Leggings	
Missaglia	Plate Leggings	+Fluted Leggings	
Missaglia	Fluted Leggings	-Jambeau	
Missaglia	Hoplite Leggings	Fluted Leggings	
Missaglia	Jazeraint Leggings	-Ring Leggings	
Missaglia	Dread Leggings	Plate Leggings	
Plate Leggings	Plate Leggings	Plate Leggings	
Plate Leggings	Fluted Leggings	+Hoplite Leggings	
Plate Leggings	Hoplite Leggings	-Poleyn	
Plate Leggings	Jazeraint Leggings	Fluted Leggings	
Plate Leggings	Dread Leggings	-Poleyn	
Fluted Leggings	Fluted Leggings	Fluted Leggings	
Fluted Leggings	Hoplite Leggings	-Missaglia	
Fluted Leggings	Jazeraint Leggings	-Jambeau	
Fluted Leggings	Dread Leggings	-Plate Leggings	
Hoplite Leggings	Hoplite Leggings	+Jazeraint Leggings	
Hoplite Leggings	Jazeraint Leggings	-Cuisse	
Hoplite Leggings	Dread Leggings	-Fluted Leggings	
Jazeraint Leggings	Jazeraint Leggings	+Dread Leggings	
Jazeraint Leggings	Dread Leggings	-Jambeau	
Dread Leggings	Dread Leggings	Dread Leggings	

Arms

Combine	With	Result	
=====	=====	=====	
Bandage	Bandage	Bandage	
Bandage	Leather Glove	Leather Glove	
Bandage	Reinforced Glove	Reinforced Glove	
Bandage	Knuckles	Knuckles	
Bandage	Ring Sleeve	Knuckles	
Bandage	Chain Sleeve	Knuckles	
Bandage	Gauntlet	Chain Sleeve	
Bandage	Vambrace	Ring Sleeve	
Bandage	Plate Glove	Chain Sleeve	
Bandage	Rondanche	Gauntlet	
Bandage	Tilt Glove	Vambrace	
Bandage	Freiturnier	Plate Glove	
Bandage	Fluted Glove	Rondanche	
Bandage	Hoplite Glove	Tilt Glove	
Bandage	Jazeraint Glove	Freiturnier	
Bandage	Dread Glove	Fluted Glove	
Leather Glove	Leather Glove	Leather Glove	
Leather Glove	Reinforced Glove	Reinforced Glove	
Leather Glove	Knuckles	Knuckles	
Leather Glove	Ring Sleeve	+Chain Sleeve	
Leather Glove	Chain Sleeve	Ring Sleeve	
Leather Glove	Gauntlet	Knuckles	
Leather Glove	Vambrace	Chain Sleeve	
Leather Glove	Plate Glove	Ring Sleeve	
Leather Glove	Rondanche	Chain Sleeve	
Leather Glove	Tilt Glove	Gauntlet	
Leather Glove	Freiturnier	Vambrace	
Leather Glove	Fluted Glove	Plate Glove	
Leather Glove	Hoplite Glove	Rondanche	
Leather Glove	Jazeraint Glove	Tilt Glove	
Leather Glove	Dread Glove	Freiturnier	
Reinforced Glove	Reinforced Glove	Reinforced Glove	
Reinforced Glove	Knuckles	+Ring Sleeve	
Reinforced Glove	Ring Sleeve	Knuckles	

Reinforced Glove	Chain Sleeve	+Gauntlet	
Reinforced Glove	Gauntlet	Chain Sleeve	
Reinforced Glove	Vambrace	Vambrace	
Reinforced Glove	Plate Glove	Vambrace	
Reinforced Glove	Rondanche	Ring Sleeve	
Reinforced Glove	Tilt Glove	Chain Sleeve	
Reinforced Glove	Freiturnier	Gauntlet	
Reinforced Glove	Fluted Glove	Vambrace	
Reinforced Glove	Hoplite Glove	Plate Glove	
Reinforced Glove	Jazeraint Glove	Rondanche	
Reinforced Glove	Dread Glove	Tilt Glove	
Knuckles	Knuckles	Knuckles	
Knuckles	Ring Sleeve	+Chain Sleeve	
Knuckles	Chain Sleeve	Chain Sleeve	
Knuckles	Gauntlet	Knuckles	
Knuckles	Vambrace	Gauntlet	
Knuckles	Plate Glove	Plate Glove	
Knuckles	Rondanche	Rondanche	
Knuckles	Tilt Glove	Ring Sleeve	
Knuckles	Freiturnier	Chain Sleeve	
Knuckles	Fluted Glove	Gauntlet	
Knuckles	Hoplite Glove	Vambrace	
Knuckles	Jazeraint Glove	Plate Glove	
Knuckles	Dread Glove	Rondanche	
Ring Sleeve	Ring Sleeve	Ring Sleeve	
Ring Sleeve	Chain Sleeve	+Gauntlet	
Ring Sleeve	Gauntlet	+Vambrace	
Ring Sleeve	Vambrace	Vambrace	
Ring Sleeve	Plate Glove	Ring Sleeve	
Ring Sleeve	Rondanche	Gauntlet	
Ring Sleeve	Tilt Glove	Plate Glove	
Ring Sleeve	Freiturnier	Ring Sleeve	
Ring Sleeve	Fluted Glove	Chain Sleeve	
Ring Sleeve	Hoplite Glove	Gauntlet	
Ring Sleeve	Jazeraint Glove	Vambrace	
Ring Sleeve	Dread Glove	Plate Glove	
Chain Sleeve	Chain Sleeve	Chain Sleeve	
Chain Sleeve	Gauntlet	Gauntlet	
Chain Sleeve	Vambrace	-Knuckles	
Chain Sleeve	Plate Glove	+Rondanche	
Chain Sleeve	Rondanche	Rondanche	
Chain Sleeve	Tilt Glove	Vambrace	
Chain Sleeve	Freiturnier	Rondanche	
Chain Sleeve	Fluted Glove	-Ring Sleeve	
Chain Sleeve	Hoplite Glove	Chain Sleeve	
Chain Sleeve	Jazeraint Glove	Gauntlet	
Chain Sleeve	Dread Glove	Vambrace	
Gauntlet	Gauntlet	Gauntlet	
Gauntlet	Vambrace	+Plate Glove	
Gauntlet	Plate Glove	Plate Glove	
Gauntlet	Rondanche	-Knuckles	
Gauntlet	Tilt Glove	Tilt Glove	
Gauntlet	Freiturnier	-Chain Sleeve	
Gauntlet	Fluted Glove	Freiturnier	
Gauntlet	Hoplite Glove	-Ring Sleeve	
Gauntlet	Jazeraint Glove	-Chain Sleeve	
Gauntlet	Dread Glove	Gauntlet	
Vambrace	Vambrace	+Plate Glove	
Vambrace	Plate Glove	+Rondanche	
Vambrace	Rondanche	Plate Glove	

Vambrace	Tilt Glove	-Gauntlet	
Vambrace	Freiturnier	Freiturnier	
Vambrace	Fluted Glove	Tilt Glove	
Vambrace	Hoplite Glove	-Knuckles	
Vambrace	Jazeraint Glove	-Ring Sleeve	
Vambrace	Dread Glove	-Chain Sleeve	
Plate Glove	Plate Glove	Plate Glove	
Plate Glove	Rondanche	+Tilt Glove	
Plate Glove	Tilt Glove	Tilt Glove	
Plate Glove	Freiturnier	Plate Glove	
Plate Glove	Fluted Glove	Freiturnier	
Plate Glove	Hoplite Glove	Fluted Glove	
Plate Glove	Jazeraint Glove	-Vambrace	
Plate Glove	Dread Glove	-Ring Sleeve	
Rondanche	Rondanche	Rondanche	
Rondanche	Tilt Glove	Rondanche	
Rondanche	Freiturnier	+Fluted Glove	
Rondanche	Fluted Glove	-Knuckles	
Rondanche	Hoplite Glove	Freiturnier	
Rondanche	Jazeraint Glove	Rondanche	
Rondanche	Dread Glove	Freiturnier	
Tilt Glove	Tilt Glove	+Freiturnier	
Tilt Glove	Freiturnier	Tilt Glove	
Tilt Glove	Fluted Glove	Fluted Glove	
Tilt Glove	Hoplite Glove	-Plate Glove	
Tilt Glove	Jazeraint Glove	Fluted Glove	
Tilt Glove	Dread Glove	-Gauntlet	
Freiturnier	Freiturnier	Freiturnier	
Freiturnier	Fluted Glove	+Hoplite Glove	
Freiturnier	Hoplite Glove	Fluted Glove	
Freiturnier	Jazeraint Glove	-Rondanche	
Freiturnier	Dread Glove	-Tilt Glove	
Fluted Glove	Fluted Glove	Fluted Glove	
Fluted Glove	Hoplite Glove	-Tilt Glove	
Fluted Glove	Jazeraint Glove	-Freiturnier	
Fluted Glove	Dread Glove	Fluted Glove	
Hoplite Glove	Hoplite Glove	+Jazeraint Glove	
Hoplite Glove	Jazeraint Glove	-Knuckles	
Hoplite Glove	Dread Glove	-Fluted Glove	
Jazeraint Glove	Jazeraint Glove	+Dread Glove	
Jazeraint Glove	Dread Glove	-Rondanche	
Dread Glove	Dread Glove	Dread Glove	

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<http://users.erols.com/tiltonj/vs/guide.21.txt>
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